IMAGINE MAILING LIST

COLLABORATORS

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

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

IMAGINE MAILING LIST

1.1   IMAGINE MAILING LIST NUMBER V62

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


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|                                                                       |
|                              This is                                  |
|     the Imagine Mailing List (imagine@email.eag.unisysgsg.com) Archive #62 |
| covering messages from May 01 1995 to May 31 1995.                    |
|                                                                       |
| If you've any questions or problems with this file, E-mail Joop van de Wege |
| at Joop.vandeWege@medew.ento.wau.nl                                   |
| To join the IML, send email to: imagine-request@email.eag.unisysgsg.com and |
| in the subject line type in: subscribe                               |
|                                                                       |
|     Thanks goes to: Neil Miller for the Imagine Mailing List Processor    |
|                     Nik Vukovljak for the archives                    |
+-----------------------------------------------------------------------+



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Click--> 196   MSG- 196   ------=> Sorry NO Subject!
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Click--> 200   MSG- 200   Subject: Re:WINE
Click--> 201   MSG- 201   Subject: Re: Star Trek - Generations
Click--> 202   MSG- 202   Subject: TextureStudio
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Click--> 204   MSG- 204   Subject: Re: Suggestion for a project
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Click--> 207   MSG- 207   Subject: Re: Suggestion for a project
Click--> 208   MSG- 208   Subject: Re: Suggestion for a project
Click--> 209   MSG- 209   Subject: Re: Morphing
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Click--> 219   MSG- 219   Subject: RSDP settings
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Click--> 233   MSG- 233   Subject: Re: IM 3.1-3.2 Textures
Click--> 234   MSG- 234   Subject: Re: RSDP settings
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Click--> 256   MSG- 256   ------=> Sorry NO Subject!
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Click--> 282   MSG- 282   Subject: Dare to Imagine Queries
Click--> 283   MSG- 283   Subject: Re: jabber
Click--> 284   MSG- 284   Subject: Re:Visible Light Prob
Click--> 285   MSG- 285   ------=> Sorry NO Subject!
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Click--> 287   MSG- 287   Subject: Re:Babylon5 jumpgate
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Click--> 289   MSG- 289   Subject: Re: TextureStudio v1.0.2
Click--> 290   MSG- 290   Subject: How do you make trees ?
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Click--> 294   MSG- 294   Subject: Fwd: texturemapping
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Click--> 340   MSG- 340   Subject: Transparent decal?
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Click--> 346   MSG- 346   Subject: Transparent decal?
Click--> 347   MSG- 347   Subject: Re:your mail
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Click--> 349  MSG- 349  Subject: Re:BABYLON 5 objects
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Click--> 370  MSG- 370  ------=> Sorry NO Subject!
Click--> 371  MSG- 371  Subject: Re: Neon?
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Click--> 375  MSG- 375  Subject: Decals
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    SIZE of your ima
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Click--> 420   MSG- 420   Subject: Re: flc-scr/imagine-svga/interchange
Click--> 421   MSG- 421   Subject: Re: Suggestion for a project
Click--> 422   MSG- 422   Subject: Re: Displaying text in spline editor--help
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Click--> 427   MSG- 427   Subject: Re: Displaying text in spline editor--help
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Click--> 429   MSG- 429   Subject: Creating faces in the spline editor
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Click--> 441   MSG- 441   Subject: Re: Creating faces in the spline editor
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Click--> 460   MSG- 460   Subject: Re: Digimax WAS: Imagine's future
Click--> 461   MSG- 461   Subject: Re: How do you make trees ?
```

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Click--> 462   MSG- 462   Subject: Re: How do you make trees.
Click--> 463   MSG- 463   Subject: Re: Quickies (snow)
Click--> 464   MSG- 464   Subject: Re: Quickies (snow)
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Click--> 518   MSG- 518   Subject: Re: Displaying text in spline editor--help
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Click--> 575   MSG- 575   Subject: Re: FastROM/VMM render speedup?
```

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Click-->  11   MSG- 285   ------=> Sorry NO Subject!
Click-->  12   MSG-  45   ------=> Sorry NO Subject!
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Click--> 236   MSG- 475   Subject: Re: How do you make trees.
Click--> 237   MSG- 462   Subject: Re: How do you make trees.
Click--> 238   MSG- 328   Subject: Re: How do you make trees.
Click--> 239   MSG- 128   Subject: Re: How to make a lake on a PC?
```

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Click--> 240  MSG-  84  Subject: How to make a lake on PC?
Click--> 241  MSG- 119  Subject: Re: How to make a lake on PC?
Click--> 242  MSG- 132  Subject: Re: How to make a lake on PC?
Click--> 243  MSG- 129  Subject: Re: How to make a lake on PC?
Click--> 244  MSG- 172  Subject: Re: How to make a lake on PC?
Click--> 245  MSG- 114  Subject: Re: How to make a lake on PC?
Click--> 246  MSG- 150  Subject: I don't have a d key
Click--> 247  MSG- 157  Subject: Re: I don't have a d key
Click--> 248  MSG-  26  Subject: I'm happy again!
Click--> 249  MSG- 529  Subject: IM
Click--> 250  MSG- 351  Subject: IM 3.0 Drive Wipes (long msg, 1 tip)
Click--> 251  MSG- 166  Subject: IM 3.1-3.2 Textures
Click--> 252  MSG- 226  Subject: Re: IM 3.1-3.2 Textures
Click--> 253  MSG- 233  Subject: Re: IM 3.1-3.2 Textures
Click--> 254  MSG-  33  Subject: Imag 2.0 PC and mem
Click--> 255  MSG-  30  Subject: Re: Imagemaster R/t
Click--> 256  MSG-  71  Subject: Re: Imagemaster R/t
Click--> 257  MSG- 109  Subject: IMAGINE
Click--> 258  MSG-  34  Subject: Imagine & OS/2
Click--> 259  MSG- 288  Subject: Imagine 2.0 Crashes, Expanded Mem Probelms?
Click--> 260  MSG- 152  Subject: Imagine 3.0 Fonts
Click--> 261  MSG- 118  Subject: Imagine 3.0 Fonts (fwd)
Click--> 262  MSG- 159  Subject: Re: Imagine 3.0 Fonts
Click--> 263  MSG-  35  Subject: Imagine 3.x or 4.0?
Click--> 264  MSG-  48  Subject: Re: Imagine 3.x or 4.0?
Click--> 265  MSG-  10  Subject: Imagine 4
Click--> 266  MSG-  56  Subject: Imagine 4.0
Click--> 267  MSG- 281  Subject: Imagine Crashes!! mem problems?
Click--> 268  MSG- 149  Subject: Imagine DIGEST
Click--> 269  MSG-  31  Subject: Imagine Documentation
Click--> 270  MSG-  59  Subject: Re: Imagine Documentation
Click--> 271  MSG-  99  Subject: Re: Imagine Documentation
Click--> 272  MSG-  68  Subject: Re: Imagine Documentation
Click--> 273  MSG- 113  Subject: Re: Imagine Documentation
Click--> 274  MSG- 185  Subject: Re: Imagine Documentation
Click--> 275  MSG- 108  Subject: Re: Imagine Documentation
Click--> 276  MSG-  49  Subject: Re: Imagine Documentation
Click--> 277  MSG-  75  Subject: Re: Imagine Documentation
Click--> 278  MSG-  74  Subject: Re: Imagine Documentation
Click--> 279  MSG- 198  Subject: Re: Imagine Documentation
Click--> 280  MSG- 197  Subject: Re: Imagine Documentation
Click--> 281  MSG-  20  Subject: Re: Imagine for Windows II
Click--> 282  MSG-  58  Subject: Re: Imagine for Windows II
Click--> 283  MSG-  13  Subject: Re: Imagine for Windows II
Click--> 284  MSG- 373  Subject: Re: Imagine Hater
Click--> 285  MSG- 254  Subject: IMAGINE NEWSGROUP
Click--> 286  MSG- 154  Subject: Imagine Newsgroup
Click--> 287  MSG- 179  Subject: Re: Imagine Newsgroup
Click--> 288  MSG- 210  Subject: Re: Imagine Newsgroup
Click--> 289  MSG- 155  Subject: Re: Imagine Newsgroup
Click--> 290  MSG- 355  Subject: Imagine textures
Click--> 291  MSG- 496  Subject: Imagine's future... hmmm
Click--> 292  MSG- 388  Subject: Imagine's future... hmmm
Click--> 293  MSG- 542  Subject: Re: Imagine's future... hmmm
Click--> 294  MSG- 585  Subject: Re: Imagine's future... hmmm
Click--> 295  MSG- 431  Subject: Re: Imagine's future
Click--> 296  MSG- 451  Subject: Re: Imagine's future
```

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Click--> 297  MSG-    7  Subject: Imagine3.0, a500 and mem
Click--> 298  MSG-   16  Subject: Re: Imagine3.0, a500 and mem
Click--> 299  MSG-  131  Subject: IML DIGEST
Click--> 300  MSG-  147  Subject: IML digest--are you folks really that bored?
Click--> 301  MSG-  186  Subject: IML digest--are you folks really that bored?
Click--> 302  MSG-  134  Subject: Re: IML DIGEST
Click--> 303  MSG-  142  Subject: Re: IML DIGEST
Click--> 304  MSG-  148  Subject: Re: IML DIGEST
Click--> 305  MSG-  167  Subject: Re: IML DIGEST
Click--> 306  MSG-  133  Subject: Re: IML DIGEST
Click--> 307  MSG-  158  Subject: Re: IML DIGEST
Click--> 308  MSG-  214  Subject: IMLarc60+61 text & guide format on Aminet
Click--> 309  MSG-  130  Subject: Re: Impulse Gazette and Wasted Bandwidth.
Click--> 310  MSG-   36  Subject: Re: Impulse Gazette and Wasted Bandwidth.
Click--> 311  MSG-   61  Subject: Re: Impulse Gazette and Wasted Bandwidth.
Click--> 312  MSG-   76  Subject: Re: Impulse Gazette and Wasted Bandwidth.
Click--> 313  MSG-  171  Subject: Impulse's address
Click--> 314  MSG-  175  Subject: Impulse's address
Click--> 315  MSG-  174  Subject: Re: Impulse's address
Click--> 316  MSG-  511  Subject: Impulse's Phone&Fax Numbers
Click--> 317  MSG-  141  Subject: Inspiration
Click--> 318  MSG-  151  Subject: Re: Inspiration
Click--> 319  MSG-  477  Subject: Is it soup yet?
Click--> 320  MSG-  505  Subject: Is it soup yet?
Click--> 321  MSG-   72  Subject: Iterated Systems
Click--> 322  MSG-   94  Subject: Re: Iterated Systems
Click--> 323  MSG-  272  Subject: Jabber
Click--> 324  MSG-  283  Subject: Re: Jabber
Click--> 325  MSG-   25  Subject: Job
Click--> 326  MSG-  513  Subject: Latest ESCOM news
Click--> 327  MSG-  574  Subject: Re: Latest ESCOM news
Click--> 328  MSG-  160  Subject: Latest version of TextureStudio
Click--> 329  MSG-  161  Subject: Re: Latest version of TextureStudio
Click--> 330  MSG-  612  Subject: Lighting Calculations
Click--> 331  MSG-  611  Subject: Re: Lighting Calculations
Click--> 332  MSG-  357  Subject: Lightning and other Natural Phenomena
Click--> 333  MSG-  393  Subject: Lightning and other Natural Phenomena
Click--> 334  MSG-  497  Subject: Lightning and other Natural Phenomena
Click--> 335  MSG-  498  Subject: Re: Lightning and other Natural Phenomena
Click--> 336  MSG-  423  Subject: Re: Lightning and other Natural Phenomena
Click--> 337  MSG-  507  Subject: Re: Lightning and other Natural Phenomena
Click--> 338  MSG-  320  Subject: LightROM Vol 1 CD
Click--> 339  MSG-  354  Subject: Lightwave OBJs and Bab5.
Click--> 340  MSG-  405  Subject: Lost Mail
Click--> 341  MSG-  188  Subject: Lumbient
Click--> 342  MSG-   62  Subject: Metaballs?
Click--> 343  MSG-  111  Subject: Re: Metaballs?
Click--> 344  MSG-  140  Subject: Re: Mirroring Objects
Click--> 345  MSG-    8  Subject: Re: Mirroring Objects
Click--> 346  MSG-  273  Subject: Missing faces
Click--> 347  MSG-   78  Subject: Modelling Bike Parts
Click--> 348  MSG-  139  Subject: More On IML Digest
Click--> 349  MSG-   79  Subject: Morphing
Click--> 350  MSG-   80  Subject: Morphing...
Click--> 351  MSG-   81  Subject: Re: Morphing...
Click--> 352  MSG-  209  Subject: Re: Morphing
Click--> 353  MSG-  485  Subject: Re: Moving Axis - Thanks
```

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Click--> 354   MSG- 296   Subject: Moving ground
Click--> 355   MSG- 230   Subject: Moving ground
Click--> 356   MSG- 260   Subject: Moving Ground
Click--> 357   MSG- 297   Subject: Moving Ground
Click--> 358   MSG- 314   Subject: Moving Ground
Click--> 359   MSG- 245   Subject: Re: Moving ground
Click--> 360   MSG- 259   Subject: Re: Moving Ground
Click--> 361   MSG- 250   Subject: Re: Moving ground
Click--> 362   MSG- 238   Subject: Re: Moving ground
Click--> 363   MSG- 472   Subject: MovingTheAxis
Click--> 364   MSG- 402   Subject: Multimail
Click--> 365   MSG- 302   Subject: Multiple copies of mails...
Click--> 366   MSG- 570   Subject: Re: MY HOMEPAGE
Click--> 367   MSG-  67   Subject: Neon?
Click--> 368   MSG- 105   Subject: Re: Neon?
Click--> 369   MSG- 371   Subject: Re: Neon?
Click--> 370   MSG- 101   Subject: Re: Neon?
Click--> 371   MSG- 362   Subject: Re: Neon?
Click--> 372   MSG-  73   Subject: New Web Page and Programs
Click--> 373   MSG- 225   Subject: Re: Newsgroup ? TempStorage
Click--> 374   MSG- 390   Subject: No subject
Click--> 375   MSG- 425   Subject: No subject
Click--> 376   MSG- 365   Subject: Re: No subject given, but could we include one?
Click--> 377   MSG- 236   Subject: Nobody
Click--> 378   MSG-  83   Subject: Object speed
Click--> 379   MSG- 242   Subject: Re: Object speed
Click--> 380   MSG- 360   Subject: Re: Object speed
Click--> 381   MSG- 169   Subject: Re: Object speed
Click--> 382   MSG- 399   Subject: Re: Object speed
Click--> 383   MSG- 414   Subject: Re: Object speed
Click--> 384   MSG- 170   Subject: Objects
Click--> 385   MSG- 554   Subject: OBJECTS&ATTRIBUTES
Click--> 386   MSG- 568   Subject: Re: OBJECTS&ATTRIBUTES
Click--> 387   MSG-  87   Subject: Re: OBJECTS.
Click--> 388   MSG- 578   Subject: Old Antialias Switch?
Click--> 389   MSG- 562   Subject: Re: Organic Modeling
Click--> 390   MSG- 557   Subject: Re: Organic Modeling
Click--> 391   MSG- 537   Subject: Organic Modelling
Click--> 392   MSG- 267   Subject: Pages in a book
Click--> 393   MSG- 432   Subject: Particles
Click--> 394   MSG- 248   Subject: Particles with Dust2
Click--> 395   MSG- 436   Subject: Re: Particles
Click--> 396   MSG- 499   Subject: Re: Particles
Click--> 397   MSG-  85   Subject: PC 2 Amiga redux...
Click--> 398   MSG-  32   Subject: PC hotkeys (Was: Ids and Imagine newsletter)
Click--> 399   MSG- 168   Subject: Re: PC hotkeys (Was: Ids and Imagine newsletter)
Click--> 400   MSG- 229   Subject: PC Imagine: Hardware Incompatibilities?
Click--> 401   MSG- 544   Subject: PC reads Amiga Disks (Wanted)
Click--> 402   MSG- 483   Subject: Phone
Click--> 403   MSG- 448   Subject: Phone
Click--> 404   MSG- 478   Subject: Re: Phone
Click--> 405   MSG- 455   Subject: Re: Phone
Click--> 406   MSG-  54   Subject: Pick/select bug!?
Click--> 407   MSG- 459   Subject: Re: Postscript fonts
Click--> 408   MSG- 445   Subject: Re: Postscript fonts
Click--> 409   MSG- 424   Subject: Probs With Attributes
Click--> 410   MSG- 417   Subject: Probs With Attributes
```

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Click--> 411  MSG- 418  Subject: Re: Probs With Attributes
Click--> 412  MSG- 428  Subject: Re: Probs With Attributes
Click--> 413  MSG- 465  Subject: Programming Textures
Click--> 414  MSG- 473  Subject: Re: Programming Textures
Click--> 415  MSG- 386  Subject: Re: Project render date bug (fwd)
Click--> 416  MSG- 358  Subject: Re: Project render date bug
Click--> 417  MSG- 385  Subject: PSfonts
Click--> 418  MSG- 164  Subject: Questions
Click--> 419  MSG- 530  Subject: Questions...
Click--> 420  MSG- 181  Subject: Re: Questions
Click--> 421  MSG- 184  Subject: Re: Questions
Click--> 422  MSG- 162  Subject: Re: Questions
Click--> 423  MSG- 163  Subject: Re: Questions
Click--> 424  MSG- 464  Subject: Re: Quickies (snow)
Click--> 425  MSG- 463  Subject: Re: Quickies (snow)
Click--> 426  MSG- 333  Subject: Quickies - Hack Trees
Click--> 427  MSG- 510  Subject: Quickies!
Click--> 428  MSG- 504  Subject: Quickies!
Click--> 429  MSG- 311  Subject: Quickies!
Click--> 430  MSG- 486  Subject: Quickies!
Click--> 431  MSG- 337  Subject: Re: Quickies
Click--> 432  MSG- 324  Subject: Re: Quickies
Click--> 433  MSG-  64  Subject: Rayman/Renderman?
Click--> 434  MSG-  86  Subject: Rayman/Renderman?
Click--> 435  MSG- 112  Subject: Re: Rayman/Renderman?
Click--> 436  MSG- 145  Subject: Re: Re:OBJ
Click--> 437  MSG-   2  Subject: Real 3d mailing list
Click--> 438  MSG-  11  Subject: Real3DSy
Click--> 439  MSG-  38  Subject: Re: Real3DSy
Click--> 440  MSG- 533  Subject: Realistic Render
Click--> 441  MSG- 541  Subject: Re: Realistic Render
Click--> 442  MSG- 583  Subject: Re: Realistic Render
Click--> 443  MSG- 217  Subject: Re: Rendering price.
Click--> 444  MSG- 292  Subject: Rendering Prices Posts
Click--> 445  MSG- 218  Subject: Rendering Prices?
Click--> 446  MSG- 213  Subject: Rendering Prices?
Click--> 447  MSG- 262  Subject: Re: Rendering Prices?
Click--> 448  MSG- 520  Subject: Rendering times
Click--> 449  MSG- 551  Subject: Re: Rendering times
Click--> 450  MSG- 573  Subject: Re: Rendering times
Click--> 451  MSG- 561  Subject: Re: Rendering times
Click--> 452  MSG- 535  Subject: Re: Rendering times
Click--> 453  MSG- 560  Subject: Re: Rendering times
Click--> 454  MSG- 508  Subject: Re: Rendering times
Click--> 455  MSG-   3  Subject: Request for textures
Click--> 456  MSG- 600  Subject: ReversePath'sDirection?
Click--> 457  MSG- 516  Subject: Re[2]: Amiga&PC in class
Click--> 458  MSG- 599  Subject: Re[2]: brush tacking
Click--> 459  MSG- 587  Subject: Re[2]: Displaying text in spline editor--help
Click--> 460  MSG- 521  Subject: Re[2]: How do you make trees.
Click--> 461  MSG- 246  Subject: Re[2]: IM 3.1-3.2 Textures
Click--> 462  MSG-  19  Subject: Re[2]: Imagine for Windows II
Click--> 463  MSG-  37  Subject: Re: Re[2]: Imagine for Windows II
Click--> 464  MSG- 247  Subject: Re[2]: moving ground
Click--> 465  MSG- 367  Subject: Re[2]: Neon?
Click--> 466  MSG- 224  Subject: Re[2]: Newsgroup ? TempStorage
Click--> 467  MSG- 397  Subject: Re: Re[2]: Newsgroup ? TempStorage
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Click--> 468   MSG- 536   Subject: Re[3]: How do you make trees.
Click--> 469   MSG- 216   Subject: RSDP settings
Click--> 470   MSG- 219   Subject: RSDP settings
Click--> 471   MSG- 223   Subject: Re: RSDP settings
Click--> 472   MSG- 231   Subject: Re: RSDP settings
Click--> 473   MSG- 232   Subject: Re: RSDP settings
Click--> 474   MSG- 298   Subject: Re: RSDP settings
Click--> 475   MSG- 234   Subject: Re: RSDP settings
Click--> 476   MSG- 310   Subject: Screen Size hack for 3.2
Click--> 477   MSG- 312   Subject: Re: Screen Size hack for 3.2
Click--> 478   MSG- 556   Subject: Showcase on SGI
Click--> 479   MSG- 249   Subject: Shredder
Click--> 480   MSG- 416   Subject: SOS - HELP!!
Click--> 481   MSG- 443   Subject: Spike Fx Prob (PC)
Click--> 482   MSG- 449   Subject: Spline editor
Click--> 483   MSG- 593   Subject: Spline Editors
Click--> 484   MSG-  88   Subject: Star Trek - Generations
Click--> 485   MSG- 206   Subject: Re: Star Trek - Generations
Click--> 486   MSG- 240   Subject: Re: Star Trek - Generations
Click--> 487   MSG- 193   Subject: Re: Star Trek - Generations
Click--> 488   MSG- 235   Subject: Re: Star Trek - Generations
Click--> 489   MSG- 299   Subject: Re: Star Trek - Generations
Click--> 490   MSG- 144   Subject: Re: Star Trek - Generations
Click--> 491   MSG- 220   Subject: Re: Star Trek - Generations
Click--> 492   MSG- 120   Subject: Re: Star Trek - Generations
Click--> 493   MSG- 199   Subject: Re: Star Trek - Generations
Click--> 494   MSG- 201   Subject: Re: Star Trek - Generations
Click--> 495   MSG- 189   Subject: Re: Star Trek - Generations
Click--> 496   MSG- 406   Subject: States bug! and fix
Click--> 497   MSG- 500   Subject: States bug! and fix
Click--> 498   MSG- 539   Subject: Re: States bug! and fix
Click--> 499   MSG- 553   Subject: Steve Worley email address
Click--> 500   MSG- 571   Subject: Re: Steve Worley email address
Click--> 501   MSG- 559   Subject: Re: Steve Worley email address
Click--> 502   MSG- 563   Subject: Re: Steve Worley email address
Click--> 503   MSG- 190   Subject: Suggestion for a project
Click--> 504   MSG- 104   Subject: Suggestion for a project
Click--> 505   MSG- 205   Subject: Re: Suggestion for a project
Click--> 506   MSG- 421   Subject: Re: Suggestion for a project
Click--> 507   MSG- 203   Subject: Re: Suggestion for a project
Click--> 508   MSG- 204   Subject: Re: Suggestion for a project
Click--> 509   MSG- 207   Subject: Re: Suggestion for a project
Click--> 510   MSG- 208   Subject: Re: Suggestion for a project
Click--> 511   MSG- 484   Subject: Re: Telephone (fwd)
Click--> 512   MSG-  57   Subject: Re: TEXTURE-STUDIO
Click--> 513   MSG- 228   Subject: Texturemapping
Click--> 514   MSG- 251   Subject: Re: Texturemapping
Click--> 515   MSG- 243   Subject: Re: Texturemapping
Click--> 516   MSG- 241   Subject: Re: Texturemapping
Click--> 517   MSG- 255   Subject: Re: Texturemapping
Click--> 518   MSG- 239   Subject: Re: Texturemapping
Click--> 519   MSG- 453   Subject: TEXTURES...
Click--> 520   MSG- 202   Subject: TextureStudio
Click--> 521   MSG- 165   Subject: TextureStudio
Click--> 522   MSG- 176   Subject: TextureStudio
Click--> 523   MSG- 187   Subject: TextureStudio and blank menus
Click--> 524   MSG-  90   Subject: TextureStudio and Bricks.itx and Dots.itx
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Click--> 525  MSG-  69  Subject: TextureStudio and Bricks.itx and Dots.itx
Click--> 526  MSG-  50  Subject: TextureStudio on the PC? No.
Click--> 527  MSG-  23  Subject: TextureStudio problems fixed
Click--> 528  MSG- 153  Subject: Re: TextureStudio problems fixed
Click--> 529  MSG-  18  Subject: Re: TextureStudio problems fixed
Click--> 530  MSG- 252  Subject: TextureStudio v1.0.2
Click--> 531  MSG- 289  Subject: Re: TextureStudio v1.0.2
Click--> 532  MSG- 338  Subject: Re: TextureStudio v1.0.2
Click--> 533  MSG- 271  Subject: Re: TextureStudio v1.0.2
Click--> 534  MSG-  51  Subject: TextureStudio's support for graphics cards
Click--> 535  MSG- 173  Subject: Re: TextureStudio
Click--> 536  MSG- 253  Subject: Threat
Click--> 537  MSG- 191  Subject: TIP #0001, Ummm...Water.
Click--> 538  MSG- 192  Subject: TIP #0001, Ummm...Water.
Click--> 539  MSG- 395  Subject: Re: TIP #0001, Ummm...Water.
Click--> 540  MSG- 597  Subject: TIP...LIGHT!!!
Click--> 541  MSG- 602  Subject: TIP...LIGHT!!!
Click--> 542  MSG- 596  Subject: TIP...LIGHT!!!
Click--> 543  MSG- 501  Subject: TIP...OCTREES
Click--> 544  MSG- 391  Subject: TIP...OCTREES
Click--> 545  MSG- 594  Subject: Tom's Homepage
Click--> 546  MSG- 582  Subject: Tom's Homepage
Click--> 547  MSG- 584  Subject: Tom's Homepage
Click--> 548  MSG- 327  Subject: Transparent decal?
Click--> 549  MSG- 313  Subject: Transparent decal?
Click--> 550  MSG- 346  Subject: Transparent decal?
Click--> 551  MSG- 316  Subject: Transparent decal?
Click--> 552  MSG- 502  Subject: Transparent decal?
Click--> 553  MSG- 340  Subject: Transparent decal?
Click--> 554  MSG- 350  Subject: Re: Transparent decal?
Click--> 555  MSG- 348  Subject: Re: Transparent decal?
Click--> 556  MSG- 339  Subject: Re: Transparent decal?
Click--> 557  MSG- 392  Subject: Re: Transparent decal?
Click--> 558  MSG- 361  Subject: Re: Transparent decal?
Click--> 559  MSG- 353  Subject: Re: Transparent decal?
Click--> 560  MSG- 326  Subject: Re: Transparent decal?
Click--> 561  MSG- 325  Subject: Re: Transparent decal?
Click--> 562  MSG- 319  Subject: Re: Transparent decal?
Click--> 563  MSG- 335  Subject: Re: Transparent decal?
Click--> 564  MSG- 334  Subject: Re: Transparent decal?
Click--> 565  MSG- 332  Subject: Re: Transparent decal?
Click--> 566  MSG- 503  Subject: Re: Transparent decal?
Click--> 567  MSG-  91  Subject: Transparent or Genlock
Click--> 568  MSG-  24  Subject: Transparent or Genlock
Click--> 569  MSG-  55  Subject: Re: Transparent or Genlock
Click--> 570  MSG- 466  Subject: Trees and stuff
Click--> 571  MSG- 609  Subject: Trouble using tiff file as brush map
Click--> 572  MSG-  52  Subject: Tutorials! we need more of them
Click--> 573  MSG-  95  Subject: Re: Tutorials! we need more of them
Click--> 574  MSG-  66  Subject: Re: Tutorials! we need more of them
Click--> 575  MSG- 117  Subject: Re: Tutorials! we need more of them
Click--> 576  MSG- 195  Subject: Re: Tutorials! we need more of them
Click--> 577  MSG- 180  Subject: Re: Tutorials! we need more of them
Click--> 578  MSG- 598  Subject: Two things
Click--> 579  MSG- 608  Subject: Re: Two things (zones)
Click--> 580  MSG- 610  Subject: Re: Two things (zones)
Click--> 581  MSG- 606  Subject: Re: Two things (zones)
```

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Click--> 582  MSG- 138  Subject: Re: Unsubscribe
Click--> 583  MSG- 343  Subject: Re: UNSUBSCRIBE
Click--> 584  MSG- 156  Subject: Upgrade fees
Click--> 585  MSG-   5  Subject: Upgrade fees
Click--> 586  MSG- 531  Subject: Upgrade Program
Click--> 587  MSG- 407  Subject: Viewmodes
Click--> 588  MSG- 415  Subject: Re: Viewmodes
Click--> 589  MSG-   4  Subject: Virtual Memory Matters
Click--> 590  MSG-  15  Subject: Re: Virtual Memory Matters
Click--> 591  MSG-  12  Subject: Re: Virtual Memory Matters
Click--> 592  MSG-   9  Subject: Re: Virtual Memory Matters
Click--> 593  MSG- 277  Subject: Visible Light Prob
Click--> 594  MSG- 284  Subject: Re: Visible Light Prob
Click--> 595  MSG- 470  Subject: VISTA PRO3 and TOASTER on PC
Click--> 596  MSG- 221  Subject: Re: WHAT THE F*CK....
Click--> 597  MSG- 211  Subject: Re: WHAT THE F*CK....
Click--> 598  MSG- 194  Subject: Re: WHAT THE F*CK....
Click--> 599  MSG-  93  Subject: Wine
Click--> 600  MSG- 102  Subject: Re: Wine
Click--> 601  MSG-  96  Subject: Re: Wine
Click--> 602  MSG-  41  Subject: Re: WINE
Click--> 603  MSG-  46  Subject: Re: WINE
Click--> 604  MSG- 200  Subject: Re: WINE
Click--> 605  MSG- 522  Subject: Workbench 3.1 upgrades?
Click--> 606  MSG- 322  Subject: WTB: Pagoda object
Click--> 607  MSG- 110  Subject: WWW Imagine page
Click--> 608  MSG- 178  Subject: WWW Page
Click--> 609  MSG- 116  Subject: WWW-Site
Click--> 610  MSG- 347  Subject: Re: Your mail
Click--> 611  MSG- 107  Subject: Re: Your mail
Click--> 612  MSG- 342  Subject: Re: Your mail
```

1.4   MSG-1 Subject: Re: Diminish intensity

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Subject: Re: Diminish intensity
Date:    Monday, 01 May 1995 00:15:02
From:    Dave Rhodes <dave@darhodes.demon.co.uk>
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   -------------------------------------------------------------------------
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Hi imagine@etc.

   Charles Blaquiere wrote:
> The light I used had intensities of 255, 255, 255. As you can see,
> illumination stays constant for 256 units, after which it drops
> exponentially by 50% every 256 units.

   Thanks Charles, for a lucid explanation of a subject which has
never been clear to me. (What baffles me is how you found this out,
was it just by experimenting ?)

   This gives me an idea for the "wish list" for V4.
What about a technical reference section in the manual, which gives
us some idea how certain functions work, in order for experienced

users to get straight to the nuts and bolts of Imagine, without
bogging down new users with too much confusing detail ?

   Maybe you could write it Charles !

--

~==~
 Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -
 ----

                             Thread   580
                       -=> RETURN TO CONTENTS!<=-

1.5   MSG-2 Subject: Real 3d mailing list

Subject: Real 3d mailing list
Date: Monday, 01 May 1995 09:40:31
From: Steve McLaughlin <stevemcl@VNET.IBM.COM>

Correction on the real3d mailing list
  wrong: listserv@uwa.edu.au
  right: listserv@gu.uwa.edu.au
  send subscribe real3d in the text area

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

1.6   MSG-3 Subject: Request for textures

Subject: Request for textures
Date: Monday, 01 May 1995 11:05:04
From: Stuart Hogton <shogton@bournemouth.ac.uk>

>From: milan@dieppe.artmediatech.nl (Milan Polle)

>If you want the textures, reply to this and I will reply with the
>uuencoded file.

This sounds good, I would like these textures if possible. You must
be fed up with all these requests, so I say a big hearty thanks in

advance.

        Stu <shogton@bmth.ac.uk>

                              Thread   600
                       -=> RETURN TO CONTENTS!<=-

1.7   MSG-4 Subject: Virtual Memory Matters

Subject: Virtual Memory Matters
Date: Monday, 01 May 1995 12:24:15
From: Stuart Hogton <shogton@bournemouth.ac.uk>

Greetings all,
            Is there anybody out there who can help me with a couple
of problems I have with Imagine?

System configuration : Amiga 1200 with Viper 030 + MMU + 10MB RAM
                    Imagine version : 3.0

1 - I cannot get Gigamem to work in conjunction with Imagine without
    crashing frequently. I have tried many different settings in
    the preferences in both Imagine and Gigamem, but to no avail. Are
    there any PD virtual memory programs which work well with Imagine?
    Has anybody managed to get Gigamem to work well at all?

2 - I've completely forgotten what the other matter was, so if
    anybody knows of a cure for unstable human memory, let me know.

Thanks in advance. Stu.

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

1.8   MSG-5 Subject: Upgrade fees

Subject: Upgrade fees
Date: Monday, 01 May 1995 15:02:49
From: michael@labyrinth.apana.org.au (Michael Mulhall)

Howdy,

Could someone in Oz please let me know how much it would cost to upgrade
Imagine
2 to the latest version.

RE:Gards,

Michael Mulhall
michael@labyrinth.apana.org.au

Voice: +61-2-7139148 # Data/Fax: +61-2-7125691

                           Thread   531
                     -=> RETURN TO CONTENTS!<=-

1.9   MSG-6 Subject: Fw:re: TextureStudio on aminet!!

Subject: Fw:re: TextureStudio on aminet!!
Date: Monday, 01 May 1995 15:18:00
From: "rob (r.d.) hounsell" <hounsell@bnr.ca>

>> I used it last night and it GURU'd everytime on me when I loaded a supplied
>> texture and then a Imagine texture. GURU 80...03
>> Looks like it is not completly bug free :)
>
>It works on my machine.. just tried it with Radar.itx and BeamMeUp.itx.
>
>However, all the menus are blank! Makes using it rather difficult...
>A great program however, works with all the user-textures I have
>written and collected too. I just wish it could render directly to
>DCTV or graphic boards.

   I get both problems - blank menus and the occasional spinning process
(extremely slow mouse response and screen updates). But I loved being able to
manipulate the Imagine textures similar to Forge. Fix the bugs, and it's a
winner.

   I'm using a stock 25MHz A3000 @ OS2.04.

Rob

                           Thread   17
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1.10   MSG-7 Subject: Imagine3.0, a500 and mem

Subject: Imagine3.0, a500 and mem
Date: Monday, 01 May 1995 15:28:03
From: ag533@rgfn.epcc.Edu (Rogelio J Quintanilla)

Ok i have an amiga 500 with a total of 2.5mb of ram. I have read
that imagine3.0 requires 2mb of ram to run, but i can't imagine3.0
to work with 2.5mb,
Can anyone tell me what the problem is, and maybe how i could fix it.

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

1.11   MSG-8 Subject: Re: Mirroring Objects

Subject: Re: Mirroring Objects
Date: Monday, 01 May 1995 16:32:25
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

Yes. Just use the Translations R/A_T and set the Scale value to -1 for
the direction you want to mirror.(example)to mirror an object in the X
direction set x to -1.00.

=RRW=

>   Hello! I've been using Imagine 3.0 since December and have just
> recently upgraded to 3.2. I think it's a wonderful program. It allows me
> to do stuff I've always dreamed of doing.
>
>   Anyway, I have a question. I'm am currently working on a human
> figure. I'm using the forms editor to make the basic shapes which I then
> combine point to point in the detail editor. I was wondering if there is a
> way to "mirror" an object so that I would have two objects, one being the
> relfection of the other. For example, I have a rather complex left hand and
> I would like to be able to make an identically proportioned right hand
> without connecting and positioning the points to match the left. If there
> is a way to do this, please let me know. However, if there is currently no
> way to do this, I think a "mirror" function would be a wonderful time-saving
> addition to upcoming versions of Imagine.
>
>   Thank you.
>
>
>   Andy Krieg
>   kriegaa@nextwork.rose-hulman.edu
>
>

1.12   MSG-9 Subject: Re: Virtual Memory Matters

Subject: Re: Virtual Memory Matters
Date: Monday, 01 May 1995 16:42:52
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

>System configuration : Amiga 1200 with Viper 030 + MMU + 10MB RAM
>   Imagine version : 3.0
>1 - I cannot get Gigamem to work in conjuntion with Imagine without
>   crashing frequently. I have tried many different settings in
>   the preferences in both Imagine and Gigamem, but to no avail. Are
>   there any PD virtual memory programs which work well with Imagine?
>   Has anybody managed to get Gigamem to work well at all?
Try VMM_V3.lha from Aminet. It is much better and cheaper than GigaMem.
Big advantage: Uses a file like a partition meaning: Fast like a partition
and deletable like a file. Disadvantage: can't be any bigger than halve your
HD partition it resides on.
Use Reorg to make the largest free block as large as possible.

>2 - I've completely forgotten what the other matter was, so if
>   anybody knows of a cure for unstable human memory, let me know.
Err, there is a cure for but ehhem, I forgot. ;)

Greetings Joop

1.13   MSG-10 Subject: Imagine 4

Subject: Imagine 4
Date: Monday, 01 May 1995 17:50:29
From: Darren Priestnall <darren@hanger.demon.co.uk>

Does anyone know when the Imagine 3.3 and 4.0 update's are due ?
I ask because I heard that V4 was due out at the end of May but I
wondered if this has been put back to a later date to allow V3.3 to be
released.
I fail to see how they can release 2 update's so close together.....I
personally would rather see one more update in the form of a fully
working and decent Imagine 4.

What about everyone else, would you like another update bashed together
to meet the deadline while all their real attention is on getting V4
working or would you rather V4 to be released at the original deadline.

How about just releasing V4 in May and then the final update could be a
month or so later in the form of a fully working version with all bug
fixes...(I'm not being pessimistic with Impulse it's just that all new
software has bug's so I'm certain the new V4 interface will need severe
Beta testing by all us Imagine user's)

--
~==~
 Darren Priestnall - darren@hanger.demon.co.uk (PandGImaging)
Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063
-- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

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1.14   MSG-11 Subject: Real3DSy

Subject: Real3DSy
Date: Monday, 01 May 1995 19:26:45
From: Darren Priestnall <darren@hanger.demon.co.uk>

Sorry, wrong Real3D mailing list address.

try:

listserv@gu.uwa.edu.au

What's the Imagine address to unsubscribe ?

--
~==~
 Darren Priestnall - darren@hanger.demon.co.uk (PandGImaging)
Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063
-- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

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1.15   MSG-12 Subject: Re: Virtual Memory Matters

Subject: Re: Virtual Memory Matters
Date: Tuesday, 02 May 1995 00:15:54
From: Mike Cheng <memfc@alinga.newcastle.edu.au>

On Mon, 1 May 1995, Stuart Hogton wrote:

>   the preferences in both Imagine and Gigamem, but to no avail. Are
>   there any PD virtual memory programs which work well with Imagine?

I have used VMM (from aminet) in conjunction with Imagine for a while
now. It is pretty stable. (I've had no experience with Gigamem). There
are a few things of which you should take note:

        Running Grapevine (irc client) and Imagine at the same time often
leads to a guru.

        Things seem more stable if you specify that the program stays in
real RAM and only swaps out DATA to vmem. (this is an option in VMM,
which will make itself apparent when you run it)

        If you leave programs running idle for a time, VMM sometimes seems
to 'forget' that you had them running, and immediately gives you a
#80000004 program fail error when you try to 'un-minimize them'. (which
you can just suspend). Moral: run as few programs as necessary.

If anyone else has tips for stable VMM operation, don't hesitate to share.

MiKE (Cstar on #amiga)
  memfc@alinga.newcastle.edu.au http://joffre.newcastle.edu.au/

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

1.16   MSG-13 Subject: Re: Imagine for Windows II

Subject: Re: Imagine for Windows II
Date: Tuesday, 02 May 1995 00:55:07
From: Falko@aol.com

To all:

Just thought you might like to hear something NEW and SIGNIFICANT about
Imagine for Windows. Especially since it came from the source!!!

And I Quothe (cut and paste actually):

>>Subj: Re: Imagine for Windows II
>>Date: 95-04-29 22:48:49 EDT
>>From: 76004.1767@compuserve.com
>>

>>From: 76004.1767@compuserve.com (Mike Halvorson)
>>To: Falko@aol.com (INTERNET:Falko@aol.com)
>>
>>Falko
>>
>>Imagine will run under Win 32s, Windows 95 and WIndows NT all in each
native
>>mode, it will be faster than any other windows rendering engine, and it
will be
>>as small in code size as we can make it. Hope that helps.
>>
>>Mike

Seems Mike overheard an earlier remark I made on the IML about my hopes for
this and responded quite promptly. This is quoted as he responded to me
privately. I hope some of you other Win users out there are as exited as I am
about this. It means that Imagine for Windows will utilize full preemptive
multitasking on Win95 and WinNT. Not to mention the performance boost form
32bit code and data moves.

Falko

                        Thread   373
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1.17   MSG-14 Subject: Gigamem/imagine

Subject: Gigamem/imagine
Date: Tuesday, 02 May 1995 02:29:00
From: w.graham6@genie.geis.com

I use Gigamem with Imagine 3.2 all the time. It sounds like your problem may
be that Imagine is timing out. I use a swap partition, not a swap file. By
using a swap file of any size, your Vmem is spread all over that partition/
drive. Also, make sure, in your Gigimem Prefs, that your Cache size is set
to 300k, the reccomended size for 32 bit machines. To use Vmem, I first run
Imagine, pop it to the backround and run Gigamem, then run Gigamem Prefs,
making sure the Im32.fp executeable is selected, then I bring Imagine back
to the front, use the check memory command in the Project editor, and make
sure everything is cool. Also, your swap buffer needs to be between 25-35%
of your fast ram.

                        Thread   227
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1.18   MSG-15 Subject: Re: Virtual Memory Matters

Subject: Re: Virtual Memory Matters
Date: Tuesday, 02 May 1995 04:14:32

From: Gregory Helleren <greggh@odyssey.apana.org.au>

On Mon, 1 May 1995, Stuart Hogton wrote:

>   Is there anybody out there who can help me with a couple
> of problems I have with Imagine?
>
> System configuration : Amiga 1200 with Viper 030 + MMU + 10MB RAM
>   Imagine version : 3.0
>
> 1 - I cannot get Gigamem to work in conjuntion with Imagine without
>   crashing frequently. I have tried many different settings in
>   the preferences in both Imagine and Gigamem, but to no avail. Are
>   there any PD virtual memory programs which work well with Imagine?
>   Has anybody managed to get Gigamem to work well at all?
>
You cannot have your Gigamem swap file on the same HD partition as any of
the input and output data for the task using VM. In other words the swap
sapce should be either a separate partition or a swap file on a different
partition to your objects, maps, brushes, textures, output pics...

This is clearly mentioned in the Gigamem manual.

I have successfully used Gigamem on an A4000/040 using Imagine 2.0, 3.0,
3.1 and now 3.2. It works flawlessly.

Love Peace and Wing Mirrors
Gregg

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1.19   MSG-16 Subject: Re: Imagine3.0, a500 and mem

Subject: Re: Imagine3.0, a500 and mem
Date: Tuesday, 02 May 1995 07:40:01
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Rogelio, in <9505012028.AA29319@rgfn.epcc.Edu> on May 1 you wrote:

> Ok i have an amiga 500 with a total of 2.5mb of ram. I have read
> that imagine3.0 requires 2mb of ram to run, but i can't imagine3.0
> to work with 2.5mb,

This is'nt surprising, you have to allow for system overheads such as your
ROM, Workbench screen etc. Open a Shell and type AVAIL to get an accurate
memory read-out after you have booted. Even with 2.5Meg of spare memory you
would be hard pressed to do anything complex in Imagine.

I tried to render a complete detailed chess set with 15Megs of spare memory
and ran out of RAM.   :-(

> Can anyone tell me what the problem is, and maybe how i could fix it.

Yuo need to upgrade - more RAM? a new computer?

-- Bob

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

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1.20   MSG-17 Subject: Re: Fw:re: TextureStudio on aminet!!

Subject: Re: Fw:re: TextureStudio on aminet!!
Date: Tuesday, 02 May 1995 07:56:04
From: James Brooks <jamesb@clark.net>

On Mon, 1 May 1995, rob (r.d.) hounsell wrote:

> >> I used it last night and it GURU'd everytime on me when I loaded a supplied

> >> texture and then a Imagine texture. GURU 80...03
> >> Looks like it is not completly bug free :)
> >
> >It works on my machine.. just tried it with Radar.itx and BeamMeUp.itx.
> >
> >However, all the menus are blank! Makes using it rather difficult...
> >A great program however, works with all the user-textures I have
> >written and collected too. I just wish it could render directly to
> >DCTV or graphic boards.
>
>   I get both problems - blank menus and the occasional spinning process
> (extremely slow mouse response and screen updates). But I loved being able to
> manipulate the Imagine textures similar to Forge. Fix the bugs, and it's a
> winner.
>
>   I'm using a stock 25MHz A3000 @ OS2.04.
>
> Rob

Hmm, I have been playing with the program off and on and I have NOT ran
into any of the problems that I have been seeing going across this
mailing list. I must be one lucky soul! :-)

I have also E-Mailed the programmers about their program.

My setup: A4000w 20MB RAM, OS 3.0, Warp Engine 28MHz

If I was you all just write an E-Mail msg letting them know the problem.
Their addresses are in the AmigaGuide format docs.

Alex

James "Alex" Brooks   Amiga 4000/040/28MHz 20MB RAM
Lightwave 3.5 / Imagine 3.0   VideoToaster 4000 3.1
Syquest 3.5" 270MB   Bernoulli 90Pro
NEC 3xp Triple Speed CDROM   Warp Engine 4028
Epson ES-600C Scanner   E-Mail: jamesb@clark.net

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1.21   MSG-18 Subject: Re: TextureStudio problems fixed

Subject: Re: TextureStudio problems fixed
Date: Tuesday, 02 May 1995 11:16:42
From: Mike McCool <mikemcoo@efn.org>

Hey Andy, and mates,

     Thanks, you, for TextureStudio. The only prob I've had with it
so far is that blank menu's thing. No biggy for me. Especially as the
rest of it's so delicious. Way to go, you.

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1.22   MSG-19 Subject: Re[2]: Imagine for Windows II

Subject: Re[2]: Imagine for Windows II
Date: Tuesday, 02 May 1995 11:19:22
From: aciolino@ccmail.rrddts.donnelley.com

Great. But I wonder what other goodies will show up in later releases.

Some of my wishes: A spline forms editor, and the ability to use splines
with control handles for paths: Point editing in new mode: snap object
to grid: sound support:collisions detection: etc: etc:

Greg Denby
gdenby@darwin.cc.nd.edu

    Let's see Impulse do the WinNT thing first; we can ask
    for options AFTER we see some software.

    This is the first time I've heard that Impulse is
    actually going in the direction that the users have
    asked for, and I think it's great that Impulse has
    decided to listen to its customer base. I applaud them
    for this move.

    And before we get a flame war, I own BOTH Amiga's and
    IBM's.

    As long as the rendering engine underneath can handle
    the same staging, I really don't care what platform I'm
    on.

    As for the Imagine related question: Does anyone use
    the deformations cube that the Detail Editor supplies?
    I made a 10x10 cube, pinched the center of it (so it
    looked like a hourglass), placed a sphere in the
    middle, applied the cube, and instead of getting an
    "hourglass-shaped sphere", I got an egg. Does this make
    sense? Did I need to pinch the deformation cube
    tighter?

    Since I haven't had time to play with this, I thought
    I'd ask. Oh, and also so this message had some
    relevance to the list.

    -AC

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1.23   MSG-20 Subject: Re: Imagine for Windows II

Subject: Re: Imagine for Windows II
Date: Tuesday, 02 May 1995 11:44:23
From: gregory denby <gdenby@twain.helios.nd.edu>

>>>Imagine will run under Win 32s, ...

Great. But I wonder what other goodies will show up in later releases.
Some of my wishes: A spline forms editor, and the ability to use splines
with control handles for paths: Point editing in new mode: snap object
to grid: sound support:collisions detection: etc: etc:

Greg Denby
gdenby@darwin.cc.nd.edu

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1.24   MSG-21 Subject: Glass texture trouble...

Subject: Glass texture trouble...
Date: Tuesday, 02 May 1995 13:09:22
From: milan@Dieppe.artmediatech.nl (Milan Polle)

Hi all,

This is about the bug in the glass texture Bob reported. I have tried it out
and it seems the glass texture sometimes shows odd looking faces when using
shadowcasting in trace mode. The buggy faces seem to show up around the shadow
edge of the object. I have tried to find an explenation for this behaviour,
but haven't found the cause of it yet.
Now for some other trouble with the released version. First I will explain
how it works, the ray hits the first layer of glass and after that the second.
When the second layer is hit, the texture alters the object's attributes.
The first layer (front) cannot be altered because the thickness of the object
is unknown at this point. The problem is that I didn't think of removing the
first layer (except for highlights) so when you want to make an object
that turns from red glass into blue glass according to thickness, it wont
work because the front layer is still red. This problem is now fixed.
Another thing is that when making the glass opaque or turbid, the shading
will be that of the second layer, for instance when using a sphere, the
shading will look mirrored. A solution would be to use the normal vector
of the first layer for the second layer. This works, but removes the second
highlight you get with glass (not a problem when the glass is thin).
I will make this shading fix an option.
So an update is in order. For now it seems the buggy faces problem is a complex
one, I hope that I can fix it, but I cannot garantee it.
I will send the updated version to the list as soon as possible.
Sorry for the inconvinience.

Greetings, Milan

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1.25   MSG-22 Subject: Got the textures?

Subject: Got the textures?
Date: Tuesday, 02 May 1995 13:18:01
From: milan@Dieppe.artmediatech.nl (Milan Polle)

To all who requested my textures,

please reply to me privatly if you requested them but didn't receive them.
Then I will see if I can find the problem and send them again.

Greetings, Milan

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1.26   MSG-23 Subject: TextureStudio problems fixed

Subject: TextureStudio problems fixed
Date: Tuesday, 02 May 1995 14:43:42
From: Andrew Dean <adean@eleceng.ucl.ac.uk>

Hi all!

        My name is Andy Dean and I am the co-author of 'TextureStudio' -
the shareware Imagine3 texture renderer for the Amiga. I've just joined
the list and I guess from seeing a post by James "Alex" Brooks that
several of you are having problems with v1.0.0 of the software. The
problem is due to us incorrectly building the final executable (oops!)
and a corrected version 1.0.1 has been uploaded to Aminet today (2/5/95)
which should fix all the strange problems. Apologies for the
inconvenience.

        In the meantime, if you have any questions about the program
feel free to Email either me or the list - I'll do my best to answer
them. If the answer to your question is likely to benefit others I
suggest posting to the list, that way I can avoid answering the same
question over and over again.

        Many thanks, I look forward to your feedback,

                Andy Dean

Andy Dean, co-author of ImageStudio and TextureStudio
Email: adean@eleceng.ucl.ac.uk

                         Thread   153

1.27   MSG-24 Subject: Transparent or Genlock

Subject: Transparent or Genlock
Date: Tuesday, 02 May 1995 15:18:19
From: MCADOO <MCADOO@edinboro.edu>

What attribute color should I use to allow a video tape playing in the back
ground to be seen? I've used 0,0,0 with no luck. This is with Imagine 3.0.
Dpaint 0,0,0 give me no problem.

Direct from my keyboard to your screen

mcadoo@vax.edinboro.edu

                          Thread   55

1.28   MSG-25 Subject: Job

Subject: Job
Date: Tuesday, 02 May 1995 17:54:29
From: Darren Priestnall <darren@hanger.demon.co.uk>

I don't suppose where there's any job's going for a soon to be
unemployed animator :(

I can send examples of me work either as computer digital image's on
disk or via the net or animation's in the Mpeg, Fli, Flc, SSA, Anim
format's or on video tape.

Email me if anyone can help or else I'll just have to try and get more
Freelance work........thank's.

--
~==~
 Darren Priestnall - darren@hanger.demon.co.uk (PandGImaging)
Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063
-- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

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1.29 MSG-26 Subject: I'm happy again!

```
Subject: I'm happy again!
Date:    Tuesday, 02 May 1995 19:36:26
From:    Goeran Ehrsson <goran@abalon.se>
```

Sorry for the waste of bandwidth but I just wanna tell you
how easy it was for Impulse to make me happy again. :)

I ordered Imagine 3.1 for Amiga AND PC back in December but
Impulse "lost" my order! One fax and one Email didn't help.
But after a recent mail conversation with Mike H I refaxed my order
on April 25. They shipped my order on April 27 and I received it
today May 2 (lots of disks, v3.0, v3.1 and v3.2)
That is the fastest delivery from the states I ever received!

Thank you very much Mike, I accept your appology.

- Goran

```
--
Email: goran@abalon.se (MIME compliant)
Earth: Goran Ehrsson, Abalon AB, Box 11129, 16111 BROMMA, SWEDEN
```

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1.30 MSG-27 Subject: Re: Diminish intensity

```
Subject: Re: Diminish intensity
Date:    Tuesday, 02 May 1995 22:29:58
From:    Charles Blaquiere <blaq@io.org>
```

> From: Dave Rhodes <dave@darhodes.demon.co.uk>
>
>
>   Charles Blaquiere wrote:
> > The light I used had intensities of 255, 255, 255. As you can see,
> > illumination stays constant for 256 units, after which it drops
> > exponentially by 50% every 256 units.
>
>   Thanks Charles, for a lucid explanation of a subject which has
> never been clear to me. (What baffles me is how you found this out,
> was it just by experimenting ?)

Yes, I simply placed the camera, a point light, and a vertical plane

along they Y axis, and did test renders with the plane at various
distances from the light.

>   This gives me an idea for the "wish list" for V4.
> What about a technical reference section in the manual, which gives
> us some idea how certain functions work, in order for experienced
> users to get straight to the nuts and bolts of Imagine, without
> bogging down new users with too much confusing detail ?
>
>   Maybe you could write it Charles !

Users have always wanted better documentation from Impulse, but I must
say that quality has much improved with 3.x. <gush> I'd _love_ to write
tutorials and documentation for Imagine and other software, and am
slowly gearing up to do so. Certainly would be more permanent than those
fleeting messages on the IML. (Although there _are_ compendia)

--

~==~
 Dave Rhodes – dave@darhodes.demon.co.uk – Yorkshire – England –

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1.31   MSG-28 Subject: Re: Genlock button

Subject: Re: Genlock button
Date: Tuesday, 02 May 1995 22:48:56
From: Charles Blaquiere <blaq@io.org>

> From: Richard Heidebrecht <rheidebr@freenet.niagara.com>
>
> This is probably going to sound like a dumb question (I'm still
> relatively new to Imagine(2.0, PC)), but what exactly does the genlock
> button do?

Amiga computers have always enjoyed an intimate relationship with the
video world, going back to the original design of the first Amiga in
1985. Along with computer-type RGB signals, Amigas are made to output
regular NTSC composite video, just like the "video out" from your VCR or
camcorder. In fact, many Amigas include a "video out" connector.

If you want to _combine_ your Amiga graphics with another video signal,
or if your Amiga model does not include a video output, you must buy a
peripheral called a "genlock". The name is actually a misnomer, since
Amiga genlocks typically perform three functions:

1) They synchronize the computer's video circuitry to an input video signal;

2) They mix and/or overlay the Amiga's graphics on top of that video image;

3) They output the result as a composite video signal.

(Strictly speaking, a genlock performs function #1)

Function #2 is where the Imagine "use genlock" button comes into play.
As you know, computers often display graphics in one of two modes:
register-based and true-color. In true-color mode, often 24-bit, each
pixel contains the actual red, green and blue color values at that
position; for example, a fully red pixel would have values of 255, 0, 0.
Such displays are not meant to be overlaid on top of video by most Amiga
genlocks.

In register-based modes, the image contains a reduced number of colors,
normally a multiple of 2 such as 16 or 256, along with a color palette.
The palette contains the RGB values which can be displayed by each pixel.
The pixels contain, not a triplet of RGB values, but a _single number_
that points to one of the palette positions. For example, in a 256-color
image, that fully red pixel might contain a single value of 137, and the
palette would contains 256 RGB triplets numbered from 0 to 255; palette
position #137 would contain 255, 0, 0.

Amiga genlocks work in a straightforward manner: color zero is deemed to
be transparent and will let the video input show through; all other
colors are overlaid on top of the video. If you used Imagine to render a
flying logo in 256-color mode, you would want to force Imagine to use
color zero as the background, and colors 1-255 for any foreground
objects. The resulting image or animation would show the logo flying on
top of whatever video signal was input into the genlock, for example a
shot of a TV news anchor desk.

In a nutshell, this is what "use genlock" does: it prevents Imagine from
using color zero to render foreground objects, allowing the render to be
overlaid on top of live video using a genlock. I don't know how relevant
this is in the PC world, and in any case, the function has been broken a
few versions back, and won't be fixed until alpha channel functionality
is finalized.

1.32   MSG-29 Subject: Re: Double your RAM!!!

Subject: Re: Double your RAM!!!
Date: Tuesday, 02 May 1995 22:55:49
From: Mike McCool <mikemcoo@efn.org>

Hey Falko,

       This sounds sweet--if it works. A friend of mine has a 386, and
he recently did something similar to his system, allegedly doubling the
'size' of his hd. As with all things pertaining to Windoze, I was
skeptical. But it worked. (Halving everything except graphic size, of
course. I want to see someone crunch graphics down to half their size
without losing).

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1.33   MSG-30 Subject: Re: Imagemaster R/t

Subject: Re: Imagemaster R/t
Date: Tuesday, 02 May 1995 23:01:32
From: Charles Blaquiere <blaq@io.org>

> From: Nikola Vukovljak <nvukovlj@extro.ucc.su.OZ.AU>
>
> > Interface-wise, it's a major revision of IM! It has a
> > full-fledged timeline. Imagine dragging an entire directory's worth of
> > animation files onto the timeline, then dragging an FX button, which
> > becomes an FX timeline; double-click to set parameters at any keyframe,
> > even play with spline interpolation controls! No scripting required!
> > It's absolutely gorgeous, and even has 2 new classes of effects,
> > including plasma, fire, lightning, all animatable.
>
> How typical! They never bothered with this on the Amiga! They kinda just
> implied - you've got Arexx - go forth and program all the effects!
>
> I remember buying one version after the other hoping that they'd put in a
> useable interface...

I can't really fault Black Belt. When they started writing WinImages for
Windows, they had the luxury of 4 years of Amiga development, yet
starting with a clean slate on the PC. Like having your cake and eating
it too. They could count on certain consistencies on the PC side in the
way menus, dialogs, area selections, the underlying 24-bit image...
could be combined, compared to the assortment of Amiga display
peripherals. (Firecracker24, HAM-E, and DCTV all work in radically
different ways)

So, with years of Imagemaster refinement under their belt, plus all the
design work they'd put in towards a planned Imagemaster version 10, they
set forth creating a dramatically-improved interface on top of the
existing powerful functionality.

In addition, the PC market was really ripe for programs as powerful, yet
as inexpensive, as WinImages:Morph and WinImages:FX. When Commodore went
into liquidation, Black Belt put a stop to Amiga development to
concentrate on the PC. This probably saved them from bankruptcy. It

would've been a folly to spend the man-years needed to overhaul the
interface, on a platform in limbo, compared to the vast and virgin
territory that was the PC market, certainly at WinImages' price point. The
result is that Black Belt is still alive today, and has just released a
new version of Imagemaster R/t. I wouldn't have it any other way.

Of course, it would be nice if they'd port the improved interface to the
Amiga, now that the company has been picked up by Escom. We can always
wish, can't we? Me, I'm buying a Pentium to sit next to my trusty 3000,
ready to run the WinImages sitting on my shelf. Best of both worlds.

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1.34   MSG-31 Subject: Imagine Documentation

Subject: Imagine Documentation
Date: Tuesday, 02 May 1995 23:08:56
From: Charles Blaquiere <blaq@io.org>

> From: Mike Vandersommen <mike.vandersommen@caddy.uu.silcom.com>
>
> No doubt it's a transcript....or someone retyping an Imagine manual.
> My question was whether it was ok to send it out for those users that
> bought 2.0 via Magazine or Modelling Lab but have scarce documentation
> to actually use the program they bought. Seems rather sadistic to buy a
> fully functional program (though dated version) and not be able to use
> it due to no documentation of it's features. What's the point of selling
> it? If they can get 2.0 going, they may actually take Impulse up on the
> upgrade offer to 3.0. Nespa'?
>
> ...can you Imagine (no pun) what it would be like to use 3.0 without
> documentation? :)

(Sorry for the late reply -- I've been away for most of April)

No, it's not sadistic. They got the program on the cover of a magazine
that cost them $10 or so. I paid hundreds of dollars for it. That's why
I got an (inadequate) manual and they got maybe 3 pages of instructions.

As has been explained so often on the Imagine Mailing List, they can
spend $55 and get the wonderful book by Philip Shaddock. Or wait for the
new Steve Worley book, or Mr. Shaddock's new version, for that matter.
If they don't want to spend the money, they can download IML archives.
If they have a PC with CD-ROM drive, they can buy Imagine L/T for $99
and try it free for 30 days. But regardless what they want, there is no
excuse for justifying the piracy of a manual that did not, and was never
meant to, come with the magazine version they bought.

1.35   MSG-32 Subject: PC hotkeys (Was: Ids and Imagine newsletter)

Subject: PC hotkeys (Was: Ids and Imagine newsletter)
Date: Tuesday, 02 May 1995 23:44:21
From: Charles Blaquiere <blaq@io.org>

> From: Dan Gervais <danger@cts.com>
>
> Also I am so used to using my Amiga with the Arq requesters that I keep
> hitting keys to remove the (OK/CANCEL) requesters. Its a pain to have to
> mouse up for that one operation when my fingers are flying. :)

Here is a message I captured the other week. You're in for some good news.

Yes, and did you know that Left Amiga which I believe on the IBM is the
Alter key. Well heres a short list of some others

L/A_T = Twist
L/A_B = Bend
L/A_C = Pinch
L/A_H = Shear
L/A_E = Stretch
L/A_P = Taper
L/A_O = Smooth

> I have been thinking of networking my Amiga 2500 and my PC together to
> share a drive or something. Anyone out there have any experience with
> this? Ok I think thats all from me for now. DanGer

You may want to e-mail Dale Larson at Intangible Assets Manufacturing,
and ask about his book on Amiga networking. I believe it's called
"Connect your Amiga" and sells for $25 + $8 postage and fondling, as he
humourously puts it. I'll be getting a PC and am ordering his book
tomorrow, since I also want seamless, peer-to-peer networking between my
faithful Amiga and my new PC.

1.36   MSG-33 Subject: Imag 2.0 PC and mem

```
Subject: Imag 2.0 PC and mem
Date:     Tuesday, 02 May 1995 23:46:40
From:     Charles Blaquiere <blaq@io.org>
```

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

> From: surentrr@vax.sbu.ac.uk
>
> If you want to render a anim or still quickrender a object in the detail
> or stage editor and you get an out of RAM message dont lose hope ! I've
> found that for some objects which require a bit more mem than your own
> config, render fine in the project editor. This is due to the fact that
> the wireframe/shaded viewports in imagine require memory.

In addition, check your Preferences settings. You'll find some
True/False flags that control whether Imagine will dump anything in the
Undo, Copy/Paste, and Play Movie buffers before quickrendering.
```

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1.37   MSG-34 Subject: Imagine & OS/2

```
Subject: Imagine & OS/2
Date:     Tuesday, 02 May 1995 23:49:38
From:     Charles Blaquiere <blaq@io.org>
```

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

> From: RedIs@cup.portal.com
>
> will it run on a machine with OS2 installed? Imagine is the one program I
> won't go without, so this answer is critical for me.

Here's an answer straight from Mike Halvorson:

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

#: 6635 S3/Impulse
    01-May-95  17:35:04
Sb: #6606-Amiga --> PC
Fm: Mike Halvorson 72662,3330
```

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1.38   MSG-35 Subject: Imagine 3.x or 4.0?

```
Subject: Imagine 3.x or 4.0?
Date:    Wednesday, 03 May 1995 00:11:27
From:    Charles Blaquiere <blaq@io.org>
```


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

```
> From: Richard Heidebrecht <rheidebr@freenet.niagara.com>
>
> BTW, what are some of the differences between v2.0, v3.0, and v3.24?
```

Since someone else has posted the 3.1 differences, I'll post the 3.2
improvements. This is an edited version of the Impulse docs, to try and
give an idea of the new functionality without revealing to pirates
exactly how they work.

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

Howdy

Here is Imagine 3.2

        Sorry for the delay, but trying to decide on how long things are
going to take to invent is an art form that requires years of practice.
So we
continue to practice. Never-the-less we are happy with the new
improvements that have found their way into Imagine 3.2 and we are sure
you will feel likewise.

        This document is your resource for the new additions to 3.2,
please print this document or if you like, use it on line, and save the
paper.

        Over the years people have wanted a way to increase the size of
the workspace or to take more advantage of the higher resolutions that the
computer can display. If you are using a PC and have a vesa compliant
card you can now set Imagine to run in several different modes, and as an
added bonus you can now run Imagine in 256 color mode. There is one
drawback, however, unless your computer is a speedy one, you will find
that the new modes slow things down a bit. This is understandable due to
the increase in memory usage and the shear fact that there is much more to
keep track of.

        Other new features include, QUICK ATTRIBUTES, seems silly
after all these years that people would still need this function but
after we
used it here in the office, it became one of the neatest and most useful new
features of Imagine 3.2.

        There are numerous new features and more importantly we have
fixed a box full of bugs in Imagine 3.2. The following list is a
comprehensive list of things that were fixed, please take the time to review
the list and make sure that we have wacked the ones you have told us
about.

So, on to all the new goodies and bug fixes. Ah yes before we get into the middle of it all, of course the next question you have is, when is 3.3 going to be out. At the time of this writing it looks like Imagine 3.3 will be out at the end of March with 4.0 following close on its heels. The constant update program promised each of you 4.0 by May and it looks like we are right on track.

Again thanks for you support and as always, let us know what you think, we are listening.

The Gang At Impulse.

BUGS BUGS AND HOPEFULLY THE END OF BUGS
        oldest bugs ...

1. Star field – animates correctly now

2. Cloning states – works correctly now

3. fog length changes now in "load attributes"

4. Fixed "Constrain" menu item check mark

5. transformations requester does constrained movement in "Pick Objects" mode only now (not Pick Groups). Also, it ignores scale factors in constrained motion

6. Fixed object morphs in looping animation's

7. Fixed change from tweened motion to following a path, so objects don't slow down just before hitting the path

8. Fixed a bug in the Particle F/X -- where points could move way too far

9. Fixed "diminishing intensity" light sources

10. Fixed a couple of bugs with shaded perspective view, where the display would change after deleting objects, etc.

11. Fixed bug where state and forms data wasn't blown out on extrudes, etc., ... where the point count changes.

12. Fixed a bug in "Make Path" that caused trouble down the line if the "selected" object was one of the path axes

13. Fixed palette bugs (RGB reversals) in TGA files

14. "Add Font Object" works correctly on Amiga version now (compiler bug)

15. Fixed face colors on extrudes -- they work correctly again

16. "Fixed" brush/texture tacking with scaled up objects -- they use the texture axes in set in the "tacking state" now

----

      newer bugs..

17. Fixed a bug with the Phong shader in the PC version ... that caused
    odd behavior in rare circumstances

18. Fixed "Make Big/Small Bones Subgroup" functions ... big does big,
    and small does small now

19. Fixed bugs in "Pick/Unpick Subgroup", "Edge Filter", and "Pick Range"
    ... bugs where hidden points, edges, etc., were not ignored.

20. "Fracture" in edge/point/face mode deals correctly with subgroups now

21. "Hide Points" using "pick subgroup" can be undone now ... just like
    hiding with mouse clicks, drag box, etc.

22. Unpick subgroup works allot faster now -- still needs a redraw to see
    the changes

23. Fixed bug where interactive scaling of points was leaving edges picked
    internally ... which would screw up a "Join" later on ... maybe more.

24. Removed un-necessary warnings (in Pick Points mode, etc.) about losing
    state data, when the states don't actually contain any "per-point" or
    "per-face" data

25. Made switch back to Pick Objects or Pick Groups mode in detail editor
    cause a perspective view redraw if points had been hidden in the
    previous mode.

26. Changed "OK to Quit PS Editor ?" text to "OK to Quit Spline Editor ?"

27. Added a ".FLC with more than 8 bits per pixel -- not supported"
    error message for 16 or 24 bit .FLC file format

28. Changed "Imagine" version number in TGA file headers to "3.0"

29. Fixed bug with ".FLI" files used in brush mapping ("LC" deltas)

30. Fixed EditPath/NewMode display bugs -- re-center, cursor scroll,
    etc., work correctly now.

31. Changed "Coordinates" format on title bar so large negative values
    don't mess up the display

32. Sped up "Edge Filter" a bit -- no delay before requester appears now

----

      recent bugs ...

33. "Cancel" is now allowed in Action editor's Cut/Copy modes

34. "Undo" allowed after Cut/Paste operations in Action editor

25. Fixed bug with Attributes requester's brush/texture slider ...
    it doesn't crash now when scrolling a large list, when the one

of the items is highlighted, and it scrolls out of the box.

26. Fixed bugs with F/X data in staging files ... they didn't cause
    any problems with existing effects, but newer ones may not work
    with old software ... which, incidentally, is always the case.

27. Fixed a bug with the "color chip" in the Attributes/Light requester

28. Fixed a bug deleting "Quickrender" pictures when the directory path
    was set to "" in Preferences ... Fixed similar bugs when user sets
    the "Path for Movie" in the Subproject requester to "".

29. Fixed bugs in loading DXF files, using the "One Object Per Color"
    or "Color Change -> Layer Change" options

30. Fixed bug where Mold/Extrude would try to work in "Pick Points" mode

31. Fixed bug with hot-key for "Magnetism On/Off"

32. Made "darkons" work in the PC version (like Amiga now) ... Detail
    Editor light sources with negative intensity values.

33. Fixed bugs where "fog objects" and "global fog" appeared together,
    with no objects behind them in the scene

34. Fixed (an old) bug with specular hardness values ... a hardness
    value of 0 was the same as a value of 4, and the behavior for values
    1,2, and 3 was a bug ... now values of 0,1,2,... act like the old
    values of 4,5,6,...

35. Fixed bug in Scanline rendering with transparent objects and global fog

36. "Drive Full" errors are now properly detected ... system doesn't
    keep slowly chugging along now.

37. Changed the way objects are saved to disk to avoid "stack overflow"
    crashes when groups with very "deep" hierarchies are saved ...

38. Fixed cases where perspective view was not redrawn after certain
    operations

39. Fixed "Hide Points" menu item -- doesn't come back disabled now,
    after going to Preferences editor from Pick Points mode, etc.

40. Changed the behavior of "Fracture" on entire objects ... now, it
    separates the faces in an object, and shrinks them down (for scale
    factors less than 1.0) to look like the holes that "Latticize"
    leaves in an object

41. Fixed interactive camera manipulation in the stage, for cases where
    the camera is tracked to an object.

42. Made the staging file (action editor data) remember "Y rotation"
    values if the camera is interactively manipulated, or manipulated
    with the transformation requester, in a frame corresponding to the
    first or last frame of a "tracking alignment" bar in the action editor.

43. Added support for "brush tacking" with altitude brushes ...

        NEW THINGS THAT WILL MAKE IT HAPPEN!

        QUICK ATTRIBUTES

OK, so after all this time we have implemented Quick
Attributes, you will find this new function under the functions menu.
Click on it and you will be presented with 25 pre-set attributes. To
use it,
simply select an object, then choose the Quick Attributes menu item, click
on one of the buttons that describes what you are looking for in an
attribute, i.e. glass, or chrome etc. Once the attribute is loaded, the
object
has all of the properties that you were looking for.
        In the event that you want to make your own attribute presets we
considered this as a viable alternative to the 25 that we have made as
presets.

        SET EDGE LINE, FILL EDGE LINE...This new menu item
under the Functions menu will save you lots of time and help you do
something that has been very time consuming in the past. Consider that
you have two objects, or even a open seam in a single object. In the past
you had to add faces to the two objects after joining them or you had to add
the triangles by hand to the open seam in a single object.

        Using this command will make creating Contiguous objects from
several object very easy and will add in the creation of some great objects
that will lend themselves to being given bones.

        PICK MORE, HIDE UNPICKED, UNHIDE ALL, UNHIDE SUBGROUP.

        Just what it sounds like, when you are heavy into editing and
have hidden
several points of an object, in order to get back the points you had to
exit to
Object mode and then start all over. This made us just as mad as it made
you so now we have fixed it. From point, edge or face mode you can after
hiding some points, simply invoke the Unhide All command, all the points
that were hidden will now be reshown without ever leaving the mode that
you were in. The same is true of the other command, Unhide Subgoup,
except that it works only on subgroups of faces, edges and points.

        Conversely, you may find that you want to hide the unpicked sets
of points and faces or edges that you are working on, not to worry,
Just use
the Hide unpicked menu item, then all of the points, edges or faces that are
not currently picked will be hidden from view.

        PICK MORE... As you create more and more elaborate objects,
you will become very aware that selecting a series of triangles that share
the same basic areas, can be much harder than it appears to be. With the
PICK MORE command you can select the next row of faces directly connected

to the area that you are working on.

        SMOOTH EDGE LINE... No matter how hard you try, you will
most likely never make a st of points perfectly smooth in an arc. If
you have a
line of points connected by edges, you multi pick the
edges, then you invoke the Smooth Line command and hit return when the
small requester comes up just hit the return key. The value of 3 will cause
the line of points to be smoothed. If you don't like the results,
simply use
the UNDO command and try a different figure. From our experience the
lower the number the more sever the arc that is created, the higher the
number the lower the effect on the line.

        MONITORS AND HIGHER RESOLUTIONS

        This section is mainly for PC users, and for Amiga users with a
Retina display card installed ... although the "SMOD" setting, below,
(run Imagine on a 256 color screen), applies to Amiga users with a AA
(or better) graphics chip set (i.e. Amiga 1200 or Amiga 4000)

        If you like you can now make Imagine work in a higher
resolution. One BIG caution, the increase in resolution will in most cases
slow your machines redraw don't by at least 50%.

        To set things differently you must make some changes in the
Preferences Editor.

        SMOD   0   # imagine screen width: 0=640,1=800,2=1024,3=1280

        Setting the SMOD variable to a value of 0 which is the default of
640, if you use the value of 1 it will set the Horizontal res to 800
pixels, a
value of 2 makes it 1024 and a value of 3 will make the screen 1280 pixels
wide. The vertical res of these different settings are as follows, 800 by
600, 1024 by 768 and 1280 by 960 or 1024 depending on what your video
card is capable of. For Amiga users, this setting is ignored unless you
have a Retina display card, and are running RetinaEMU ... in this case,
you should set the "REMU T/F" setting to "T" ... this tells Imagine to
expect that RetinaEMU will trap its calls to the graphics library, and
cause the screen to appear on the VGA display.

        The (S256   F   # run 640x480 Imagine in a 256 color
display (if possible)) function in the preferences editor will tell Imagine
that you want to use the 256 color mode of the display card, if the card is
capable of doing 256 SVGA colors. By default this value is set to F
(false),
if you change it to TRUE (T) then you will be running your video card and
the Imagine interface in 256 color mode. You won't notice much of a
change because Imagine still only uses 16 colors for the interface, the
biggest change will come when you view an image as a backdrop picture,
you will see the picture in 32 levels of gray, much better to look at
than the
single color of Imagine 3.1.

        BACKDROP Images can now be loaded independently into each
of the quad view windows, this will allow for up to four images at a

time in
the quad view. All you need do is click in the window where you want the
image to show, then choose the load backdrop image function.

        Fracture has been changed so that you can now put in an amount
to fracture that is smaller than the number one. If you choose fracture and
then input the number .5 (point 5) the triangles will be decreased in
size to
one half their initial value and the object will maintain the general size
with the separated triangles.

        COOL NEW TOY, classic hand drawn animators use a technique
called page flipping, this is where as they draw the animation they keep
several pages of the animation secured between each finger of the hand
that they don't draw with. This allows them to flip back and forth to see
the flow of the animation as well as the timing of the animation. While we
don't have real pages to put in-between your fingers, we have added a
slider at the bottom of the animation requester that comes up in the detail
and stage editor, after you have made an animation and want to preview
the animation before you commit to rendering it. If you grab the small
black box and move it left to right you will see that it moves the animation
backwards and forwards. This should make your timing work much
smoother and the animation process in general much easier.

        NEW TEXTURES

        Chaser Texture

Use:
Used statically, this texture can be used to paint a row of windows (bright
and not bright) onto a building or like on a space ship. By animating, you
can do all kinds of chasing and random blinking effects - ie. LED bar
graphs, ping pong LEDs, landing strip strobing lights, blinking light
patterns on flying saucers, etc.

SHREDDER EFFECT

Shredder (Explosion) effect:

Example Project:

100 frame animation.
Default size primative sphere at position (0, 0, 0).
Ground object at position (0, 0, -100.0).
Shredder applied to the Sphere from frame 2 to frame 100.

This example will give you a starting point when working with Shredder.
To speed up the animation so that all the particles stop moving, increase
the "End Time" to something like 2.

Overview:

Shredder does an explode that breaks up an object into random
shaped/sized

particles. The effect can also explode an object while keeping subgroups
intact or, in the case of a grouped object made of many, smaller parts, it
can keep the whole objects intact.

The effect tries to use real-world numbers (seconds and meters) instead of
the usual frames and units measurements. Because of this, you have to tell
Shredder how many units are in a meter and how many seconds are
represented
in the included frames.

Textures that are properly tacked to an object (State objects with shape
and texture data saved as well as lock states in all the textures) will
remain tacked during the explode.

Shredder is a very complex effect, and shredding an object with a lot of
faces will be slow compared to Imagine's other effects. Using subgroups
or keeping objects intact is much faster than shredding up an object La
Machine style.

Shredder F/X Info

The first part of the Sredder requester asks the following info:

o Whole Objects as Parts (Grouped Object)
o Use Defined Subgroups as parts
o La Machine
Maximum Number of Triangles in Group []
Bounding Subgroup []

This Controls how the object(s) are shredded. "Whole Objects as Parts"
keep
entire objects intact - like you may use to explode a grouped object while
keep the individual objects intact. By selecting this, you can also
make a
single object bounce on the ground like a rubber ball. "Use Defined
Subgroups" lets you absolutely control the size and shape of the pieces that
fly off the shredded object. By defining subgroups on the object you
can do
something like blowing up a sphere with a logo pasted on it while keeping
the chunk of the object with the logo intact. "La Machine" is where
Shredder gets its name - it totally shreds an object into random shaped and
sized pieces. The size of the pieces is controlled with the "Maximum
Number of Triangles" parameter. The "Bounding Subgroup" can be use to
restrict the explosion to a specific part of the object. Try the example
project with "Whole Objects" selected to see the sphere bounce.

When Shredder shreds an object in "La Machine" mode, it selects groups of
adjacent faces by doing a random walk over the surface of the object. This
produces shapes that tend to wander across the surface instead of looking
like clumps of faces all grouped together.

The Timing of the effect is controlled in the following seciton of the
requester data:

Start / End Time (seconds) [] []
Explosion Timing Delay (%) []
"Hold at" Frame Number []

The data that describes the bouncing of the particles is as follows:

o Bounce Particles
o Flip on Bounce
Ground Z Position (Imagine units) []
o Use Maximal Bounding Sphere
o Use Minimal Bounding Sphere
o Use Average Bounding Sphere
Elasticity Min/Max (%) [] []

The particle conditions are set up in the following:

Inital Velocity Range Min/Max   (m/s) [] []
Triangle Rotations Min/Max   (rot/s) [] []
Particle Trajectory Min/Max (degrees) [] []
Final Scaling Factor Range Min/Max   [] []
Gravitational Acceleration   (m/s^2) []

Lastly, the following parameters must be set up:

Imagine Units per Meter   []
Random Number Generator Seed []

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1.39   MSG-36 Subject: Re: Impulse Gazette and Wasted Bandwidth.

Subject: Re: Impulse Gazette and Wasted Bandwidth.
Date: Wednesday, 03 May 1995 00:34:03
From: Charles Blaquiere <blaq@io.org>

> From: Anime a day... <b7655@hopi.dtcc.edu>
>
> On Wed, 5 Apr 1995 aciolino@ccmail.rrddts.donnelley.com wrote:
>
> >
> >   Is it just me, or does it seem that Impulse hires
> >   people who speak French to do their writing?

Heyy, careful there... *I* speak French. <grin> And my explanations tend
to be on the clear side. Maybe we should start the rumour that
Impulse writers speak Norwegian, and have Conny jump in! <G,D&R ->
grinning, ducking & running>

>   BTW, whatever happened to Impulses attempt for digital non-linear
> editing? They had this box they were planning on doing magic with..
> forgot the name..

It's not dead. Sanyo will be marketing it later this year. (Maybe
they've even announced it at last month's NAB, for all I know)

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1.40   MSG-37 Subject: Re: Re[2]: Imagine for Windows II

Subject: Re: Re[2]: Imagine for Windows II
Date: Wednesday, 03 May 1995 00:51:53
From: fredster@cyberport.net (Fred Aderhold)

>   As for the Imagine related question: Does anyone use
>   the deformations cube that the Detail Editor supplies?
>   I made a 10x10 cube, pinched the center of it (so it
>   looked like a hourglass), placed a sphere in the
>   middle, applied the cube, and instead of getting an
>   "hourglass-shaped sphere", I got an egg. Does this make
>   sense? Did I need to pinch the deformation cube
>   tighter?
>
I've had some great luck with the deform cube. What do you mean by pinched?
Did you use the pinch function in the Detail Editor? I've found that if you
pick and move the points of the deform tool, and at an exagerated amount it
works pretty well. That is, you have to deform the cube a lot more than you
think you need to in order for it to work ok.

In your example, yes, you have to pinch the cube much tighter...

Fred Aderhold
fredster@cyberport.net

Relax, it's all just 1's and 0's

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1.41   MSG-38 Subject: Re: Real3DSy

Subject: Re: Real3DSy
Date: Wednesday, 03 May 1995 00:54:55
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Darren, on May 1 you wrote:

> What's the Imagine address to unsubscribe ?

imagine-request@email.eag.unisysgsg.com
subject: unsubscribe   (OR subscribe)

-- Bob

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

                              Thread   533
                        -=> RETURN TO CONTENTS!<=-

1.42   MSG-39 Subject: Double your RAM!!

Subject: Double your RAM!!
Date: Wednesday, 03 May 1995 00:55:27
From: Falko@aol.com

This may be of interest to Imagine PC/WIN

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

1.43   MSG-40 Subject: Double your RAM!!!

Subject: Double your RAM!!!
Date: Wednesday, 03 May 1995 01:02:51
From: Falko@aol.com

Ooops!! Sorry, previous msg was sent incomplete!

Anyways, this may be of interest to Imagine PC/WIN users.

Seamless Software Corp. has announced that they will be shipping Soft RAM in

mid—May.

This product can effectively double your installed RAM. It does not
accomplish this as some other products on other platforms have done, by using
virtual memory/swapfile technology. This product apparantly is to RAM as
Stacker is to disk space. The product claims to accomplish its task through
advanced and intelligent memory management which includes data compression as
well as memory optimizing/defragmenting. From the article that I have read it
works very low—level in the system, good enough to fool diagnostics that can
access memory managment into thinking an 8mb PC actually has 16mb installed.
It is said to achieve this without sacrificing performance and should work
with DOS, Windows, and Windows95.

Considering the increasing cost of RAM (yes, wholesale prices are up due to
increased demand.) This may be one possible solution. Admittedly nothing is
better than physical RAM, but for the price this may meet the needs of many
an Imagine fan that's run out of memory rendering that long animation or
large complex object/project. Oh, yes the price. Soft RAM $99 retail $69 —
$79 anticipated street price.

As soon as I can get it will give it a try on my 486/66/16mb system and tell
you what I find.

Falko

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

1.44   MSG-41 Subject: Re: WINE

Subject: Re: WINE
Date: Wednesday, 03 May 1995 01:43:05
From: Lumbient@aol.com

Sorry...AOL splits the mail for system convience. If you want I can UUE
again or send it to specific people. ::Now raise your hands!::
Its just a cup(not great) against a stipped wall(incorrect bathtile texture
axis :) with two spotlites projecting the shadow in two directions. I
actually did this to test its shadow scanning ability. Thr ripples in the
wine look pretty on the wall.

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

1.45   MSG-42 Subject: Deformations (was Re: Re[2]: Imagine for Windows II)

Subject: Deformations (was Re: Re[2]: Imagine for Windows II)
Date: Wednesday, 03 May 1995 01:54:10
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello aciolino, in <9504027994.AA799435162@ccmail.rrddts.donnelley.com>
on May 02 you wrote:

> 	As for the Imagine related question: Does anyone use
> 	the deformations cube that the Detail Editor supplies?
> 	I made a 10x10 cube, pinched the center of it (so it
> 	looked like a hourglass), placed a sphere in the
> 	middle, applied the cube, and instead of getting an
> 	"hourglass-shaped sphere", I got an egg. Does this make
> 	sense? Did I need to pinch the deformation cube
> 	tighter?
>
> 	Since I haven't had time to play with this, I thought
> 	I'd ask. Oh, and also so this message had some
> 	relevance to the list.

I've played with this feature for days with unpredictable results. I know
the positioning and scale of the positive side of the axis' is important,
more so than the position of the cube itself.

There is only half a page devoted to this subject in the manual, I'd love
to see a tutorial on this one.

-- Bob

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

                           Thread   258
                     -=> RETURN TO CONTENTS!<=-

1.46   MSG-43 Subject: Cloth,carpet,etc.

Subject: Cloth,carpet,etc.
Date: Wednesday, 03 May 1995 02:36:00
From: w.graham6@genie.geis.com

Try using a low resolution bitmap (very pixelated) with few colors in
conjunction with the Crumpled texture, with any applied color turned off. I
make the Crumpled size about half the size of the bitmap pixels in the
rendered image, so the size of the bitmap used obviously will depend on the
final image's resolution. There is an Essence texture called Fiber that is
worth playing with to simulate fur, you could also try using a custom object
for Particles, should you have tons of ram.

                           Thread   126

1.47   MSG-44 Subject: Sorry Could Not Find Subject!

```
Date:      Wednesday, 03 May 1995 04:07:21
From:      imagine-relay@email.sp.paramax.com
```

   From what Mike Halvorson has told me, V4.0 will not be a major rewrite
so the "look-and-feel" will be same as it is now. He has said Impulse
plans on a major re-write after V4 is released, I guess meaning V5.
Apparently V3.3 is almost completed so it should be out shortly
(relative). V3.4, which will be V4.0 is planned to come out shortly after
V3.3.
   Maybe Mike H. doesn't want it spread around but he told me that V4.0 is
planned to have Metaballs modeling! I think Impulse has stated that the
release date of V4.0 is more dependent on when it is ready versus meeting
a proposed schedule.

On Mon, 1 May 1995, Darren Priestnall wrote:

> Does anyone know when the Imagine 3.3 and 4.0 update's are due ?
> I ask because I heard that V4 was due out at the end of May but I
> wondered if this has been put back to a later date to allow V3.3 to be
> released.
> I fail to see how they can release 2 update's so close together.....I
> personally would rather see one more update in the form of a fully
> working and decent Imagine 4.
>
> What about everyone else, would you like another update bashed together
> to meet the deadline while all their real attention is on getting V4
> working or would you rather V4 to be released at the original deadline.
>
> How about just releasing V4 in May and then the final update could be a
> month or so later in the form of a fully working version with all bug
> fixes...(I'm not being pessimistic with Impulse it's just that all new
> software has bug's so I'm certain the new V4 interface will need severe
> Beta testing by all us Imagine user's)
>
>
> --
> ~===~
> Darren Priestnall - darren@hanger.demon.co.uk (PandGImaging)
> Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063
> -- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --
>

                          Thread   321

1.48   MSG-45 Subject: Sorry Could Not Find Subject!

```
Date:      Wednesday, 03 May 1995 04:22:07
From:      imagine-relay@email.sp.paramax.com
```

```
Do any of you out there have any good tricks for making realistic-looking
fur/carpet/cloth. I've had a heck of a time trying to get that "fuzzy look".
None of the noise textures seem to do quite what I want.

Any and all suggestions appreciated.
```

```
                    Thread       266
               -=> RETURN TO CONTENTS!<=-
```

1.49   MSG-46 Subject: Re: WINE

```
Subject: Re: WINE
Date:      Wednesday, 03 May 1995 09:12:48
From:      rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)
```

```
Hello Lumbient, in <950502201038_104536494@aol.com> on May 2 you wrote:

> Sorry...AOL splits the mail for system convience.  If you want I can UUE
> again or send it to specific people.  ::Now raise your hands!::
> Its just a cup(not great) against a stipped wall(incorrect bathtile texture
> axis :) with two spotlites projecting the shadow in two directions.  I
> actually did this to test its shadow scanning ability. Thr ripples in the
> wine look pretty on the wall.

For anyone that's interested the Amiga PD program FJPEG loads in as much of
the pic as possible, so you can get a good idea of these reflections. It's
the only program I've found that does'nt reject the pic outright.

The results are quite interesting, I wonder if standard lights as opposed
to spotlights would create the same effect?

--Bob

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

```
                    Thread       200
               -=> RETURN TO CONTENTS!<=-
```

1.50   MSG-47 Subject: Re: Amiga->pc upgrades

Subject: Re: Amiga->pc upgrades
Date: Wednesday, 03 May 1995 09:44:25
From: esanders@sandman.pdial.interpath.net

>From: Peter Appleton <s304607@student.uq.edu.au>
>Does anyone know if Impulse has an upgrade offer for those of us
>swapping platforms? I realise this is a long shot as it probably goes
>against the licencing or copyright laws.
>
>I an using v3.2 on an A1200/030/882 40MHz 6MB and will CONSIDER moving to
>a Pentium as I am unwilling to upgrade my Amiga hardware/software any
>further until the C=/Escom saga is finalised and NEW machines appear...
>

  You can upgrade to the PC version (cross platform) of Imagine 3.0 for
$200.00 U.S.
Overseas freight: $10.00 Constant Upgrade Program for PC Img3.0 is $100.00
  Yes, we all love the Amiga. I've owned a 500,3000, and 4000, but hey..
what can I say? My 90mhz pentium renders 4 to 5 times faster than my old
25mhz/3000. I love speed.

                                                              Sandman

----
Erik Sanders
Liquid Light Animations
esanders@sandman.pdial.interpath.net

Erik Sanders
Claremont,NC
    USA
esanders@sandman.pdial.interpath.net

                          Thread   489
                      -=> RETURN TO CONTENTS!<=-

1.51   MSG-48 Subject: Re: Imagine 3.x or 4.0?

Subject: Re: Imagine 3.x or 4.0?
Date: Wednesday, 03 May 1995 10:12:22
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

  Another new feature in V3.2 that was not immediately significant to me
until I used it, is Pick More. This new tool is incredibly valuable in
modeling and especially for Bones. With the Fast Bones and Pick More, the
effort to make an animated character has become much easier.

1.52   MSG-49 Subject: Re: Imagine Documentation

Subject: Re: Imagine Documentation
Date: Wednesday, 03 May 1995 10:19:12
From: denryan@interaccess.com

On Tue, 2 May 1995, Charles Blaquiere wrote:

.....
> As has been explained so often on the Imagine Mailing List, they can
> spend $55 and get the wonderful book by Philip Shaddock. Or wait for the
                   ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
<sigh>. And, as I and others have tried to explain, the "wonderful"
Shaddock book *doesn't* cover the animation features of Imagine 2.0
very well.

I give up. I can certainly understand the mentality that finds
the piracy of the Imagine 3.x software or manual repugnant, but
this selfish, recriminatory attitude concerning the now-obsolete
documentation of Imagine 2.0 just strikes me as mean-spirited.
I too have paid "hundreds of dollars" for software that is now
obsolete, and, while I wouldn't just pass copies of this software
around on the internet or bbs's, if somebody had a perfectly legal
copy of the software in their possession, it wouldn't take me a
New York minute to give my approval to them obtaining the documentation
for this software. And, for what it's worth, I don't understand any
contrary opinion to this at all.

And, as a side issue:

(re: the suggestion to purchase Imagine LE and use it for
 the 30 day free trial period)

To me, "LE" ("Light Editions" of software) are ancillary give-aways
usually accompanying a hardware purchase that enhance the "out-of-box"
experience, and I resent any company that makes a marketing decison to
attempt to use these editions of their software as a separate profit line.
It all just muddies the waters of software purchase and use - waters that
certainly don't need this kind of muddying.

1.53   MSG-50 Subject: TextureStudio on the PC? No.

```
Subject: TextureStudio on the PC? No.
Date:     Wednesday, 03 May 1995 10:20:58
From:     Andrew Dean <adean@eleceng.ucl.ac.uk>
```

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

```
Hi all,
       In answer to the "Will you be porting TextureStudio to the PC?"
questions, the answer I'm afraid is no. We intend to continue developing
and improving both ImageStudio and TextureStudio on the Amiga and don't
really have the time to consider a PC port (it's more than just a re-
compile).

--------
Andy Dean, co-author of ImageStudio and TextureStudio
Email: adean@eleceng.ucl.ac.uk
```

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

1.54   MSG-51 Subject: TextureStudio's support for graphics cards

```
Subject: TextureStudio's support for graphics cards
Date:     Wednesday, 03 May 1995 10:24:14
From:     Andrew Dean <adean@eleceng.ucl.ac.uk>
```

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

```
Hi all,
       It is quite likely that we'll be adding CyberGraphics support
to both TextureStudio and ImageStudio (although ImageStudio will get
it first). Before that though, we've got to get a Cybervision64 card :-)
We have no intention of supporting the EGS standard.

--------
Andy Dean, co-author of ImageStudio and TextureStudio
Email: adean@eleceng.ucl.ac.uk
```

```
                              Thread         173
                         -=> RETURN TO CONTENTS!<=-
```

1.55   MSG-52 Subject: Tutorials! we need more of them

```
Subject: Tutorials! we need more of them
Date:     Wednesday, 03 May 1995 11:16:20
From:     Steve McLaughlin <stevemcl@VNET.IBM.COM>
```

Imagine Tutorials!
We need more of them!

Here is my suggestion, please comment and tell me what you think!
I'd like to see more tutorials about Imagine on this list so I
thought to myself how do we encourage people to contribute!
Prizes? Money? Fame? Thanks from other Imagineers? The one that
would be easiest and get more response would be more tutorials in
return. I am suggesting that we keep a growing list of tutorials
offline available ONLY to those who contribute a tutorial about
a feature in IMAGINE. This would encourage people to write a tutorial
about IMAGINE, and they would be rewarded with a compilation of
tutorials to date and future editions.
     What about beginners you ask? How does a beginner how doesn't
know anything about IMAGINE, write something about IMAGINE? Well,
there are examples in the manual that could definately use some cleaning
up and commenting about, or there have been tutorials posted on this
list that can be expanded and cleaned up.
 If you are willing to write a tutorial about IMAGINE, please
email me privately, or if you have suggestions or comments about
this idea please post to this list.
THanks!
Steve McLaughlin
 stevemcl@vnet.ibm.com

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

1.56   MSG-53 Subject: Amiga->pc upgrades

Subject: Amiga->pc upgrades
Date: Wednesday, 03 May 1995 11:19:05
From: Peter Appleton <s304647@student.uq.edu.au>

Does anyone know if Impulse has an upgrade offer for those of us
swapping platforms? I realise this is a long shot as it probably goes
against the licencing or copyright laws.

I an using v3.2 on an A1200/030/882 40MHz 6MB and will CONSIDER moving to
a Pentium as I am unwilling to upgrade my Amiga hardware/software any
further until the C=/Escom saga is finalised and NEW machines appear...

No flames please.... I am an amiga die hard, I love the OS but I need
the speed.

                              Thread   70

1.57   MSG-54 Subject: Pick/select bug!?

Subject: Pick/select bug!?
Date: Wednesday, 03 May 1995 11:21:46
From: Peter Appleton <s304647@student.uq.edu.au>

S.O.S.

I am using Imagine V3.2 on an A1200/030/882 40MHz 6MB and have found that
when I use the PICK SELECT menu item in the detail editor I get garbage
drawn in the 2D view windows.

The garbage disappears when I use REDRAW but this is still annoying.

I have many commodities running which maybe causing the problem but have
been unable to track it down. The problem does not occur when I run
Imagine from boot/early startup.

Has anyone had similar probs or have any ideas for a fix....

                        Thread   459

1.58   MSG-55 Subject: Re: Transparent or Genlock

Subject: Re: Transparent or Genlock
Date: Wednesday, 03 May 1995 13:32:12
From: Dylan Neill <dylann@pcug.org.au>

On Tue, 2 May 1995, MCADOO wrote:

> What attribute color should I use to allow a video tape playing in the back
> ground to be seen? I've used 0,0,0 with no luck. This is with Imagine 3.0.
> Dpaint 0,0,0 give me no problem.

Try loading a blank Dpaint picture as the background for the anim maybe?

Just a wild guess! :)

```
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                                  o O
    _____oOO_=( ^ )=_OOo_____
   |                            ’’’      U   ’’’                            |
   | Gumby Death Man (Dylan Neill) Amiga 1200/6/120  486DX2-66/24/500 |
   | Email: dylann@pcug.org.au   WWW: http://www.pcug.org.au/~dylann/ |
   |_____|
```


                              Thread   466
                         -=> RETURN TO CONTENTS!<=-

1.59   MSG-56 Subject: Imagine 4.0

Subject: Imagine 4.0
Date: Wednesday, 03 May 1995 14:23:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

To Mike H. (if listening) or anyone else in the know.Will Imagine 4.0 be coming
with a completely NEW manual or simplyaddendems to the 3.0 manual?Also, will the
 Imagine for Windows eventually replace the PC DOS onlyversion, or will there co
ntinue to be dual OS versions on the PC side=?   _____
_____   /_____
_____\   /=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=
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l: =|=3D =3D| GraFX Haus BBS || mike.vande
rsommen@caddy.uu.silcom.com =|=3D =3D| Santa Barbara, Ca. || _____
_____ =|=3D =3D| "..where the 4 Horsemen of the Apocalypse pl
ay golf..."   =|=3D =3D| 14.4k v.32bis 24 hours – 805-683-1388
        =|=3D   _____ ↵
         /--- =FE InterNet – GraFX Haus BBS – Santa Barbara, Ca – (805)
683-1388

                              Thread   281
                         -=> RETURN TO CONTENTS!<=-

1.60   MSG-57 Subject: Re: TEXTURE-STUDIO

Subject: Re: TEXTURE-STUDIO
Date: Wednesday, 03 May 1995 14:34:15
From: Dave Rhodes <dave@darhodes.demon.co.uk>

 (ref TEXTURE STUDIO)
> it’s the answer to my prayers. I’ve sent off my registration
> and it’s back to waiting for the posty again !

>
> (just like waiting for Im. 3.0 -but not for nearly a year.)

    Damn right ! It's here already, virtually by return of post,
Now that's good service.
    It's the latest version, fully working, (of course) and no
longer crashes with the "older" textures which I listed in my
original post. Most of them seem to actually work properly too,
except bricks and dots, but I'll have to experiment further.

It seems to work with all my (old) Essence stuff too, but I'm
not sure about the newer ones,- I haven't got them !

You can even generate anims via Arexx, there's a couple of
example scripts which are simple, but work well.

Amiga users - Do yorselves a favour and get this (and register!)
as soon as you can. I love it (more than ever)
BTW - I have had no problems with blank menus.. I use WB 3

    Dave

--

~==~
 Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -
 ----

                            Thread   228
                       -=> RETURN TO CONTENTS!<=-

1.61   MSG-58 Subject: Re: Imagine for Windows II

Subject: Re: Imagine for Windows II
Date: Wednesday, 03 May 1995 14:50:42
From: Dave Rhodes <dave@darhodes.demon.co.uk>

Hi imagine@email.sp.paramax.com
   gregory denby wrote:

> Some of my wishes: A spline forms editor, and the ability to use splines
> with control handles for paths: Point editing in new mode: snap object
                                 ^^^^^^^^^^^^^^^^^^^^^^^^
    You can edit points in new mode, at least on the Amiga version -
although you have to make sure that you haven't got any of the buttons
in the perspective window selected, i.e. A,Z or P.
    Just get the view so you can see the points you want to move, for
instance, select drag points, (or whatever) and de-select A,Z or P and
there you have it. This confused me at first.
    Best wishes

```
Dave
```


--

```
~=============================================================================~
 Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -
  -----------------------------------------------------------------------------
```

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


1.62   MSG-59 Subject: Re: Imagine Documentation

```
Subject: Re: Imagine Documentation
Date:     Wednesday, 03 May 1995 15:10:34
From:     Dave Rhodes <dave@darhodes.demon.co.uk>
```


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

```
Hi imagine@email.sp.paramax.com
   In <Pine.BSI.3.91.950502220341.527F-100000@grin.io.org> Charles Blaquiere <bl
aq@io.org> wrote:
```

```
> > From: Mike Vandersommen <mike.vandersommen@caddy.uu.silcom.com>
> >
> > No doubt it's a transcript....or someone retyping an Imagine manual.
```

```
    Are you talking about the post to this list which was called something
like Imagine 2.0 Documentation ? -- if so, it turned out to be only the
Imagine FAQ , but the note from the guy that posted it said he thought it
was the manual. (That says something in itself...)
```

```
> No, it's not sadistic. They got the program on the cover of a magazine
> that cost them $10 or so. I paid hundreds of dollars for it. That's why
> I got an (inadequate) manual and they got maybe 3 pages of instructions.
```

```
I have to agree with you Charles, they were lucky to get it at all, I've no
real objection to people getting it for (nearly) free, if it helps to
spread The Word, but they can't expect the whole package.. for what it's
worth.
       People have to believe they can get something not available elsewhere
when they buy a program like Imagine, or piracy will surely send Impulse
          ^^^
(and our dearly beloved) down the tubes.
```

```
Dave
```


--

```
~=============================================================================~
 Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -
```

                              Thread   99
                          -=> RETURN TO CONTENTS!<=-

1.63   MSG-60 Subject: Essence PC Textures

Subject: Essence PC Textures
Date: Wednesday, 03 May 1995 17:30:47
From: Curtis White <cwhite@teleport.com>

For all you PC users out there, it is time to get excited again. The
following is the latest response from Steve Worley concerning Imagine
Textures for the PC and other Apex products.

Hi Curtis!

Yes, Apex still exists. The demise of the Amiga has slowed things
down a whole lot, but we've ridden along and haven't quite
submerged.

We certainly are not dropping Imagine support in any way; that's
our entire user base! In fact, we are just now putting together
our next newsletter which announces the availability of Essence
for PC Imagine. EssPC is effectively available now; I have master
disks I can copy, though I don't expect to for a week or so until
the newletter and official announcement goes out.

Understanding Imagine, Third Edition. Ready June 15.

Lightwave plugins, code named Tsunami, are currently under development.
No release date yet, I'd expect August or so. I'd be nice to have
them for SIGGRAPH.

The "official" announcement of EssPC and UI will be made next week,
when we send out the mailing.

Hope this answers your questions.

-Steve

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

Curtis White

1.64   MSG-61 Subject: Re: Impulse Gazette and Wasted Bandwidth.

Subject: Re: Impulse Gazette and Wasted Bandwidth.
Date: Wednesday, 03 May 1995 18:13:14
From: Torgeir Holm <torgeirh@powertech.no>

>> >   Is it just me, or does it seem that Impulse hires
>> >   people who speak French to do their writing?
>Heyy, careful there... *I* speak French. <grin> And my explanations tend
>to be on the clear side. Maybe we should start the rumour that
>Impulse writers speak Norwegian, and have Conny jump in! <G,D&R ->
>grinning, ducking & running>

Conny is Sweedish!!!! I AM NORWEGIAN!!!! KILL :) (I think, Mike H, is
Norwegian BTW..)

>>   BTW, whatever happened to Impulses attempt for digital non-linear
>> editing? They had this box they were planning on doing magic with..
>> forgot the name..
>It's not dead. Sanyo will be marketing it later this year. (Maybe
>they've even announced it at last month's NAB, for all I know)

I remember reading about this in comp.sys.amiga.graphics. It was supposed to
be pretty good as well..

Torge!r

1.65   MSG-62 Subject: Metaballs?

Subject: Metaballs?
Date: Wednesday, 03 May 1995 18:35:15
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

Somebody recently mentioned that Metaballs might be included in Imagine
4.0. I have heard of them before, but I have no idea what they do.
Would somebody please enlighten me?

    Rick

                            Thread   111
                     -=> RETURN TO CONTENTS!<=-

1.66   MSG-63 Subject: ESSENCE PC

Subject: ESSENCE PC
Date: Wednesday, 03 May 1995 19:13:54
From: paulC@Dieppe.artmediatech.nl (Paul Claessens)

Hi there,

Could anyone tell me if ESSENCE is already available for the PC.
If so, ***PLEASE*** tell me where and how to get it....

Is it possible to order it through E-Mail?

Many thanks in advance...

P.S. Please send replies to my own adress, cause I'm currently not on the
     list.   (snif...)

     paulC@artmediatech.nl

Life's a towel...

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

1.67   MSG-64 Subject: Rayman/Renderman?

Subject: Rayman/Renderman?
Date: Wednesday, 03 May 1995 19:53:00
From: yrod@ozemail.com.au

I have herd of a programme on the PC called Renderman or Rayman?

Does anyone know anything about this programme. I am considering getting
a PC to increase my rendering speeds instead of spending lots of money
souping up my Amiga 2000. If this programme is specifically for rendering
and can out-gun Ami Imagine or PC Imagine then I will consider puchasing
a PC. My personal preference is for Amiga, but I work with PCs, Macs,
Unix professionally as a graphic artist, and I realise that there are
other computers out there that will do things that I need to do much
quicker than an Amiga can.
I will not throw out my Ami yet though. 8-)

```
##########################################
## YYY YYY RRRRRRR   OOOOOO  DDDDDD   ##
## YYY YYY RRR  RRR OOO  OOO DDD DDD  ##
## YYYYYYY RRRRRRR  OOO  OOO DDD  DDD ##
##   YYY   RRR RRR  OOO  OOO DDD DDD  ##
##   YYY   RRR  RRR OOOOOO  DDDDDD    ##
##        yrod@ozemail.com.au         ##
##        A2000/030 FPU 4MB &-(       ##
## GeneralProtectionFaultFreeZone 8-) ##
##########################################
```

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                     -=> RETURN TO CONTENTS!<=-

1.68   MSG-65 Subject: Re: Essence PC Textures

Subject: Re: Essence PC Textures
Date: Wednesday, 03 May 1995 19:53:54
From: plucas@vt.edu (Perry Lucas)

>For all you PC users out there, it is time to get excited again. The
>following is the latest response from Steve Worley concerning Imagine
>Textures for the PC and other Apex products.
>
>--
>
>Hi Curtis!
>
>Yes, Apex still exists. The demise of the Amiga has slowed things
>down a whole lot, but we've ridden along and haven't quite
>submerged.
>
>We certainly are not dropping Imagine support in any way; that's
>our entire user base! In fact, we are just now putting together
>our next newsletter which announces the availability of Essence
>for PC Imagine. EssPC is effectively available now; I have master
>disks I can copy, though I don't expect to for a week or so until
>the newletter and official announcement goes out.

<Chanting>
Phone #, Phone #, Phone #, Phone #, Phone #, Phone #, Phone #...

--Perry

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1.69   MSG-66 Subject: Re: Tutorials! we need more of them

Subject: Re: Tutorials! we need more of them
Date: Wednesday, 03 May 1995 20:18:45
From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

> return. I am suggesting that we keep a growing list of tutorials
> offline available ONLY to those who contribute a tutorial about
> a feature in IMAGINE. This would encourage people to write a tutorial
> about IMAGINE, and they would be rewarded with a compilation of
> tutorials to date and future editions.

I feel that keeping tutorials only for selected few is not such a good
idea. There shouldn't be an incentive to write a tutorial except to
help others. Look at "Dare to Imagine" - wonderful compilation of
freely available tutorials.

Andrey

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1.70   MSG-67 Subject: Neon?

Subject: Neon?
Date: Wednesday, 03 May 1995 20:43:07
From: plucas@vt.edu (Perry Lucas)

How do you make a Neon light? I have been playing around with
FOG, Bright, and Haze, but to little avail.

Also here is a request for an update.

Barndoors - For those that do not know, shutters that attach to a
light so that you can control where the light falls more accurately.

                    _____
                    |\   /|

```
                    | \        / |
                    |  \_____/   |
                    |    |___|   |
                    |   /     \  |
                    |  /       \ |
                    |/_____\|
```
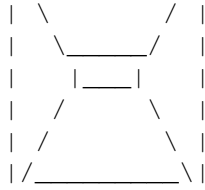
Okay, so I am not the best ascii artist, but the doors allow you to direct
the light. For this to work, the light lines feature would have to be extended
and, a falloff circle would have to be created, and some other features to
let you know where the light is going. (Like 3d studio)

--Perry

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1.71   MSG-68 Subject: Re: Imagine Documentation

Subject: Re: Imagine Documentation
Date: Wednesday, 03 May 1995 20:50:12
From: denryan@interaccess.com

On Wed, 3 May 1995, Dave Rhodes wrote:
....
> I have to agree with you Charles, they were lucky to get it at all, I've no
> real objection to people getting it for (nearly) free, if it helps to
> spread The Word, but they can't expect the whole package.. for what it's
> worth.
>   People have to believe they can get something not available elsewhere
> when they buy a program like Imagine, or piracy will surely send Impulse
>   ^^^
....
<sigh>.

I didn't get the program from a 10 dollar magazine and *I* have no
problem with people obtaining any documentation for Imagine 2, a program
for which, I might point out, one *can't* purchase any documentation for
at any price.

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1.72   MSG-69 Subject: TextureStudio and Bricks.itx and Dots.itx

Subject: TextureStudio and Bricks.itx and Dots.itx
Date: Wednesday, 03 May 1995 21:13:34
From: Andrew Dean <adean@eleceng.ucl.ac.uk>

Hi all,
      It is documented in the manual that neither Bricks.itx or Dots.itx
work with TextureStudio (Bricks doesn't do anything, Dots draws quarter
dots). We don't currently know why this is, they may still have remenants
of their Imagine2 origins.

Andy Dean, co-author of ImageStudio and TextureStudio
Email: adean@eleceng.ucl.ac.uk

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1.73   MSG-70 Subject: Amiga->pc upgrades

Subject: Amiga->pc upgrades
Date: Wednesday, 03 May 1995 21:27:33
From: Charles Blaquiere <blaq@io.org>

> From: Peter Appleton <s304647@student.uq.edu.au>
>
> Does anyone know if Impulse has an upgrade offer for those of us
> swapping platforms?

The latest Impulse Gazette (Winter 1995, received in March) mentions:

   "Cross-platform upgrade from Amiga version of Imagine to
    PC version of Imagine 3.0 -- $200" (US)

You may want to send e-mail to Mike Halvorson, explaining that you're a
few miles too far (!) to benefit from their toll-free number, and ask
about your specific situation. If you have Imagine 2.x, or 3.0, or are
on the auto-upgrade, different situations may apply.

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1.74   MSG-71 Subject: Re: Imagemaster R/t

Subject: Re: Imagemaster R/t
Date: Wednesday, 03 May 1995 21:39:03

From: Charles Blaquiere <blaq@io.org>

> From: William Bogan <web@cvsd.cv.com>
>
> Can you tell me where I can get more info about
> WinImages/Black Belt? It sounds very interesting.

I'd love to! When I find hardware or software I really like, I turn into
the PR person from hell. <g> Ben Williams, president of Black Belt, can
be reached at 76004.1771@compuserve.com. WinImages is one of the true
bargains of the PC world, but (possibly) due to Black Belt's lack of
advertising support, the program never seem to get reviewed.

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1.75   MSG-72 Subject: Iterated Systems

Subject: Iterated Systems
Date: Wednesday, 03 May 1995 22:04:40
From: dalamar@MIT.EDU (Craig Andera)

>Mike,
>
>In the PC world there is a company called Iterated Systems that uses
>fractal
>algorithms to achieve as much as 200:1 compression ratios. I can't remember
>the name of the product, but it is supposed to be as near to lossless as
>makes no difference in the 2-4:1 area. In the neighborhood of 20-100:1 it
>is
>supposed retain much better image quality than jpeg at any level.
>
>Falko

I have a demo of exactly this product that came with the Microsoft Jumpstart
CD. It is *very* impressive. Most of the demo images were compressed at
around 30:1 and they looked really nice. The best thing about it arises from
the fractal nature of the algorithm: if you enlarge the picture beyond its
original size the image is fractally interpolated, and you get something
that looks way better than a blurred enlargement.

Now I don't know if the images they used (all seemed to be scanned
photographs of city and natural scenes) were specifically chosen for the
compression ratio they achieved. From what I understand of fractal
algorithms they are heavily dependent on image content, and they perform
best when used to compress natural scenes. This makes sense, as things like
trees and flowers have fractal features.

The big thing, of course, is the price tag. I didn't look into it too
deeply, but they have several different products which *start* at around
$700. Out of my price range. Maybe I'll take a look into writing my own
stuff over the summer: I'll have all this free time and a couple of degrees
in EECS I'm not using...

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1.76   MSG-73 Subject: New Web Page and Programs

Subject: New Web Page and Programs
Date: Wednesday, 03 May 1995 22:08:06
From: Ian Smith <iansmith@moose.erie.net>

A bunch of minor things here. :-)

Both IIUtilities and IITextures have new versions and I just put up a Web
page with Imagine related items on it.

IIUtilities has a new script to generate circular and sipral paths, and
IITextures has one new texture and most of the textures also include IBM
versions now.

Both are available on my web page at:

                          http://moose.erie.net/~iansmith

Make sure to check out my big page of Imagine textures. :-) I am trying
to collect as much information as I can on various textures programmed by
us users. So if anybody out there knows of any not listed on that page,
send me mail!

Let me know if you find any glitches too, as both archives and the Web
pages are pretty new. Enjoy!

--
IanSmith@moose.erie.net

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1.77   MSG-74 Subject: Re: Imagine Documentation

Subject: Re: Imagine Documentation
Date: Wednesday, 03 May 1995 22:11:08
From: Charles Blaquiere <blaq@io.org>

> From: denryan@interaccess.com
>
> this selfish, recriminatory attitude concerning the now-obsolete
> documentation of Imagine 2.0 just strikes me as mean-spirited.

Why do we get tarred with this brush? People who pay $10 for a coverdisk
should expect to get the software and a page or two of hints. No fancy
packaging, no manual, and often no technical support. This is the reason
the software is being given away, rather than sold for its normal price.

These rules of coverdisks should be well-known by now, and anybody who
complains about having a hard time with their freebie software is just
plain unreasonable. It's simple: you get what you pay for. The fact that
Imagine isn't as self-evident as a shoot'em-up game is irrelevant. With
coverdisks, "you pays your money and you takes your chances".

Do I sound unpleasant? Yes, I sound unpleasant. It's because this
situation reminds me of a whiny kid at the fair, who never gets enough
rides and always wants more.

"Imagine costs too much."

Okay, here's an alternative. You get an old version of program, and no
documentation, for $10. That's about _ three percent_ of the street price.

"I want more! Gimme the manual."

If you want documentation, you could download the IML archives. They're
free. Or, you could buy books such as "The Imagine companion", by David
Duberman, or "3D Modeling lab", by Philip Shaddock.

"I want more! The Shaddock book covers modeling, but only animation basics."

Okay, you could buy Imagine L/T, which has almost everything version 3.0
has. It's $99, and you get the 3.0 manual.

"I want more! Imagine L/T is missing 3 features."

Basically, what people seem to want, is a full version of Imagine 3.x,
with full manual, for $10. This is why I'm annoyed.

> if somebody had a perfectly legal copy of the software in their
> possession, it wouldn't take me a New York minute to give my approval to
> them obtaining the documentation for this software.

You just said it: they have a legal copy of the _software_. They have no
legal copy of the _manual_. And that's where we disagree, and where I
think your position is invalid.

> I resent any company that makes a marketing decison to attempt to use
> these [L/T] editions of their software as a separate profit line. It all
> just muddies the waters of software purchase and use - waters that

> certainly don't need this kind of muddying.

Impulse has repeated this time and again: Imagine L/T is a way for
people to try 3D software without having to lay $500 on the table. It
has a full 30-day money-back guarantee, so that if you find 3D is too
complicated for you, you haven't lost a cent. If you do like the
program, you have an excellent deal. I'd say that half (?) of the
textures, and over 95% of the functionality, is a great deal when you
pay one-third the price. And for those professional users who really
need the high-end features, there's the full version of Imagine.

Impulse is being depicted as some ogre out to rob innocent people. Just
the opposite: their extensive line of Imagine versions shows their
willingess to offer a variety of products, each at a different price.

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1.78   MSG-75 Subject: Re: Imagine Documentation

Subject: Re: Imagine Documentation
Date: Wednesday, 03 May 1995 22:14:49
From: Charles Blaquiere <blaq@io.org>

> From: Richard Heidebrecht <rheidebr@freenet.niagara.com>
>
> Does anybody have any information on what Philip Shaddock's newer book
> contains that the previous didn't, and what is Steve Worley's book like
> (what's it called)?

Unfortunately, I have no idea what Mr. Shaddock will cover in his book,
although it's safe to venture that he'll cover animation in detail, and
the functions that have appeared in Imagine 3.1 and up.

Steve Worley's "Understanding Imagine 3.0" is still vaporware at this
point, although I will immediately send him my money when he releases
it. His "... 2.0" book was the most enjoyable software book I have ever
read.

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1.79   MSG-76 Subject: Re: Impulse Gazette and Wasted Bandwidth.

Subject: Re: Impulse Gazette and Wasted Bandwidth.
Date: Wednesday, 03 May 1995 22:18:17
From: Charles Blaquiere <blaq@io.org>

> From: Torgeir Holm <torgeirh@powertech.no>
>
> >Maybe we should start the rumour that
> >Impulse writers speak Norwegian, and have Conny jump in! <G,D&R ->
> >grinning, ducking & running>
>
> Conny is Sweedish!!!! I AM NORWEGIAN!!!! KILL :) (I think, Mike H, is
> Norwegian BTW..)

D'ohh! I'm sorry! This is exactly the kind of mistake I always try to
avoid! (Like confusing a Belgian for a Frenchman... few people live to
tell about it)

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1.80   MSG-77 Subject: Font Objects

Subject: Font Objects
Date: Wednesday, 03 May 1995 23:34:02
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

How do you creat font objects (Imagine 2.0, PC)? I know this is a simple
question that I could figure out on my own by thumbing through the
manual, but I got my copy of Imagine 2.0 with 3D Modeling Lab, so I don't
have the manual. Any help would be greatly appreciated, as it's for an
assignment due relatively soon and Iv'e been playing around with it
trying to get it to work but have had no luck as of yet.

Thanks,

    Rick

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1.81   MSG-78 Subject: Modelling Bike Parts

Subject: Modelling Bike Parts
Date: Thursday, 04 May 1995 00:04:53
From: Charles Blaquiere <blaq@io.org>

Whoa! What an ambitious message! (Thanks for bringing the focus back to
Imagine, by the way)

It seems like your level of expertise is too high for this little
tutorial, but some of the newer users may appreciate it:

Modeling a symmetrical object is always simpler, and Imagine lets you
model objects which have circular symmetry, like a bicycle derailleur
or a daisy.

- Add a Primitive disk. Accept the defaults. The disk should be located
at 0, 0, 0. Change the Pick Method to Drag Box, and in the Front view
select all points except three: the center, the top, and its left-hand
neighbour (like the 11 and 12 o'clock positions). Delete the selected
points. You are left with a single wedge.

- Go back to Pick Groups mode. Add a Primitive Tube, radius = 5,
circle sections = 12, stagger points = off. Transform its orientation
to 97, -90, 90 and its position to -6.5, 5, 51.

- Select All and Slice, then select PARTS and Ungroup it. Delete
everything except the flat wedge with a round indentation at the short
end. This is the prototype for a single gear tooth.

- If you zoom in on the indentation in the Front view, you'll see some
duplicate points. Let's clean them up. Multi-select the two points
around X = -9.5, Z = 47 and Join them into a single point. Do the same
with the three other pairs of almost-identical points. (Remember to
click the mouse into empty space, without the Shift key, between
selections to clear all selections, or else you'll be joining each pair
of points to the previously-selected points) You should be left with an
object with 9 points, 15 edges, and 7 faces.

- Select the object and position its AXIS ONLY to 0, 0, 0. Enter the
Replicate requester, with length = 0.0001, copies = 23, and angle =
(one full rotation minus 1/24th) 345 degrees.

- In replicating the object, we have created pairs of points at the
outer edge of each copy, which should again be joined. You'll find 24
such pairsat X = 0, Z = 50; X = 13, Y = 48.25; and so on. Each pair of
points should be joined. There's also a group of duplicate points at
the object center; don't forget them! When the object is cleaned up, it
should have 169 points. You now have a flat gear.

- Extrude the object 3 units in Y. If you do a quickrender at this
point, the gear will look funny, because we haven't defined any sharp
edges. By default, Imagine objects have Phong shading, and all edges
are soft. To define hard edges, pick the object and enter Pick Edges

mode. Under the Pick/Select menu, you'll find the mighty Edge Filter.
Apply it with its defaults, and see all edges that deviate from each
other by more than 60 degrees automatically get picked!

   If you see any picked edges in the Top or Side view, (set Zoom to 16
for a better look) then the Edge Filter was too stringent. Click in
empty space to deselect the edges, and try the Edge Filter again with a
higher Min. Angle value. Your goal is to select all perimeter edges, as
seen in the Front view, but none of the edges which are parallel to the
Y axis. When that's done, Make Sharp will tell Imagine that it
shouldn't use smooth Phong shading across these edges.

- Now, let's give our object some attributes. Change its name to GEAR,
color to 64, 64, 64, reflect to 64, 64, 64, specular to 255, 255, 255,
hardness to 200, 200, 200. Finally, to get that metal look, you must
add a reflection brush, either to the object, or in the Action editor
as an environment map. (Globals actor bar) Just paint some irregular
oval shapes in white over a black background, outlined with darker and
darker shades of grey.

Some of the key points in this tutorial: looking out for duplicate
points, which can cause rendering problems, and correctly specifying
sharp edges. Class dismissed.

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1.82   MSG-79 Subject: Morphing

Subject: Morphing
Date: Thursday, 04 May 1995 00:10:59
From: Charles Blaquiere <blaq@io.org>

> From: Marty Nussbaum <martyn@asu.edu>
>
>   Got a quick question. I am trying to morph a small sphere,
> radius 50 units, into a large sphere, 300 units. When I do a wireframe
> view of the animation the sphere acts like a balloon. What I mean is that
> the small sphere expands to about 175 units then back to its original
> size.

You may have fallen victim to the common affliction known as "spline
sickness", where Imagine, rather than take a simple path from A to B,
makes a wild curve to one side. (I'm talking about a path in the widest
sense possible: not a spatial path, but just the act of morphing a value
from A to B) Try activating the "discontinuous knot" button, to warn
Imagine that it shouldn't attempt to smooth this morph segment with the
next, since there is no next segment. (Does that make sense?)

1.83   MSG-80 Subject: Morphing...

Subject: Morphing...
Date: Thursday, 04 May 1995 00:16:29
From: Charles Blaquiere <blaq@io.org>

> From: FERNANDO PENA D'ANDREA <DANDREA@aton.inf.ufrgs.br>
>
>   About morphing, how I can determine what will move to a wanted
> position? When I make my morphing object it morphs to the other with
> unwanted results. How to fix?

As you know, to morph between objects, each object must have the same
structure: same number of points/edges/faces, edges/faces connecting the
same points. If your object has, say, 1000 points, Imagine will simply
morph the location of point 1 in object A with point 1 in object B;
point 2 with point 2; and so on.

To see how the points are numbered, enter Pick Points mode and press
RightAmiga-N (for Next). The first point will be highlighted. Every time
you press RightAmiga-N, the next point will be shown.

To prevent unwanted results, you should morph between similarly-shaped
objects, and try to preserve the points' relationship. For example, you
could morph between a building and a pencil, but you should not move the
points so that the bottom of the building becomes the eraser at the top
of the pencil; you should use the _top_ points of the building to do that.

I realize this is a very basic answer, but my intuition tells me yours
is a very basic situation.

1.84   MSG-81 Subject: Re: Morphing...

Subject: Re: Morphing...
Date: Thursday, 04 May 1995 00:21:01
From: Charles Blaquiere <blaq@io.org>

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

```
>
> But, is it possible to make the 'chin' points where the 'nose' where,
> and only move the axis down (Shift-M, Shift-Z) and drag down the axis?
>
> Or, leave axis at same place, in Actin editor, add a new position bar,
> for 2nd object (chin') and change Z value to new position?

The axis is the reference point for all XYZ positions related to an
object. (Its points, textures, brushes) As such, moving the axis when
creating multiple objects for morphs (or multiple states) is pointless.
(No pun intended) You should always leave the axis at the same position.
To move the axis, you must move the object in the Stage or Action editor.
```

1.85   MSG-82 Subject: Re: Double your RAM!!!

```
Subject: Re: Double your RAM!!!
Date:    Thursday, 04 May 1995 00:22:03
From:    Falko@aol.com
```

```
>But it worked.  (Halving everything except graphic size, of
>course.  I want to see someone crunch graphics down to half their size
>without losing).

Mike,

In the PC world there is a company called Iterated Systems that uses fractal
algorithms to achieve as much as 200:1 compression ratios. I can't remember
the name of the product, but it is supposed to be as near to lossless as
makes no difference in the 2-4:1 area. In the neighborhood of 20-100:1 it is
supposed retain much better image quality than jpeg at any level.

Falko
```

1.86   MSG-83 Subject: Object speed

```
Subject: Object speed
Date:    Thursday, 04 May 1995 00:37:34
From:    Charles Blaquiere <blaq@io.org>
```

> From: Paul Rance <paul@rance.demon.co.uk>
>
> Is there away to vary and object's speed a number of times
> along a path in v3.2?

Boy, I can't believe that nobody has responded to you in a month. B^(

The answer is no. Using acceleration/decceleration, or using spline
velocity, you only have control over the beginning and ending behaviour.
You'll need to separate your path in segments, and define multiple
"follow path" bars in the Action editor.

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1.87   MSG-84 Subject: How to make a lake on PC?

Subject: How to make a lake on PC?
Date: Thursday, 04 May 1995 00:42:48
From: Dave Wilson <dvwilson@tibalt.supernet.ab.ca>

I'm trying to make my own MYST Island but I'm having a b*tch of a time
making even half decent looking water. I just moved to a DX4/100 from an
Amiga 3000 where I guess I took things a little for granted. I've tried
Waves and I've tried disturbed but they aren't giving me the results I'm
after. Any help would be great, Thanks.
\

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1.88   MSG-85 Subject: PC 2 Amiga redux...

Subject: PC 2 Amiga redux...
Date: Thursday, 04 May 1995 00:52:54
From: Charles Blaquiere <blaq@io.org>

The March 1994 Amiga World had an article on Amiga networking. One
option would be to use Oxxi's Amiga Client Software to turn your Amiga
into a Netware client. You can also ask Dale Larson about his book on
Amiga networking; his e-mail address is dale@iam.com, or use the
World-Wide Web: http://www.iam.com

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1.89   MSG-86 Subject: Rayman/Renderman?

Subject: Rayman/Renderman?
Date: Thursday, 04 May 1995 01:03:13
From: Charles Blaquiere <blaq@io.org>

> From: yrod@ozemail.com.au
>
> I have herd of a programme on the PC called Renderman or Rayman?

Renderman is a powerful, but slow, rendering engine. Note that it only
renders; you have to model objects and set up scenes in other programs.

> If this programme is specifically for rendering and can out-gun Ami
> Imagine or PC Imagine then I will consider puchasing a PC.

Why not do a cross-platform upgrade to Imagine/PC, and continue using the
powerful program you know and love? That's what I'll be doing: Imagine
modeling/rendering on the PC, and Imagemaster/ARexx post-processing on
the Amiga.

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1.90   MSG-87 Subject: Re: OBJECTS.

Subject: Re: OBJECTS.
Date: Thursday, 04 May 1995 01:15:12
From: jgoldman@acs.bu.edu

>
>   Well, some people asked me by the objects which I put the list on
> our dear IML. So, I decided to send an object each time directly to
> IML, so anyone who wants will be free to pick them and extract. The
> objects will start to appear in IML compacted by LHa, with the
> subject:

      Please do *not* start posting uuencoded files to the IML. I really
don't want to come off as some sort of idiot, but this type of thing is the
last thing my E-Mail account needs.
      Don't feel singled out, it wasn't my intention. I usually don't
complain about things on the IML because we go through stages. I'm usually

sure that anything I have a problem with will go away in due time (usually
short), so I just wait in silence, but if something were to start occuring
regurlarly, specifically the uuencoding of files, I would have to register my
objections. And I am...
        As an alternative, could these objects be mailed to individuals, or to
FTP sites, or individuals willing to upload them to FTP sites, etc??
        Much as I would love to see the work of others, I would rather have
the option of choosing the method in which I receive the material, as some
systems simply can't handle the traffic.
        Thanks...

                                                              Jeff-->

E-Mail: jgoldman@acs.bu.edu

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1.91   MSG-88 Subject: Star Trek - Generations

Subject: Star Trek - Generations
Date: Thursday, 04 May 1995 01:22:25
From: Charles Blaquiere <blaq@io.org>

> From: Andrew <philcomp@singnet.com.sg>
>
> Anyone see the latest Star Trek movie? In it, there is this cosmic thing
> called the Energy Ribbon (??). I believe that was generated on a Silicon
> Graphics machine. Any idea how it can be done on Imagine?

I would model a ribbon and add a noise texture to affect the filter
parameter. This way, the center of the ribbon would be visible, trailing
off into invisibility at the edges. I would then add a bunch of states,
with the texture locked to the default state, and deform the ribbon in
each state. I would also change the texture seed or time parameter over
time.

Anybody have another approach?

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                       -=> RETURN TO CONTENTS!<=-

1.92   MSG-89 Subject: Re: Double your RAM!!!

Subject: Re: Double your RAM!!!
Date: Thursday, 04 May 1995 01:30:37
From: Falko@aol.com

Steve,

I have no idea yet. I work for a PC reseller and have access to distributors
and one that we deal with was mentioned as a source for Soft RAM. As it is I
don't think they are taking pre-orders, but I will check and post to the IML
with this threads subject line.

Falko

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

1.93   MSG-90 Subject: TextureStudio and Bricks.itx and Dots.itx

Subject: TextureStudio and Bricks.itx and Dots.itx
Date: Thursday, 04 May 1995 01:42:45
From: Charles Blaquiere <blaq@io.org>

> From: Andrew Dean <adean@eleceng.ucl.ac.uk>
>
>   It is documented in the manual that neither Bricks.itx or Dots.itx
> work with TextureStudio (Bricks doesn't do anything, Dots draws quarter
> dots). We don't currently know why this is, they may still have remenants
> of their Imagine2 origins.

Perhaps it's because TextureStudio maps textures onto a plane located at
0, 0, 0? (Conjecture -- I haven't even seen the program) At the wrong
location/orientation, textures such as Bricks will show grout only,
since the plane intersects the brick wall between layers of bricks;
similarly, Dots may show no dots, if the spheres are small enough that
they don't touch, and the plane intersects the texture between layers of
dots.

                            Thread   69
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1.94   MSG-91 Subject: Transparent or Genlock

Subject: Transparent or Genlock
Date: Thursday, 04 May 1995 01:52:49
From: Charles Blaquiere <blaq@io.org>

> From: MCADOO <MCADOO@edinboro.edu>
>
> What attribute color should I use to allow a video tape playing in the
> background to be seen? I've used 0,0,0 with no luck. This is with Imagine
> 3.0. Dpaint 0,0,0 give me no problem.

The _color_ of the background is irrelevant. What matters is the
palette position. Color zero is removed by genlocks and replaced by
the incoming video signal, regardless what color zero is. (Try it: load
DPaint and scribble something on the screen. Activate your genlock, and
play with the palette requester. You'll see that no matter what value
you give color zero, the genlocks works the same)

Imagine used to have a "Use genlock" button to force it to render the
background as color zero (and prevent it from using color zero for
objects, of course), but that was removed in versions 3.0 and above. The
reason is that Imagine will soon offer alpha channel capability, so
Impulse removed gelnock functionality. Unfortunately, bugs appeared in
the alpha channel, so we won't be able to render genlockable images
directly from Imagine for a while. (instant definition: an alpha channel
is a 256-color greyscale foreground/background mask which supports
anti-aliased object edges, plus semi-transparency. It doesn't work with
standard, "color-zero" genlocks, but will do wonders for Opalvision users)

You can use an image processing program, such as Imagemaster R/t,
ImageFX, or ADPro, to remap the palette so whatever color was used in
your Imagine background will occupy palette position zero.

                              Thread   24
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1.95   MSG-92 Subject: Binaries to the IML

Subject: Binaries to the IML
Date: Thursday, 04 May 1995 01:59:18
From: jkee@omni.voicenet.com

        I would appreciate if we didn't post binaries to the Imagine
        mailing list, as I have to pay for the time I use to download
        email and it's upsetting to have to pay for things I didn't
        request. If possible, could those wishing to post binaries,
        ask for email requesting it and send it just to those individuals?

        Thanks....

                                          Jon
                                          Commish CFL95

jkee@omni.voicenet.com

CFL95 Web Page URL http://www.voicenet.com/voicenet/homepages/jkee/cfl.html
----
Date and Time originated 05/04/95 00:59:18

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1.96   MSG-93 Subject: Wine

Subject: Wine
Date: Thursday, 04 May 1995 02:03:05
From: Charles Blaquiere <blaq@io.org>

> From: cjo@esrange.ssc.se
>
> If you take a fluid like brandy or wine and pour it in a glas (what the
> h*ll, drink it directly from the bottle if you like) you will see "more
> colour" in the middle of the glas than you do at the edges simply because
> the light has to travel through more fluid in the middle.
> I want my fluid-objects to behave the same way!!
> Using fog is not a good idea since fog can't reflect or have hardness.

I would enclose the fog liquid in a glass-like "skin" object; this
object would show the hard specular highlights and reflections you're after.

                              Thread   102
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1.97   MSG-94 Subject: Re: Iterated Systems

Subject: Re: Iterated Systems
Date: Thursday, 04 May 1995 02:58:24
From: IanSmith@moose.erie.net (Ian M. Smith)

On the IML dalamar@MIT.EDU (Craig Andera) wrote:
> The big thing, of course, is the price tag. I didn't look into it too
> deeply, but they have several different products which *start* at
> around $700. Out of my price range. Maybe I'll take a look into
> writing my own stuff over the summer: I'll have all this free time
> and a couple of degrees in EECS I'm not using...

I wouldn't work too hard on it.. Iterated Systems has patents on the

idea of fractal encryption and charges a HUGE amount for the honor of
using *their* property. They would probably sue anyone who had the
nerve to use any ideas that they own. You just HAVE to love the US
patent system... bleah!

--
Ian M. Smith <IanSmith@moose.erie.net>
Home Page - http://moose.erie.net/~iansmith (PGP Key and Imagine info)

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1.98   MSG-95 Subject: Re: Tutorials! we need more of them

Subject: Re: Tutorials! we need more of them
Date: Thursday, 04 May 1995 03:31:26
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Steve, in <9505031713.AA08762@email.sp.paramax.com>
on May 3 you wrote:

> Imagine Tutorials!
> We need more of them!
>
> Here is my suggestion, please comment and tell me what you think!
> I'd like to see more tutorials about Imagine on this list so I
> thought to myself how do we encourage people to contribute!
> Prizes? Money? Fame? Thanks from other Imagineers? The one that
> would be easiest and get more response would be more tutorials in
> return. I am suggesting that we keep a growing list of tutorials
> offline available ONLY to those who contribute a tutorial about
> a feature in IMAGINE. This would encourage people to write a tutorial
> about IMAGINE, and they would be rewarded with a compilation of
> tutorials to date and future editions.
>   What about beginners you ask? How does a beginner how doesn't
> know anything about IMAGINE, write something about IMAGINE? Well,
> there are examples in the manual that could definately use some cleaning
> up and commenting about, or there have been tutorials posted on this
> list that can be expanded and cleaned up.
> If you are willing to write a tutorial about IMAGINE, please
> email me privately, or if you have suggestions or comments about
> this idea please post to this list.
> THanks!
> Steve McLaughlin
> stevemcl@vnet.ibm.com

Sounds like the beginning of another Dare To Imagine book. I've never
thought anyone needed encouragement to write tutorials on Imagine features.
It's done in the spirit of the IML - help a fellow user, share ideas and
experiences. I'd be happy to write a tutorial, but only to share it with

EVERYONE. Seems to me the whole idea of passing on informatiom is to
inform those who don't have it. That's what the InterNet is about.

We've seen one division arise with the IBM<->Amiga debate, this could start
another one The Experienced<->The Inexperienced.

Sorry if I sound completely negative, but you did ask.

-- Bob

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

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1.99   MSG-96 Subject: Re: Wine

Subject: Re: Wine
Date: Thursday, 04 May 1995 08:32:20
From: cjo@esrange.ssc.se

Doug Kelly wrote;

>Just FYI, if you have access to the CD-ROM version of Photoshop v.2.5.1
>there is a very nice JPEG of a glass of red wine against a white
>background, at high enough resolution that you can examine the meniscus
>and other reflection/refraction phenomena very closely.
>The file is #99 in the hi-res directory.

Erhh, I don't have a CD-ROM. I don't even have a PC or Photoshop.
Do you know if this image is accessible from somewhere else?
Is it copyrighted? Or could you upload it somewhere public where I could get
it or even email it to me directly?

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

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1.100   MSG-97 Subject: Re: Glass texture

Subject: Re: Glass texture
Date: Thursday, 04 May 1995 08:32:22

From: cjo@esrange.ssc.se

Bob Byrne wrote;

>I just did a test render (full trace) of Milan Polle's Glass texture and
>got a slight flaw in the object. There are about four faces around the
>equator of the sphere that are black.
>Has anyone had similar results.

Sorry, haven't had the time to use these textures yet, but I do have a
little question: The faces that are black (or white as you mentioned in a
later posting), are they around the equator (as you say they are) or are
they the faces that are (more or less) orthogonal to the camera view point?

From what I understand Milan has used this angle as one of the parameters to
his texture.

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

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1.101   MSG-98 Subject: Sorry Could Not Find Subject!

Date: Thursday, 04 May 1995 09:07:33
From: dave <@post.demon.co.uk:dave@darhodes.demon.co.uk>

> <sigh>.
From: dave@darhodes.demon.co.uk (Dave Rhodes)

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1.102   MSG-99 Subject: Re: Imagine Documentation

Subject: Re: Imagine Documentation
Date: Thursday, 04 May 1995 09:43:03
From: digitist@lava.ivg.com

> Date: Wed, 3 May 1995 21:11:08 -0400 (EDT)
> From: Charles Blaquiere <blaq@io.org>
> To: imagine@email.sp.paramax.com
> Subject: Re: Imagine Documentation

> If you want documentation, you could download the IML archives. They're
> free. Or, you could buy books such as "The Imagine companion", by David
> Duberman, or "3D Modeling lab", by Philip Shaddock.
>

Could anyone be so polite to give the ISBN-number of "The Imagine
Companion" book, so i can order it over here in the Netherlands

Cu A3

Real life : Adri Mathlener
E-Mail   : digitist@ivg.com

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1.103   MSG-100 Subject: Copy Protection

Subject: Copy Protection
Date: Thursday, 04 May 1995 10:15:20
From: epajjy@epa.ericsson.se (John Yiannis - T/HY)

I'm looking at PC versions of Imagine, Lightwave and Animation Master.
Do any of these have some form of copy protection?
I've seen the word dongle mentioned in some mail. If I had 2 or more programs
would I have to have a dongle on top of a dongle on top of a dongle ... ?
Will this work ?
If there must (but preferably not) be some form of copy protection why not
try the method used by some PC-CD ROM games. All they require is that the
CD be in the drive. They then just check for the presence of the CD in the
drive before they will start. I dont find this form of copy protction too
intrusive and must be much cheaper than a dongle.
What do others think?

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1.104   MSG-101 Subject: Re: Neon?

Subject: Re: Neon?
Date: Thursday, 04 May 1995 10:52:10

From: sauvp@citi.doc.ca (Patrick Sauvageau)

>How do you make a Neon light? I have been playing around with
>FOG, Bright, and Haze, but to little avail.

I create the "glow" around lightsource by using a second object, larger than
the light itself. This object is a fog object with the ghost texture. It's
color should be less saturated (ie: more white) than the lightsource. It
work well when the fog object is a sphere. Of course, the fog object should
be larger than the light source itself. I generaly make the light source
"bright", with sometime a "radial" texture to fade it's color from it's
natural color in the edge to bright white-blue in the centre.

I have read that in Star Trek-Deep Space Nine, they make all the tiny
windows appears bright by using a 2 pass method. First, they film the space
station in normal lighting condition, then they re-film the exact same scene
without any lighting, so only the internal (windows) ligh of the space
station model appears. They then re-compose the 2 films. To achieve the
"glow" around light source, they use a slightly out-of-focus lens on the
second film.

This technic may be used in Imagine. render each image 2 times, one with and
one without lighting. Only the "bright" object will appears on the second
image. Use an image manipulation program to blur the second image and
compose the two. This way, the "bright" object will appears slightly blurred.

Sory for the bad english...

Good luck

Patrick Sauvageau
(sauvp@citi.doc.ca)

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1.105   MSG-102 Subject: Re: Wine

Subject: Re: Wine
Date: Thursday, 04 May 1995 11:35:00
From: Kelly Computer Consultants <kcc@wariat.org>

On Thu, 4 May 1995 cjo@esrange.ssc.se wrote:
> Erhh, I don't have a CD-ROM. I don't even have a PC or Photoshop.
> Do you know if this image is accessible from somewhere else?
> Is it copyrighted? Or could you upload it somewhere public where I could get
> it or even email it to me directly?

It's over 1Mb even in JPEG compression, and I don't know what the
copyright on it is. I think your best bet is to find somebody nearby who
uses Photoshop, and ask to look at it there.

Other than that, I dunno. Any other suggestions?

Doug Kelly

1.106   MSG-103 Subject: Duh! (was Re:Imagine for WindowsII)

Subject: Duh! (was Re:Imagine for WindowsII)
Date: Thursday, 04 May 1995 12:09:37
From: gregory denby <gdenby@twain.helios.nd.edu>

I wrote:"Some of my wishes...point editing in new mode..."
and Dave Rhodes responded "You can edit points in new mode...
make sure that you haven't got any of the buttons in the
perspective window selected..."

Oh duh, again. I must have missed a line in the manual, or
something. This will really help.

The reason I follow up on this is as an encouragement to
new users. I've spent at least 2 hours a day on Imagine
for years now, and still stumble on features and tricks.
So keep workin' at it, post questions here, etc, and your
skills will really sharpen.

Thanks again Dave,
Greg Denby
gdenby@darwin.cc.nd.edu

1.107   MSG-104 Subject: Suggestion for a project

Subject: Suggestion for a project
Date: Thursday, 04 May 1995 12:21:05
From: gregory denby <gdenby@twain.helios.nd.edu>

I'll bet a lot of you have become tired of Imagine's opening
screen, and have made your own. I realize that some new
feature of Imagine is featured in the opening screen, such
as logo extrusion, so it's unlikely that someone might come
up with a fitting title for a new release of the program.
However, I've often thought that it might be an interesting
project/competition for the list. Perhaps the powers that be
could award a free upgrade to the winner(hint hint to anyone who
might be listening.)

Looking to the furture, when everyone has big, fast machines,
how about an opening anim, small of course?

For what it's worth, my current screen is a slightly extruded
IMAGINE piercing a black plane, with an open field with wispy
clouds floating in the sunlit sky seen through the letter's
cutout. What've you folks done?

Greg Denby
gdenby@darwin.cc.nd.edu

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1.108   MSG-105 Subject: Re: Neon?

Subject: Re: Neon?
Date: Thursday, 04 May 1995 12:53:56
From: Mike McCool <mikemcoo@efn.org>

Hey Perry, et al,

     In aminet/pix/imagi, there's a pic called NeonCool. Check and
see if this is the sort of neon tubes you have in mind. I'll be glad to
share whatever tips I can with you, privately or in broad daylight.

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1.109   MSG-106 Subject: Sorry Could Not Find Subject!

Date: Thursday, 04 May 1995 13:50:51
From: voc0137@comune.bologna.it

>I have herd of a programme on the PC called Renderman or Rayman?
>Does anyone know anything about this programme. I am considering getting

There is a 3D-studio IPAS routine (shareware) that is called RAYMAN, and it
does raytracing for you in 3D-studio. I haven't got it personally, 'cause I
couldn't find anywhere... If anyone knows something about this module, feel
free to contact me...

Isn't renderman the PIXAR standard for describing and rendering 3D models?
Does it exist on the PC too? I thought that was only for high end guys...

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1.110   MSG-107 Subject: Re: Your mail

Subject: Re: Your mail
Date: Thursday, 04 May 1995 14:07:15
From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

> Isn't renderman the PIXAR standard for describing and rendering 3D models?
> Does it exist on the PC too? I thought that was only for high end guys...

Yes, it does. It's included with Macromedia Macromodel and will soon
be supported by other packages.

Andrey

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1.111   MSG-108 Subject: Re: Imagine Documentation

Subject: Re: Imagine Documentation
Date: Thursday, 04 May 1995 14:33:44
From: SGiff68285@aol.com

>>To me, "LE" ("Light Editions" of software) are ancillary give-aways
usually accompanying a hardware purchase that enhance the "out-of-box"
experience, and I resent any company that makes a marketing decison to
attempt to use these editions of their software as a separate profit line.<<

Bottom line, no one forces you to buy a light edition or a older version
with unsupported documentation from a book. If you want to pay a lot more
for a program that does a lot less there are plenty of programs out there
that are overpriced. Imagine is not one of them and has consistently sold

for a reasonable amount. If you don't like it then buy the full product and
stop bitching.

Stephen G.

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1.112   MSG-109 Subject: IMAGINE

Subject: IMAGINE
Date: Thursday, 04 May 1995 14:52:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> Mike,->-> As it was explained to me, Imagine 4.0 will NOT have a new manual,=
 on-> addendums to the existing one. Imagine 4.0 will NOT be marketed a=s a-> p
roduct, but rather as an upgrade from IM3.0...therefore no new ma=nuaYeah, I got
 the same answer from Mike H. Since 4.0 is not a NEW produ=ct,but simply a gradu
al improvement of 3.0, the current manual plusaddemdums made more financial sens
e. With the good news of SteveWorley's impending release of Understanding Imagin
e 3.0, I suppose it='sjust as well. :)   _____
_____   /_____
_____\   /=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D==3D=3D=3
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caddy.uu.silcom.com =|=3D =3D| Santa Barbara, Ca. || ←
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    the Apoca
lypse play golf..."   =|=3D =3D| 14.4k v.32bis 24 hours - 805-683-13
88   =|=3D   _____
_____/--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

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1.113   MSG-110 Subject: WWW Imagine page

Subject: WWW Imagine page
Date: Thursday, 04 May 1995 14:59:14
From: epajjy@epa.ericsson.se (John Yiannis - T/HY)

Do Impulse have a WWW page?

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1.114   MSG-111 Subject: Re: Metaballs?

```
Subject: Re: Metaballs?
Date:     Thursday, 04 May 1995 15:09:16
From:     "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>
```

Metaballs is a modelling technique (similar to drops of liquid that the user can

stretch, enlarge and join with other metaball objects to form naturally curving

surfaces. Its a modelling technique used to create life like organic models...Is

this Imagine 4.0/metaballs rumor well founded?...George

_____ Reply Separator _____

Somebody recently mentioned that Metaballs might be included in Imagine
4.0. I have heard of them before, but I have no idea what they do.
Would somebody please enlighten me?

   Rick

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1.115   MSG-112 Subject: Re: Rayman/Renderman?

```
Subject: Re: Rayman/Renderman?
Date:     Thursday, 04 May 1995 15:15:18
From:     "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>
```

> From: yrod@ozemail.com.au
>
> I have herd of a programme on the PC called Renderman or Rayman?

    Renderman is a standardized software specification for describing 3D
    scenes. It describes everything the computer needs to know to simulate
    a 3D environment (ie. objects, lightsources, camera specifics, global
    characteristics...). Once the 3D scene is in the Renderman (RIB) file
    format, the image or animation can be rendered via any Renderman
    engine which are available on the Mac, PC and Silicon Graphics
    platforms...George

1.116   MSG-113 Subject: Re: Imagine Documentation

Subject: Re: Imagine Documentation
Date: Thursday, 04 May 1995 15:21:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> Impulse is being depicted as some ogre out to rob innocent people.= J-> the
opposite: their extensive line of Imagine versions shows their-> willingess to o
ffer a variety of products, each at a different pri=ce.Your points are valid and
 Impulse's pricing is the best in the busine=ss.However, the whole point of "giv
ing away" 2.0 is to encourage newcustomers for Imagine Pro or Lite. It seems to
me if you can get some=onehooked and excited about a fully functional older vers
ion, they mayjust want all the muscle of the Pro version. I don't think it would
have jeopardized Impulse's position by including 2.0's manual on thedisk. I have
 the REAL 2.0 manual and if you've ever seen or read it,you would understand why
 Steve Worley's book sold so well! :)One other thing. Home PC 3D rendering progr
ams have evolved from the$50- $100 range of years back to the $600-$3000 range o
f today. I'd b=emore inclined to want to really give something a hard test drive
 befo=reI spent the price of a good used car for software of any type. I thin=kthe ←
        Imagine 3.0 Lite offer is an excellent move!   _____
_____   /_____
_____\   /=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3
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the Apocalypse play golf..."   =|=3D =3D| 14.4k v.32bis 24 hours - 8
05-683-1388   =|=3D   _____
_____/--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805)
 683-1388

1.117   MSG-114 Subject: Re: How to make a lake on PC?

Subject: Re: How to make a lake on PC?
Date: Thursday, 04 May 1995 15:23:40
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

>I'm trying to make my own MYST Island but I'm having a b*tch of a time
>making even half decent looking water. I just moved to a DX4/100 from an
>Amiga 3000 where I guess I took things a little for granted. I've tried
>Waves and I've tried disturbed but they aren't giving me the results I'm
>after. Any help would be great, Thanks.

A recipe for a lake...hmmm...lets see:

Start with a plane or ground object. Add the following attributes:
   color 43,43,103
   reflect 68,68,68
   filter 73,73,112
   specularity 163, 163, 163
   hardness 150
   roughness 0
   shininess 0
   index of refraction 1.33
Next, add the Imagine wave texture (to get the rhythmic swell/peak/trough
effect). Then add an altitude brush map (flat x, flat z, repeat) to provide the

small scale random rippling effect. My brush map consists of 640x480 randomly
scattered pixels (16 shades of gray). The pic has that black and white "TV
static" look. Adjust the brush map axis, as necessary, to obtain the desired
appearance.

Position the primary light source in front of the camera position to obtain
specular highlights.

Render until done!!!...Good luck...George

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1.118   MSG-115 Subject: Font Objects in 2.0

Subject: Font Objects in 2.0
Date: Thursday, 04 May 1995 15:29:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: Richard Heidebrecht <rheidebr@freenet.niagara.com>-> How do you creat f
ont objects (Imagine 2.0, PC)? I know this is a= si-> question that I could fig
ure out on my own by thumbing through the-> manual, but I got my copy of Imagine
 2.0 with 3D Modeling Lab, so =I d-> have the manual. Any help would be greatly
 appreciated, as it's f=or-> assignment due relatively soon and Iv'e been playin
g around with i=t-> trying to get it to work but have had no luck as of yet.If I
 remember right, you need the .pfb files for Adobe Type Fonts(Postscript) in a d
irectory called PSFONTS. You also need, from thePreferences screen, to point to
that directory where it says: ....   Text "D:\PSFONTS   PostScript fon
t directory.I can't remember, but I think in 2.0 it only creates flat faced font
objects (no splines) that you have to extrude to get depth.Hope that helps. I'm

```
working from a faded memory here. :)        _____
_____         / ←
_____\    /=3D=3D=3D=3D=3D ←
   =3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=
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3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D\  =3D| Mike van der Sommen ||
  Email:                        =|=3D  =3D| GraFX Haus BBS      ||  mike
.vandersommen@caddy.uu.silcom.com =|=3D  =3D| Santa Barbara, Ca.  || _____
_____ =|=3D  =3D|    "..where the 4 Horsemen of the Apocaly
pse play golf..."     =|=3D  =3D|         14.4k v.32bis 24 hours – 805-683-1388
               =|=3D    _____
_____/--- =FE InterNet – GraFX Haus BBS – Santa Barbara, Ca – (805) 683-1388
```

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

1.119   MSG-116 Subject: WWW-Site

```
Subject: WWW-Site
Date:     Thursday, 04 May 1995 15:29:06
From:     Cyber Sex <PEDNAA@calvin.nhidh.nki.no>
```

Hello Imagineers!

I'm working on a Hompage for Tom Gtanberg. I know most of you have
heard of him here at IML.(Hes the guy from TV2 Norway)

At the moment there's some Renderings used by TV2, and there's some
pics not used on tv.

More to come!!!

You'll find the http below!

See ya all later!

Peder Naalsund

pednaa@calvin.nhidh.nki.no
pednaa@hobbes.nhidh.nki.no
www.nhidh.nki.no/~pednaa   (Imagine page!)

"Intel inside... Idiot outside..."

                              Thread   347
                       -=> RETURN TO CONTENTS!<=-

1.120   MSG-117 Subject: Re: Tutorials! we need more of them

Subject: Re: Tutorials! we need more of them
Date: Thursday, 04 May 1995 15:43:15
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

Imagine Tutorials!
We need more of them!

>Here is my suggestion, please comment and tell me what you
>think! I'd like to see more tutorials about Imagine on this list
>so I thought to myself how do we encourage people to contribute!
>Prizes? Money? Fame? Thanks from other Imagineers? The one
>that would be easiest and get more response would be more
>tutorials in return. I am suggesting that we keep a growing
>list of tutorials offline available ONLY to those who contribute
>a tutorial about
>a feature in IMAGINE. This would encourage people to write a tutorial
>about IMAGINE, and they would be rewarded with a compilation of
>tutorials to date and future editions.

 I've been following the IML posts for short while and have picked up a numbe of

 useful tips. I believe more structured tutorials would be of great benefit.
 Some general thoughts/suggestions regarding your proposal (IMHO):
 1)   Don't make it a firm requirement to submit a tutorial prior to gaining
 access to the tutorial compilation (lets keep the IML an open forum). Instead,
 encourage those who find the tutorials useful to give back to the Imagine
 community.
 2)   Suggest that a standardized format be adopted (as the compilation grows,
 it remains somewhat coherent)
 3)   Solicit topics from the IML population and prioritize
 4)   Route draft tutorials through some of the power users out there (comments,

 accuracy and enhancements...) before making it available to the IML.
 Anyway just some thoughts...I'd be glad to assist...George

                        Thread   195
                  -=> RETURN TO CONTENTS!<=-

1.121   MSG-118 Subject: Imagine 3.0 Fonts (fwd)

Subject: Imagine 3.0 Fonts (fwd)
Date: Thursday, 04 May 1995 16:18:29
From: Roger Straub <straub@csn.org>

---------- Forwarded message ----------

For either version, you can use PostScript fonts, available throughout
the Internet, in shareware, or on CD-ROMs, which I use, containing about
2000 of the suckers. Go into the Spline Editor and choose Load Font from
the menu. Go to the directory where all your PS fonts are located.
Double-click on ANY file, and your list of fonts will appear in the
window. Choose one, type in a line of text, and viola! You have a spline
object!! Choose Add Points from the menu, decide on how you want your
object beveled, and click on OK. Viola! You have a 3D mesh object!!
Choose Save Points and save it. Now you can import it into Detail so you
can add surface attributes. Happy rendering!!

See ya,
     Roger

                              Thread   159
                      -=> RETURN TO CONTENTS!<=-

1.122   MSG-119 Subject: Re: How to make a lake on PC?

Subject: Re: How to make a lake on PC?
Date: Thursday, 04 May 1995 18:23:00
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> I'm trying to make my own MYST Island but I'm having a b*tch of a time
> making even half decent looking water. I just moved to a DX4/100 from an
> Amiga 3000 where I guess I took things a little for granted. I've tried
> Waves and I've tried disturbed but they aren't giving me the results I'm
> after. Any help would be great, Thanks.
> \
>

Hard to tell without knowing what results you're looking for, but
you might try putting a little crumpled on top of the waves. Also
choose your global brush carefully and use a little reflection.

Michael

                              Thread   132
                      -=> RETURN TO CONTENTS!<=-

1.123   MSG-120 Subject: Re: Star Trek - Generations

Subject: Re: Star Trek - Generations
Date: Thursday, 04 May 1995 19:05:36
From: fredster@cyberport.net (Fred Aderhold)

>I would model a ribbon and add a noise texture to affect the filter
>parameter. This way, the center of the ribbon would be visible, trailing
>off into invisibility at the edges. I would then add a bunch of states,

Could you Charles, please explain to us newbies (well, me anyway) how to add
a noise texture to affect the filter?

Fred Aderhold
fredster@cyberport.net

Relax, it's all just 1's and 0's

                            Thread   199
                       -=> RETURN TO CONTENTS!<=-

1.124   MSG-121 Subject: Re: Double your RAM!!!

Subject: Re: Double your RAM!!!
Date: Thursday, 04 May 1995 19:59:16
From: Ian Smith <iansmith@moose.erie.net>

On Thu, 4 May 1995, Lawson Gold wrote:
> There is a mathmatician working on a new form of JPEG compression which will
> compress a 4MB 24-bit picture down to 6K with no visible loss of quality. this

> is not vapourware; He is one of only four people in the world who can understa
nd
> the maths involved, & he employs the other three.In it's beta version it
> decompresses at the same speed as JPEG does now.

I heard about this guy.. pretty cool. Unfortunately the release date got
pushed back due to some legal problems so it won't be out until next
year, probably early April. REAL early in April. :-)

--   My Imagine Home Page - Visit!
IanSmith@moose.erie.net   http://moose.erie.net/~iansmith

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

1.125   MSG-122 Subject: Font Objects in 2.0

Subject: Font Objects in 2.0
Date: Thursday, 04 May 1995 20:37:31
From: Charles Blaquiere <blaq@io.org>

> From: Mike Vandersommen <mike.vandersommen@caddy.uu.silcom.com>
>
> -> From: Richard Heidebrecht <rheidebr@freenet.niagara.com>
> -> How do you creat font objects (Imagine 2.0, PC)? I know this is a si
>
> If I remember right, you need the .pfb files for Adobe Type Fonts
> (Postscript) in a directory called PSFONTS. You also need, from the

Sorry Mike. For once, you're off the mark. (Pretty good track record so
far, though!) Imagine 2.0 only supported Amiga-format bitmap fonts.
Postscript support appeared around 2.9.

Richard, you'd need to get ahold of Amiga fonts (FTP to Aminet?) and
install them in a directory on your PC, like this:

C:
  AMIFONTS
        COURIER
                7
                9
                11

Each number is the font for that specific size; the parent directory is
the font name. In Imagine's Preferences, you'd need to tell Imagine
where the fonts are located, in this example "C:\AMIFONTS"

Since I don't have a PC, I can't guarantee the results. And even then,
the objects will be really blocky. Really, really blocky.

                    Thread   400
                -=> RETURN TO CONTENTS!<=-

1.126   MSG-123 Subject: Re: Double your RAM!!!

Subject: Re: Double your RAM!!!
Date: Thursday, 04 May 1995 21:22:00
From: danger@cts.com (Dan Gervais)

>
>Mike,
>
>In the PC world there is a company called Iterated Systems that uses fractal
>algorithms to achieve as much as 200:1 compression ratios. I can't remember

>the name of the product, but it is supposed to be as near to lossless as
>makes no difference in the 2-4:1 area. In the neighborhood of 20-100:1 it is
>supposed retain much better image quality than jpeg at any level.
>
>Falko
>
I use Iterateds Fractal compression (images incorporated et. al.) and its
amazing but thats not the only kid on the block for great image compression.
 If anyone cares to know more email me and I can tell you more.   I am not
selling anything here I just have been using a lot of compression
techniques and can help anyone out who might be interested.
Dan

                              Thread   89
                      -=> RETURN TO CONTENTS!<=-

1.127   MSG-124 Subject: Re: Double your RAM!!!

Subject: Re: Double your RAM!!!
Date: Thursday, 04 May 1995 21:34:32
From: Lawson Gold <lawson@lawson.demon.co.uk>

There is a mathmatician working on a new form of JPEG compression which will
compress a 4MB 24-bit picture down to 6K with no visible loss of quality. this
is not vapourware; He is one of only four people in the world who can understand

the maths involved, & he employs the other three.In it's beta version it
decompresses at the same speed as JPEG does now.

He is also apparently going to revamp the MPEG format to give vastly superior
compression rates...watch this space!

I have this information from one of the head honchos at Almathera.

--
~===~
 Lawson Gold - lawson@lawson.demon.co.uk (Demon Account)
Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063
-- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

                              Thread   123
                      -=> RETURN TO CONTENTS!<=-

1.128   MSG-125 Subject: A500Prob

Subject: A500Prob
Date: Thursday, 04 May 1995 22:09:46

From: Darren Priestnall <darren@hanger.demon.co.uk>

Sorry for sending this to the list but I wiped the message asking for
help regarding a A500 with 2.5meg of ram while tidying up my
drive....OOPS.

A friend had the same problem with a A500 with 2.5Meg but I got it
running by changing the startup-sequence to load Imagine first before
workbench.
This worked fine though the software ran a bit slow using the A500's
68000 so if possible.....upgrade :)

Call me if you need more help..

--
~==~
 Darren Priestnall - darren@hanger.demon.co.uk (PandGImaging)
Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063
-- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

                        Thread   146
                  -=> RETURN TO CONTENTS!<=-

1.129   MSG-126 Subject: Cool coolfir effect

Subject: Cool coolfir effect
Date: Thursday, 04 May 1995 22:15:00
From: gareth.qually@beect.iaccess.za (Gareth Qually)

I have been experimenting with the coolfir texture.
Try this out if you want steam, shafts of light, smoke.

Make a cube and go to the attributes requester.

Make the object color a shade of white.
The filter values are 125, 125, 125.

Add the coolfir texture.

Color 0, 0, 0.
Reflect 0, 0, 0.
Filter 255, 255, 255.
Noise Magnitude 1.
Noise Velocity 3.

The texture axis should have the positive part

of the Z axis slightly smaller than the object.
Scale the X and Y axis by 2 or 3 from their natural
state.

You can animate it by rotating around the Z axis or
moving along the X and Y axis.

Note: if there are a lot of overlaping layers on the
object, make sure resolve depth (preferences editor)
is quite high, 9 or so, otherwise you will get black
areas on the object.

You can render this in scanline. Try it out and tell
me what you think.

Chow...

gareth.qually@beect.iaccess.za

 * AmyBW v2.11 *
....   4 May 95 23:15:47

                                  Thread   182
                        -=> RETURN TO CONTENTS!<=-

1.130   MSG-127 Subject: Re: Copy Protection

Subject: Re: Copy Protection
Date: Thursday, 04 May 1995 22:55:02
From: vance@netcom.com (Vance Gloster)

  I'm looking at PC versions of Imagine, Lightwave and Animation Master.
  Do any of these have some form of copy protection?
  I've seen the word dongle mentioned in some mail. If I had 2 or more programs
  would I have to have a dongle on top of a dongle on top of a dongle ... ?
  Will this work ?
  If there must (but preferably not) be some form of copy protection why not
  try the method used by some PC-CD ROM games. All they require is that the
  CD be in the drive. They then just check for the presence of the CD in the
  drive before they will start. I dont find this form of copy protction too
  intrusive and must be much cheaper than a dongle.
  What do others think?

Animation Master does use a dongle. I do not use multiple dongles
myself, but a friend of mine does with no problems. I doubt that you
could find anyone who likes the dongle, but the CD-ROM solution has
its own set of problems. When I work with A:M I frequently load
bitmapped textures from CDs (I use the Pixar and Autodesk texture
libraries) and I would find needing to exit or reload the A:M CD even
more intrusive. Also, not all users of A:M have CD-ROM drives at this
point. But I support your effort to find a viable alternative to the
dongle!

–Vance Gloster
 vance@netcom.com

1.131   MSG-128 Subject: Re: How to make a lake on a PC?

Subject: Re: How to make a lake on a PC?
Date: Thursday, 04 May 1995 23:38:14
From: Broctune@aol.com

>I'm trying to make my own MYST Island but I'm having a b*tch of a >time
>making even half decent looking water. I just moved to a DX4/100 >from an
>Amiga 3000 where I guess I took things a little for granted. I've tried
>Waves and I've tried disturbed but they aren't giving me the results >I'm
>after. Any help would be great, Thanks.
\

Here is a cool way to make water,

    Make the color a dark blue and use Fractal Noise texture and change the
colors of this to miscelauneous shades of blue, then you can animate this by
making some changes and states and stuff. Fiddle around with it until you get
it good.

  Another way to make water is to use the crumpled texture.

1.132   MSG-129 Subject: Re: How to make a lake on PC?

Subject: Re: How to make a lake on PC?
Date: Friday, 05 May 1995 00:01:48
From: cjo@esrange.ssc.se

>I'm trying to make my own MYST Island but I'm having a b*tch of a time
>making even half decent looking water. I just moved to a DX4/100 from an
>Amiga 3000 where I guess I took things a little for granted. I've tried
>Waves and I've tried disturbed but they aren't giving me the results I'm
>after. Any help would be great, Thanks.

I have used the Crumpled texture and gotten pretty good results.
Just don't use too small size values.

You could check out my result on "http://www.kiruna.se/is/cjo/gallery.html".

The "only" problem is that "crumpled" _takes_time_ to render.

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

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                     -=> RETURN TO CONTENTS!<=-

1.133   MSG-130 Subject: Re: Impulse Gazette and Wasted Bandwidth.

Subject: Re: Impulse Gazette and Wasted Bandwidth.
Date: Friday, 05 May 1995 00:07:02
From: cjo@esrange.ssc.se

> Maybe we should start the rumour that Impulse writers speak Norwegian, and
> have Conny jump in! <G,D&R -> grinning, ducking & running>

Pray that we never meet!   <growl>
"Norwegian"! Pff!

;-)

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

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                     -=> RETURN TO CONTENTS!<=-

1.134   MSG-131 Subject: IML DIGEST

Subject: IML DIGEST
Date: Friday, 05 May 1995 01:32:37
From: eths1306@ele.etsmtl.ca

The quantity of message on IML is very important why can't we
switch to a DIGEST IML (compilation of all messages mail to IML during the day).

Many people unsubscribe because of this! Sorting the personal mail from IML
messages is a mess. I'm getting tired of it and many people are also tired
of this! IML is great but the format is VERY ennoying! I don't see why we are
stuck whith this mailing list program. It would easier to manipulate the
messages and it would be possible to archive the DIGEST for each month etc.

I'm tired of receiving 30 and more messages per day! I want a DIGEST!
What about you?

What is the procedure to ask for a change for a DIGEST IML?

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

1.135   MSG-132 Subject: Re: How to make a lake on PC?

Subject: Re: How to make a lake on PC?
Date: Friday, 05 May 1995 02:49:54
From: fredster@cyberport.net (Fred Aderhold)

>To: Dave Wilson <dvwilson@tibalt.supernet.ab.ca>
>From: fredster@cyberport.net (Fred Aderhold)
>Subject: Re: How to make a lake on PC?
>
>>I'm trying to make my own MYST Island but I'm having a b*tch of a time
>>making even half decent looking water. I just moved to a DX4/100 from an
>>Amiga 3000 where I guess I took things a little for granted. I've tried
>>Waves and I've tried disturbed but they aren't giving me the results I'm
>>after. Any help would be great, Thanks.
>>\
>
>Have you tried the Applique function?
>
>First, you need a greyscale picture with smooth transitions between areas
of light and dark. Something like smooth clouds will give you the idea.
Then, make a plane with lots of points (100x100 with 25 vertical and
horizontal sections is good for starters). Pick the plane, select Applique,
and in the requestor choose Transform Axis. Make the size of the Y axis 10
to 20 units (the greater the size of Y, the more pronounced the effect).
>What you get is a plane that has been deformed, based on the colors of the
picture! With some experimenting, you can get pretty good water shapes.
>
>Once you get the hang of it, you can make your own map and have much
greater control over the end result. High contrast maps make deeper waves,
blurring the original map gives smoother waves, etc.. With more precise
control over the map, you can even make a series of "waved planes" that you
can morf for some pretty cool animating.
>

>Good luck!
>
>

Fred Aderhold
fredster@cyberport.net

Relax, it's all just 1's and 0's

                        Thread   129
                   -=> RETURN TO CONTENTS!<=-

1.136   MSG-133 Subject: Re: IML DIGEST

Subject: Re: IML DIGEST
Date: Friday, 05 May 1995 02:57:03
From: "Anime a day..." <b7655@hopi.dtcc.edu>

On Fri, 5 May 1995 eths1306@ele.etsmtl.ca wrote:

>
>   The quantity of message on IML is very important why can't we
> switch to a DIGEST IML (compilation of all messages mail to IML during the day
).
> Many people unsubscribe because of this! Sorting the personal mail from IML
> messages is a mess. I'm getting tired of it and many people are also tired
> of this! IML is great but the format is VERY ennoying! I don't see why we are
> stuck whith this mailing list program. It would easier to manipulate the
> messages and it would be possible to archive the DIGEST for each month etc.
>
>   I'm tired of receiving 30 and more messages per day! I want a DIGEST!
> What about you?
>
>   What is the procedure to ask for a change for a DIGEST IML?
>

 There was a lot of talk about doing one in Amiga Guide format. BUt then
PC users wanted to view it also... there are programs that can take an
ascii file and make good Amiga Guides out it with a little effort..
Amazing Computing had a review about such a program... anyway.. an ascii
file could work for both worlds, but who is willing to do it??? Who has
the time???

b0nez

1.137   MSG-134 Subject: Re: IML DIGEST

Subject: Re: IML DIGEST
Date: Friday, 05 May 1995 05:15:02
From: Ian Smith <iansmith@moose.erie.net>


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

On Fri, 5 May 1995, Anime a day... wrote:
> >   What is the procedure to ask for a change for a DIGEST IML?
>
>   There was a lot of talk about doing one in Amiga Guide format. BUt then
> PC users wanted to view it also... there are programs that can take an
> ascii file and make good Amiga Guides out it with a little effort..
> Amazing Computing had a review about such a program... anyway.. an ascii
> file could work for both worlds, but who is willing to do it??? Who has
> the time???

A digest format is something done BEFORE the messages get to your system.
Instead of getting dozens of IML messages mixed in with all your other
mail, you get ONE big file once a day with all the messages in it. Much
more convient for many people. Most mailing list software supports this
automaticly, but I do not think the current software in 'standard' due to
all the bouncing undeliverable mail messages that happen now and then and
the problems with dual replies, ect.

--   My Imagine Home Page - Visit!
IanSmith@moose.erie.net   http://moose.erie.net/~iansmith

1.138   MSG-135 Subject: Re: Binaries to the IML

Subject: Re: Binaries to the IML
Date: Friday, 05 May 1995 05:17:58
From: fredster@cyberport.net (Fred Aderhold)


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

>
>   I would appreciate if we didn't post binaries to the Imagine
>   mailing list, as I have to pay for the time I use to download
>   email and it's upsetting to have to pay for things I didn't
>   request. If possible, could those wishing to post binaries,

> 	ask for email requesting it and send it just to those individuals?
>

I'd agree. While I love the idea of being able to see more of what
everybody's up to, there's gotta be a better place than the IML.

Just my 2 cents!

Fred Aderhold
fredster@cyberport.net

Relax, it's all just 1's and 0's

                              Thread   396
                         -=> RETURN TO CONTENTS!<=-

1.139   MSG-136 Subject: Re: Duh! (was Re:Imagine for WindowsII)

Subject: Re: Duh! (was Re:Imagine for WindowsII)
Date: Friday, 05 May 1995 05:44:56
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello gregory, in <199505041109.GAA20313@twain.helios.nd.edu>
on May 4 you wrote:

> I wrote:"Some of my wishes...point editing in new mode..."
> and Dave Rhodes responded "You can edit points in new mode...
> make sure that you haven't got any of the buttons in the
> perspective window selected..."
>
> Oh duh, again. I must have missed a line in the manual, or
> something. This will really help.
>
> The reason I follow up on this is as an encouragement to
> new users. I've spent at least 2 hours a day on Imagine
> for years now, and still stumble on features and tricks.
> So keep workin' at it, post questions here, etc, and your
> skills will really sharpen.

Yeah, it's easy to miss those little tips in the margin too (I think I need
glasses). Like extruding points off a cylinder to make tree-like branches
or using an object as a path when extruding a two dimensional object like a
primitive disk.   Great stuff :-)

-- Bob

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

```
                          Thread        545
                    -=> RETURN TO CONTENTS!<=-
```

1.140   MSG-137 Subject: Re: Glass texture

```
Subject: Re: Glass texture
Date:     Friday, 05 May 1995 06:16:35
From:     rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)
```

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

Hello cjo, in <9505040832.aa05093@unixpc.esrange.ssc.se> on May 4 you wrote:

```
> Bob Byrne wrote;
>
> >I just did a test render (full trace) of Milan Polle's Glass texture and
> >got a slight flaw in the object. There are about four faces around the
> >equator of the sphere that are black.
> >Has anyone had similar results.
>
> Sorry, haven't had the time to use these textures yet, but I do have a
> little question: The faces that are black (or white as you mentioned in a
> later posting), are they around the equator (as you say they are) or are
> they the faces that are (more or less) orthogonal to the camera view point?
>
> From what I understand Milan has used this angle as one of the parameters to
> his texture.
```

```
            .........................
            .                       .
            .                       .
Top View: .    ____        ____     .   Side View:         ____
            .   /    \      /    \    .                    /    \
            .  |      |    |      |   .    Camera ->   X       |
            .  |      |    |      |   .                    |        |
            .   \____/      \_X_X/    .                     \____/
            .                       .
            .........................                    ---------------
                                                          Gound Plane
                        ^
                        |
                     Camera
```
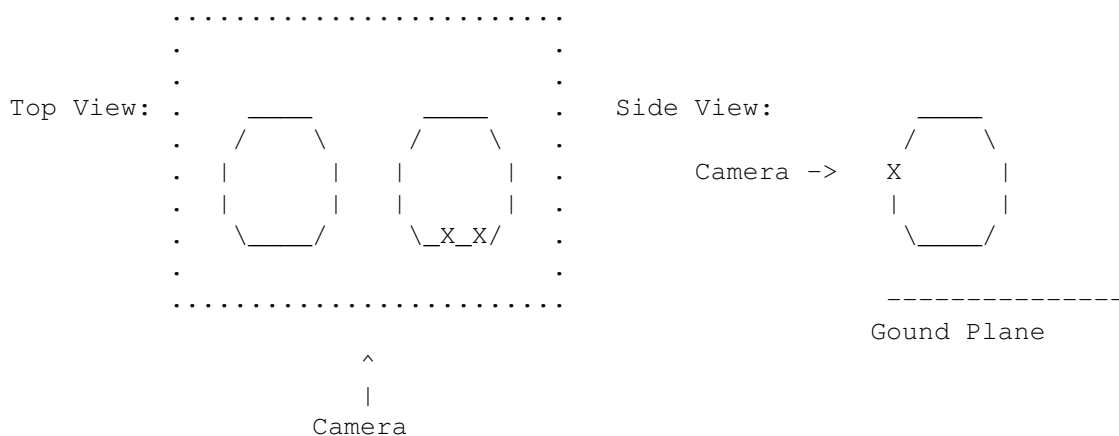
X marks the spot, the sphere on the left did'nt have the texture added to
make a comparison. The camera was slightly above the axis of the spheres
and angled down to get the ground plane in the background.

-- Bob

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

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

1.141   MSG-138 Subject: Re: Unsubscribe

```
Subject: Re: Unsubscribe
Date:    Friday, 05 May 1995 06:49:39
From:    rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)
```


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

PCONNELLY wrote:

```
>
> The volume is just too heavy.
>
```

A lot of the discussion here should be relegated to an appropriate
newsgroup, comp.sys.*.*

-- Bob

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


```
                          Thread        343
                    -=> RETURN TO CONTENTS!<=-
```

1.142   MSG-139 Subject: More On IML Digest

```
Subject: More On IML Digest
Date:    Friday, 05 May 1995 08:14:00
From:    KEN_ROBERTSON@robelle.com
```


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

I whole-heartedly agree that there should be a digest format. I subscribe
to two other lists, and getting one 2000-line message per day is a lot
cleaner than getting 50 messages per day. It's also nicer to sit down
with a cup of coffee, and read through the entire thing all at once.

I think that the listserve software that the IML is using may not
have this capability. Anyone know?
\KenR
```
----------------------------------------------------------------
```
If only I had time to think!
```
----------------------------------------------------------------
```

1.143   MSG-140 Subject: Re: Mirroring Objects

Subject: Re: Mirroring Objects
Date: Friday, 05 May 1995 08:57:03
From: RIX JAMES <99rix@lab.cc.wmich.edu>

On Sat, 29 Apr 1995, Andrew A Krieg wrote:

>   Hello! I've been using Imagine 3.0 since December and have just
> recently upgraded to 3.2. I think it's a wonderful program. It allows me
> to do stuff I've always dreamed of doing.
>
>   Anyway, I have a question. I'm am currently working on a human
> figure. I'm using the forms editor to make the basic shapes which I then
> combine point to point in the detail editor. I was wondering if there is a
> way to "mirror" an object so that I would have two objects, one being the
> relfection of the other. For example, I have a rather complex left hand and
> I would like to be able to make an identically proportioned right hand
> without connecting and positioning the points to match the left. If there
> is a way to do this, please let me know. However, if there is currently no
> way to do this, I think a "mirror" function would be a wonderful time-saving
> addition to upcoming versions of Imagine.
>
>   Thank you.
>
>
>   Andy Krieg
>   kriegaa@nextwork.rose-hulman.edu
>
>
Here is a proecure for making a mirror object from another object.

1. Copy your original object.

2. Paste the new object.

3. Select the new object.

4. Using the transform requestor perform a negative (-1) scale to the
   axis you want to reverse.

Jim

1.144   MSG-141 Subject: Inspiration

```
Subject: Inspiration
Date:    Friday, 05 May 1995 09:14:31
From:    "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>
```

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

```
    Ever flipped through a magazine and have an exquisite 3D image capture
    your undivided attention? You admire the color, textures, interplay of
    light and shadows...each small detail. Your thought patterns
    transformed...You can think of nothing else but the computer, 3D and
    Imagine.

    I'd like to start a personal "Best of Imagine" image collection (to
    provide inspiration, motivation and to better my technique). Anybody
    have any nominations? Please include ftp sites/locations.

    Thanks (from a traveler in search of photorealistic enlightenment)
```

```
                            Thread         151
                        -=> RETURN TO CONTENTS!<=-
```

1.145   MSG-142 Subject: Re: IML DIGEST

```
Subject: Re: IML DIGEST
Date:    Friday, 05 May 1995 09:41:36
From:    Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>
```

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

```
On Fri, 5 May 1995, Ian Smith wrote:

>
> --                             My Imagine Home Page - Visit!
> IanSmith@moose.erie.net             http://moose.erie.net/~iansmith
>
                            ^^^^^^^^^^^^^^^^^^^^^^^
                            I have visited briefly. Very nice. But
Home Pages in general are pretty neat. Maybe you will include other
Imagine users' mpeg anims in the future?
```

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

1.146   MSG-143 Subject: Sorry Could Not Find Subject!

Date: Friday, 05 May 1995 09:57:08
From: Alpie Kasal <eno@amanda.dorsai.org>

----

info request on current Amiga and PC versions. And 3D Digitizer.
eno@dorsai.org

                              Thread   196
                         -=> RETURN TO CONTENTS!<=-

1.147   MSG-144 Subject: Re: Star Trek - Generations

Subject: Re: Star Trek - Generations
Date: Friday, 05 May 1995 11:24:05
From: Dylan Neill <dylann@pcug.org.au>

On Thu, 4 May 1995, Charles Blaquiere wrote:

> > From: Andrew <philcomp@singnet.com.sg>
> >
> > Anyone see the latest Star Trek movie? In it, there is this cosmic thing
> > called the Energy Ribbon (??). I believe that was generated on a Silicon
> > Graphics machine. Any idea how it can be done on Imagine?
>
> I would model a ribbon and add a noise texture to affect the filter
> parameter. This way, the center of the ribbon would be visible, trailing
> off into invisibility at the edges. I would then add a bunch of states,
> with the texture locked to the default state, and deform the ribbon in
> each state. I would also change the texture seed or time parameter over
> time.
>
> Anybody have another approach?
>
>

Yes, I've got the making of the movie on video and I know EXACTLY how
they did it. I'm gonna sit down with the video and Imagine and write up a
tutorial for it.

                                |\ /|
                                 o O
     _____oOO_=(^)=_OOo_____
    | '''   U ''' |
    | Gumby Death Man (Dylan Neill) Amiga 1200/6/120 486DX2-66/24/500 |
    | Email: dylann@pcug.org.au   WWW: http://www.pcug.org.au/~dylann/ |
    |_____|

1.148   MSG-145 Subject: Re: Re:OBJ

Subject: Re: Re:OBJ
Date: Friday, 05 May 1995 11:26:31
From: FERNANDO PENA D'ANDREA <DANDREA@aton.inf.ufrgs.br>

    A few days ago, Jeff writed to the list about the objects which I
said. Well, I must to give up. Ok, Jeff, you're right, and not
everyone have space in their mail to receive these type of messages,
and the Im. objects usually are a bit large even when Lha compacted.
Sorry. We can't use the list in this way.
    All you who sent mail asking by objects. If you decide to send a
mail, send ONE directly to me. I really can't send a lot of
objects to everyone, but you can ask one, two or even a BIT more
objects. If you ask many ones, I will have no way to manage a large
amount of mail. I will not send all models at a time to, but slowly,
one by one. Finally, I ask all you who send me the mail to send your
object list to. I'm doing it because I think that a good way to
expand our object collection is share them.

    SEND THE LIST OF OBJECTS MADE BY YOU TOO! SHOW US YOUR TALENTS!

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

1.149   MSG-146 Subject: About Particles

Subject: About Particles
Date: Friday, 05 May 1995 11:45:08
From: FERNANDO PENA D'ANDREA <DANDREA@aton.inf.ufrgs.br>

    I use a version of Imagine thet has no particles (2.0) :(.
    I want to do a scene containing an object made with little cubes
in a sphere pattern, as the cubes were the sphere's vertex. More: I
want to do the cubes spin arround itselves to produce a nice effect
in my sphere. A friend told me that only particles makes it possible
(just a C='s remenber), but without particles, no way men (and women

too!) If you have a soluction, help me please!*********************************
Fernando Pena D'Andrea.
E-Mail: dandrea@aton.inf.ufrgs.br
****

                              Thread   237
                       -=> RETURN TO CONTENTS!<=-

1.150   MSG-147 Subject: IML digest--are you folks really that bored?

Subject: IML digest--are you folks really that bored?
Date: Friday, 05 May 1995 11:56:04
From: Mike McCool <mikemcoo@efn.org>

> to two other lists, and getting one 2000-line message per day is a lot

Here's the rub: a message of two or more thousand lines big is a LOT harder
to deal with/edit than having the header of each message up there in
plain view.

I can't believe you people honestly read EVERY post to the IML. Don't
you go through and use the delete key, before you even start?

This is another example of cyber-fiddling. If it works fine in white,
some bored tinker has to come by and make it black.

Perhaps what people are really whining about here is all the whining
lately on the list. An awful lot of air, and very little substance.
Hence, the 'D' key.

                              Thread   186
                       -=> RETURN TO CONTENTS!<=-

1.151   MSG-148 Subject: Re: IML DIGEST

Subject: Re: IML DIGEST
Date: Friday, 05 May 1995 12:12:28
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

Hi everybody,

>   The quantity of message on IML is very important why can't we
>switch to a DIGEST IML (compilation of all messages mail to IML during the
>day).
Maybe it is possible to setup a DIGEST subscribe and a normal SUBSCRIBE so
one can choose. I like it as it is now because answering a certain message is

much easier than reading through a big mail file and do a lot of cut and
paste.

>of this! IML is great but the format is VERY ennoying! I don't see why we are
>stuck whith this mailing list program. It would easier to manipulate the
>messages and it would be possible to archive the DIGEST for each month etc.
There is only one person on this List which uses a very annoying mail program
and that is Mike vander Somme ;)
It looks like there are no CR/LF. All text is one single big line which my
reader nicely wordwraps at the wrong places. First I wanted to hand edit
Mike's mail, for the IML archives, but it is just to much work. Sorry for
that.
I wrote a small basic program which turns my IML mail archive into a very
nice amigaguide file, with two indices, the first sorted on date and the
second sorted on subject thread, like:
Subject: Imagine is great
Subject: Re: Imagine is great
Subject: Lightwave Mailinglist ?
Subject: Re: Lightwve Mailinglist ?
etc.

Have a look at the last archives on Aminet, they should be in gfx/3d. The
last 10 or so are done by me and I hope to upload the version from March and
April this weekend.

I've been working on an AmigaGuide reader for all those PC users. It works
for AmigaReport guidefiles but not mine. Mine seems to be a little to
complicated, not to mention the amount of memory needed. Some IML archives
are close to 1MB and those da**ed PC have such a stupid memory management,
even VisualBasic can't hide it for me.

Anyone want to help me out with this since there are only 24h in a day and I
need to sleep/eat/drink as well.

Greetings Joop

                            Thread   167
                       -=> RETURN TO CONTENTS!<=-

1.152   MSG-149 Subject: Imagine DIGEST

Subject: Imagine DIGEST
Date: Friday, 05 May 1995 12:13:42
From: eths1306@ele.etsmtl.ca

The bottom of this message is a part of another Mailing list wich uses
Majordomo software. It gives the possibility to receive the messages
immediately or the digest of this particular Mailing list.

I personally wrote to Brian L. Heess to have information about his software
and also if it would be possible to include our mailing list (Imagine) on
his version of Majordomo. Presently his Majordomo runs about 5 different

Mailing (if I understood correctly).

I just want to make things clear. The List administrator is Dave Wickard not
me, I just hope that the information we can get will help him. I just want to
help us with gathering information and looking trough possibility of
improving IML and to stop people for unsubscribing and complaining about
the amount of messages.

>Last edited: Thu Apr 13 22:04:06 PDT 1995 by bheess (Brian L. Heess) on pimpf
>
>(This info page documents "bong" and "bong-digest".)
>
>Welcome to bong! (The Depeche Mode Mailing List). This list was again
>relocated: to the Operations Department at Earthlink Network, an Internet
>Service Provider in Atwater, California, USA as of February 1995. It was
>previously in the CIS Dept. at the University of Florida from February,
>1994. It is running on almost the same software Scott used at UFL, so,
>it should behave almost exactly as it did previously, using Majordomo.
>
>There is also a digest version of bong named "bong-digest". They are
>2 completely different lists as far as majordomo is concerned. You
>can be on one or the other or both. bong-digest is simply a 35000 byte
>nightly compilation of postings to bong sent during the day. The format
>of bong-digest is compliant (I think) with Internet RFC 1153 which
>defines conventions for digestified mail messages. You do not send
>postings to "bong-digest". If you wish to post a message it can only
>be posted to "bong" itself, as detailed below, which will then go into
>the next digest. Right now there seem to be 2-4 digests coming out
>per day.
>
>For COMPLETE information about subscribing to either 'bong' or 'bong-digest'
>please write to bong-request@pimpf.earthlink.net.
>
>Please note that subscription requests are only supposed to work if
>they are sent to "majordomo@fletch.earthlink.net" but I am currently using
>some modifications to majordomo that allow simple list commands to be
>automatically processed even though they are sent to
>bong-request@fletch.earthlink.net, which is currently NOT working.
>
>Anyway, to subscribe to either bong or bong-request, use the format below
>when sending a message to majordomo@pimpf.earthlink.net:
>
>   subscribe <list> [<address>]
>   Subscribe yourself (or <address> if specified) to the named <list>,
>   which would be either bong or bong-digest.
>
>   unsubscribe <list> [<address>]
>   Unsubscribe yourself (or <address> if specified) from the named <list>,
>   which would be either bong or bong-digest.
>
>For basic majordomo help, send a message of 'help' to
>majordomo@pimpf.earthlink.net.
>
> [...]
>
>-Brian

>bheess@pimpf.earthlink.net

Any comments?

1.153   MSG-150 Subject: I don't have a d key

Subject: I don't have a d key
Date: Friday, 05 May 1995 12:15:00
From: KEN_ROBERTSON@robelle.com

Concerning the IML Digest - I don't have a "D" key in my mail
software. It forces me to read every header - and in fact some
messages come up with the title of "   ". (Yep, blank) I'm forced
to read these, as well.

Some people pay by the message. A digest form would be cheaper
for them, too.

Of course, thanks to Joop, we could just d/l the archive once
a week (or however often he is creating it) and forget about the
daily discourse.
\KenR
PS: Mike, is your last name really "McCool"?

1.154   MSG-151 Subject: Re: Inspiration

Subject: Re: Inspiration
Date: Friday, 05 May 1995 12:19:04
From: Mike McCool <mikemcoo@efn.org>

>   I'd like to start a personal "Best of Imagine" image collection (to
>   provide inspiration, motivation and to better my technique). Anybody
>   have any nominations? Please include ftp sites/locations.

This is a great notion. And it's about time. There's hardly a day I
don't download something from the net, a pic or an anim, and they're
invariably labeled 'totally awsome,' or the like. Makes me wonder about
the average age (mental, if not chronological) of uploaders.

As you all must have discovered, nearly all of it is rubbish. There is

so much unalloyed crap on the net that when you finally come across
something worthwhile, your mouth drops and your eyes water.

I wouldn't envy anyone the task of winnowing. I'll just drop a few
names, like Carmen R, and Jason Jack (jay@tyrell.demon.co.uk).

                        Thread   477
                  -=> RETURN TO CONTENTS!<=-

1.155   MSG-152 Subject: Imagine 3.0 Fonts

Subject: Imagine 3.0 Fonts
Date: Friday, 05 May 1995 14:07:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: Roger Straub <straub@csn.org>-> For either version, you can use PostScr
ipt fonts, available throug=hou-> the Internet, in shareware, or on CD-ROMs, whi
ch I use, containing= ab-> 2000 of the suckers. Go into the Spline Editor and ch
oose Load Fon=t f-> the menu.Er...um, Imagine 2.0 didn't have a spline Editor. I
 believe that wasimplimented in 3.0 (if memory serves).   _____
_____   /_____
_____\   /=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=
3D=3D=3D==3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D==3D=
3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D\ =3D| Mike van der Sommen
 || Email: =|=3D =3D| GraFX Haus BBS || m
ike.vandersommen@caddy.uu.silcom.com =|=3D =3D| Santa Barbara, Ca. || _____
_____ =|=3D =3D| "..where the 4 Horsemen of the Apoc
alypse play golf..."   =|=3D =3D| 14.4k v.32bis 24 hours - ←
   805-683-1388   =|=3D   _____
_____/--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca
 - (805) 683-1388

                        Thread   118
                  -=> RETURN TO CONTENTS!<=-

1.156   MSG-153 Subject: Re: TextureStudio problems fixed

Subject: Re: TextureStudio problems fixed
Date: Friday, 05 May 1995 15:03:00
From: "rob (r.d.) hounsell" <hounsell@bnr.ca>

Andy,

In message "TextureStudio problems fixed",
'adean@eleceng.ucl.ac.uk' writes:

>Hi all!
>
>   My name is Andy Dean and I am the co-author of 'TextureStudio' -
>the shareware Imagine3 texture renderer for the Amiga. I've just joined
>the list and I guess from seeing a post by James "Alex" Brooks that
>several of you are having problems with v1.0.0 of the software. The
>problem is due to us incorrectly building the final executable (oops!)
>and a corrected version 1.0.1 has been uploaded to Aminet today (2/5/95)
>which should fix all the strange problems. Apologies for the
>inconvenience.

   What is the updated file name/size, and where did you upload it to? I checked
wuarchive last night, and I seem to have downloaded the same version (at least,
the archive size was the same as before, and my menus are still blank). An
impressive program, though!

Thanks,
Rob

| Rob Hounsell   Internet: HOUNSELL@BNR.CA |
| UNIX Team Leader   PHONE: (613) 765-2904 |
| DMS System Performance Development   Bell-Northern Research |
| Dept. 7D13   Ottawa, Ontario, Canada |

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

1.157   MSG-154 Subject: Imagine Newsgroup

Subject: Imagine Newsgroup
Date: Friday, 05 May 1995 15:08:07
From: John Grieggs <grieggs@PrimeNet.Com>

>   I'm tired of receiving 30 and more messages per day! I want a DIGEST!
> What about you?
>
I'm tired of the same thing, especially with the very large quantity of
off-topic posts. However, I think the correct solution is a newsgroup.

The Lightwave folk did it, and it didn't kill them. In fact, the lightwave
newsgroup is quite popular. Why not an Imagine newsgroup?

_john

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

1.158 MSG-155 Subject: Re: Imagine Newsgroup

```
Subject: Re: Imagine Newsgroup
Date:    Friday, 05 May 1995 15:46:52
From:    sharky@mango.aloha.com
```

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

On Fri, 5 May 1995, John Grieggs wrote:

> I'm tired of the same thing, especially with the very large quantity of
> off-topic posts. However, I think the correct solution is a newsgroup.
>
> The Lightwave folk did it, and it didn't kill them. In fact, the lightwave
> newsgroup is quite popular. Why not an Imagine newsgroup?

I agree! a newsgroup would be great, and traffic seems to be much higher
than before (constant whining by the mentally handicapped about which
platform is better notwishtanding...it's what you render damnit not what
you render with!) I'd certainly be in favor of a newsgroup.

Aloha,
     Sharky

```
sharky@aloha.com/CIS#70614,2011 __   v  Home Page : http://aloha.com/~sharky
WebSurfer & Fun Guy,Funky    __/  \ >*< Hawaii Related Links and Etcetera's
WWW Page Designs,       ____/    ) | ^  3D Modelling & Animation Art,Objects,
Tech. Planning  /\_____/          } \   Home Server:http://www.websharx.com
~~~~~~~~~~~~~~~(_____ALOHA!_____)~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

```
                      Thread        355
                 -=> RETURN TO CONTENTS!<=-
```

1.159 MSG-156 Subject: Upgrade fees

```
Subject: Upgrade fees
Date:    Friday, 05 May 1995 16:00:10
From:    michael@labyrinth.apana.org.au (Michael Mulhall)
```

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

Howdy,

Just a note to say thankyou to all those ppl that responded to my query in
regards to upgrade fees.

THANKS!

RE:Gards,

Michael Mulhall
michael@labyrinth.apana.org.au

Voice: +61-2-7139148 # Data: +61-2-7125691

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

1.160   MSG-157 Subject: Re: I don't have a d key

```
Subject: Re: I don't have a d key
Date:    Friday, 05 May 1995 17:26:49
From:    dalamar@MIT.EDU (Craig Andera )
```

Well it seems to me that the software mentioned earlier is the answer to it
all. With two addresses - imagine and imagine-digest - where users can
subscribe to one or both, every situation is covered. If you want the
digest, you can get just the digest. If you just want the individual
messages, you can have it that way. If you want both, that's an option as
well.

At least, that was my interpretation of the capabilities of the list server.

FWIW: I check my email roughly 10 times a day, and read every single message
that goes to the list.

```
                            Thread        26
                       -=> RETURN TO CONTENTS!<=-
```

1.161   MSG-158 Subject: Re: IML DIGEST

```
Subject: Re: IML DIGEST
Date:    Friday, 05 May 1995 18:35:59
From:    fredster@cyberport.net (Fred Aderhold)
```

>Many people unsubscribe because of this! Sorting the personal mail from IML
>messages is a mess. I'm getting tired of it and many people are also tired
>of this! IML is great but the format is VERY ennoying! I don't see why we

Have you condidered a different mail reader? I've seen several that allow
"Rules" to be defined, where you can have messages automatically moved to

specific folders. So, any message with the string "imagine" in the "To"
field gets seperated from your other mail. Of course, my mail reader dosen't
do this, but it's free. I agree, it's a little clunky dealing with a bunch
of seperate messages, but I can live with it...

Fred Aderhold
fredster@cyberport.net

Relax, it's all just 1's and 0's

                             Thread   214
                        -=> RETURN TO CONTENTS!<=-

1.162   MSG-159 Subject: Re: Imagine 3.0 Fonts

Subject: Re: Imagine 3.0 Fonts
Date: Friday, 05 May 1995 19:16:54
From: Roger Straub <straub@csn.org>

On Fri, 5 May 1995, Mike Vandersommen wrote:

>
> -> From: Roger Straub <straub@csn.org>
> -> For either version, you can use PostScript fonts, available throughou
> -> the Internet, in shareware, or on CD-ROMs, which I use, containing ab
> -> 2000 of the suckers. Go into the Spline Editor and choose Load Font f
> -> the menu.
>
> Er...um, Imagine 2.0 didn't have a spline Editor. I believe that was
> implimented in 3.0 (if memory serves).

Doh! Didn't look at the version # before I posted that. Sorry.

>   _____
>   /_____\
>   /===\
>   =| Mike van der Sommen || Email: |=
>   =| GraFX Haus BBS || mike.vandersommen@caddy.uu.silcom.com |=
>   =| Santa Barbara, Ca. || _____ |=
>   =| "..where the 4 Horsemen of the Apocalypse play golf..." |=
>   =| 14.4k v.32bis 24 hours - 805-683-1388 |=
>   _____/
> ---
> ~ InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388
>

See ya,
     Roger

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

1.163   MSG-160 Subject: Latest version of TextureStudio

Subject: Latest version of TextureStudio
Date: Friday, 05 May 1995 21:14:44
From: Andrew Dean <adean@eleceng.ucl.ac.uk>

In answer to :

> What is the updated file name/size, and where did you upload it to? I checked

> wuarchive last night, and I seem to have downloaded the same version (at least
,
> the archive size was the same as before, and my menus are still blank). An
>impressive program, though!

The latest version of TextureStudio is v1.0.1 (archive size 448405 bytes)
and was uploaded to Aminet on Tuesday 2/5/95. I haven't had any new files
from Aminet for several days now, so I guess something's holding up several
days of new Aminet files. The original file was uploaded to
ftp.uni-erlangen.de and it has disappeared from the 'new' directory so
it's in the pipeline somewhere...

      As I've said before, I don't suggest using v1.0.0 of the program
as we compiled it incorrectly and it shows several strange problems.

Andy Dean, co-author of ImageStudio and TextureStudio
Email: adean@eleceng.ucl.ac.uk

                              Thread   161
                     -=> RETURN TO CONTENTS!<=-

1.164   MSG-161 Subject: Re: Latest version of TextureStudio

Subject: Re: Latest version of TextureStudio
Date: Friday, 05 May 1995 21:16:24
From: Ian Smith <iansmith@moose.erie.net>

On Fri, 5 May 1995, Andrew Dean wrote:

>   As I've said before, I don't suggest using v1.0.0 of the program
> as we compiled it incorrectly and it shows several strange problems.

I just grabbed v1.0.1 out of the new/ directory and the menus are still
blank. And I checked the About menu and yes, it was the new version.
(Executable is 191820 bytes)

--   My Imagine Home Page – Visit!
IanSmith@moose.erie.net   http://moose.erie.net/~iansmith

                              Thread   612
                        –=> RETURN TO CONTENTS!<=–

1.165   MSG-162 Subject: Re: Questions

Subject: Re: Questions
Date: Friday, 05 May 1995 21:20:11
From: Roger Straub <straub@csn.org>

On Fri, 5 May 1995 Valleyview@aol.com wrote:

> I'm looking for help on the following:
>
> 1. Is there a utility that will convert .avi files to .flc files?

Couldn't tell ya.

>
> 2. I remember reading somewhere (which is the question) that Imagine has the
> ability to convert a bitmap to a GRAYSCALE image and then extrude it to
> different depths according to the color of gray. Could have been a dream.

No, but Imagine 3.0+ does have the option of taking a greyscale image and
applying it to a surface, sort of like a bumpmap, but it actually deforms
the triangles. It's called Applique.

>
> 3. A problem with states. Instead of doing it with the rotate2 effect,
> which would be easy, I tried to rotate an object by states. I would make the
> original object the default state, rotate the object and create another
> state. Problem is when I went back to the default state the object stayed
> rotated. As could be figured when animated the object didn't move. Is there
> a requester to lock the default state to as with textures?

You can't do this. It's not right.
If you're creating states based on grouping information, you need to
create an axis and make it the parent of the entire object. Then rotate
the object (NOT the parent axis) and make states, and it will work.
Imagine just assumes that if you rotate an object that you mean for the

object to rotate and will not include that info in the state. If you move
an object within the group, then it will save it.

>
> Thank-you
>
>

See ya,
        Roger

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

1.166   MSG-163 Subject: Re: Questions

Subject: Re: Questions
Date: Friday, 05 May 1995 21:20:11
From: Roger Straub <straub@csn.org>

On Fri, 5 May 1995 Valleyview@aol.com wrote:

> I'm looking for help on the following:
>
> 1. Is there a utility that will convert .avi files to .flc files?

Couldn't tell ya.

>
> 2. I remember reading somewhere (which is the question) that Imagine has the
> ability to convert a bitmap to a GRAYSCALE image and then extrude it to
> different depths according to the color of gray. Could have been a dream.

No, but Imagine 3.0+ does have the option of taking a greyscale image and
applying it to a surface, sort of like a bumpmap, but it actually deforms
the triangles. It's called Applique.

>
> 3. A problem with states. Instead of doing it with the rotate2 effect,
> which would be easy, I tried to rotate an object by states. I would make the
> original object the default state, rotate the object and create another
> state. Problem is when I went back to the default state the object stayed
> rotated. As could be figured when animated the object didn't move. Is there
> a requester to lock the default state to as with textures?

You can't do this. It's not right.
If you're creating states based on grouping information, you need to
create an axis and make it the parent of the entire object. Then rotate
the object (NOT the parent axis) and make states, and it will work.
Imagine just assumes that if you rotate an object that you mean for the

object to rotate and will not include that info in the state. If you move
an object within the group, then it will save it.

>
> Thank-you
>
>

See ya,
      Roger

                              Thread   464
                       -=> RETURN TO CONTENTS!<=-

1.167   MSG-164 Subject: Questions

Subject: Questions
Date: Friday, 05 May 1995 21:33:16
From: Valleyview@aol.com

I'm looking for help on the following:

1. Is there a utility that will convert .avi files to .flc files?

2. I remember reading somewhere (which is the question) that Imagine has the
ability to convert a bitmap to a GRAYSCALE image and then extrude it to
different depths according to the color of gray. Could have been a dream.

3. A problem with states. Instead of doing it with the rotate2 effect,
which would be easy, I tried to rotate an object by states. I would make the
original object the default state, rotate the object and create another
state. Problem is when I went back to the default state the object stayed
rotated. As could be figured when animated the object didn't move. Is there
a requester to lock the default state to as with textures?

Thank-you

                              Thread   530
                       -=> RETURN TO CONTENTS!<=-

1.168   MSG-165 Subject: TextureStudio

Subject: TextureStudio
Date: Friday, 05 May 1995 21:33:39
From: Mike McCool <mikemcoo@efn.org>

Could the nice person who managed to download the newest version from
aminet/new please re-post the exact name of the file? I've tried every
variation I can think of for TextureStudio1.0.1.lha, but I haven't gotten
it right yet.

Thanks.

                            Thread   176
                     -=> RETURN TO CONTENTS!<=-

1.169   MSG-166 Subject: IM 3.1-3.2 Textures

Subject: IM 3.1-3.2 Textures
Date: Friday, 05 May 1995 22:54:06
From: Marcus <mskren01@msuacad.morehead-st.edu>

     Hi, I have been having a certain problem with Imagine textures
working, specifically the new ones that came with 3.1 that came through
the mail. The first time I got the updates through the mail and noticed
the faulty textures(imagine reads the error message "Error: bad texture
file") I called impulse and asked them about it. They seemed to think
that it was just probally a faulty disk that they had sent me, they
agreed to send me another copy. Now I have the newer copy and the same
problem happens. Did anyone else on here have this problem or know how to
fix it. I am starting to get kind of annoyed and tired of calling
Impulse. The textures that do not seem to work are fire.itx, quilt.itx
and a couple of the ones after those that follow them on the directory.

   Thank you in advance

                           Mark Krenz

                      Thread   226
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1.170   MSG-167 Subject: Re: IML DIGEST

Subject: Re: IML DIGEST
Date: Friday, 05 May 1995 23:55:01
From: Torgeir Holm <torgeirh@powertech.no>

>   The quantity of message on IML is very important why can't we
>switch to a DIGEST IML (compilation of all messages mail to IML during the
>Many people unsubscribe because of this! Sorting the personal mail from IML

>messages is a mess. I'm getting tired of it and many people are also tired
>of this! IML is great but the format is VERY ennoying! I don't see why we are
>stuck whith this mailing list program. It would easier to manipulate the
>messages and it would be possible to archive the DIGEST for each month etc.
>   I'm tired of receiving 30 and more messages per day! I want a DIGEST!
>What about you?

You should get yourself an offline reader like theo one I use on my amiga.
THOR 2.0 automatically removes all the mailing list messages from the mailbox,
and puts them into separate conferences. It works great.

I suppose Offline Express for the PC also has this feature.

Torge!r

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

1.171   MSG-168 Subject: Re: PC hotkeys (Was: Ids and Imagine newsletter)

Subject: Re: PC hotkeys (Was: Ids and Imagine newsletter)
Date: Saturday, 06 May 1995 01:13:59
From: Kent Marshall Worley <mumu@america.net>

>
> > I have been thinking of networking my Amiga 2500 and my PC together to
> > share a drive or something. Anyone out there have any experience with
> > this? Ok I think thats all from me for now. DanGer
>
> You may want to e-mail Dale Larson at Intangible Assets Manufacturing,
> and ask about his book on Amiga networking. I believe it's called
> "Connect your Amiga" and sells for $25 + $8 postage and fondling, as he
> humourously puts it. I'll be getting a PC and am ordering his book
> tomorrow, since I also want seamless, peer-to-peer networking between my
> faithful Amiga and my new PC.
>
I have a amiga ethernet card and the amigatcp software. I am having
trouble making it communicate with my PC. I would like Dale Larson's
email address. PC amiga communication via ethernet would be great. I like
the rendering speed of the PC but I like the animation capabilities of
the amiga.
 mumu@america.net

                              Thread   229
                       -=> RETURN TO CONTENTS!<=-

1.172   MSG-169 Subject: Re: Object speed

Subject: Re: Object speed
Date: Saturday, 06 May 1995 01:35:02
From: Kent Marshall Worley <mumu@america.net>

On Wed, 3 May 1995, Charles Blaquiere wrote:

> > From: Paul Rance <paul@rance.demon.co.uk>
> >
> > Is there away to vary and object's speed a number of times
> > along a path in v3.2?
>
> Boy, I can't believe that nobody has responded to you in a month. B^(
>
> The answer is no. Using acceleration/decceleration, or using spline
> velocity, you only have control over the beginning and ending behaviour.
> You'll need to separate your path in segments, and define multiple
> "follow path" bars in the Action editor.
>
I am running into this exact limitation. I am doing an animation of cars
racing around a track. The tedium of creating all those paths for one lap
would not happen if I could create a single looped path and adjust the
speed the object follows the path.
 mumu@america.net

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1.173   MSG-170 Subject: Objects

Subject: Objects
Date: Saturday, 06 May 1995 01:53:49
From: Jeff Keena <jkeena@ozemail.com.au>

Hi guys. I am trying to get hold of some Star Trek objects. I already
have many but am still after some particularly a model of DS9 station. Can
anyone help?

     Jeff.

                         Thread   554
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1.174 MSG-171 Subject: Impulse's address

```
Subject: Impulse's address
Date:    Saturday, 06 May 1995 04:47:04
From:    Jaco Gerber <docnet!rtf@docnet.infolink.co.za>
```

HI all,

I'm visiting the US at the mo from South Africa and I just decided to
invest in the 3d Digitiser and also to pay my first Imagine subscription,
since I have 3.1.
 My problem is I don't know how to contact Impulse at all since all my
info is back home. I'm currently in ALbany NY.... any help would be
appreciated.

Regards,
Jaco Gerber

```
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```

1.175 MSG-172 Subject: Re: How to make a lake on PC?

```
Subject: Re: How to make a lake on PC?
Date:    Saturday, 06 May 1995 05:01:55
From:    SGiff68285@aol.com
```

In regards to making a lake like in Myst. Use the Bumpnoiz texture and scale
it very large except in the Z dimension which has no effect after a certain
point.
You should keep Z fairly small. Then add some reflectivitiy, refraction,
etc. to your own taste. Remember, you need a nice sky to reflect off of the
water if you are trying to create good water. I have used this to create a
very realistic looking lake. Bye.

Stephen

```
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```

1.176 MSG-173 Subject: Re: TextureStudio

Subject: Re: TextureStudio
Date: Saturday, 06 May 1995 05:28:08
From: Ian Smith <iansmith@moose.erie.net>

On Fri, 5 May 1995, Mike McCool wrote:
> Could the nice person who managed to download the newest version from
> aminet/new please re-post the exact name of the file? I've tried every
> variation I can think of for TextureStudio1.0.1.lha, but I haven't gotten
> it right yet.

Oops, sorry! I *hate* it when somone gives only half the information.
The file is "pub/aminet/new/TextureStudio.lha". You can grab the readme
first to make sure it is the 1.0.1 version.

If you want to make your own textures, I have the documentation on
textures from Impulse on my homepage, as well as a HTML version of their
TDDD docs. I am having FTP related problems, so let me know if you have
any problem grabbing various files.

--   My Imagine Home Page - Visit!
IanSmith@moose.erie.net   http://moose.erie.net/~iansmith

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1.177   MSG-174 Subject: Re: Impulse's address

Subject: Re: Impulse's address
Date: Saturday, 06 May 1995 06:34:26
From: Rodney McNeel <rodman@infinity.ccsi.com>

From beeton@SEDSystems.ca Wed Apr 12 05:47:15 1995
imagine@email.sp.paramax.com Subject: Re: Gazette

> Please post the address or email address for subscribing > to the gazette.

     Impulse Inc.   8416 Xerxes Ave. N.   Brooklyn Park, Minnesota

                                                       55444 USA

     (612) 425-0557 (800) 328-0184 FAX: (612) 425-0701

                         Thread   511

1.178   MSG-175 Subject: Impulse's address

Subject: Impulse's address
Date: Saturday, 06 May 1995 14:53:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: Jaco Gerber <docnet!rtf@docnet.infolink.co.za>-> I'm visiting the US at
 the mo from South Africa and I just decided= to-> invest in the 3d Digitiser an
d also to pay my first Imagine subscr=ipt-> since I have 3.1.-> My problem is I
 don't know how to contact Impulse at all since al=l m-> info is back home. I'm
currently in ALbany NY.... any help would b=e-> appreciated. Impulse Inc. 8416 X
erxes Ave. N. Brooklyn Park, Minnesota 55444 USA (612) 425-0557 (800) 328-0184 F
AX: (612) 425-0701--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805)
 683-1388

                            Thread   174

1.179   MSG-176 Subject: TextureStudio

Subject: TextureStudio
Date: Saturday, 06 May 1995 14:55:17
From: Torgeir Holm <torgeirh@powertech.no>

>Could the nice person who managed to download the newest version from
>aminet/new please re-post the exact name of the file? I've tried every
>variation I can think of for TextureStudio1.0.1.lha, but I haven't gotten
>it right yet.

It's the same as v1.0.0 The old version has been overwritten.

TextureStudio.lha in gfx/3d Just got it from wuarchive today.

Torge!r

                            Thread   187

1.180   MSG-177 Subject: 3.x addendums

Subject: 3.x addendums
Date: Saturday, 06 May 1995 15:16:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

I was trying to find the settings info on a certain texture theother day and was
 frustrated flipping through all the printouts.I was wondering if anyone has com
piled all the addendums to 3.xso far and formatted/indexed them? Since there wil
l not be a newmanual with 4.0 and I assume there will be addendums with 3.3 and4
.0 when released, it sure would be handy to have ALL the addendemsorganized by t
opics with an index for easier look up.I guess my question is, has someone done
this...or is willing todo this. And...without creating a big legal debate, could
 thiscompilation be distributed? I'd even be willing to pay for an"authorized" m
ini addendum manual if it's indexed up to 4.0.   _____
_____   /_____
_____\   /=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=
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3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D3D\ =3D| Mike van der Sommen || Email: ←
                              =|=3D =3D| GraFX Haus BBS
  || mike.vandersommen@caddy.uu.silcom.com =|=3D =3D| Santa Barbara, Ca. || _
_____ =|=3D =3D| "..where the 4 Horsemen of t
he Apocalypse play golf..."   =|=3D =3D| 14.4k v.32bis 24 hours - 80
5-683-1388   =|=3D   _____
_____/--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805)
683-1388

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1.181   MSG-178 Subject: WWW Page

Subject: WWW Page
Date: Saturday, 06 May 1995 15:22:49
From: greg.tsadilas@hofbbs.com

I'm in the process of getting my WWW page up, actually, some of it is already
online. If anyone want to check it out, it's mostly a collection of a few of
my Imagine works, the URL is http://www.websharx.com/~greg

I don't have a page for any Imagine or related 3D links, this will be coming
soon. If you have any that you want me to check out for inclusion, please let
me know either here, or send me e-mail from my page.

NOTE: If you aren't using NetScape, you won't get the right effect, and the
Dazzle Me page won't be formatted properly.

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

```
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```

1.182   MSG-179 Subject: Re: Imagine Newsgroup

```
Subject: Re: Imagine Newsgroup
Date:    Saturday, 06 May 1995 16:20:57
From:    James Brooks <jamesb@clark.net>


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


On Fri, 5 May 1995, John Grieggs wrote:

> >    I'm tired of receiving 30 and more messages per day! I want a DIGEST!
> > What about you?
> >
> I'm tired of the same thing, especially with the very large quantity of
> off-topic posts.  However, I think the correct solution is a newsgroup.
>
> The Lightwave folk did it, and it didn't kill them.  In fact, the lightwave
> newsgroup is quite popular.  Why not an Imagine newsgroup?
>


I use BOTH Lightwave Mailing List and newsgroup.  I guess it has
something to do with the "format" you are use to in sending and receiving
messages.   You are right, the newgroup did NOT kill the LW Mailing list
one bit.

It would be good to see a Imagine newgroup!  I am all for it!  :-)

Later,

Alex

-------------------------------------------------------------
James "Alex" Brooks           Amiga 4000/040/28MHz 20MB RAM
Lightwave 3.5 / Imagine 3.0   VideoToaster 4000 3.1
Syquest 3.5" 270MB            Bernoulli 90Pro
NEC 3xp Triple Speed CDROM    Warp Engine 4028
Epson ES-600C Scanner         E-Mail: jamesb@clark.net
-------------------------------------------------------------


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```

1.183   MSG-180 Subject: Re: Tutorials! we need more of them

Subject: Re: Tutorials! we need more of them
Date: Saturday, 06 May 1995 16:24:49
From: Kent Marshall Worley <mumu@america.net>

> experiences. I'd be happy to write a tutorial, but only to share it with
> EVERYONE. Seems to me the whole idea of passing on informatiom is to
> inform those who don't have it. That's what the InterNet is about.
>
> We've seen one division arise with the IBM<->Amiga debate, this could start
> another one The Experienced<->The Inexperienced.
>
> Sorry if I sound completely negative, but you did ask.
>
> -- Bob
>
>   : Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :
>   : Amiga A3000/25 : Ballina, NSW Australia :
>
  "information wants to be free"
                    -Bruce Sterling

                           Thread   598
                      -=> RETURN TO CONTENTS!<=-

1.184   MSG-181 Subject: Re: Questions

Subject: Re: Questions
Date: Saturday, 06 May 1995 18:17:11
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

On Fri, 5 May 1995 Valleyview@aol.com wrote:
> I'm looking for help on the following:
>
> 1. Is there a utility that will convert .avi files to .flc files?

If you're a Amiga user you can try out XanimAmiBeta4.lha. Its on Aminet
directory gfx/show and should show up in the RECENT list as soon as Wuarchive
is back.
Requirements: An Amiga with a 3.x.
Thats all. If you want to view them you'll also need a 256 color mode, either
provided by an AGA machine or one with an gfxcard. If you have a Merlin you
can directly play to the card, EGS and PicassoII is untested, should work but
since I don't have one I can't test it.

Just try: Xanim +Di8ram:test filename.avi and the whole AVI is saved as

single frames, 8bit, to ram: with a filename of 'test' and a number attached
to it. If you want 24bit use '+Di24ram:test' instead.
Get MainActor from Aminet and read in the single frames and write out a FLC
anim. Done. Ready.

Too bad if you're a PC user without access to an Amiga ;)

Greetings Joop

                            Thread   184
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1.185   MSG-182 Subject: Cool coolfir effect

Subject: Cool coolfir effect
Date: Saturday, 06 May 1995 18:52:07
From: Charles Blaquiere <blaq@io.org>

> From: Gareth Qually <gareth.qually@beect.iaccess.za>
>
> I have been experimenting with the coolfir texture.
> Try this out if you want steam, shafts of light, smoke.

Gareth, nice! Thanks for the contribution.

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                     -=> RETURN TO CONTENTS!<=-

1.186   MSG-183 Subject: Re: Genlock button

Subject: Re: Genlock button
Date: Saturday, 06 May 1995 18:58:59
From: Charles Blaquiere <blaq@io.org>

> From: Darryl Lewis <Darryl_Lewis@comlink.mpx.com.au>
>
> This is one of the best descriptions that I've read in a long time.
> Easy to read and it makes sense.

Aww shucks. B^)

> I have 3.1 , does your last line mean that this function does not work
> with my version?

I'm not sure. I believe genlock was screwed up in 2.9, fixed in 3.0,
screwed up again for good (or removed) in 3.1. I can't find the button
in either 3.1 or 3.2. (Previous versions have been removed from my hard
drive)

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1.187   MSG-184 Subject: Re: Questions

Subject: Re: Questions
Date: Saturday, 06 May 1995 19:04:46
From: fredster@cyberport.net (Fred Aderhold)

>I'm looking for help on the following:
>
>1. Is there a utility that will convert .avi files to .flc files?
>

There's a program called Video for DOS (VFD) that will convert an RLE
encoded avi to flc. The trick is, you need something to convert the avi to 8
bit if it's not already. I can do this with Adobe Priemere, but there are
other video editing programs out there that I'm sure do a better job.

You can probably find VFD (I think the latest is 1.6d) on AOL. It's a great
program that also makes fli's and avi's from a series tga's and does a great
job dithering 24 bit pictures and eliminating color banding. Check it out!

Fred Aderhold
fredster@cyberport.net

Relax, it's all just 1's and 0's

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1.188   MSG-185 Subject: Re: Imagine Documentation

Subject: Re: Imagine Documentation
Date: Saturday, 06 May 1995 19:14:37
From: Charles Blaquiere <blaq@io.org>

> From: digitist@lava.ivg.com
>
> Could anyone be so polite to give the ISBN-number of "The Imagine
> Companion" book, so i can order it over here in the Netherlands

Adri,

"The Imagine Companion" is, unfortunately, out of print. The book is
still available directly from the author, in Word 6 format. (And only in
that format) I'm sorry, but I don't have David's e-mail address. I
believe the electronic format was priced around $20, but I could be
wrong. (It was affordable is what I'm trying to say)

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1.189   MSG-186 Subject: IML digest--are you folks really that bored?

Subject: IML digest--are you folks really that bored?
Date: Saturday, 06 May 1995 19:24:17
From: Charles Blaquiere <blaq@io.org>

> From: Mike McCool <mikemcoo@efn.org>
>
> Perhaps what people are really whining about here is all the whining
> lately on the list.

I'm not whining! It's just that these off-topic messages are giving me a
really bad migraine, you know, the kind that feels like a Mack truck is
parked on your forehead, and every little noise resonates in your skull
like Big Ben whine whine whine whine whine...

<VBG>

                          Thread   134
                    -=> RETURN TO CONTENTS!<=-

1.190   MSG-187 Subject: TextureStudio and blank menus

Subject: TextureStudio and blank menus
Date: Saturday, 06 May 1995 19:25:51
From: zceec07 <zceec07@ucl.ac.uk>

Hi all,
        We've just managed to run TextureStudio on a Workbench2.04
Amiga and we now see the blank menus problem (both Graham and myself
develop on Workbench3 Amigas so we haven't seen this bug before).
Do we assume therefore that everyone who is running Workbench2.x is
experiencing this, and everyone running Workbench3.x is OK? We'll
fix the problem as soon as possible. Are there any other problems
people are experiencing that we should know about, or is this the
only remaining problem?

        Many thanks for your patience and feedback as we iron out
these teething problems,

Andy Dean, co-author of ImageStudio and TextureStudio
Email: adean@eleceng.ucl.ac.uk

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                      -=> RETURN TO CONTENTS!<=-

1.191   MSG-188 Subject: Lumbient

Subject: Lumbient
Date: Saturday, 06 May 1995 19:27:25
From: Charles Blaquiere <blaq@io.org>

> From: Ken F. Morton <kmorton@panix.com>
>
>   Hi can this lumbient fellow be taken off the list? I'm getting a
> bit tired of his cups.

His cups runneth over, I guess.

<grinning, ducking, & running>

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1.192   MSG-189 Subject: Re: Star Trek - Generations

Subject: Re: Star Trek - Generations
Date: Saturday, 06 May 1995 20:21:02
From: Charles Blaquiere <blaq@io.org>

> From: Fred Aderhold <fredster@cyberport.net>

```
>
> >I would model a ribbon and add a noise texture to affect the filter
> >parameter. This way, the center of the ribbon would be visible, trailing
> >off into invisibility at the edges. I would then add a bunch of states,
>
> Could you Charles, please explain to us newbies (well, me anyway) how
> to add a noise texture to affect the filter?
```

Unfortunately, I had one of the Essence textures in mind. However, there
is an Imagine texture which could work well, and that's DancSprk
(dancing sparks).

Create a primitive plane, 1 horizontal and 10 vertical sections, 50 wide
by 100 tall. In Attributes, give it a bright yellow color of 255,255,100,
filter at 255,255,255 to make it invisible, and click on Bright.
(Light-emitting objects should not be affected by shading)

Add the DancSprk texture, with branches = 2, branch width = 0.2, color =
-1, reflect = -1, filter = 0,0,0, noise 2 magnitude = .3, noise 2
velocity = 4; transform the axes to alignment = 90,0,0 (to have the
texture Z axis sticking out of the ribbon) and size = 150,250,250.

You have created a transparent ribbon with an opaque yellow wave of
energy, which can be animated. The results are fairly different from the
Generations ribbon, but have a quality of their own. Also, this is only
a starter object I created on the fly. A little experimentation could
probably improve on my design quite a bit.

```
                            Thread          406
                       -=> RETURN TO CONTENTS!<=-
```

1.193   MSG-190 Subject: Suggestion for a project

```
Subject: Suggestion for a project
Date:    Saturday, 06 May 1995 20:24:43
From:    Charles Blaquiere <blaq@io.org>
```

```
> From: gregory denby <gdenby@twain.helios.nd.edu>
>
> I'll bet a lot of you have become tired of Imagine's opening
> screen, and have made your own. (...) What've you folks done?
```

Oddly enough, nothing.

I still like the Imagine logo. It has a Middle-Eastern, Arabian Nights
flavor which brings to mind an exotic genie endowded with magical
powers asking, "How may I serve you?"

I like your idea, though. Personally, I'm a logo freak. Can't get enough
of them. Love the beauty of a well-designed font. Looking forward to see

how others respond to the thread.


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


1.194   MSG-191 Subject: TIP #0001, Ummm...Water.


```
Subject: TIP #0001, Ummm...Water.
Date:     Saturday, 06 May 1995 20:30:18
From:     Charles Blaquiere <blaq@io.org>
```


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


> From: Lumbient@aol.com
>
>
> I've tried to use the mnttop texture to get whitecaps but I'm not sure
> how to use the texture.

I don't think it will work. MntnTop adds another color to any part of
an object which sticks out, above the texture's zero Z level. For this
to work, your object mush have actual bumps and valleys, like a modelled
mountain.

Bump-mapping and bump textures do not modify the geometry of the object;
they simply add highlights and shadows as if the object _were_ bumpy.
Your lake would still remain a flat plane, with no points to stick out
for MntnTop to color.


```
                             Thread          192
                      -=> RETURN TO CONTENTS!<=-
```


1.195   MSG-192 Subject: TIP #0001, Ummm...Water.


```
Subject: TIP #0001, Ummm...Water.
Date:     Saturday, 06 May 1995 20:49:04
From:     Lumbient@aol.com
```


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


Hi the person that posted the question about creating a realistic lake in
Imagine should read this.
Color: 0, 255, 255
Reflect: 100, 120, 140
Filter:0, 0, 0 ::Unless you want it!::
Specular:255, 255, 255
Dither:?

Hardness:128-255 ::whatever you like::
Roughness:0 ::though 20 looks OK too::
Shinyness:0

Then add the bumpnoiz.itx texture.
LEFT SIDE   RIGHT SIDE
100.0000   All= 0.0000
20.0000
10.0000
0.0000
0.6000
0.0000
0.2000
I think theres 8 in a side of the texture box?

The bumps look elongated and are more random than waves. I've tried to use
the mnttop texture to get whitecaps but I'm not sure how to use the texture.
 If anyone has additions(or usage of mnttop) please write.

                                        ----Lumbient

                          Thread   395
                  -=> RETURN TO CONTENTS!<=-

1.196   MSG-193 Subject: Re: Star Trek - Generations

Subject: Re: Star Trek - Generations
Date: Sunday, 07 May 1995 04:18:18
From: fredster@cyberport.net (Fred Aderhold)

>> Could you Charles, please explain to us newbies (well, me anyway) how
>> to add a noise texture to affect the filter?
>
>Unfortunately, I had one of the Essence textures in mind. However, there
>is an Imagine texture which could work well, and that's DancSprk
>(dancing sparks).

Thanks! Very helpful, as usual...

Perhaps I misunderstood what you had in mind with the Essence texture.
Is it possible to use a texture as a filter map?

Fred Aderhold
fredster@cyberport.net

Relax, it's all just 1's and 0's

                          Thread   235

-=> RETURN TO CONTENTS!<=-

1.197   MSG-194 Subject: Re: WHAT THE F*CK....

```
Subject: Re: WHAT THE F*CK....
Date:     Sunday, 07 May 1995 04:56:30
From:     Rodney McNeel <rodman@infinity.ccsi.com>
```

Looks like Ian_Dunn? and others are doing a stupid thing to prove THEIR
point-of-view. I, for one, apreciate any and all examples, tutorials,
ideas, etc. people want to share with the world. Put me on your mailing
list of things your slightly proud of :) I think we SHOULD start up an
Imagine newsgroup for binaries (pics) just so we have yet another place
to see the results of our imaginations!

On Sat, 6 May 1995 Lumbient@aol.com wrote:

> I don't know but i've checked the addresses the mail (my damn cups!!!!) seem
> to be coming from other peoples mail systems!!
> It's not my fault I'v sent them only once!!! Please, perhaps the runner of
> the IML knows whats going on???? Sorry.
>
> ::sigh:: never seem to do anything right :*(
>
>   ----Lumbient
>

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

1.198   MSG-195 Subject: Re: Tutorials! we need more of them

```
Subject: Re: Tutorials! we need more of them
Date:     Sunday, 07 May 1995 08:37:06
From:     yrod@ozemail.com.au
```

Great Idea. What about a comp for renders and anims. There doesn't
necessarily have to be any monetry prizes, just fame 8-)
I have been using imagine for around 6 months, and I really enjoy seeing
magazines that showcase top class graphics. It gives me something to aim for.
It certainly would be good to see the iml being used for imagine instead
of compuwars.

.... Generating 36.75% complete ...

```
##########################################
## YYY YYY RRRRRRR   OOOOOO DDDDDD    ##
## YYY YYY RRR  RRR OOO  OOO DDD DDD  ##
## YYYYYYY RRRRRRR  OOO  OOO DDD  DDD ##
##   YYY   RRR RRR  OOO  OOO DDD DDD  ##
##   YYY   RRR  RRR OOOOOO DDDDDD     ##
##         yrod@ozemail.com.au        ##
##        A2000/030 FPU 4MB &-(       ##
## GeneralProtectionFaultFreeZone 8-) ##
##########################################
```

```
                        Thread          180
                  -=> RETURN TO CONTENTS!<=-
```

1.199   MSG-196 Subject: Sorry Could Not Find Subject!

```
Date:     Sunday, 07 May 1995 11:15:28
From:     Darren Priestnall <darren@hanger.demon.co.uk>
```

Is anyone reading and acting on the Imagine requests ?
I've requested a number of times to be unsubscribed and I'm still
getting mail :(

Does anyone know where I can get hold of the Realize package ?
It's a software package for converting the Imagine/Essence texture's
into Real3D procedural textures.........I don't know how well it
work's...yet.

```
--
~===============================================================================~
 Darren Priestnall - darren@hanger.demon.co.uk (PandGImaging)
Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063
-- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --
```

```
                        Thread          106
                  -=> RETURN TO CONTENTS!<=-
```

1.200   MSG-197 Subject: Re: Imagine Documentation

```
Subject: Re: Imagine Documentation
Date:     Sunday, 07 May 1995 12:22:54
From:     Kelly Computer Consultants <kcc@wariat.org>
```

Last I checked, you could reach David Duberman at Morph's Outpost,
david_duberman@morph.com, or 510-704-7104.

On Sat, 6 May 1995, Charles Blaquiere wrote:
> > From: digitist@lava.ivg.com
> >
> > Could anyone be so polite to give the ISBN-number of "The Imagine
> > Companion" book, so i can order it over here in the Netherlands
>
> Adri,
>
> "The Imagine Companion" is, unfortunately, out of print. The book is
> still available directly from the author, in Word 6 format. (And only in
> that format) I'm sorry, but I don't have David's e-mail address. I
> believe the electronic format was priced around $20, but I could be
> wrong. (It was affordable is what I'm trying to say)
>

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

1.201   MSG-198 Subject: Re: Imagine Documentation

Subject: Re: Imagine Documentation
Date: Sunday, 07 May 1995 12:26:57
From: digitist@lava.ivg.com

Hello Charles,

> > Could anyone be so polite to give the ISBN-number of "The Imagine
> > Companion" book, so i can order it over here in the Netherlands

> "The Imagine Companion" is, unfortunately, out of print. The book is
> still available directly from the author, in Word 6 format. (And only in
> that format) I'm sorry, but I don't have David's e-mail address. I
> believe the electronic format was priced around $20, but I could be
> wrong. (It was affordable is what I'm trying to say)

Could you give me the complete title and author of the book.

Is ther anybody in the ist that knows the E-Mail address of this
author ?

Real life : Adri Mathlener
E-Mail   : digitist@ivg.com

                        Thread   197
                    -=> RETURN TO CONTENTS!<=-

1.202   MSG-199 Subject: Re: Star Trek - Generations

```
Subject: Re: Star Trek - Generations
Date:    Sunday, 07 May 1995 13:35:36
From:    jgoldman@acs.bu.edu
```

```
>
> Perhaps I misunderstood what you had in mind with the Essence texture.
> Is it possible to use a texture as a filter map?
```

       Only if the procedural texture you want to use supports filter mapping
as one of its variables. EssenceI, however, used to have texture, called
"Swapcrf", designed to "rotate" the variables of another texture so that the
other texture could support various types of mapping aside from the types
originally programmed into the texture.
       For instance, Essence's "Bozo" texture only affects color values. Yet,
you can use the Essence texture "Swapcrf" to change the affected mapping to
filter or reflect. Hierarchically, "Swapcrf" would be placed after the texture
you want to alter, in this case "Bozo" first, "Swapcrf" second.
       If you've got EssenceI you're all set. If you don't there may be a PD
texture that can do this, but I don't know...
       Hope it helps...

                                                          Jeff-->

```
E-Mail: jgoldman@acs.bu.edu
```

                          Thread   201
                    -=> RETURN TO CONTENTS!<=-

1.203   MSG-200 Subject: Re: WINE

```
Subject: Re: WINE
Date:    Sunday, 07 May 1995 13:48:02
From:    yrod@ozemail.com.au
```

```
VT (ViewTek) will also load as much of the corrupt file as possible then
you get some lovely green noise 8-)
```

```
#####################################
## YYY YYY RRRRRRR   OOOOOO  DDDDDD    ##
## YYY YYY RRR  RRR OOO  OOO DDD DDD   ##
```

```
## YYYYYYY RRRRRRR  OOO  OOO DDD  DDD ##
##   YYY   RRR RRR  OOO  OOO DDD DDD  ##
##   YYY   RRR RRR OOOOOO DDDDDD   ##
##        yrod@ozemail.com.au       ##
##       A2000/030 FPU 4MB &-(      ##
## GeneralProtectionFaultFreeZone 8-) ##
#######################################
```

                              Thread   522
                        -=> RETURN TO CONTENTS!<=-

1.204   MSG-201 Subject: Re: Star Trek - Generations

Subject: Re: Star Trek - Generations
Date: Sunday, 07 May 1995 15:50:53
From: Roger Straub <straub@csn.org>

On Sun, 7 May 1995 jgoldman@acs.bu.edu wrote:

> >
> > Perhaps I misunderstood what you had in mind with the Essence texture.
> > Is it possible to use a texture as a filter map?

Actually, it is. You can use the "Transpar" texture included with 3.0+ to
convert all of the color values currently on the object to filter values.
Read the Transpar entry in the textures text file that came with Imagine.

See ya,
     Roger

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

1.205   MSG-202 Subject: TextureStudio

Subject: TextureStudio
Date: Sunday, 07 May 1995 16:06:55
From: pducker@158.152.11.158

In reply to Andy Deans question I can confirm that TextureStudio runs just
fine on my 4000/030. I was so impressed I mailed the registration fee the
same day. BTW, ImageStudio is great as well.

Peter Ducker
Weymouth, Dorset, UK

Internet: pducker@weynet.demon.co.uk
CompuServe: 100010.743@compuserve.com

                              Thread   165
                        -=> RETURN TO CONTENTS!<=-

1.206   MSG-203 Subject: Re: Suggestion for a project

Subject: Re: Suggestion for a project
Date: Sunday, 07 May 1995 23:38:49
From: James Brooks <jamesb@clark.net>

On Mon, 8 May 1995, Jeff Keena wrote:

> On Sat, 6 May 1995, Charles Blaquiere wrote:
>
> > Date: Sat, 6 May 1995 19:24:43 -0400 (EDT)
> > From: Charles Blaquiere <blaq@io.org>
> > To: imagine@email.sp.paramax.com
> > Subject: Suggestion for a project
> >
> > > From: gregory denby <gdenby@twain.helios.nd.edu>
> > >
> > > I'll bet a lot of you have become tired of Imagine's opening
> > > screen, and have made your own. (...) What've you folks done?
> >
> > Oddly enough, nothing.
> >
> > I still like the Imagine logo. It has a Middle-Eastern, Arabian Nights
> > flavor which brings to mind an exotic genie endowded with magical
> > powers asking, "How may I serve you?"
> >
> > I like your idea, though. Personally, I'm a logo freak. Can't get enough
> > of them. Love the beauty of a well-designed font. Looking forward to see
> > how others respond to the thread.
> >
> >
>
> Simple reply. Deleted the file 8-)
> One less thing to fragmet memory.

If I am not mistaken, Imagine will not load without having some kind of
pix as the intro. At least that was the way back with version 2.0

Just my 2 1/5 cents.

Alex

```
------------------------------------------------------------------
James "Alex" Brooks            Amiga 4000/040/28MHz 20MB RAM
Lightwave 3.5 / Imagine 3.0    VideoToaster 4000 3.1
Syquest 3.5" 270MB             Bernoulli 90Pro
NEC 3xp Triple Speed CDROM     Warp Engine 4028
Epson ES-600C Scanner          E-Mail: jamesb@clark.net
------------------------------------------------------------------
```

                        Thread   204
                    -=> RETURN TO CONTENTS!<=-

1.207   MSG-204 Subject: Re: Suggestion for a project

```
Subject: Re: Suggestion for a project
Date:    Monday, 08 May 1995 01:02:12
From:    Jeff Keena <jkeena@ozemail.com.au>
```

On Sat, 6 May 1995, Charles Blaquiere wrote:

> Date: Sat, 6 May 1995 19:24:43 -0400 (EDT)
> From: Charles Blaquiere <blaq@io.org>
> To: imagine@email.sp.paramax.com
> Subject: Suggestion for a project
>
> > From: gregory denby <gdenby@twain.helios.nd.edu>
> >
> > I'll bet a lot of you have become tired of Imagine's opening
> > screen, and have made your own. (...) What've you folks done?
>
> Oddly enough, nothing.
>
> I still like the Imagine logo. It has a Middle-Eastern, Arabian Nights
> flavor which brings to mind an exotic genie endowded with magical
> powers asking, "How may I serve you?"
>
> I like your idea, though. Personally, I'm a logo freak. Can't get enough
> of them. Love the beauty of a well-designed font. Looking forward to see
> how others respond to the thread.
>
>

Simple reply. Deleted the file 8-)
One less thing to fragmet memory.

        Jeff.

                        Thread   207

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

1.208   MSG-205 Subject: Re: Suggestion for a project

```
Subject: Re: Suggestion for a project
Date:    Monday, 08 May 1995 01:43:27
From:    Rodney McNeel <rodman@infinity.ccsi.com>
```

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

```
I for one just added  "Rodney's Imgination" in similar font. :)
```

```
                         Thread         421
                    -=> RETURN TO CONTENTS!<=-
```

1.209   MSG-206 Subject: Re: Star Trek - Generations

```
Subject: Re: Star Trek - Generations
Date:    Monday, 08 May 1995 04:51:32
From:    fredster@cyberport.net (Fred Aderhold)
```

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

```
>> > Perhaps I misunderstood what you had in mind with the Essence texture.
>> > Is it possible to use a texture as a filter map?
>
>
>Actually, it is. You can use the "Transpar" texture included with 3.0+ to
>convert all of the color values currently on the object to filter values.
>Read the Transpar entry in the textures text file that came with Imagine.
>
>See ya,
>     Roger
>
```

```
Read the docs??? Read the the docs??? Are you kidding, I might learn
something that way!
```

```
Thanks for the info... :)
```

```
-------------------------------
Fred Aderhold
fredster@cyberport.net
```

```
Relax, it's all just 1's and 0's
```

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

1.210   MSG-207 Subject: Re: Suggestion for a project

```
Subject: Re: Suggestion for a project
Date:     Monday, 08 May 1995 07:23:07
From:     James Brooks <jamesb@clark.net>
```

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

On Mon, 8 May 1995, Rodney McNeel wrote:

> I for one just added  "Rodney's Imgination" in similar font. :)
>

Hmm, that's not bad!  :-)

I guess I NEED to personalize my intro screen on Imagine as well.

Have to think of something that will catch the eye.


Alex

----------------------------------------------------------------
James "Alex" Brooks              Amiga 4000/040/28MHz 20MB RAM
Lightwave 3.5 / Imagine 3.0      VideoToaster 4000 3.1
Syquest 3.5" 270MB               Bernoulli 90Pro
NEC 3xp Triple Speed CDROM       Warp Engine 4028
Epson ES-600C Scanner            E-Mail: jamesb@clark.net
----------------------------------------------------------------
```

1.211   MSG-208 Subject: Re: Suggestion for a project

```
Subject: Re: Suggestion for a project
Date:     Monday, 08 May 1995 07:23:07
From:     James Brooks <jamesb@clark.net>
```

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

On Mon, 8 May 1995, Rodney McNeel wrote:

> I for one just added  "Rodney's Imgination" in similar font. :)
>
```

Hmm, that's not bad! :-)

I guess I NEED to personalize my intro screen on Imagine as well.

Have to think of something that will catch the eye.

Alex

James "Alex" Brooks   Amiga 4000/040/28MHz 20MB RAM
Lightwave 3.5 / Imagine 3.0   VideoToaster 4000 3.1
Syquest 3.5" 270MB   Bernoulli 90Pro
NEC 3xp Triple Speed CDROM   Warp Engine 4028
Epson ES-600C Scanner   E-Mail: jamesb@clark.net

                        Thread   484
                   -=> RETURN TO CONTENTS!<=-

1.212   MSG-209 Subject: Re: Morphing

Subject: Re: Morphing
Date: Monday, 08 May 1995 12:17:10
From: Marty Nussbaum <martyn@asu.edu>

Thanks Charles,
      What I ended up doing was using the size bar in the Action Ed. Something
that was so simple that I overlooked it.

On Wed, 3 May 1995, Charles Blaquiere wrote:

> You may have fallen victim to the common affliction known as "spline
> sickness", where Imagine, rather than take a simple path from A to B,
> makes a wild curve to one side. (I'm talking about a path in the widest
> sense possible: not a spatial path, but just the act of morphing a value
> from A to B) Try activating the "discontinuous knot" button, to warn
> Imagine that it shouldn't attempt to smooth this morph segment with the
> next, since there is no next segment. (Does that make sense?)
>
>

            Marty

            **************   _ _ /|
            *   ACK!!   *   \'o.O'
            * Hairball! *   =(___)=
            **************   U

1.213   MSG-210 Subject: Re: Imagine Newsgroup

Subject: Re: Imagine Newsgroup
Date: Monday, 08 May 1995 12:27:04
From: cjo@esrange.ssc.se

>>   I'm tired of receiving 30 and more messages per day! I want a DIGEST!
>> What about you?

>I'm tired of the same thing, especially with the very large quantity of
>off-topic posts. However, I think the correct solution is a newsgroup.

I think the off-topic-messages have decreased in number, haven't they?

>The Lightwave folk did it, and it didn't kill them. In fact, the lightwav=
e
>newsgroup is quite popular. Why not an Imagine newsgroup?

OK, maybe. If the IML won't suffer from it.
Because I have access to email, but not always to news, so I would miss
things if all of it came by news...

I would prefer a digest-IML.
The only thing we need is someone to moderate it.

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

1.214   MSG-211 Subject: Re: WHAT THE F*CK....

Subject: Re: WHAT THE F*CK....
Date: Monday, 08 May 1995 12:37:44
From: cjo@esrange.ssc.se

> I think we SHOULD start up an
> Imagine newsgroup for binaries (pics) just so we have yet another place

```
> to see the results of our imaginations!

Now _this_ is an idea!

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

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

1.215   MSG-212 Subject: Re: Glass

```
Subject: Re: Glass
Date:      Monday, 08 May 1995 14:01:16
From:      milan@Dieppe.artmediatech.nl (Milan Polle)
```

Hi all,

I posted earlier about this, but it seems to have passed by some people.
The glass texture doesn't use the camera/object angle, it calculates
the thickness of every two layers of glass for every ray.
Then it modifies the second layer's attributes (that is where there is
another bug, I didn't think of making the first layer completely transparant)
The buggy faces (well I don't think they are faces, just triangular artifacts
due to the faceted nature of the object) occurr perpendicular to a shadow
casting lightsource (without shadowcasting the problem is gone).
Also the artifacts only seem to show up on objects with high detail.
Now the reason for the artifacts seems to be that the rays behave differently
for calculating shadows (more rays are traced). I will have to see if I can
filter out the right rays in order to remove the bug, but I haven't
succeeded yet.
Updates will be sent out as soon as I find out how to make an alias for
all the people who requested my textures.

BTW: I wouldn't like a newsgroup instead of a mailinglist; I don't have
access to newsgroups. Also I don't want the whole list in one mail,
it would be very inconvenient to send out textures to people requesting
them this way.

Oh jeah, I am currently working on a 'lumbient' texture; it will map
uuencoded pictures of cups onto any object, but will take a long time
and lots of memory to render :)

Let your imagination run wild,

Milan

                            Thread   22

1.216   MSG-213 Subject: Rendering Prices?

```
Subject: Rendering Prices?
Date:    Monday, 08 May 1995 15:48:32
From:    yrod@ozemail.com.au
```

```
Hi, I was just wondering how much to charge someone for a render?
Should I work it out by the hour, the resoloution or what. Charging by
the hour might be too expensive as my machine isn't that quick, certainly
not as quick as a pentium.
Any ideas?
BTW, am I allowed to ask questions of a commercial nature to this list?
Appologies if I am not...
```

```
#######################################
## YYY YYY RRRRRRR   OOOOOO  DDDDDD   ##
## YYY YYY RRR  RRR OOO  OOO DDD DDD  ##
## YYYYYYY RRRRRRR  OOO  OOO DDD  DDD ##
##   YYY   RRR RRR  OOO  OOO DDD DDD  ##
##   YYY   RRR  RRR OOOOOO   DDDDDD   ##
##        yrod@ozemail.com.au         ##
##       A2000/030 FPU 4MB &-(        ##
## GeneralProtectionFaultFreeZone 8-) ##
#######################################
```

1.217   MSG-214 Subject: IMLarc60+61 text & guide format on Aminet

```
Subject: IMLarc60+61 text & guide format on Aminet
Date:    Monday, 08 May 1995 16:00:35
From:    Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)
```

```
Hello IML,

Umm, do I need to explain or is the Subject: line enough.

For those that can't wait 'til the archives show up in the RECENT list here
is some important information:
Upload site: ftp.luth.se
Directory:   pub/aminet/new
```

```
Names:        IMLarc60.lha       ~140KB
              IMLarc60guide.lha  ~160KB
              IMLarc61.lha       ~160KB
              IMLarc61guide.lha  ~175KB
              +readme's ofcourse.
```

Enjoy your reading.

Thanks to all who responded on my question for mail I lost from 20-03 to 14-05.

Greetings Joop

```
                        Thread          130
                   -=> RETURN TO CONTENTS!<=-
```

1.218   MSG-215 Subject: Re: Apex (was Yo- Kelly)

```
Subject: Re: Apex (was Yo- Kelly)
Date:     Monday, 08 May 1995 16:56:45
From:     "Glenn M. Lewis - MPG DA ~" <glewis@pcocd2.intel.com>
```

```
>>>>> "Sam" == WALKER, SAM <walkersj@songs.sce.com> writes:
Sam> New news, on the Imagine mailing list (same friend), it turns
Sam> out that Apex is not out of business, just cut way back (to
Sam> something like two people). They announced they will be
Sam> releasing a PC version of Essence this year (I think it was
Sam> around the end of summer).
```

Hi, all.

        I didn't Realize (:-) that Apex Software Publishing was
suspected of being out of business. :-) Nope, we are all still
here, healthy and happy. Charles Congdon has done some impressive
work with Real3D plugins, Steve Worley is extremely busy as usual,
and I'm just kind of hacking away as usual. :-) I'll send this to
the Imagine mailing list as well just to keep them up-to-date, since
I am not on that list anymore. Sorry if people don't like me posting
to two "competitive" mailing lists... maybe you should send replies
directly to me instead of both lists.

        Yep, we are all hoping that Essence PC will hit the market
Real Soon Now. I'm afraid I can't give a definite date... Steve has
control over this one.

        Oh, and I never have and never will speak officially for Apex
Software Publishing... Steve is the President and CEO, so his words
are the only official ones. Heck, I don't speak for Intel either.
At times I can get rather opinionated though. :-)

        Check out ftp://ftp.netcom.com/pub/gl/glewis/similar.html and

let me know if you would like me to add Real3D file support to those
utilities, and I'll check into how difficult that will be if there is
enough interest. Imagine support is already in there.

        Yeah, I know that access to Netcom's ftp is really a pain in
the rear. Please keep trying, though, and you should be able to get
through eventually. :-(

                                            -- Glenn Lewis

Glenn Lewis | glewis@pcocd2.intel.com | These are my opinions...not Intel's
<URL:ftp://ftp.netcom.com/pub/gl/glewis/index.html>
GCS/E:d,H,s++:++,!g,p?,au+,a28,w,v-,C++,UL++++,UV++,P+++,L++,N+,E++,!W,M-,
     V-,po+,!t,!5,!j,!R,G?,tv--,b+,D--,B,e+++,u+,h----,f+,r+++,!n,y++++

                              Thread   369
                       -=> RETURN TO CONTENTS!<=-

1.219   MSG-216 Subject: RSDP settings

Subject: RSDP settings
Date: Monday, 08 May 1995 22:08:57
From: "chris113@gold.tc.umn.edu" <chris113@gold.tc.umn.edu>

I've been trying to make a forest of trees using a bitmap of a tree mapped
onto a plane, and black/white image of the same tree as a transparency map.
The plane is cloned several times and rotated around it's z axis so you get
sort of a 3d tree. I've also made each of the planes bright which seems to
make the individual planes less noticable when rendering. Anyway my problem
is when rendering the trees in the foreground look ok, but the trees in the
background don't. The plane of the trees in the background turn out black.
So I've read that you can increase the RSDP setting to reduce this problem,
but it's still there, although to a lesser degree. I've reduced the number
of trees in the background to get rid of this problem, but it's not very
much of a forest, and not a very good solution.

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1.220   MSG-217 Subject: Re: Rendering price.

Subject: Re: Rendering price.
Date: Monday, 08 May 1995 23:40:29
From: El Guapo! <fubar@netcom.com>

I've been trying to figure out what to bill for rendering too.
If I bill at the regular firm rate for all the hours I spend it
would blow the project budget. But, I don't want to under sell
the work...

The best I've come up with is to compare what I've been doing to
the traditional alternative -- watercolor. (I've been doing
architectural rendering). From what I've seen the Top name
watercolor renderers arround here get anywhere from $1500 - $4000
for a rendering (depending on how much work they have to do).
I figure if I provide a fully developed rendering printed out
on an iris printer, for just under what a watercolor version would
cost, the client shouldn't choke (shouldn't being the key word).

Cris. {fubar@netcom.com}

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                         -=> RETURN TO CONTENTS!<=-

1.221   MSG-218 Subject: Rendering Prices?

Subject: Rendering Prices?
Date: Tuesday, 09 May 1995 00:57:02
From: Charles Blaquiere <blaq@io.org>

> From: yrod@ozemail.com.au
>
> Hi, I was just wondering how much to charge someone for a render?
> Should I work it out by the hour, the resoloution or what. Charging by
> the hour might be too expensive as my machine isn't that quick, certainly
> not as quick as a pentium.

People normally charge by the frame; I myself would charge by the hour,
given the wide differences in render times between projects. Your rates
might seem reasonable, until someone dumps a ray-traced animation with
Resolve Depth set to 16...

When charging by the hour, what counts is the class of machine you have:
25 MHz '030? 40 MHz '040? 486 DX2/66? Pentium 100? I'm sure others will
pipe in with their rates, and hopefully they'll include such details to
help us sort out how much we should charge.

I'll start. I know someone who computes their render time, on a 25 MHz
'040 Amiga, at $15 CDN ($11 US) an hour. This is his internal figure,
used to construct bids; this is not the figure the client would see, if
they asked for a breakdown between creation time and render time.

> BTW, am I allowed to ask questions of a commercial nature to this list?

This list is dedicated to the exchange of information between Imagine
users, and that includes commercially-related questions such as the

ever-popular "how do I charge?" An example of commercially-related
material which would be less acceptable, would be an _advertisement_ for
an item or service for sale. (There are classified newsgroups and
mailing lists for that purpose)

So don't worry. How you present yourself on the Net, as in the real
world, accounts for much, and your polite query was certainly
well-received by this reader. Your initial message was, how shall I put
it, politely paranoid <grin> and that's always a safe attitude to have
when entering a new domain.

Welcome to the List.

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1.222   MSG-219 Subject: RSDP settings

Subject: RSDP settings
Date: Tuesday, 09 May 1995 01:01:58
From: Charles Blaquiere <blaq@io.org>

> From: chris113@gold.tc.umn.edu <chris113@gold.tc.umn.edu>
>
>
> I've been trying to make a forest of trees using a bitmap of a tree
> mapped onto a plane, and black/white image of the same tree as a
> transparency map. (...) Anyway my problem is (...) The plane of the trees
> in the background turn out black. So I've read that you can increase the
> RSDP setting to reduce this problem, but it's still there, although to a
> lesser degree. I've reduced the number of trees in the background to get
> rid of this problem, but it's not very much of a forest, and not a very
> good solution.

Sorry, that's all you can do. RDSP is precisely the parameter which
tells Imagine how many layers of transparency/refraction/reflection to
compute before giving up. You'll simply have to pump RDSP up to the
maximum number of layers a light ray is expected to go through; if each
tree is made up of 2 planes at right angles with each other, a light ray
could pass through both planes on its way to the background; so, if you
have 10 rows of trees, you'll need to set RDSP to 20. (Or 21, perhaps)

                          Thread   223
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1.223   MSG-220 Subject: Re: Star Trek - Generations

Subject: Re: Star Trek - Generations
Date: Tuesday, 09 May 1995 01:12:00
From: Charles Blaquiere <blaq@io.org>

> From: Fred Aderhold <fredster@cyberport.net>
>
> Perhaps I misunderstood what you had in mind with the Essence texture.
> Is it possible to use a texture as a filter map?

Some textures are hard-coded to only affect one attribute, such as
color, while others may affect color, filter, and/or reflect. For
example, you could use Dots on a plane to force opaque dots on an
otherwise transparent plane. The base filter value of the plane could be
255,255,255, and the filter value of the Dots texture 0,0,128. The
texture would modify the filter value of the object where it was
applied. Noise-type textures could have a variable effect depending on
the strength of the fractal algorithm at any point.

Essence has some noise textures which apply a noisy transition border
between the base object attributes and the texture attributes. Such a
wispy border would be perfect for an "energy ribbon" effect, mapping a
visible ribbon onto an otherwise transparent plane object. In case you
didn't have Essence, I approximated the effect using Imagine's Dancing
Sparks texture.

So yes, you can vary an object's filter attributes using a texture,
although the wording you use ("use a texture as a filter map") is a bit
misleading. The texture is used as a texture, not as a brushmap, but I
assume you meant the end effect obtained, not the specific method used.

Of course, you may want to use a texture as a <xxx> map. If you're not
going to zoom in close to the object, and the texture is a complicated
one to compute, you may want to avoid having to re-calculate the texture
in each frame, and replace the texture with a brushmap stand-in. I do
this all the time on my Amiga 3000, as the 25 MHz '030 is too slow to
calculate textures when rendering an entire animation. Simply apply the
texture to a Bright plane, position the plane perpendicular to the
camera, zoom in to fill the Perspective view, and do a full-resolution
Quickrender. The resulting image can be applied as a brushmap. (Is
this what you actually were asking about?)

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1.224   MSG-221 Subject: Re: WHAT THE F*CK....

Subject: Re: WHAT THE F*CK....
Date: Tuesday, 09 May 1995 01:48:59
From: Jeff Keena <jkeena@ozemail.com.au>

On Sun, 7 May 1995, Rodney McNeel wrote:

> Date: Sun, 7 May 1995 03:56:30 -0500 (CDT)
> From: Rodney McNeel <rodman@infinity.ccsi.com>
> To: Lumbient@aol.com
> Cc: Imagine@email.sp.paramax.com
> Subject: Re: WHAT THE F*CK....
>
> Looks like Ian_Dunn? and others are doing a stupid thing to prove THEIR
> point-of-view. I, for one, apreciate any and all examples, tutorials,
> ideas, etc. people want to share with the world. Put me on your mailing
> list of things your slightly proud of :) I think we SHOULD start up an
> Imagine newsgroup for binaries (pics) just so we have yet another place
> to see the results of our imaginations!
>
>
> On Sat, 6 May 1995 Lumbient@aol.com wrote:
>
> > I don't know but i've checked the addresses the mail (my damn cups!!!!) seem

> > to be coming from other peoples mail systems!!
> > It's not my fault I'v sent them only once!!! Please, perhaps the runner of
> > the IML knows whats going on???? Sorry.
> >
> > ::sigh:: never seem to do anything right :*(
> >
> >   ----Lumbient
> >
>

While were talking about setting up newsgroups etc. what about one for
objects?

        Jeff.

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1.225   MSG-222 Subject: Coolfir effect cool!

Subject: Coolfir effect cool!
Date: Tuesday, 09 May 1995 03:10:57
From: jprusins@cybergrafix.com (John Prusinski)

Gareth,
Just wanted to note that I tried your coolfir steam effect
on a cup of coffee (sorry, I know cups are a sore subject
on this list of late) and it works perfectly!

One note: for this purpose, at least, rotating the Z axis
for the animation caused an undesirable "pumping"
effect in the looping .flc; moving along the X and Y axes,
as you suggested, however, worked fine, particularly as
long as the center of the axis remained within the borders
of the elongated egg shape I used for the steam.

Thanks for the tip!

John Prusinski

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


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1.226   MSG-223 Subject: Re: RSDP settings

Subject: Re: RSDP settings
Date: Tuesday, 09 May 1995 07:21:23
From: "chris113@gold.tc.umn.edu" <chris113@gold.tc.umn.edu>

On Tue, 9 May 1995 00:01:58 -0400 (EDT),
Charles Blaquiere <blaq@io.org> wrote:

>> From: chris113@gold.tc.umn.edu <chris113@gold.tc.umn.edu>
>>
>>
>> I've been trying to make a forest of trees using a bitmap of a tree
>> mapped onto a plane, and black/white image of the same tree as a
>> transparency map. (...) Anyway my problem is (...) The plane of the trees
>> in the background turn out black. So I've read that you can increase the
>> RSDP setting to reduce this problem, but it's still there, although to a
>> lesser degree. I've reduced the number of trees in the background to get
>> rid of this problem, but it's not very much of a forest, and not a very
>> good solution.
>
>Sorry, that's all you can do. RDSP is precisely the parameter which
>tells Imagine how many layers of transparency/refraction/reflection to
>compute before giving up. You'll simply have to pump RDSP up to the
>maximum number of layers a light ray is expected to go through; if each
>tree is made up of 2 planes at right angles with each other, a light ray
>could pass through both planes on its way to the background; so, if you
>have 10 rows of trees, you'll need to set RDSP to 20. (Or 21, perhaps)
>
This makes much more sense now. But I've found the maximum setting for RDSP

is 16. I can understand this limitation for refraction, but for
transparency it doesn't really take that long to render (at least at 16).
It seems my only solution is to keep the camera up above the trees, and to
space the trees out sparsely so as to not pass through so many planes.

                            Thread   231
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1.227   MSG-224 Subject: Re[2]: Newsgroup ? TempStorage

Subject: Re[2]: Newsgroup ? TempStorage
Date: Tuesday, 09 May 1995 11:09:55
From: spack@mv.us.adobe.com

> > newsgroup is quite popular. Why not an Imagine newsgroup?

Every year about this time, the same topic comes up. I think this has occurred

for the last two years, not including this year. People complain about wasted
bandwidth, off-topic discussions and the like, but isn't this more of the same?

People should also realize that this list exists because of the grace of a few
individuals and one company that isn't doing so well - Unisys. Should any one
of those parties decide that the list is too much effort, we could all be out in

the cold. I'm not saying that change isn't good, but beggers can't be choosers.

So unless someone out there is willing to take charge and implement the news
group, let's get back to our regularly scheduled program - Imagine.

-Scott
spack@adobe.com

P.S. If you do want to implement the news group, please talk to Dave Wickard
first!

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1.228   MSG-225 Subject: Re: Newsgroup ? TempStorage

Subject: Re: Newsgroup ? TempStorage
Date: Tuesday, 09 May 1995 11:33:59
From: Dave Rhodes <dave@darhodes.demon.co.uk>

Hi.
> > newsgroup is quite popular. Why not an Imagine newsgroup?
>
> It would be good to see a Imagine newgroup! I am all for it! :-)
>
I don't know how feasible this would be, but I wish we had
access to some kind of temporary storage area where we
could send files such as pictures, objects, etc. which
relate to our postings on the IML, but don't merit being
uploaded to Aminet or whatever. Then we could refer to them
in our postings by filename,(e.g. see cups.jpg) and those
who don't want them, don't get them. If this was defined
as strictly temporary, then anything over (say) 14 days
old would be automatically deleted, and we won't end up
with loads of irrelevant stuff cluttering it up.

   It would be nice to be able to say, for example,

I get this funny effect when I use Fog <see davesfog.jpg>

rather than having to try and explain it in words, or
god forbid, uuencode it and make everyone have it.

I'm not sure how making a newsgroup would help, I don't
use one at the moment, (every time I tried to get news, my
server said it was too busy, that's EVERY time) but I think
they've got it sorted now, so could someone explain how
things would be different ? Doesn't a newsreader get all
the postings to it just like mail anyway, or do some
people intend to <kill> poor old lumbient and his legendary
cups ?

--

~==~
 Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -
 ----

                             Thread   390
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1.229   MSG-226 Subject: Re: IM 3.1-3.2 Textures

Subject: Re: IM 3.1-3.2 Textures
Date: Tuesday, 09 May 1995 14:20:09
From: Dave Rhodes <dave@darhodes.demon.co.uk>

Hi Mark
>   Hi, I have been having a certain problem with Imagine textures

> working, specifically the new ones that came with 3.1 that came through

   Erm.. kick me if I'm being too obvious here, but have you got an FPU,
or are you using the integer version of imagine ? I understand that the
textures need the FPU to work, but as you can use some of them, I may be
barking up the wrong tree, unless some of them work without one.
   Have you got enough RAM also ?
   Woof woof
   Dave

--

~==~
 Dave Rhodes – dave@darhodes.demon.co.uk – Yorkshire – England –

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1.230   MSG-227 Subject: Re: Glass etc

Subject: Re: Glass etc
Date: Tuesday, 09 May 1995 14:28:33
From: Dave Rhodes <dave@darhodes.demon.co.uk>

> Oh jeah, I am currently working on a 'lumbient' texture; it will map
> uuencoded pictures of cups onto any object, but will take a long time
> and lots of memory to render :)

....And presumably we'll have no control over the number of times it repeats
itself over the object ?....

--

~==~
 Dave Rhodes – dave@darhodes.demon.co.uk – Yorkshire – England –

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1.231   MSG-228 Subject: Texturemapping

Subject: Texturemapping
Date: Tuesday, 09 May 1995 14:39:41
From: Mike McCool <mikemcoo@efn.org>

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```

Hey y'all,

        Creating a worm object, using extrude along a path option, I'm
having trouble with my texturemapping.

        Probably something obvious, but I'm not seeing it. When I map a
texture, say bumpnois, to the object, it looks great on the object itself,
before I've extruded it.

        But once the object is extruded along its path into an actual
worm, the texturemap is only applied at the TIP of the worm, and not
along its entire length.

        (I don't think it's a bug, but a dweebish phenomenon in the brain
of the user).

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1.232   MSG-229 Subject: PC Imagine: Hardware Incompatibilities?

```
Subject: PC Imagine: Hardware Incompatibilities?
Date:    Tuesday, 09 May 1995 15:32:59
From:    Trin Yuthasastrackosol <yuthas@cc.UManitoba.CA>
```

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

Are there any known x0x86 hardware incompatibilities with vers. 2.0 of
Imagine? I have tried to run it on a Blue Lightning 486SLC/100 with a
Cyrix Co-pro and it always reboots my machine.
I've also tried the imagine /noxms flag to no avail.
Any help in this regard would be greatly appreciated!


```
Trin Dominic Yuthasastrakosol        |A great many people think they are
Dept. Pharmacology and Therapeutics  |thinking when they are merely
University of Manitoba               |rearranging their prejudices.
A5002MbChip1MbFastSupraturbo28GVPII354Mb| -William James
```

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                            Thread        544
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```

1.233   MSG-230 Subject: Moving ground

```
Subject: Moving ground
Date:    Tuesday, 09 May 1995 15:36:00
From:    mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)
```

Does anyone know the rule of thumb or formula for animating a groundobject to gi
ve the illusion of perpetual movement in one direction oranother? What I mean is
, if I have a textured or brushmapped ground a=ndI want it to look as though it
is moving ...say from left to rightthroughout the animation smoothly. I've seen
this illusion mostly wit=hwalking type objects and was wondering if there is an
easy way to do =itso it cycles seemlessly.Thanks for any info...   _____
_____   /_____
_____\   /=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=
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er Sommen || Email: =|=3D =3D| GraFX Haus BBS
     || mike.vandersommen@caddy.uu.silcom.com =|=3D =3D| Santa Barbara, Ca. ||
_____ =|=3D =3D| "..where the 4 Horsemen of ←
   the Apocalypse play golf..."   =|=3D =3D| 14.4k v.3
2bis 24 hours – 805-683-1388   =|=3D   _____
_____/--- =FE InterNet – GraFX Haus BBS – Santa Ba
rbara, Ca – (805) 683-1388

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1.234   MSG-231 Subject: Re: RSDP settings

Subject: Re: RSDP settings
Date: Tuesday, 09 May 1995 16:00:53
From: Dylan Neill <dylann@pcug.org.au>

On Mon, 8 May 1995, chris113@gold.tc.umn.edu wrote:

> I've been trying to make a forest of trees using a bitmap of a tree mapped
> onto a plane, and black/white image of the same tree as a transparency map.
> The plane is cloned several times and rotated around it's z axis so you get
> sort of a 3d tree. I've also made each of the planes bright which seems to
> make the individual planes less noticable when rendering. Anyway my problem
> is when rendering the trees in the foreground look ok, but the trees in the
> background don't. The plane of the trees in the background turn out black.
> So I've read that you can increase the RSDP setting to reduce this problem,
> but it's still there, although to a lesser degree. I've reduced the number
> of trees in the background to get rid of this problem, but it's not very
> much of a forest, and not a very good solution.
>
>

Try changing the Use Old Anti-Alias? in the prefs to T.

I've also noticed strange behaviour with Imagine when using a lot of
bright objects (like big black lines down the side of the picture) try
turning off some (or all) of the bright trees (like that ones in the

distance or ones near a light.

```
                              |\ /|
                               o O
_____oOO_=( ^ )=_OOo_____
 |                            '''      U   '''                            |
 | Gumby Death Man (Dylan Neill) Amiga 1200/6/120  486DX2-66/24/500 |
 | Email: dylann@pcug.org.au    WWW: http://www.pcug.org.au/~dylann/ |
 |_____|
```

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1.235   MSG-232 Subject: Re: RSDP settings

Subject: Re: RSDP settings
Date: Tuesday, 09 May 1995 17:26:15
From: beeton@SEDSystems.ca (Gary Beeton, beeton@SEDSystems.ca)

> I've been trying to make a forest of trees using a bitmap of a tree mapped
> onto a plane, and black/white image of the same tree as a transparency map.
> The plane is cloned several times and rotated around it's z axis so you get
> sort of a 3d tree. I've also made each of the planes bright which seems to
> make the individual planes less noticable when rendering. Anyway my problem
> is when rendering the trees in the foreground look ok, but the trees in the
> background don't. The plane of the trees in the background turn out black.
> So I've read that you can increase the RSDP setting to reduce this problem,
> but it's still there, although to a lesser degree. I've reduced the number
> of trees in the background to get rid of this problem, but it's not very
> much of a forest, and not a very good solution.

You might be able to side-step the problem by using tree shaped "planes"
instead of rectangular ones.

Gary Beeton
beeton@SEDSystems.ca

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1.236   MSG-233 Subject: Re: IM 3.1-3.2 Textures

Subject: Re: IM 3.1-3.2 Textures
Date: Tuesday, 09 May 1995 19:04:06
From: Marcus <mskren01@msuacad.morehead-st.edu>

> 	Erm.. kick me if I'm being too obvious here, but have you got an FPU,
> or are you using the integer version of imagine ? I understand that the
> textures need the FPU to work, but as you can use some of them, I may be
> barking up the wrong tree, unless some of them work without one.
> 	Have you got enough RAM also ?
> 	Woof woof
> 	Dave

	Well, I'm not sure whether you know this but, not every-one uses the
Amiga version of Imagine, I own an Amiga(and once used Imagine on it) but
I now use Imagine on my Pentium-90MHz system with 8MB RAM, I would think
that this would not be a problem. Although, ***my Pentium is one of the
chips with the flaw in it*** this could be what is causing the problem
but I am not sure. I guess I'll just have to test this theory out on my
386 when I go home. Although that means that I might not be able to let
you know whether that worked or not. Also, Imagine does not come with two
different versions on the PC like it did(or still does) on the Amiga.

	But anyways, I called up Impulse on yesterday and they said that they
are currently looking into the problem. So I guess that all of you will
find out.

                                 -mark

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1.237   MSG-234 Subject: Re: RSDP settings

Subject: Re: RSDP settings
Date: Tuesday, 09 May 1995 19:20:41
From: Roger Straub <straub@csn.org>

On Tue, 9 May 1995 beeton@SEDSystems.ca wrote:

> > I've been trying to make a forest of trees using a bitmap of a tree mapped
> > onto a plane, and black/white image of the same tree as a transparency map.

> > The plane is cloned several times and rotated around it's z axis so you get

> > sort of a 3d tree. I've also made each of the planes bright which seems to
> > make the individual planes less noticable when rendering. Anyway my problem

> > is when rendering the trees in the foreground look ok, but the trees in the

> > background don't. The plane of the trees in the background turn out black.
> > So I've read that you can increase the RSDP setting to reduce this problem,

> > but it's still there, although to a lesser degree. I've reduced the number
> > of trees in the background to get rid of this problem, but it's not very
> > much of a forest, and not a very good solution.
>
>
> You might be able to side-step the problem by using tree shaped "planes"
> instead of rectangular ones.

OR (watch the light bulb explode above my head) you could use the
brushmap as a clip map! Apply the transparency brush, then apply the
ClipTran texture! Will this work? The dox say that it only affects the
specular spot and reflection of the clipped parts. Hmmm. Worth a try,
perhaps?

Hope this helps...

>
> Gary Beeton
> beeton@SEDSystems.ca
>

See ya,
      Roger

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1.238   MSG-235 Subject: Re: Star Trek - Generations

Subject: Re: Star Trek - Generations
Date: Tuesday, 09 May 1995 20:21:07
From: Charles Blaquiere <blaq@io.org>

> From: eths1306@ele.etsmtl.ca
>
>   Can you tell me in which version of Imagine can I find "Fractal
> Noise texture"? I look in the imagine 3.0 directory and didn't find any
> textures of that name! Thanks

BumpNoiz, ColrNoiz, Dirt, ClrNoiz2, FilNoiz2, RefNoiz2, Zooloo, CoolFir,
Fireball are some of the texture which resemble the classic fractal
noise texture. Several other Imagine textures have some fractal noise as
part of their effect. I just went through the "texture.txt" file and did
a text search on the word "noise".

                            Thread   299
                     -=> RETURN TO CONTENTS!<=-

1.239   MSG-236 Subject: Nobody

```
Subject: Nobody
Date:     Tuesday, 09 May 1995 21:32:49
From:     lucas.janin@ramses.fdn.org (Lucas Janin)
```


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

```
 Hello,
```

```
 A few weeks ago, i substrict to this conference and i have got 0 message!!!
 Somebody can reply me!! I'm so lonely....
```


```
 Lucas JANIN                        Lucas.Janin@ramses.fdn.org
```


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


1.240   MSG-237 Subject: About Particles

```
Subject: About Particles
Date:     Tuesday, 09 May 1995 23:15:11
From:     Charles Blaquiere <blaq@io.org>
```


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

```
> From: FERNANDO PENA D'ANDREA <DANDREA@aton.inf.ufrgs.br>
>
>     I use a version of Imagine thet has no particles (2.0) :( .
>     I want to do a scene containing an object made with little cubes
> in a sphere pattern, as the cubes were the sphere's vertex. More: I
> want to do the cubes spin arround itselves to produce a nice effect
> in my sphere. A friend told me that only particles makes it possible
```

```
You can do it without particles; you'll just have to create and animate
each cube by hand. Don't worry, it's less intensive than you might think.
```

```
Here's the basic plan: you'll create an Imagine group that has a simple
axis as the parent, and tons of little cubes as its children. Save as
"CubeSphere.1". Then, you'll rotate each cube individually by 120
degrees, and save the group as "CubeSphere.2". Rotate the children a
second time, and save the group as "CubeSphere.3". Since the only
thing that changes between saves is the _orientation_ of each cube
_relative to its parent_, you can then morph between groups 1, 2, 3, and
back to 1, and you'll see little rotating cubes. (I assume you already
know how to morph objects in the Action editor)
```

```
*** If you have a version of Imagine which includes the Tumble FX, you
don't need to manually rotate each cube! This repetitive chore is for
```

2.0 users only. Read to the end of the message before diving in. ***

Okay, let's build a sphere of cubes! First, add a primitive sphere, with
the desired parameters. (More sections means more cubes for you to build.
I used 12 circle sections and 6 vertical sections, which still creates 62
cubes in your final model!) This sphere will be your guide, to be used
when building the actual sphere-of-cubes, which I'll call the s-o-c.

The guide sphere has triangular faces pointing up, and others pointing
down. To make things simpler, we'll only create a cube for each
upwards-pointing face. The cube will be centered at the bottom of the
triangle. For example, as seen from the front view:

```
    A
   / \
  /   \    This is the existing triangular face.
 /     \
/ +---+ \
--|   |-- This is the cube you'll be adding.
  +---+
```

If you followed my directions, your sphere has 6 horizontal layers or
rings of triangles, and the base of the triangles just above the
equator is about 25 units wide. Let's start by creating the cubes which
will correspond to these equatorial triangles: the cubes should be
scaled to fit comfortably there, so we'll make 12-unit wide cubes.

Add a primitive plane, 12 x 12 units, 1 x 1 sections. If the plane does
not appear at location 0,0,0, move it there with the Transform requester.
Extrude it to a length of 12 units. You have a basic cube. With the cube
picked, transform its AXIS ONLY to position = 0,6,0 (we want the axis
centered on the cube) and size = 6,6,6 (for esthetic purposes). Now that
the axis reflects the cube, let's center the cube by moving it to
position 0,0,0. Object/Copy the cube to keep a copy around, to be
Object/Pasted every time we need a fresh cube.

We'll start by making the single cube at the top of the sphere, and the
single cube at the bottom. Since the guide sphere's faces become smaller
as we move towards the top and bottom, these cubes will also need to be
smaller. Change the size of the object to 3,3,3, and its position to 0,0,50.

Bring a new cube into the world by using Paste, and change its size to
3,3,3 and position to 0,0,-50.

Now that we've created the single cubes at the poles, we can create the
rest, one ring at a time. The finished sphere will have 5 horizontal rings
of cubes between the poles: one at the equator, 2 above, and 2 below.
These will be numbered 1 through 5 going from top to bottom, as seen in
the Front view. This means that ring 3 is the equator.

RING 3

Paste a new cube into place. Rotate the sphere 15 degrees in Z, to make
one of the equatorial triangles face you in the front view. In the Front

view, you should see the cube perfectly centered on the triangle's base,
just as I drew in the diagram above. Pick the cube and move it to Y =
-50. The cube will be perfectly centered with our guide triangle, in all
3 views.

Okay, that's one cube. You can now do the other 59. <grin!> No, no,
don't run away! Just a little Imagine Mailing List humour. From this
cube, we'll start duplicating the others with minimal expense.

With the cube picked, Transform its AXIS ONLY back to position 0,0,0
and alignment = 90,0,0 (you'll see why below). Copy the cube; we'll need
this newly-oriented cube later. We're now ready to create an entire ring
of cubes. The guide sphere has 12 upward-pointing triangles in each ring;
there's already one cube onscreen, so we need to create 11 more cubes.
Replicate the cube, with length = 0.0001, copies = 11, and Y rotation =
(11/12 of one full turn) = 330 degrees. Poof! The middle ring of cubes is
done. (Since Replicate only allows Y rotation, you now know why we had to
rotate the cube's axis so that its Y axis pointed upwards)

RING 2

Paste a new cube into view. Since we copied the object after we changed
its orientation, we don't need to do so anymore; any cube we paste from
now on will be ready for replication. (Sounds Star Trek-ish to me B^)

We'll create the ring immediately above the equator. Transform the cube
to size = 5,5,5 and position = 0,-43,25. This moves it into place,
although the cube is at the corner of its guide triangle, not the base.
Change the position of the AXIS ONLY to 0,0,25 to bring the axis back to
the desired center of rotation. When that's done, as a separate step,
you may want to rotate the cube (entire object, not just the axis) by 15
degreez in WORLD Z; this will center it with the triangle's base. (Do
this if you want a staggered look, the same effect as the "stagger
points" button when you create a sphere)

Then, Replicate the cube with 11 copies spread around a 330-degree
rotation, while moving along local Y by a length of 0.0001 units. (i.e.
the exact same parameters you used before) You need to enter 0.0001, by
the way, because Imagine will refuse a length of zero.

RING 4

Now that you have created the ring immediately above the equator ring,
you can replicate it to create its southern counterpart, automatically!
This ring contains triangles whose base lies at Z = -25, so you can
simply pick the newly-created ring and replicate one copy, with length
= -50. (Remember, extrude operations work based on an object's local
axes, and the extrusion length is measured along the object's Y axis)
Since our ring's Y axis points upwards, making a duplicate ring 50 units
below requires a length of -50 (local Y) units for the single copy.

RING 1

Paste a new cube into view. Transform it to size = 4,4,4 and position =

0,-24,43. Change the position of the AXIS ONLY to 0,0,43 to bring the
axis back to the desired center of rotation. Because of the staggered
points in the guide sphere, this cube doesn't need to be rotated 15
degrees to fall at the base of its guide triangle.

Then, Replicate the cube with 11 copies as we've done all along. This
creates ring 1.

RING 5

With ring 1 picked, we can create another ring at world Z = -43, which
is 86 units below this one. Replicate one copy, with length
= -86.

MAIN AXIS

Now that we have created all the cubes we need, let's add a single axis
to serve as parent. Actually, there's already one -- the sphere's axis,
and it's just the right size, too! Pick the sphere, enter Pick Points
mode, RightAmiga-A to Select All, and RightAmiga-D to Delete. This
deletes every bit of geometry associated with this axis. (Deleting points
also deletes any edges and faces they belong to; deleting edges would
delete any faces they belong to, but leave the points untouched; deleting
faces would leave edges and points untouched) Go back to Pick Groups or
Pick Objects mode.

I'm a neat guy, so I like to reorient the empty axis to get rid of this
pesky 15-degree rotation we gave the sphere at the beginning. But that's
just me.

With the former sphere still picked, hold the Shift key and Select All
to select all other objects. Hold your breath and press RightAmiga-J to
join them all into one single object. (The resulting object will be
built around the axis you first picked, in this case the sphere)

INDIVIDUAL CUBES

Okay, so we have a single object that _looks_ like a bunch of cubes. What
we want is a _real_ bunch of individual cube objects! Here's a devious
Imagine trick that someone else discovered. You'll fall off your chair.

You normally use Slice to have Imagine create separate objects from the
intersection of two source objects. But what if you slice an object with
itself? You'd expect error requesters for the next 4 weeks, but no --
slicing an object with itself results in a new object for each separate
part.

So, all you need to do to turn this single sphere, made up of faces
assembled in the shape of little cubes, into a bunch of actual, separate,
cube objects, is to pick the sphere and press RightAmiga-X.

The result, as with all Slice operations, will be a group. With a single
axis as the parent. And each separate object as the children. Exactly
what we want. Isn't Imagine wonderful? You'd think I made this d'Andrea

guy up myself, just to force this contrived scenario. <g>

Enter Pick _Groups_ mode, pick the sphere (make sure everything redraws
blue), and save the group as "CubeSphere.1".

You may want to raid the fridge for a snack at this point. You deserve it.

MAKING THE SECOND OBJECT

Here's where it gets, unfortunately, a bit tiresome. (If you have a
mouse-and-keyboard macro recorder such as Mach IV, this might be the
time to install it! Recording the following actions and assigning
then to an unused hotkey might save you some effort)

You'll need to rotate each cube individually by 120 degrees in local Z.
Enter Pick Objects mode, open the Find requester, and click on PARTS.
Then follow this routine:

- RightAmiga-N to select the next object

- F1 to pick it

- RightAmiga-T to transform

- Click on Rotate, <Enter><Enter>120<Enter> to rotate 120 in local Z.

- Click OK.

When RightAmiga-N brings you back to the central, empty axis, you've
rotated all 61 cubes. Enter Pick _Groups_ mode, pick PARTS (everything
should turn blue) and save as "CubeSphere.2".

MAKING THE THIRD OBJECT

Now enter Pick Objects mode and go through all 61 cubes all over again,
then enter Pick Groups mode, pick PARTS, and save as "CubeSphere.3".

All you need to do now is to morph from group 1, to 2, to 3, and back to
1.
(For example: Action editor max. frames = 61;
CubeSphere.1 from frame 1 to 1;
CubeSphere.2 from 2 to 21, transition frames = 19;
CubeSphere.3 from 22 to 41, transition frames = 19;
CubeSphere.1 from 42 to 61, transition frames = 19;
Render frames 1 to 60 only)

By the way, there is a Tumble FX in Imagine (2.9?) and above, which
automatically rotates children around their local axes; if you had a
higher version of Imagine than 2.0, you could've avoided all those
manual rotations.

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1.241   MSG-238 Subject: Re: Moving ground

Subject: Re: Moving ground
Date: Wednesday, 10 May 1995 01:08:25
From: fredster@cyberport.net (Fred Aderhold)

>
>Does anyone know the rule of thumb or formula for animating a ground
>object to give the illusion of perpetual movement in one direction or
>another? What I mean is, if I have a textured or brushmapped ground and
>I want it to look as though it is moving ...say from left to right
>throughout the animation smoothly. I've seen this illusion mostly with
>walking type objects and was wondering if there is an easy way to do it
>so it cycles seemlessly.
>

I don't know if there are any rules, but anytime I've tried to do something
like this, it's been a pain. I usually wind up in PhotoShop, where I take
the image, cut and paste it into a new, larger resolution picture so I can
paste the image right next to itself. Then you can use Photoshop to try and
blend the two sides so they match. Of course, it helps if the image isn't
too complicated to begin with. If your looking to make a landscape
background, Vistapro makes it easy to make 360 panoramic views...

Fred Aderhold
fredster@cyberport.net

Relax, it's all just 1's and 0's

                              Thread   472
                        -=> RETURN TO CONTENTS!<=-

1.242   MSG-239 Subject: Re: Texturemapping

Subject: Re: Texturemapping
Date: Wednesday, 10 May 1995 01:08:35
From: fredster@cyberport.net (Fred Aderhold)

>Hey y'all,
>
>   Creating a worm object, using extrude along a path option, I'm
>having trouble with my texturemapping.
>
>   Probably something obvious, but I'm not seeing it. When I map a
>texture, say bumpnois, to the object, it looks great on the object itself,
>before I've extruded it.
>
>   But once the object is extruded along its path into an actual
>worm, the texturemap is only applied at the TIP of the worm, and not
>along its entire length.

I think that's what's supposed to happen. When the texture was first
applied, the tip was all that was there... I'd say, try applying the texture
after you extrude the object.

>   (I don't think it's a bug, but a dweebish phenomenon in the brain
>of the user).

You get those too? Must be all those rays we're tracin' affecting the higher
thought processes... :)

Fred Aderhold
fredster@cyberport.net

Relax, it's all just 1's and 0's

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                    -=> RETURN TO CONTENTS!<=-

1.243   MSG-240 Subject: Re: Star Trek - Generations

Subject: Re: Star Trek - Generations
Date: Wednesday, 10 May 1995 01:08:38
From: fredster@cyberport.net (Fred Aderhold)

>> From: Fred Aderhold <fredster@cyberport.net>
>>
>> Perhaps I misunderstood what you had in mind with the Essence texture.
>> Is it possible to use a texture as a filter map?
>
>Some textures are hard-coded to only affect one attribute, such as
>color, while others may affect color, filter, and/or reflect. For

Ok, now I get it!

>visible ribbon onto an otherwise transparent plane object. In case you
>didn't have Essence, I approximated the effect using Imagine's Dancing
>Sparks texture.

I'm on a PC, so I await the Essence PC debut with everyone else... Your
example worked perfectly! I animated the sparks, then animated the
transparent plane up between two poles to get that "Frankenstien" electrode
effect. Neat!

>
>So yes, you can vary an object's filter attributes using a texture,
>although the wording you use ("use a texture as a filter map") is a bit
>misleading. The texture is used as a texture, not as a brushmap, but I
>assume you meant the end effect obtained, not the specific method used.

I think I meant, "Can you use the color pattern created by a texture like
Pastella, to say, make an object bumpy, like you can with a brushmap".
You very clearly explain how to do this below! Sorry about the confusion, I
still stumble a bit with the lingo here and there...

>Of course, you may want to use a texture as a <xxx> map. If you're not
>going to zoom in close to the object, and the texture is a complicated
>one to compute, you may want to avoid having to re-calculate the texture
>in each frame, and replace the texture with a brushmap stand-in. I do
>this all the time on my Amiga 3000, as the 25 MHz '030 is too slow to
>calculate textures when rendering an entire animation. Simply apply the
>texture to a Bright plane, position the plane perpendicular to the
>camera, zoom in to fill the Perspective view, and do a full-resolution
>Quickrender. The resulting image can be applied as a brushmap. (Is
>_this_ what you actually were asking about?)

Yup...

Someone suggested that you write you own Imagine manual, and I for one would
whole-heartedly aggree(and buy it!). I always seem to "get it" from your
explinations. Thanks!!!!

Fred Aderhold
fredster@cyberport.net

Relax, it's all just 1's and 0's

                          Thread   193
                    -=> RETURN TO CONTENTS!<=-

1.244   MSG-241 Subject: Re: Texturemapping

Subject: Re: Texturemapping
Date: Wednesday, 10 May 1995 01:15:41

From: Lumbient@aol.com

Wow! you described a project I made about two months ago! I made a worm,
just like you then applied the textures:(in this order)
WormVien
Ribbed
BumpNoiz
The worm I created can be found on aol(I believe there id an ftp site that
you can download it, maybe aol.com?)its really ugly and has bulgin' red viens
and slimmy bumpy skin. I'll refrain from uuencoding it :)
PS It worked fine for me? Did you apply the texture ofter you extruded it?

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1.245   MSG-242 Subject: Re: Object speed

Subject: Re: Object speed
Date: Wednesday, 10 May 1995 01:30:54
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

Well this won't be a clear answer, although I've looked for a few hours
for it, in past AmigaWorld and Amazing magazines.
I remember reading an article then, about the same problem. Didn't have
Imagine then, so didn't try it, and what's left in those fading grey cells,
isn't much.

Anyway, the idea was, to have your object following your path.
Let's say, it's an oval shape racing track.
Have another path, I think it should be a copy of the first, and change its
shape in a way, that it has 'bumps' in places you want accel/deaccelerations.
Have your object (let's assume a car) tracking to an object (can be just an
axis, but for testing, put an object, so you can watch it in relation to
the car) on the second path.

Sorry for a very uncomplete help. It's just a wild shot in a direction that
might lead someone from the group to the correct answer.

I don't remmeber the name of the writer, if anyone recalls, please give
him/her credit.

There are a bunch of things to test:

- Different number of dots in each of the path, not equal like was writen.
- Crossing of the bumps with the oval path.
- Might be a problem if you animate a car, like the 'nose' is turning in the
  wrong direction.

Well, I ended having more problems than answers, have to sharpen those grey
cells, they give me noisy sounds lately...

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

On Sat, 6 May 1995, Kent Marshall Worley wrote:

>
>
> On Wed, 3 May 1995, Charles Blaquiere wrote:
>
> > > From: Paul Rance <paul@rance.demon.co.uk>
> > >
> > > Is there away to vary and object's speed a number of times
> > > along a path in v3.2?
> >
> > Boy, I can't believe that nobody has responded to you in a month. B^(
> >
> > The answer is no. Using acceleration/decceleration, or using spline
> > velocity, you only have control over the beginning and ending behaviour.
> > You'll need to separate your path in segments, and define multiple
> > "follow path" bars in the Action editor.
> >
> I am running into this exact limitation. I am doing an animation of cars
> racing around a track. The tedium of creating all those paths for one lap
> would not happen if I could create a single looped path and adjust the
> speed the object follows the path.
> mumu@america.net
>

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1.246   MSG-243 Subject: Re: Texturemapping

Subject: Re: Texturemapping
Date: Wednesday, 10 May 1995 04:15:37
From: fredster@cyberport.net (Fred Aderhold)

>   Thanks, you, for responding. And I do think your suggestion
>would work fine. Only problem would be--and I should have mentioned
>this in my original query--that I actually intend to
>have my worm object 'grow' up from out of the ground in an anim.

Ahhh, now that's different eh? So let me get this straight - do want your
worm to actually change size, or is it just sorta crawling out of a hole(now
there's a question you don't ask every day...)? If it's crawling, I would

make a bunch of different states in various stages of "squiggle", and morf
between them while keyframing(or following a path or whatever) the worm up
and out. Make sure you save the texture state as well as the shape from
state to state. As for the Grow effect, I never tried it with a textured
object, but I'm sure it will keep the texture where you put it...

Just a thought!

Fred Aderhold
fredster@cyberport.net

After we pull the pin, Mr. Grenade is
NOT our friend!

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1.247   MSG-244 Subject: 3DSite - A 3D WWW page

Subject: 3DSite - A 3D WWW page
Date: Wednesday, 10 May 1995 05:42:52
From: Falko@aol.com

To those of you that are creating Imagine related Web pages, let me suggest
that you contact 3DSite. This is a Web page that has links to many 3D related
subjects and private Web pages. You may wish to see if you can get a
link/listing for your Web page there to arouse additional interest in
Imagine. They have a wide variety of subjects. But Imagine is not listed. I
have sent them mail to request at least a listing - but someone with an
actual Web page may have more clout and/or luck with them. They seem to cover
virtually all platforms from PC to Amiga to Unix to Workstation class
machines. You can get their page at:

http://www.lightside.com/~dani/cgi/software-packages-index.html

I hope to stir up additional interest in my favorite 3D program!!

Falko

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                     -=> RETURN TO CONTENTS!<=-

1.248   MSG-245 Subject: Re: Moving ground

Subject: Re: Moving ground
Date: Wednesday, 10 May 1995 06:58:17
From: James Brooks <jamesb@clark.net>

On Tue, 9 May 1995, Fred Aderhold wrote:

> >
> >Does anyone know the rule of thumb or formula for animating a ground
> >object to give the illusion of perpetual movement in one direction or
> >another? What I mean is, if I have a textured or brushmapped ground and
> >I want it to look as though it is moving ...say from left to right
> >throughout the animation smoothly. I've seen this illusion mostly with
> >walking type objects and was wondering if there is an easy way to do it
> >so it cycles seemlessly.
> >

I know in Lightwave (LW) I would use something like a displacement
mapping to give the illusion that the ground is moving. Is there
something like that for Imagine as well?
I have to check and see. ;-)

Good Day

Alex

James "Alex" Brooks   Amiga 4000/040/28MHz 20MB RAM
Lightwave 3.5 / Imagine 3.0   VideoToaster 4000 3.1
Syquest 3.5" 270MB   Bernoulli 90Pro
NEC 3xp Triple Speed CDROM   Warp Engine 4028
Epson ES-600C Scanner   E-Mail: jamesb@clark.net

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1.249   MSG-246 Subject: Re[2]: IM 3.1-3.2 Textures

Subject: Re[2]: IM 3.1-3.2 Textures
Date: Wednesday, 10 May 1995 09:08:23
From: aciolino@ccmail.rrddts.donnelley.com

    Well, I'm not sure whether you know this but, not every-one uses the
    Amiga version of Imagine, I own an Amiga(and once used
    Imagine on it) but I now use Imagine on my

Pentium-90MHz system with 8MB RAM, I would think that
this would not be a problem. Although, ***my Pentium is
one of the chips with the flaw in it***
[snip]

I have a flawed Pentium, and Imagine has always worked
fine (so far) on the machine.

-AC

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1.250 MSG-247 Subject: Re[2]: moving ground

Subject: Re[2]: moving ground
Date: Wednesday, 10 May 1995 09:08:54
From: aciolino@ccmail.rrddts.donnelley.com

>Does anyone know the rule of thumb or formula for animating a ground
>object to give the illusion of perpetual movement in one direction or
>another? What I mean is, if I have a textured or brushmapped ground and
>I want it to look as though it is moving ...say from left to right
>throughout the animation smoothly. I've seen this illusion mostly with
>walking type objects and was wondering if there is an easy way to do it
>so it cycles seemlessly.
>
     It's been a while since I did a moving ground, but when
     I did it, it was with simple checkerboarded texture and
     a sphere. Mind you, if you use a brushmap, it'd better
     be even on all 4 sides! Wrap in on a sphere and rotate
     the sphere 360 degrees and see if you can see any
     breaks. Better yet, get a piece of software that will
     allow you to "wrap around" a bitmap in a 2-dimensional
     plane by moving the cursor keys over it. For the IBM,
     Fractal Design Painter and Photoshop should allow this.
     But I digress...

     What I did was:

     1) Determined the length of a single square (32 units
     was the default, so I used it...)

     2) Placed my target object in the world (The Sphere)

     3) Placed my camera parallel to the object and at equal
     height (in other words, Aligned the Y-axes to be equal)

     4) Moved my camera the length of one square (32 units)

in a direction, keeping it parallel with the ground
plane and pointing at my target object.

- or -

4) Moved THE GROUND 32 units, keeping the object AND
THE CAMERA stationary.

Either way, SOMETHING remained stationary...

This SHOULD produce a seamless "over the ground"
animation. I don't recall if there were glitches in
this, but that was the theory I used.

You could take the sphere out and test this, it should
render pretty quickly in a lo-res mode, and it SHOULD
play seamlessly, too.

I don't know what you'd do if you wanted wavy water. I
guess you'd just have a 32-unit wavelength and probably
morph the water over 32 units (wasn't that in the
Imagine 2.0 or 3.0 manual?)

-AC

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

1.251   MSG-248 Subject: Particles with Dust2

Subject: Particles with Dust2
Date: Wednesday, 10 May 1995 10:31:00
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

Hi Fernando,

>   I use a version of Imagine thet has no particles (2.0) :(.
>   I want to do a scene containing an object made with little cubes
>in a sphere pattern, as the cubes were the sphere's vertex. More: I
>want to do the cubes spin arround itselves to produce a nice effect
>in my sphere.
Try 'Dust20.lha' from aminet. Allows you to make a particle object and make
the key frames for Imagine. In Imagine you can load the objects and morph
between them.

The small tutorial of Charles might also work.

Greetings Joop

```
                        Thread          436
```

1.252   MSG-249 Subject: Shredder

Subject: Shredder
Date: Wednesday, 10 May 1995 12:08:43
From: a00448@dtic.ua.es (ERNESTO POVEDA CORTES)

Hi to all,
      After get my copy of Im32 (Amiga PAL) in response (a fast one indeed)
      to my $100 Upgrade fee, i think i found a bug in Shredder effect.
      The effect is .... well no words to describe it, i always like the
      explosion effect of imagine, but this..... :))
      Bug here cames my question.
      If you try the tutorial that cames in the 32.doc, in stage Ed. all works
      fine, but if you try to render the project, when the parts begin to
      dissapear, the phong will begin to give a lot of errors.
      But if you don't use any phong settings the effect will work ok.

      Sorry for my English. :/
--

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

                        Thread   416

1.253   MSG-250 Subject: Re: Moving ground

Subject: Re: Moving ground
Date: Wednesday, 10 May 1995 13:57:15
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Mike, on May 9 you wrote:

> Does anyone know the rule of thumb or formula for animating a ground
> object to give the illusion of perpetual movement in one direction or
> another? What I mean is, if I have a textured or brushmapped ground and
> I want it to look as though it is moving ...say from left to right
> throughout the animation smoothly. I've seen this illusion mostly with
> walking type objects and was wondering if there is an easy way to do it
> so it cycles seemlessly.

>From an Amiga point of view I would use ADPro's "Roll" operator on the
background and composite the Imagine renders onto it. Roll, used with its
Wrap option takes a user defined number of pixels from one edge of the pic
and places them on the other side. To make it seamless the left edge and
right edge of the picture have to be identical. You can do this by making a
mirror image of the background and joining the two together.
This method saves rendering the ground plane for every frame.

-- Bob

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

                            Thread   238
                      -=> RETURN TO CONTENTS!<=-

1.254   MSG-251 Subject: Re: Texturemapping

Subject: Re: Texturemapping
Date: Wednesday, 10 May 1995 14:31:04
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Fred, in <199505100315.VAA19016@cpmt2.cyberport.net> on May 9 you wrote:

> >   Thanks, you, for responding. And I do think your suggestion
> >would work fine. Only problem would be--and I should have mentioned
> >this in my original query--that I actually intend to
> >have my worm object 'grow' up from out of the ground in an anim.
>
> Ahhh, now that's different eh? So let me get this straight - do want your
> worm to actually change size, or is it just sorta crawling out of a hole(now
> there's a question you don't ask every day...)? If it's crawling, I would
> make a bunch of different states in various stages of "squiggle", and morf
> between them while keyframing(or following a path or whatever) the worm up
> and out. Make sure you save the texture state as well as the shape from
> state to state. As for the Grow effect, I never tried it with a textured
> object, but I'm sure it will keep the texture where you put it...
>
> Just a thought!

I've done the worm thing too, it's an ideal object for Bones.

-- Bob

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

                            Thread   243

1.255   MSG-252 Subject: TextureStudio v1.0.2

Subject: TextureStudio v1.0.2
Date: Wednesday, 10 May 1995 19:51:19
From: zceec07 <zceec07@ucl.ac.uk>

Hi all,
      This is just to announce that I've just uploaded TextureStudio
v1.0.2 to Aminet this evening (10/5/95) and this should fix the bug which
caused blank menus under Workbench2.x Amigas. If you own v1.0.1 and a
Workbench3 Amiga, there is nothing extra to be gained by getting v1.0.2.

      Aminet still seems to be a go-slow, so you may get the file directly
from:
      ftp.uni-erlangen.de
as:
      /pub/aminet/new/TextureStudio.lha

Apologies for the initial problems with the program, v1.0.2 now fixes
all known problems.

Andy Dean, co-author of ImageStudio and TextureStudio
Email: adean@eleceng.ucl.ac.uk

                              Thread   289

1.256   MSG-253 Subject: Threat

Subject: Threat
Date: Wednesday, 10 May 1995 20:17:33
From: Darren Priestnall <darren@hanger.demon.co.uk>

Please please please take me off the mailing list......or I'll be
forced to download this great new render I've seen of these cup's a few
dozen times.......have you seen them yet ? :)

Partly light hearted, partly annoyed at all this unstoppable mail.

--
~==~
 Darren Priestnall - darren@hanger.demon.co.uk (PandGImaging)

Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063
-- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

                                Thread   191
                       -=> RETURN TO CONTENTS!<=-

1.257   MSG-254 Subject: IMAGINE NEWSGROUP

Subject: IMAGINE NEWSGROUP
Date: Wednesday, 10 May 1995 20:30:34
From: Lumbient@aol.com

You know if you really want an Imagine news group, you would have to name it
something interesting. Something catchy. And memorable....

I GOT IT!!!!!!!!!!

ALT.SEX.IMAGINE.BINARIES

Perfect...

                                        ---Lumbient

                                Thread   154
                       -=> RETURN TO CONTENTS!<=-

1.258   MSG-255 Subject: Re: Texturemapping

Subject: Re: Texturemapping
Date: Wednesday, 10 May 1995 21:30:53
From: beeton@SEDSystems.ca (Gary Beeton, beeton@SEDSystems.ca)

> ...
>   Well, 'grow' was what I was actually intending in the first
> place. The worm needs to 'grow' up out of the ground. I was only doing
> the extrusion thing in Detail to get a quick idea of the look of the
> worm.
> ...

Okay, here's a stupid question: Do you really need your worm to
grow, or do you just want the tail end to be covered by the ground
(sort of like real life)?

Gary Beeton
beeton@SEDSystems.ca

1.259   MSG-256 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 10 May 1995 22:22:32
From: imagine-relay@email.sp.paramax.com

Hi everbody,
yes, I read FAQ 6, but I still have three questions:
1. How do I decompress *.lha files from the Aminet on my PC?
2. What is the location and the filename of the famous "Dare to Imagine"?
3. Imagine (2.0-3.1, I haven't checked 3.2 yet) seems to skip faces or even
whole objects in scanline rendering when being short of
RAM but before any messages like "not enough memory" appear. Is there a
way to know that my scene won't be rendered properly before I start rendering?

                 | Thomas Gaiser |
                 | thomas.gaiser@uni-tuebingen.de |

1.260   MSG-257 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 10 May 1995 22:33:39
From: imagine-relay@email.sp.paramax.com

Hi
    Mike McCool (and others) wrote about making worms in Imagine.
    Are worms contagious then ? _We've_ all got them anyway...
   I've also done this, but I did it by making a section, (by chopping
the front and back off a simple sphere), and replicating it along a
path, - which doesn't lose the texture info you assigned to the single
section, - at least mine didn't...but if you've used a brush map,
then the axis will still be set up for the first section only, and
will look different if you scale it up to fit.
  I tried to make a state for the single section, in the hope that I
might be able to tack on the texture, and then replicate the thing
faces and all, but it didn't work. It didn't complain either though,
  I suppose it's too much to ask, but it would be neat if you could
do this. Any ideas anyone ?
    Dave

--

~==~
 Dave Rhodes – dave@darhodes.demon.co.uk – Yorkshire – England –

                            Thread   468
                      -=> RETURN TO CONTENTS!<=-

1.261   MSG-258 Subject: Depth of brush maps

Subject: Depth of brush maps
Date: Wednesday, 10 May 1995 22:38:11
From: RJay9@aol.com

I have have been quitely eavesdropping on this mailing list for a week or so.
 Well now I have a problem that i could use some help on. I have created a
multi page book object that I plan to use in a video. The book is animated
to "fly" into the scene, open, and then slowly turn its pages showing
different pictures on each page. Each page is build from a plane and has a
rag texture and brush map for the picture that is center on each page.
 States are uses to define the curl as each page is flipped open. So far so
good. But when a page is turn and you can see the reverse side, the rag
texture bleads through as desired, but so does the picture--not what is
intended. The reverse side should be blank. I know the source of my problem
is the lack of any depth to the plan. But,short of either adding a second
plane for the picture infront of the page's plane or extruding the page to
give it some dept, both of which would wreck havac with all the states I have
definned for the page curl/ turning cycle, is there any easy way to limit the
depth of a brush map so it will not blead through the page and will not
require redefinning all states that contain the page.

Thanks in advance for any help...

Jay

                            Thread   269
                      -=> RETURN TO CONTENTS!<=-

1.262   MSG-259 Subject: Re: Moving Ground

Subject: Re: Moving Ground
Date: Wednesday, 10 May 1995 22:56:06
From: Ian Smith <iansmith@moose.erie.net>

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

On Wed, 10 May 1995, Jaco Gerber wrote:
> Hmmmm, I've previously experimented with moving ground by using animated
> bitmaps..... the problem there is that Imagine has a funny way of
> stretching the animation over the duration rather than repeating it over
> and over again. Does anyone know if this problem is solved in later
> versions of Imagine or if there is a way around it, rather than having to
> use 2000 repeats of a 20 frame animation or something equally
> harddrive space-intensive?

I haven't tried this, but I would assume that you can take the actor bar
and shorten it to 20 frames, and then cut an paste it until you have 100
of them. That should do the trick. You can make a copy, paste it, make
a copy of the two bars, paste them, make a copy of the four bars, ect to
keep from having to place 100 copies manually. Hope this helps!

```
--                              My Imagine Home Page - Visit!
IanSmith@moose.erie.net             http://moose.erie.net/~iansmith
```

```
                            Thread        250
                      -=> RETURN TO CONTENTS!<=-
```


1.263   MSG-260 Subject: Moving Ground

```
Subject: Moving Ground
Date:     Wednesday, 10 May 1995 23:12:19
From:     Jaco Gerber <docnet!rtf@docnet.infolink.co.za>
```

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

Hmmmm, I've previously experimented with moving ground by using animated
bitmaps..... the problem there is that Imagine has a funny way of
stretching the animation over the duration rather than repeating it over
and over again. Does anyone know if this problem is solved in later
versions of Imagine or if there is a way around it, rather than having to
use 2000 repeats of a 20 frame animation or something equally
harddrive space-intensive?

Thanks,
Jaco Gerber

```
                            Thread        297
                      -=> RETURN TO CONTENTS!<=-
```


1.264   MSG-261 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 10 May 1995 23:30:31
From: imagine-relay@email.sp.paramax.com

-> From: fredster@cyberport.net (Fred Aderhold)->-> I don't know if there are an
y rules, but anytime I've tried to do =som-> like this, it's been a pain. I usua
lly wind up in PhotoShop, where= I-> the image, cut and paste it into a new, lar
ger resolution picture =so-> paste the image right next to itself. Then you can
use Photoshop t=o t-> blend the two sides so they match. Of course, it helps if
the imag=e i-> too complicated to begin with. If your looking to make a landscap
e-> background, Vistapro makes it easy to make 360 panoramic views...Huh? Maybe
I wasn't too clear. Not an OBJECT on the GROUND, but theactual infinity "ground"
 primitive. For instance, I've seen a checker=ed"ground" animated to give the il
lusion the camera is moving over theground in a seemless loop. I was wondering i
f the best way to do this= ismoving the texture or brush ON THE GROUND....or act
ually moving thetexture or brush wrapped ground object over the course so many f
rames=..   _____   / ↵
              _____\   /=3D
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D=3D=3D=3D=3D=3D=3D=3D\ =3D| Mike van der Sommen || Email:
         =|=3D =3D| GraFX Haus BBS || mike.vandersommen@caddy.uu.silco
m.com =|=3D =3D| Santa Barbara, Ca. || _____
=|=3D =3D| "..where the 4 Horsemen of the Apocalypse play golf..."   =|=3D
 =3D| 14.4k v.32bis 24 hours - 805-683-1388   =|=3D   __
_____/--- =FE InterNet - G
raFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

                              Thread   264
                         -=> RETURN TO CONTENTS!<=-

1.265   MSG-262 Subject: Re: Rendering Prices?

Subject: Re: Rendering Prices?
Date: Thursday, 11 May 1995 00:41:46
From: Kent Marshall Worley <mumu@america.net>

On Mon, 8 May 1995 yrod@ozemail.com.au wrote:

> Hi, I was just wondering how much to charge someone for a render?
> Should I work it out by the hour, the resoloution or what. Charging by
> the hour might be too expensive as my machine isn't that quick, certainly
> not as quick as a pentium.
> Any ideas?
> BTW, am I allowed to ask questions of a commercial nature to this list?
> Appologies if I am not...

I think this is an interesting question. Imagine is able to do some 3D
effects that are competitive with other platforms. I am not so much
concerned with dollar amounts but specific applications that Imagine is
being used for.
  I have used Imagine for animations for the Atlanta Braves to show on the
big video screen inside the stadium. I sort of remember mention of
Imagine used in medical description. I am interested in how people use
this program and what keeps them so interested in it.

    Mumu@america.net

                            Thread   520
                   -=> RETURN TO CONTENTS!<=-

1.266   MSG-263 Subject: Fwd: texturemapping

Subject: Fwd: texturemapping
Date: Thursday, 11 May 1995 00:51:09
From: TomB491193@aol.com

I think the object only extrudes the object, not the texture. You have to
extrude the object then map it with a texture then scale it to how you want
it. Hope that helps.

Forwarded message:

Hey y'all,

      Creating a worm object, using extrude along a path option, I'm
having trouble with my texturemapping.

      Probably something obvious, but I'm not seeing it. When I map a
texture, say bumpnois, to the object, it looks great on the object itself,
before I've extruded it.

      But once the object is extruded along its path into an actual
worm, the texturemap is only applied at the TIP of the worm, and not
along its entire length.

      (I don't think it's a bug, but a dweebish phenomenon in the brain
of the user).

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

1.267   MSG-264 Subject: Sorry Could Not Find Subject!

Date: Thursday, 11 May 1995 01:01:18
From: imagine-relay@email.sp.paramax.com

Hi,   Mike Vandersommen
>
> Does anyone know the rule of thumb or formula for animating a ground
> object to give the illusion of perpetual movement in one direction or

      I have done this with some success, by mapping a 256 pixel square
picture onto a ground, sized to x=256 y=256 and then moving it towards
the camera by 256 units minus one frames worth of units.   (eh???)
   I'm not very good at formulas, but I'll give an example, and hopefully
you can work it out from that. The animation I made was of an arrow
travelling along with the camera following slightly behind, (so as to keep
the arrow in view) but of course, the arrow and camera never actually had
to move through the imagine world, other than a bit of shaking to simulate
turbulence, and the arrows rotation about the world Y axis.
   Using (say) a 20 frame anim, I moved the ground towards the camera by
 (256 divided by 20) X 19 units to make it loop properly
   So that's (256/frames) X (frames-1), therefore, for a 20 frame anim:-

frame 1 had the ground at 0,0,0, moving to 0,-243.2,0 at frame 20.

The trouble with moving the ground is, you can't see it move in the
stage editor, as it's always shown as an infinite grid, so it appears
to be stationary. You'll have to render a small anim from the project
editor, as a test.

   In my case, I didn't need many frames, as it was supposed to be moving
very fast, and I was going to loop the first part over a few times, before
getting to the part where the arrow hit someone err. something.
   I never got round to finishing it. (as usual)...

   I should think that the distance you move the ground has more to do with
the size of the ground on the axis along which it moves, so the example I
gave assumes the ground to be 256 units big along the Y axis.

   ...boy, I wish I had Charles's way with words, he could have said the
same thing better in one paragraph !

      Dave

--

~==~
 Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -
 ----

                              Thread   257
                        -=> RETURN TO CONTENTS!<=-

1.268   MSG-265 Subject: Sorry Could Not Find Subject!

Date: Thursday, 11 May 1995 01:51:24
From: imagine-relay@email.sp.paramax.com

I just generated a quick moving ground (plane) looping animation and it
worked fine. In the detail editor create a large plane (1000x1000 will do)
and add the checks texture with default settings. This will give you
plane with white and black checks 32 units each. In the action editor
set max frames to 100. Load the plane in the stage editor and add a light.
Move the camera until you are satisfied with the view. Goto frame 100
and move the plane 64 units along a local axis that would make the checks
move through the field of view (x or z if you use the default plane).
Update the position bar under the object menu. In the action editor,
click on the position bar and remove spline interpolation so the plane
does not slow down near the end of its motion. Create a looping
animation using frames 1-99. (Skip the last frame so the animation loop
is smooth).

Ed Totman
etotman@gort.ucsd.edu

                          Thread   44
                     -=> RETURN TO CONTENTS!<=-

1.269   MSG-266 Subject: Sorry Could Not Find Subject!

Date: Thursday, 11 May 1995 02:17:55
From: imagine-relay@email.sp.paramax.com

Hey,

     Thanks Fred, Milan, and all of you who responded to my t-mapping
query. Turns out the problem was indeed one of dweebishness. I was
trying to get my worm to look wormy in the detail editor, as an
extrusion.

     Well, 'grow' was what I was actually intending in the first
place. The worm needs to 'grow' up out of the ground. I was only doing
the extrusion thing in Detail to get a quick idea of the look of the
worm.

     And thank goodness, grow works just fine in the application of the
texture map.

     Again, thanks, for all your help.

1.270   MSG-267 Subject: Pages in a book

Subject: Pages in a book
Date: Thursday, 11 May 1995 02:25:00
From: w.graham6@genie.geis.com

You'll need to extrude the page, no way around it. Many renderers will not
allow single thickness polygons, or open geometry, but Imagine does. But
there is no thickness to your page, so there is no way to limit the bitmap
to just one side.

1.271   MSG-268 Subject: Sorry Could Not Find Subject!

Date: Thursday, 11 May 1995 03:34:52
From: imagine-relay@email.sp.paramax.com

To Thomas Gaiser,

>1. How do I decompress *.lha files from the Aminet on my PC?

1.Ummm..To decompress a .lha file I like to use WinZip + LHARC.

>3. Imagine (2.0-3.1, I haven't checked 3.2 yet) seems to skip faces >or even
whole objects in scanline rendering when being short of
>RAM but before any messages like "not enough memory" appear. >Is there a way
to know that my scene won't be rendered properly >before I start rendering?

3.The only thing I can suggest is to run a lot of quick renders to see...

1.272   MSG-269 Subject: Re: Depth of brush maps

Subject: Re: Depth of brush maps
Date: Thursday, 11 May 1995 08:23:03
From: aciolino@ccmail.rrddts.donnelley.com

Author: RJay9@aol.com at ~WLBRK3
Date: 5/10/95 7:26 PM

I have have been quitely eavesdropping on this mailing list for a week or so.
 Well now I have a problem that i could use some help on. I have created a
multi page book object that I plan to use in a video. The book is animated to
"fly" into the scene, open, and then slowly turn its pages showing different
pictures on each page.
[snip]
      This is more than my usual wild guess, but I think what needs to be done
      is that your "page" object, presumably a primitive plane, needs to be
      extruded a little.

      If you aren't using a primitive plane, and you are using a "ground" type
      object, you're in big trouble. But if you *are* using a primitive plane,
      you'll need to extrude the Y axis a slight amount, and then, in your
      bitmap texture that you are adding every page, you will need to make sure

      that ITS Y-axis is *NOT* wider than the page.

      Now, the next problem you'll likely face is that the bitmap will do one of
      two things
      1) It will appear on the *wrong side* of your page
      2) It will appear reversed (and probably on the wrong side again)
      3) It just won't appear at all (yeah, I lied about two things...)

      If #3, delete and re-ally the brushmap.
      If #1 or #2, fiddle with it's axes, you've probably got them "flipped"
      incorrectly. It least, I know *I* get them backwards...

      -AC

                              Thread   394
                         -=> RETURN TO CONTENTS!<=-

1.273   MSG-270 Subject: Re: Babylon-5 Jumpgate

Subject: Re: Babylon-5 Jumpgate
Date: Thursday, 11 May 1995 10:57:41
From: aciolino@ccmail.rrddts.donnelley.com

     I'd encourage you to get Imagine 3, a lot of the steps

----

you mention are very simple to do in that package. The
Tube tapering and the flowing in/out streams are pretty
easy.

-AC

                              Thread   274
                       -=> RETURN TO CONTENTS!<=-

1.274   MSG-271 Subject: Re: TextureStudio v1.0.2

Subject: Re: TextureStudio v1.0.2
Date: Thursday, 11 May 1995 11:54:11
From: Mike McCool <mikemcoo@efn.org>

>   This is just to announce that I've just uploaded TextureStudio
> v1.0.2 to Aminet this evening (10/5/95) and this should fix the bug which
> caused blank menus under Workbench2.x Amigas. If you own v1.0.1 and a
> Workbench3 Amiga, there is nothing extra to be gained by getting v1.0.2.
>
>   Aminet still seems to be a go-slow, so you may get the file directly
> from:
>   ftp.uni-erlangen.de
> as:
>   /pub/aminet/new/TextureStudio.lha
>

Just tried; it ain't there. (That's cool. I'm still having enough fun
with the menu-blank version--and any minute I hope to upgrade to 3.1).

                              Thread   51
                       -=> RETURN TO CONTENTS!<=-

1.275   MSG-272 Subject: Jabber

Subject: Jabber
Date: Thursday, 11 May 1995 13:54:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

=2E.ever notice that all the people who complain most about"off topic" discussio
ns tend to leave the most "off topic"messages about "off topic" messages? :)ps.
I like the IML just the way it is, FWIW!--- =FE InterNet - GraFX Haus BBS - Sant
a Barbara, Ca - (805) 683-1388

                              Thread   283
                       -=> RETURN TO CONTENTS!<=-

1.276   MSG-273 Subject: Missing faces

```
Subject: Missing faces
Date:     Thursday, 11 May 1995 14:19:00
From:     mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)
```

-> From: imagine-relay@email.sp.paramax.com-> 1. How do I decompress *.lha files
 from the Aminet on my PC?Get LHA for the PC. I have version 2.13 and it works d
ucky.-> 2. What is the location and the filename of the famous "Dare to Im=agiIf
 memory serves, you can get it on wuarchive.wustl.edu/aminet/gfx/D2IMxxx.LHA (or
 something close to that).-> 3. Imagine (2.0-3.1, I haven't checked 3.2 yet) see
ms to skip face=s o-> whole objects in scanline rendering when being short of->
RAM but before any messages like "not enough memory" appear. Is th=ere-> way to
know that my scene won't be rendered properly before I star=t rStill happens in
3.2. Especially if you have lots of objects/maps andtextures going. I've never h
ad a PROJECT render do it, but I wouldassume you'd get a "Not Enough Memory" war
ning at the very beginningif you are over taxing your system.   _____
_____   /_____
_____\   /=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D ↩
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D| Mike van der Sommen || Email: =|=3D =3D| Gra
FX Haus BBS || mike.vandersommen@caddy.uu.silcom.com =|=3D =3D| Santa Bar
bara, Ca. || _____ =|=3D =3D| "..where the
4 Horsemen of the Apocalypse play golf..."   =|=3D =3D| 14.4k v.32bi
s 24 hours - 805-683-1388   =|=3D   _____
_____/--- =FE InterNet - GraFX Haus BBS - Santa Barba
ra, Ca - (805) 683-1388

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                  -=> RETURN TO CONTENTS!<=-

1.277   MSG-274 Subject: Re: Babylon-5 Jumpgate

```
Subject: Re: Babylon-5 Jumpgate
Date:     Thursday, 11 May 1995 15:36:26
From:     jgoldman@acs.bu.edu
```

     B5 Stuff snipped...

> However what I now what to do is to taper the tube so that I can zoom my
> camera in and the tube looks like it extends to infinity.

     If your tube is made up of one section you should be able to enter
Pick Points Mode, select all the points that make up one circular edge of the
tube (one end), and scale the points down (using 's' and the required
axes). That will effectively create a taper without a need for IM3.0's Taper
tool.

        If the tube is made up of multiple sections you could do the same
thing described above, and then manually use Taut to straighten out points
along separate circular sections between the top and bottom of the tube. Hard
to describe. But then, you really shouldn't need to use a tube with more than
one section.

> Also what texture parameters will give the desired effect ?
> I realise they use fractal noise in bab 5, what can I use on My PC ?
> Looking at the Jumpgate, shows that the texture spirals in or out (depending o
n
> whether a ship is going to or coming from a destination). Can I create two
> objects,one with the texture applied normally and one with the texture transla
ted on two axes. Then do a transition between the two ? Will it work ?

        You could create two identical tubes. You'd then have the texture axis
move along one axis (from the top of the tube to the bottom) by translating the
texture axis position values between the two objects. For instance, one tube,
assuming its length travels along the x-axis, would have a texture position
value of x=-200, and the second tube would have a texture position value of
x=200. Morph (transition) between the two and the texture will appear to move
down the x-axis.
        To create a spiral motion, use the FX Rotate2.0 to rotate the tube
along its x-axis. The combination of object rotation and texture translation
should provide a spiral effect.

        I always used Essence for Fractal Noise. I don't know if there's
anything available for IM2.0 PC. I suppose you could draw a similar effect in
a paint program, but it would have to be a pretty large brush map.

        Good luck...

                                                                        Jeff-->
E-Mail: jgoldman@acs.bu.edu

                            Thread   344
                      -=> RETURN TO CONTENTS!<=-

1.278   MSG-275 Subject: Babylon-5 Jumpgate

Subject: Babylon-5 Jumpgate
Date: Thursday, 11 May 1995 15:59:48
From: surentrr@vax.sbu.ac.uk

Hello everyone , for the past couple of days I've been trying to build
a copy of the jumpgate in Bab5 using Imagine PC 2.0 . This what I've done
so far ....

1. Create a tube primitive
2. Apply a filter brush map to the tube (flat x flat z)
The map is a horizontal gradient going from Black to White. I saved it as
a 24 bit tiff.

3. Use a pastella texture with two colours, Dark orange and light orange.
4. When rendered , the object has transparent edges just like in Bab5.
However what I now what to do is to taper the tube so that I can zoom my
camera in and the tube looks like it extends to infinity.
Also what texture parameters will give the desired effect ?
I realise they use fractal noise in bab 5, what can I use on My PC ?
Looking at the Jumpgate, shows that the texture spirals in or out (depending on
whether a ship is going to or coming from a destination). Can I create two
objects,one with the texture applied normally and one with the texture translate
d on two axes. Then do a transition between the two ? Will it work ?

PS. Does anyone have the Simtel CDROM , what graphics related utils are on it ?
I'm asking due to a sale at my local shop .

Thanks .
Ramesh Suren.

<div align="center">

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-=> RETURN TO CONTENTS!<=-

</div>

1.279   MSG-276 Subject: Help!

Subject: Help!
Date: Thursday, 11 May 1995 16:00:06
From: FERNANDO PENA D'ANDREA <DANDREA@aton.inf.ufrgs.br>

    Someone in this list know something about an Amiga exclusive user
list ? Or an Amiga exclusive page in WWW ? I'm looking for a file of
aminet called Dust2.lha. The program in this file alow the poor
imagineers with no particles in their Imagine version to do quasi
everything that the happy particles users can do. It was recommended
to me by another imagineer. Thanks to him! My problem is that this
archive has more tham 600 kb, and the net which gives me access to
the aminet is VERY slow (about 100 bits per second). What I can do???

    Thanks.

    Fernando D'Andrea

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

<div align="center">

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-=> RETURN TO CONTENTS!<=-

</div>

1.280   MSG-277 Subject: Visible Light Prob

Subject: Visible Light Prob
Date: Thursday, 11 May 1995 18:09:26
From: Dave Wilson <dvwilson@tibalt.supernet.ab.ca>

        O.k. Call me stupid but why won't this work? I'm trying to make
my own MYST Island and on this island is a particular item that I want
to have spotlights aimed at. I've got the lights made and working for
the most part but I wan to have that sort of hazy effect right around the
light (mostly just to enhance the effect that the light is on). I'm
doing this with cones (as is the way) but for some reason I can't manage
to get rid of the look of the cone. It looks fine with black behind it
but when there is a color the fuzzy light becomes fuzzy darkness.

        I hope this legible and I hope someone can please help. I've
tried everything I can think of and I know I'm just missing one really
obvious thing but I can't see it.

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1.281   MSG-278 Subject: Digital Portfolios

Subject: Digital Portfolios
Date: Thursday, 11 May 1995 21:34:09
From: DigiPort@aol.com

I'm sorry if this is considered off-topic but how many of you animators and
artists are tired of the demo and resume shuffle? You send out demo after
demo at substantial cost only to have it put into a pile somewhere and
forgotten....

Introducing Digital Portfolios....send your resume, best anim, and jpeg still
photos to one place and have them included on an interactive searchable CDROM
database that will be sent every two months to hundreds of companies
searching for new in-house and freelance talent. Instead of a pile of
resumes and uncatalogued demo reels to serch through the prospective employer
need only insert the CD and pick the talent he needs, see demo anim and
stills, review your education, etc. No mess, current information in an
online multimedia format.

If any of you think this is a good idea please email me at DigiPort@aol.com
for further details...etc.

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1.282   MSG-279 Subject: Re: Babylon-5 Jumpgate

```
Subject: Re: Babylon-5 Jumpgate
Date:     Thursday, 11 May 1995 23:23:32
From:     Clive Thomas <clive@tlc1.demon.co.uk>
```

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

Hi aciolino,
      You wrote this about Re: Babylon-5 Jumpgate:
:
:   I'd encourage you to get Imagine 3, a lot of the steps
:   you mention are very simple to do in that package. The

      I'd also recomend that you get JUNE issue of Amiga Computing #87. It
comes with a LightWavePro Newsletter.   In it are about 4 pages of
tips/hints for B5 objects (including the jump-gate) by Mojo, who seems to
be one of the artists for the prog. judging by some of his remarks. It's
all good reading and can be transfered over to Imagine :)

BFN,Clive

```
--
 +-- clive@tlc1.demon.co.uk ----------------------------------------+
 | Get it from:   ftp.demon.co.uk:pub/amiga/info/AmosaicFAQ_v1.02.lha |
 |        or    aminet: docs/misc/AmosaicFAQ.lha                     |
 +----------------------- *285 No good deed ever goes unpunished ---+
```

                          Thread   280
                    -=> RETURN TO CONTENTS!<=-

1.283   MSG-280 Subject: Re: Babylon-5 Jumpgate

```
Subject: Re: Babylon-5 Jumpgate
Date:     Friday, 12 May 1995 03:08:22
From:     rbyrne@3dform.edex.edu.au (Robert Byrne)
```

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

Hello Clive, on May 11 you wrote:

> Hi aciolino,
>   You wrote this about Re: Babylon-5 Jumpgate:
> :
> :   I'd encourage you to get Imagine 3, a lot of the steps
> :   you mention are very simple to do in that package. The
>
>   I'd also recomend that you get JUNE issue of Amiga Computing #87. It
> comes with a LightWavePro Newsletter.   In it are about 4 pages of
> tips/hints for B5 objects (including the jump-gate) by Mojo, who seems to
> be one of the artists for the prog. judging by some of his remarks. It's

> all good reading and can be transfered over to Imagine :)
>
> BFN,Clive

Also, there is a whole directory on the LightROM Vol 1 CD devoted to the
JumpGate. There's a pretty good Vorlon ship as well. I converted it to
Imagine format and used a pic of the Jumpgate as a backdrop and animated
the Vorlon ship's petals with the Essence Plasma texture with great
results.

-- Bob

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

                        Thread   270
                  -=> RETURN TO CONTENTS!<=-

1.284   MSG-281 Subject: Imagine Crashes!! mem problems?

Subject: Imagine Crashes!! mem problems?
Date: Friday, 12 May 1995 05:38:45
From: CamoJoe@aol.com

To Impulse Inc.

I have a problem running Impulse Imagine 2.0 that I hope you can solve. I
would start Imagine with
the noxms switch, and I would start with simple editing of primitives, point
editing, and moving, though
nothing complex. The program would crash and bring be back to DOS within 3
to 10 minutes, and
would display the message: 1302304 bytes still allocated (this is a average
number).

My system has a 486 DX 50 upgrade, 4 meg of extended memory, 8 meg of
expanded memory (All of
which is used fine by my other programs and correctly configured). It seems
to me that Imagine is
only using the extended memory, and not the total of 12 meg which is more
than enough for the
simple operations which I am trying to do. PLEASE HELP!!

Thank you

Joe Bracco
email: camojoe@aol.com
email: inhsjb2231@mtvms2.mtech.edu

                        Thread   149

1.285   MSG-282 Subject: Dare to Imagine Queries

```
Subject: Dare to Imagine Queries
Date:    Friday, 12 May 1995 11:08:53
From:    aciolino@ccmail.rrddts.donnelley.com
```

      I just leeched the iml-d2im.lha file from Aminet.

      Has anyone yet written a "viewer" for the PC to view
      this file easily? Is anyone working on it?

      If not, I might just make one for Windows to view this
      thing. It's massive!

      Thanks, Shane, for taking the time to do this thing.
      It's broken out well. Was there a reason that you broke
      things out the way you did?

      -AC

1.286   MSG-283 Subject: Re: Jabber

```
Subject: Re: Jabber
Date:    Friday, 12 May 1995 11:14:00
From:    Mike McCool <mikemcoo@efn.org>
```

> ..ever notice that all the people who complain most about
> "off topic" discussions tend to leave the most "off topic"
> messages about "off topic" messages? :)
>
> ps. I like the IML just the way it is, FWIW!

Right on, Mike. And the whining-about-off-topic posts almost invariably
outnumber the off-topic posts. I'm with you.

1.287   MSG-284 Subject: Re: Visible Light Prob

```
Subject: Re: Visible Light Prob
Date:     Friday, 12 May 1995 11:49:21
From:     gregory denby <gdenby@twain.helios.nd.edu>
```

Dave Wilson describes making cone shaped light beams, and says: "It looks
fine with black behind it but when there is a color the fuzzy light
becomes a fuzzy darkness."

I'll bet you are using fog cones, right? Fog uses the shaped of an object,
and adds a bit of the specified color to that area. Effectively, you add the
fog color to the background, thus muddying the background color.

The easy solution: just make the fog object BRIGHT, and the added color
glows! This was mentioned here some time ago. When I read about it,
I thought to myself "Why didn't I think of that?" and happily went
about making fog liughts for a couple weeks.

Have fun,
Greg Denby
gdenby@darwin.cc.nd.edu

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1.288   MSG-285 Subject: Sorry Could Not Find Subject!

```
Date:     Friday, 12 May 1995 14:36:10
From:     montvai@achilles.rijnh.nl (Attila Montvai)
```

Mike wrote:

>..ever notice that all the people who complain most about
>"off topic" discussions tend to leave the most "off topic"
>messages about "off topic" messages? :)

A message, which is in the next "off topic" class!

...and so on...

attila

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

1.289   MSG-286 Subject: Re: Babylon5 jumpgate

```
Subject: Re: Babylon5 jumpgate
Date:    Friday, 12 May 1995 15:52:00
From:    surentrr@vax.sbu.ac.uk
```

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

Thanks to your helpful comments , I'll try them out when I get home .
I just got the Amiga magazine with the issue of LightwavePro, it has
some valuable info and techniques which can be applied to other programs
as well as LightWave . I'm trying to create anims and stills solely for
fun and as such I do not plan to buy any programs until next year. Hopefully
by then Imagine 4.0 will be out as well as Lightwave 4.0 PC . I'm basically
trying to improve my 3d skills and techniques. If you look at some of the
creations of artists like Carmen R , you realise they are using the same
software as us (Imagine 2.0) . I could go all the way and buy 3d studio but
it would take the fun out of it . I still would not match the professional
results obtained by such artists. Also here in the UK prices are alot
higher than in the US.
Lets keep the thread on the jumpgate up, Does any one know of places I can
FTP to obtain realistic looking Babylon-5 objects ? . I got some Objs but
they have not been made well, and cause Imag 2.0 Pc to crash while rendering.
Objects by Carmen R and others render fine so its not the software or the
Hardware .

```
                              Thread         287
                        -=> RETURN TO CONTENTS!<=-
```

1.290   MSG-287 Subject: Re: Babylon5 jumpgate

```
Subject: Re: Babylon5 jumpgate
Date:    Saturday, 13 May 1995 01:55:33
From:    rbyrne@3dform.edex.edu.au (Robert Byrne)
```

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

Hello surentrr, on May 12 you wrote:

> <deleted>
> Lets keep the thread on the jumpgate up, Does any one know of places I can
> FTP to obtain realistic looking Babylon-5 objects ? . I got some Objs but
> they have not been made well, and cause Imag 2.0 Pc to crash while rendering.
> Objects by Carmen R and others render fine so its not the software or the
> Hardware .
>

Aminet - gfx/3dobj/bab5ships.lha 210K

I've only checked these in wireframe but the Delta Fighter and Soul Hunter
ships are grouped objects and look reasonable.

-- Bob

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

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1.291   MSG-288 Subject: Imagine 2.0 Crashes, Expanded Mem Probelms?

Subject: Imagine 2.0 Crashes, Expanded Mem Probelms?
Date: Saturday, 13 May 1995 04:22:58
From: CamoJoe@aol.com

I have a problem running Impulse Imagine 2.0 that I hope you can solve. I
would start Imagine with
the noxms switch, and I would start with simple editing of primitives, point
editing, and moving, though
nothing complex. The program would crash and bring be back to DOS within 3
to 10 minutes, and
would display the message: 1302304 bytes still allocated.

My system has a 486 DX 50 upgrade, 4 meg of extended memory, 8 meg of
expanded memory (All of
which is used fine by my other programs and correctly configured). It seems
to me that Imagine is
only using the extended memory, and not the total of 12 meg which is more
than enough for the
simple operations which I am trying to do. PLEASE HELP!!

Thank you

Joe Bracco

email: camojoe@aol.com

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1.292   MSG-289 Subject: Re: TextureStudio v1.0.2

```
Subject: Re: TextureStudio v1.0.2
Date:    Saturday, 13 May 1995 11:40:20
From:    "Heberle H." <H.Heberle@wien.Trier.FH-Rpl.de>


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


On May 11, 10:54am, Mike McCool wrote:
> Subject: Re: TextureStudio v1.0.2
> >   This is just to announce that I've just uploaded TextureStudio
> > v1.0.2 to Aminet this evening (10/5/95) and this should fix the bug which
> > caused blank menus under Workbench2.x Amigas. If you own v1.0.1 and a
> > Workbench3 Amiga, there is nothing extra to be gained by getting v1.0.2.
> >
> >   Aminet still seems to be a go-slow, so you may get the file directly
> > from:
> >   ftp.uni-erlangen.de
> > as:
> >   /pub/aminet/new/TextureStudio.lha
> >
>
> Just tried; it ain't there.  (That's cool.  I'm still having enough fun
> with the menu-blank version--and any minute I hope to upgrade to 3.1).
>-- End of excerpt from Mike McCool

It's in /pub/aminet/gfx/3d.

The /pub/aminet/new directory is only for "UPLOADS".

Horst


--
     http://fsai.trier.fh-rpl.de/home/heberle/

  _/_/_/  _/           _/_/_/_/   _/      Dipl. Ing. Horst Heberle
   _/     _/_/         _/        _/_/          Lindenstrasse 9 54292 Trier
  _/      _/  _/       _/_/_/_/   _/  _/        eMail heberle@trier.fh-rpl.de

 _/     _/     _/        _/   _/_/_/_/   Phone (0)651 47493
_/_/_/  _/_/_/_/_/  _/_/_/_/   _/       _/   Fax (0)651 43176



                       Thread       338
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```

1.293   MSG-290 Subject: How do you make trees ?

```
Subject: How do you make trees ?
Date:    Saturday, 13 May 1995 18:06:32
From:    Broctune@aol.com
```

      Is there an easy way to make a tree, I've been experimenting with some
simple triangle shaped planes around an axis and some different textures but
it never seems right. Can anybody help me?

 Thanx in advance

                             Thread   474
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1.294   MSG-291 Subject: Re: How do you make trees ?

Subject: Re: How do you make trees ?
Date: Sunday, 14 May 1995 02:05:44
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Broctune, on May 13 you wrote:

>   Is there an easy way to make a tree, I've been experimenting with some
> simple triangle shaped planes around an axis and some different textures but
> it never seems right. Can anybody help me?

I've tried creating branches from a cylinder by picking faces and extruding
them but the results are not very good.

The best way I know of is to use a program called Vertex by The Art
Machine. Making trees is only one of its features, you can for example make
a tree-like object without leaves and use that as a lightning strike.

There's a demo of it on Aminet - gfx/3d/Vertex2_0_Demo.lha

I don't know if there is an MSDOS version.

I've seen one method for making 2d trees using a brushmap of a tree which
has the background as colour 0 in the palette. When you apply the map to a
plane, select the genlock button and the background will be transparent.

-- Bob

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

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

1.295   MSG-292 Subject: Rendering Prices Posts

```
Subject: Rendering Prices Posts
Date:    Sunday, 14 May 1995 09:17:26
From:    yrod@ozemail.com.au
```

To all of the people who replyed to my question about rendering prices,
thanks! 8-)
I have a small problem though, I seem to have lost my last couple of days
posts, possibly through human error and the d key (oops).
Would it be too much trouble for the people who responded to re-post them
if you have them? I still have yours though Charles.
Thanks again. I did manage to read them before I stuffed up.

Rod Macey
yrod@ozemail.com.au
.... generating 15.39% complete ...

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1.296   MSG-293 Subject: Babylon-5 Jumpgate

```
Subject: Babylon-5 Jumpgate
Date:    Sunday, 14 May 1995 20:39:13
From:    Charles Blaquiere <blaq@io.org>
```

> From: surentrr@vax.sbu.ac.uk
>
>
> Hello everyone , for the past couple of days I've been trying to build
> a copy of the jumpgate in Bab5 using Imagine PC 2.0 . This what I've done
> so far ....
>
> 1. Create a tube primitive

If you want to have the tube taper, try the following:

Add a disc, 48 sections. Move it to position 0,0,0, if need be. Delete
the center point, and all the points from the 7 o'clock position to the 2
o'clock position, leaving an axis with 13 points, 12 edges, and no faces.

Translate the AXIS ONLY by 50 units in X (to establish a sweep center)
and change the axis size to 50 (to better reflect the object). Sweep the
object using 24 sections. You get a basic jumpgate shape.

Rotate -90 in X to have the jumpgate face away from you in the front
view, then transform the AXIS ONLY to alignment 0,0,0 and position
50,-50,0.

So far, the jumpgate is too circular. Scale the object in X by 1.5 and
in Y by 3. Poof! Jumpgate. Move the object to 0,0,0.

Enter Attributes. Give your object a gold color (255,224,128) and make it
Bright. Add a noisy Filter brushmap using FlatX/FlatZ mapping. (Don't
have one? Render Pastella, in shades of grey/black, onto a Bright, white
plane, and quickrender -- the quickrender can be saved and used as a
brushmap) If you followed my instructions, the texture will be
positioned at -25.1, -0.1, -50.1 and will be 150.2, 150.2, 100.2 units
in size. Save this object as "Jumpgate-2.iob".

If render the jumpgate straight on, it looks OK, but if you turn the
Perspective view and quickrender, the texture will streak towards the
center of the jumpgate, as the faces turn away from the X-Z plane; this
is exactly the effect you want. The stretching will give the viewer an
impression of accelerating matter.

To add movement to the brushmap, edit the brushmap axes: scale X and Z by
2, and compensate by moving them to X = -100.1 and Z = -100.1. If you
peek using Edit Axes, you'll see in the Front view that the X and Z axes
have doubled in size, but we moved the brush origin down and to the
left; as a result, the new, larger brushmap is still perfectly centered
on the object. Save this object as "Jumpgate-1.iob".

If you morph from Jumpgate-1.iob to Jumpgate-2.iob, the brush will
shrink; given the shape of the object, the filter blobs will seem to run
along the sides of the jumpgate, towards the event horizon, or whatever
they call the back end in Babylon-speak. (Again, this effect will only
be visible if you see the jumpgate from an angle)

> 2. Apply a filter brush map to the tube (flat x flat z)
> The map is a horizontal gradient going from Black to White. I saved it as
> a 24 bit tiff.

If you're dissatisfied with the sharp edges on the outside front of the
jumpgate, fade them into full transparency using the Linear texture,
rather than a memory-consuming brushmap:

Add Texture to your object, select Linear. Place the texture at 50,-11,0,
give it a Z size of 10, and align it to 90 degrees in X. This will place
the texture 11 units inside your object, with the Z axis pointing towards
the opening of the jumpgate. Set the texture parameters to Z transition
width = 10, color = -1,-1,-1, reflect = -1,-1,-1, and filter =
255,255,255.

What Linear does, is change your object attributes from their current
value to the texture's values, starting at the texture's zero Z position,
increasing towards the texture's +Z axis, for a length of "Z transition
width". In our case, use Edit (texture) Axes to see the Right view: since
we made the texture's Z axis the same length as the transition value
parameter, you have a visual representation of the area affected by the
texture, starting at world Y = -11 (the texture's origin) and achieving
maximum strength at world Y = -1 (the end of its Z axis). The negative

parameter values prevent the texture from affecting the object's color
and reflect values; setting reflect to 255,255,255 will force the parts
of the object in the texture's positive Z direction to become more and
more transparent; anything beyond texture Z = 10 (world Y = -1) will be
fully transparent. Our jumpgate's outer edges are at world Y = 0, so they
are invisible.

Whew! A long-winded explanation to a simple hint: use Linear, not a
gradient brushmap.

> 3. Use a pastella texture with two colours, Dark orange and light orange.

For Imagine 2.0 users, Pastella is a real life-saver. You can do
planets, clouds, grass... not always photo-realistically, but it's
better than nothing.

```
                       Thread         279
                  -=> RETURN TO CONTENTS!<=-
```

1.297   MSG-294 Subject: Fwd: texturemapping

Subject: Fwd: texturemapping
Date: Sunday, 14 May 1995 20:47:20
From: Charles Blaquiere <blaq@io.org>

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

> From: mikemcoo@efn.org (Mike McCool)
> To: imagine@email.sp.paramax.com (imaginemailinglist)
>
> When I map a texture, say bumpnois, to the object, it looks great on the
> object itself, before I've extruded it.
>
>   But once the object is extruded along its path into an actual
> worm, the texturemap is only applied at the TIP of the worm, and not
> along its entire length.

Umm Mike, is this one of those texture whose effect is delimited by one
or more texture axes? If so, the texture axes may be just right for the
initial object (e.g. a disk -> texture is 0.2 units deep), but this same
texture size would not cover the object once extruded, just the initial
end cap.

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                       Thread         263
                  -=> RETURN TO CONTENTS!<=-
```

1.298   MSG-295 Subject: How do you make trees ?

Subject: How do you make trees ?
Date: Sunday, 14 May 1995 21:04:05
From: Charles Blaquiere <blaq@io.org>

> From: Broctune@aol.com
>
>
>   Is there an easy way to make a tree, I've been experimenting with
> some simple triangle shaped planes around an axis and some different
> textures but it never seems right. Can anybody help me?

It seems like one of the best ways is to create two brushmaps in any
paint package: 1) a tree profile, 2) the same image, but with all tree
pixels colored black and the background colored white. Create a simple
"fake tree" in Imagine by adding a plane, stretching it to the
proportions of your brushmap (e.g. a tree image 50 pixels wide by 100
pixels tall could be mapped on a plane that's twice as tall as it is
wide), and applying the two brushmaps, IN ORDER, as 1) color, and 2) filter.
The color map will show as detailed a tree as you can draw (or scan,
hint hint), and the filter map will make the flat plane opaque where the
tree is supposed to be (black), and force the rest of the plane to be
fully transparent (white). Then, duplicate the plane and rotate one copy
90 degrees in Z. Join the two, and you have something that sounds
suspiciously artificial, but will render convincingly in the background.

If you do use this technique, you may start overlapping several trees,
and should increase the Preferences parameter called RSDP (Resolve
Depth) to (2 times the max. number of overlapping trees) + 1. This
parameter tells Imagine when to throw its digital hands up in the air
and give up, when faced with complex transparency, reflection, and
refraction situations. If you add more transparency layers than allowed,
you'll get black pixels in the offending areas.

I've been told, by the way, that the renowned Pacific Data Images
animation, "Locomotion", used such mapped planes in lieu of trees.
(That's the one with the locomotive faced with the dilemma of being late
once too often)

If you really want to get into modelling, why not do the following?
Create a green sphere, add Pastella to add multiple shades of green, and
Explode it over 10 frames in the Action editor, with Triangle Scaling =
0, and Max # Triangle Rotations = 1. Then, go to Stage, and Snapshot the
exploding sphere at various frames. (Use different filenames, of course)
Finally, go back into Detail, and load the snapshots. They will give the
appearance of layers of leaves. You may want to rotate them at odd
angles to prevent the Pastella leaves from showing the same shades. Add
brown cones to create trunk and branches, and you have a geometric tree
with a definite "quick architectural sketch" style.

Using Snapshot allows you access to any Imagine animation effect, as a
modelling tool. Cool!

Any other ideas from the peanut gallery?

_____

1.299   MSG-296 Subject: Moving ground

Subject: Moving ground
Date: Sunday, 14 May 1995 21:09:47
From: Charles Blaquiere <blaq@io.org>

> From: Dave Rhodes <dave@darhodes.demon.co.uk>
>
>   ...boy, I wish I had Charles's way with words, he could have said the
> same thing better in one paragraph !

blush

ObImagine: One can move the ground/big plane, or one can move the
brush/texture on the plane... the only differences I would see are that
1) moving the actual plane would show on the quad-views, giving you a
visual indication of the motion. This can be helpful. 2) you don't have
to create two objects and morph between them, which makes revisions easier.

1.300   MSG-297 Subject: Moving Ground

Subject: Moving Ground
Date: Sunday, 14 May 1995 21:13:08
From: Charles Blaquiere <blaq@io.org>

> From: Jaco Gerber <docnet!rtf@docnet.infolink.co.za>
>
> Hmmmm, I've previously experimented with moving ground by using animated
> bitmaps..... the problem there is that Imagine has a funny way of
> stretching the animation over the duration rather than repeating it over
> and over again. Does anyone know if this problem is solved in later
> versions of Imagine or if there is a way around it, rather than having to
> use 2000 repeats of a 20 frame animation or something equally
> harddrive space-intensive?

Instead of using a 40,000-frame animation, why not use 2,000 separate

Actor bars in the Action editor, with each bar being 20 frames long? I
haven't actually tried it, but I assume Imagine would treat each Actor
bar independently. With Imagine 3.x's cut & paste functions, it's
child's play to duplicate an Actor bar 4 times, then copy those 5 bars
and lay down 4 duplicates, copy the 25 bars and lay down 4 duplicates...
you'd get 2,000 copies with very few mouse clicks.

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

1.301   MSG-298 Subject: Re: RSDP settings

Subject: Re: RSDP settings
Date: Sunday, 14 May 1995 21:31:07
From: Charles Blaquiere <blaq@io.org>

> From: Roger Straub <straub@csn.org>
>
>
> OR (watch the light bulb explode above my head) you could use the
> brushmap as a clip map! Apply the transparency brush, then apply the
> ClipTran texture! Will this work? The dox say that it only affects the
> specular spot and reflection of the clipped parts. Hmmm. Worth a try,
> perhaps?

Great comment, Roger! I keep forgetting that filter mapping doesn't
affect specularity and reflection. (It doesn't, right?) I'll have to try
real hard and remember ClipTran.

(Later...)

I just tried it, and it works! Unfortunately, it doesn't take into
account varying levels of transparency. My test brushmap was a blurred
"3", and I got a blurred red "3" where an entire plane had been defined.
So far so good. However, the specular clipping gave me very hard-edged,
jaggy outlines where the "3" became the brushmap background. Do I have
an older version of ClipTran, which might only make a crude yes/no
decision? Is there (hopefully) a newer version, which uses the
anti-aliased filter brush value, not the straight brush pixel value? Is
such a thing even possible?

                            Thread   234
                    -=> RETURN TO CONTENTS!<=-

1.302   MSG-299 Subject: Re: Star Trek - Generations

Subject: Re: Star Trek - Generations
Date: Sunday, 14 May 1995 21:35:09
From: Charles Blaquiere <blaq@io.org>

> From: Fred Aderhold <fredster@cyberport.net>
>
> Someone suggested that you write you own Imagine manual, and I for one
> would whole-heartedly aggree(and buy it!). I always seem to "get it" from
> your explinations. Thanks!!!!

blush (twice the same night -- stop it, you guys! <g>) I prefer doing
what I enjoy most: the give-and-take of offering online advice. I figure
between Philip Shaddock and Steve Worley, we're pretty well served as
far as third-party Imagine 3.x references go.

Of course, there _are_ other wonderful programs which might benefit from
additional documentation and tutorials... <grin>

                          Thread   144
                     -=> RETURN TO CONTENTS!<=-

1.303   MSG-300 Subject: Re: How do you make trees ?

Subject: Re: How do you make trees ?
Date: Sunday, 14 May 1995 23:07:30
From: Mike McCool <mikemcoo@efn.org>

Hey y'all,

     Don't know what your platforms are, but there are a couple of 3d
tree fractalizers out there. No offense to Vertex, but their demo is
anything BUT user friendly, while the pd tree machines couldn't be
simpler to use. Of course, being free, they're not worth anything,
right? :).

     Buzz me if you're interested. I've uploaded the uu'd version so
many times to imaginoids I can do it in my sleep.

     Reminds me: there are some pretty fine tree objects up for grabs
on aminet/gfx/3dobj.

                          Thread   291
                     -=> RETURN TO CONTENTS!<=-

1.304   MSG-301 Subject: ClipTran texture

```
Subject: ClipTran texture
Date:     Monday, 15 May 1995 13:17:19
From:     milan@Dieppe.artmediatech.nl (Milan Polle)
```

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

Hi all,

in reply to Charles's question, you probably do have the old cliptran
texture. The latest version has much nicer edges (the one from the 10
texture package). One thing the cliptran texture doesn't (and can't) do
is resolve the resolve depth bug (black parts in transparant objects).
Charles, did you already ask for the textures ?

Later, Milan

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

1.305   MSG-302 Subject: Multiple copies of mails...

```
Subject: Multiple copies of mails...
Date:     Monday, 15 May 1995 14:00:02
From:     Waland J F <walaj@essex.ac.uk>
```

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

After all the problems of multiple mails being sent to the list, I thought
this would be quite interesting.

I'm on the I-Amiga list (info amiga), and by mistake sent the same mail twice,
and recieved this reply...

```
-----included post-----------
From owner-LISTSERV%UBVM.CC.BUFFALO.EDU%UBVM.CC.BUFFALO.EDU@uk.ac.essex.mailhost
 Mon May 15 12:54:52 1995
Received: from sersun1.essex.ac.uk by ossparc12.essex.ac.uk; Mon, 15 May 95 12:5
4:50 BST
Received: from UBVM.cc.buffalo.edu by sersun1.essex.ac.uk with SMTP (PP);
          Mon, 15 May 1995 12:54:33 +0100
Received: from UBVM.CC.BUFFALO.EDU by UBVM.cc.buffalo.edu (IBM VM SMTP V2R3)
          with BSMTP id 4210; Mon, 15 May 95 07:49:20 EDT
Received: from UBVM.CC.BUFFALO.EDU (NJE origin LISTSERV@UBVM)
          by UBVM.CC.BUFFALO.EDU (LMail V1.2a/1.8a) with BSMTP id 9941;
          Mon, 15 May 1995 07:49:20 -0400
:Date:        Mon, 15 May 1995 07:49:19 -0400
:From: "L-Soft list server at UBVM (1.8a)" <LISTSERV%UBVM.cc.buffalo.edu@uk.ac. ←
   essex.mailhost>
```

:Subject: Rejected posting to I-AMIGA@UBVM.CC.BUFFALO.EDU
:To: Jonathan Waland <walaj%essex.ac.uk@uk.ac.essex.mailhost>

Your message is being returned to you unprocessed because it appears to have
already been distributed to the I-AMIGA list. That is, a message with identical
text (but possibly with different mail headers) has been posted to the list
recently, either by you or by someone else. If you have a good reason to resend
this message to the list (for instance because you have been notified of a
hardware failure with loss of data), please alter the text of the message in
some way and resend it to the list. Note that altering the "Subject:" line or
adding blank lines at the top or bottom of the message is not sufficient; you
should instead add a sentence or two at the top explaining why you are
resending the message, so that the other subscribers understand why they are
getting two copies of the same message.

---------------------- Rejected message (36 lines) ------------------------
Return-Path: <@UBVM.CC.BUFFALO.EDU:walaj@POSTMAN.ESSEX.AC.UK>
Received: from UBVM (NJE origin SMTP@UBVM) by UBVM.CC.BUFFALO.EDU (LMail
          V1.2a/1.8a) with BSMTP id 9874; Mon, 15 May 1995 07:48:45 -0400
Received: from postman.essex.ac.uk by UBVM.cc.buffalo.edu (IBM VM SMTP V2R3)

[snip]

even this would be an improvement on the old software (although as mentioned
before rocking the boat isn't always a good idea, when someone elses hardware
is the provider)

jon
  Jonathan Waland   University of Essex, UK   walaj@essex.ac.uk
A4000/030-25/882-33 14Meg Ram, 540Meg Hard, 2x Floppy, Double Speed CDROM
       <http://cswww2.essex.ac.uk/users/walaj/homepage.html>

                              Thread   570
                      -=> RETURN TO CONTENTS!<=-

1.306   MSG-303 Subject: Re: Babylon5 jumpgate

Subject: Re: Babylon5 jumpgate
Date: Monday, 15 May 1995 14:06:28
From: Waland J F <walaj@essex.ac.uk>

> <deleted>
> Lets keep the thread on the jumpgate up, Does any one know of places I can
> FTP to obtain realistic looking Babylon-5 objects ? . I got some Objs but
> they have not been made well, and cause Imag 2.0 Pc to crash while rendering.
> Objects by Carmen R and others render fine so its not the software or the
> Hardware .

if you can convert them, there are some lightwave models on

```
ftp://tomahawk.welch.jhu.edu/pub/LW/objects

such as...
FILE: vorlon2.lzh     SIZE:  55251 bytes
DESCRIPTION:  Vorlon Fighter, not to be confused with other Vorlon ships.
              Great object and scene file.


FILE:   jgate3.1.lha  SIZE:  24906
DESCRIPTION:  None Given


FILE:   vorship2.lzh SIZE: 360904
DESCRIPTION:  None given.


FILE: b5bluneb.lha              SIZE: 87349
DESCRIPTION: Babylon 5 object. (new)


FILE: b5delta.lha               SIZE: 653173
DESCRIPTION: Babylon 5 delta (new)


FILE: b5jgate4.lha              SIZE: 327235
DESCRIPTION: Babylon 5 Jumpgate (new)


FILE: b5statn2.lha              SIZE: 581038
DESCRIPTION: Babylon 5 station (new)

jon
  Jonathan Waland       University of Essex, UK       walaj@essex.ac.uk
A4000/030-25/882-33 14Meg Ram, 540Meg Hard, 2x Floppy, Double Speed CDROM
      <http://cswww2.essex.ac.uk/users/walaj/homepage.html>


                        Thread        329
                  -=> RETURN TO CONTENTS!<=-
```

1.307   MSG-304 Subject: Date & Time stamp

```
Subject: Date & Time stamp
Date:    Monday, 15 May 1995 15:43:53
From:    Dave Rhodes <dave@darhodes.demon.co.uk>


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

  Does anyone else have this problem ?  (Amiga version)

When I render a pic. and click on info. in the project editor,
the date is right, but the time is out by hours (and minutes..)
e.g. I just rendered a file at 13.00 (GMT) and it says 07.32 in
the info box.
  All other programs read my internal clock right, so where
does Imagine get this from ? (No - I'm not looking at the time to
render bit !! )   Could it be that Impulse thought it would be
funny to convert everyone to EST or whatever they use ?
```

--

~==~
 Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -
 ----

                              Thread   330
                        -=> RETURN TO CONTENTS!<=-

1.308   MSG-305 Subject: DAre 2 Imagine Info

Subject: DAre 2 Imagine Info
Date: Monday, 15 May 1995 16:06:58
From: aciolino@ccmail.rrddts.donnelley.com

    Ok, apparently I made it sound like I was INCAPABLE as
    far as viewing this file.

    I am not. I was just wondering if there were any wares
    written to take advantage of the indexing job that was
    done. There are not. Fine.

    So:
    1) I CAN view and print the file
    2) I will be writing something that uses the index so
    that I can choose a topic and view the file.

    I don't know if I'll make a winhelp file or just a
    hyperlink viewer. But I'll probably do something other
    than flat text.

    -AC

                              Thread   282
                        -=> RETURN TO CONTENTS!<=-

1.309   MSG-306 Subject: Babylon5 Jumpgate.

Subject: Babylon5 Jumpgate.
Date: Monday, 15 May 1995 17:01:09
From: surentrr@vax.sbu.ac.uk

Thanks for the interesting comments received, I'll try them out when I
get home . Someone mentioned the Lightwave CD ROM . How do you convert
a lightwave object into a Imagine object ?. I can use the windows Truespace

demo program to render it if I get the objects ,but I want to be able to use
it in Imagine . So , how do I convert objects from LW to Imagine TDD format
on a PC. Also it would be interesting to hear about the utils we use from
day to day for object conversion , and the ftp sites they appear on.
So mail in your details. I know of the following :

```
    Dem23ds     Converts Vistapro dem files into 3dstudio files.
                   (better than exporting as a DXF as 3ds files are smaller)
        3ds2pov    Converts 3DS. files to povray file format.
                   (Povray is an excellent freeware ray-tracer and is
                    available for PC,Amiga,Unix,Linux and then some) :-)
        Tdd2asc    Converts Imagine objects to Asc files ,I think the asc
                   files are used in 3d modelling progs as raw data
        DTA        Dave's Targa Animator . Creates anims from TGA's ,PCX's
                   and other graphic file formats. Creates 8 bit anims for
                   use with AAPLAY and AAPLAYHI. Also creates 15,16 and 24
                    bit anims for use with DFV .
        DFV        Dave's Flic viewer . Anim player for .fli and .flc 8 bit
                   anim files. will also view TGA files in upto 24 bits as
                   well as playing true color(24 bit) anims created with
                   DTA.

    AAPLAY is a freeware animation player for fli files. Its supports
            8 bit anims in upto 320x200 resolution.
            It also supports scripts which can be used for self-running
            presentations and such.
    AAPLAYHI is similar to the above. It also supports SVGA animations
            in a maximum of 8 bit's (256 colours)
    CONVERT   Is a utility which reads amiga anims,fli's ,PCX's,GIFS
            and other files and can save them to the fli format.
             ( I dont believe that it is shareware/freeware , I believe
            it is part of Autodesk's Animator program .I got it as well
            as Autodesk's Animator on the cover of PCHOME magazine.
            2 years ago. )

     The majority of the described programs are shareware and as such
        require registration after a trial period.
```
Well does any one else have any other interesting utils they have come across?
These files are all for the PC by the way.

BTW . Does anyone have the POVRAY CDROM ? Does it contain all the files at the
POVRAY FTP site ?

                            Thread   303
                    -=> RETURN TO CONTENTS!<=-

1.310   MSG-307 Subject: Re: Date & Time stamp

Subject: Re: Date & Time stamp
Date: Monday, 15 May 1995 17:44:56
From: James Brooks <jamesb@clark.net>

On Mon, 15 May 1995, Dave Rhodes wrote:

>   Does anyone else have this problem ? (Amiga version)
>
> When I render a pic. and click on info. in the project editor,
> the date is right, but the time is out by hours (and minutes..)
> e.g. I just rendered a file at 13.00 (GMT) and it says 07.32 in
> the info box.
>   All other programs read my internal clock right, so where
> does Imagine get this from ? (No - I'm not looking at the time to
> render bit !!)   Could it be that Impulse thought it would be
> funny to convert everyone to EST or whatever they use ?

Hmm, this is something I have said on the Mailing list a good while ago
but I did not get a response (I think). I know this bug was around since
(I believe v2.0) I know 2.9 FOR SURE.

Good Luck

Alex

James "Alex" Brooks   Amiga 4000/040/28MHz 20MB RAM
Lightwave 3.5 / Imagine 3.0   VideoToaster 4000 3.1
Syquest 3.5" 270MB   Bernoulli 90Pro
NEC 3xp Triple Speed CDROM   Warp Engine 4028
Epson ES-600C Scanner   E-Mail: jamesb@clark.net

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

1.311   MSG-308 Subject: Re: How do you make trees.

Subject: Re: How do you make trees.
Date: Monday, 15 May 1995 19:11:01
From: Gavin Lipscombe <lipscombe_g@a1ubohub.larvae.ucg.MTS.dec.com>

[This message is converted from WPS-PLUS to ASCII]

Here's a vague thought. I haven't tried it but it might just work.

If you have Vista/Vistapro create a landscape with trees in it export to Imagine

then just cut out the trees you want.

Can anyone confirm this will work as I don't have Vista?

Gavin.

1.312   MSG-309 Subject: Form_Tutorial.lzh

Subject: Form_Tutorial.lzh
Date: Monday, 15 May 1995 19:31:28
From: yrod@ozemail.com.au

I'm working through Dare To Imagine's tutorials, and Steve Worley
instructs you to go to hubcap.clemson.edu and pick-up the file mentioned
above in the subject.
Hubcap's amiga section is now closed. Does anybody out there have a copy
of this file? If so could you mail me? Is it on another FTP site now?

TIA (thanks in advance)

Rod Macey
yrod@ozemail.com.au
.... generating ... 39.88% complete

1.313   MSG-310 Subject: Screen Size hack for 3.2

Subject: Screen Size hack for 3.2
Date: Monday, 15 May 1995 21:25:37
From: dgrant@cycor.ca (Dennis Grant)

My first post to the list :)

Has anybody found the hex locations to hack the 3.2 screensize for the
Amiga binary?

For that matter, is it possible to get Imagine to work properly on a
Super72 800X600 screen?

Dennis Grant   Cycor Tech Support Staff/HTML Design/Graphic Artist/Amiga support

dgrant@cycor.ca Amiga 4000/030/6/970/'882/17" IDEK/NEC CD-ROM/14.4
CLSIP/AmiTCP
http://www.cycor.ca/TCave/   Visit Trog's Cave!


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

1.314   MSG-311 Subject: Quickies!

Subject: Quickies!
Date: Monday, 15 May 1995 23:14:05
From: Charles Blaquiere <blaq@io.org>


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

> From: Fred Aderhold <fredster@cyberport.net>
>
> 1. In the Detail Editor, make a default cone with 4 sections. Make it green!
> 2. Pick the cone, choose Particle from the function menu.
> 3. In the requestor, choose pyramid for the shape, specify 7 for the size,
>   random alignment, and interpolated for the centering method.
>
> Add a tube for a trunk, and you've got sort of a tree. Well, maybe more
> of a bush. But it could be a tree in the background!

Wow! What a great quickie! Anybody else have other simple techniques?
Here's mine:

1) Create a detailed, bevelled logo in the Spline editor. Save Points.

2) In Detail, Fracture the logo with a number _greater_ than 1, for
example 2.

Result: a punk-like, spiky logo. I have no idea where you may want to
use this, but you might!

Ladies and gentlemen, show us your quickies!


```
                         Thread        486
                   -=> RETURN TO CONTENTS!<=-
```


1.315   MSG-312 Subject: Re: Screen Size hack for 3.2

Subject: Re: Screen Size hack for 3.2
Date: Monday, 15 May 1995 23:24:34
From: "Anime a day..." <b7655@hopi.dtcc.edu>

On Mon, 15 May 1995, Dennis Grant wrote:

> My first post to the list :)
>
> Has anybody found the hex locations to hack the 3.2 screensize for the
> Amiga binary?
>
> For that matter, is it possible to get Imagine to work properly on a
> Super72 800X600 screen?
>
>

   Yes, its called NewMode.   Get it from AmiNet... not sure which
directory, but it should be in util/???

I'll reply if I find it before someone else...

Bill

                            Thread   556
                        -=> RETURN TO CONTENTS!<=-

1.316   MSG-313 Subject: Transparent decal?

Subject: Transparent decal?
Date: Monday, 15 May 1995 23:31:19
From: Charles Blaquiere <blaq@io.org>

> From: Fred Aderhold <fredster@cyberport.net>
>
>
> Here's something I've wondered about -
>
> Is it possible to color map a brush onto an object, and have the
> background of the brush be transparent?

If your brushmap is a register-based image, for example a 256-color BMP,
simply activate the "use genlock" button in the Attributes/brushmap
requester. This will instruct Imagine to disregard any brushmap pixel
containing palette color zero. As long as your logo is drawn over a

color-zero background, you'll be all right. The actual color found in
palette position zero is irrelevant.

If your brushmap is a 24-bit image, you can still activate the "use
genlock" button, but you'll also have to go into the Preferences editor
and change the GENC parameter to match the actual color of your
background, since in 24-bit images, there is no palette, and therefore no
color zero; in this case, the actual background color _is_ relevant.
The default for GENC is 010101, meaning that on a scale of 0 to 255, any
brushmap pixel with R = 1, G = 1, B = 1 will be invisible.

                            Thread   346
                    -=> RETURN TO CONTENTS!<=-

1.317   MSG-314 Subject: Moving Ground

Subject: Moving Ground
Date: Monday, 15 May 1995 23:42:39
From: Torgeir Holm <torgeirh@powertech.no>

>Instead of using a 40,000-frame animation, why not use 2,000 separate
>Actor bars in the Action editor, with each bar being 20 frames long? I
>haven't actually tried it, but I assume Imagine would treat each Actor
>bar independently. With Imagine 3.x's cut & paste functions, it's
>child's play to duplicate an Actor bar 4 times, then copy those 5 bars
>and lay down 4 duplicates, copy the 25 bars and lay down 4 duplicates...
>you'd get 2,000 copies with very few mouse clicks.

There was a lot of discussion around this a while back, and I remember
people's version behaving differently. Some would loop the anim, just using
one actor bar, and some would have to use multiple bars. However some versions
wouldn't load the anim in the second action bar, for some mysterious reason.
Voodoo Magic?

Haven't tried this with 3.2, so I don't know how my version wil behave..

Torge!r

                            Thread   245
                    -=> RETURN TO CONTENTS!<=-

1.318   MSG-315 Subject: Re: How do you make trees ?

Subject: Re: How do you make trees ?
Date: Tuesday, 16 May 1995 01:08:03
From: fredster@cyberport.net (Fred Aderhold)

>   Is there an easy way to make a tree, I've been experimenting with some
>simple triangle shaped planes around an axis and some different textures but
>it never seems right. Can anybody help me?
>

You don't specify how detailed a tree you need, but here's a way to make a
quick tree -

1. In the Detail Editor, make a default cone with 4 sections. Make it green!
2. Pick the cone, choose Particle from the function menu.

3. In the requestor, choose pyramid for the shape, specify 7 for the size,
random alignment, and interpolated for the centering method.

Add a tube for a trunk, and you've got sort of a tree. Well, maybe more of a
bush. But it could be a tree in the background!

If you need more leaves, you can copy and paste the cone, then rotate the
second one to fill in the gaps. You can also make the second cone a
different color, like brown and orange for a fall tree, etc.

This method also works if you need a distant pile of rocks or something.

Now, if you need oodles of detail, there's a program for DOS called Lparser
that makes incredibly detailed trees in DXF format, but they are HUGE files.

Hope that helps!

Fred Aderhold
fredster@cyberport.net

After we pull the pin, Mr. Grenade is
NOT our friend!

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

1.319   MSG-316 Subject: Transparent decal?

Subject: Transparent decal?
Date: Tuesday, 16 May 1995 01:08:08
From: fredster@cyberport.net (Fred Aderhold)

Here's something I've wondered about -

Is it possible to color map a brush onto an object, and have the background
of the brush be transparent?

Let's say you wanted to make an orange with the word "Sunkist" on it. You
make a sphere, color it orange, apply a bump map to make it bumpy. So can
you, for example, take a white picture with red letters, apply it as a color
map, and have the white background be transparent so only the letters show
up on the orange?

In this example, I got around this by making a picture with an orange
background, so it worked ok, but I was stuck with that color of orange.

Any thoughts?

Fred Aderhold
fredster@cyberport.net

After we pull the pin, Mr. Grenade is
NOT our friend!

                            Thread   502
                      -=> RETURN TO CONTENTS!<=-

1.320   MSG-317 Subject: Re: How do you make trees.

Subject: Re: How do you make trees.
Date: Tuesday, 16 May 1995 02:18:08
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Gavin, on May 15 you wrote:

> Here's a vague thought. I haven't tried it but it might just work.
>
> If you have Vista/Vistapro create a landscape with trees in it export to Imagi
ne
> then just cut out the trees you want.
>
> Can anyone confirm this will work as I don't have Vista?

No, VistaPro only saves the landscape info not the detail. It will save the
polygon colours though.

-- Bob

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

```
                              Thread         566
                      -=> RETURN TO CONTENTS!<=-
```

1.321   MSG-318 Subject: Freelancers needed

```
Subject: Freelancers needed
Date:    Tuesday, 16 May 1995 05:13:01
From:    TimeWar1@aol.com
```

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

We're looking for modelling and animation help for a sci-fi cdrom adventure.
 Pro experience not required (but realistic models are!). Please email
TimeWar1@aol.com if interested.

```
                              Thread         590
                      -=> RETURN TO CONTENTS!<=-
```

1.322   MSG-319 Subject: Re: Transparent decal?

```
Subject: Re: Transparent decal?
Date:    Tuesday, 16 May 1995 06:50:38
From:    fredster@cyberport.net (Fred Aderhold)
```

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

>> Is it possible to color map a brush onto an object, and have the
>> background of the brush be transparent?
>
>If your brushmap is a register-based image, for example a 256-color BMP,
>simply activate the "use genlock" button in the Attributes/brushmap
>requester. This will instruct Imagine to disregard any brushmap pixel
>containing palette color zero. As long as your logo is drawn over a
>color-zero background, you'll be all right. The actual color found in
>palette position zero is irrelevant.

Perfect! I tried it on my orange, and that's exactly what I needed. I read
the messages about the genlock button, but somehow I got the impression that
it was an Amiga video thang. Thanks to all for responding...

Now, why does the manual say I shouldn't use a 320x200 brush map?

Fred Aderhold
fredster@cyberport.net

After we pull the pin, Mr. Grenade is
NOT our friend!

                                Thread   335
                           -=> RETURN TO CONTENTS!<=-

1.323   MSG-320 Subject: LightROM Vol 1 CD

Subject: LightROM Vol 1 CD
Date: Tuesday, 16 May 1995 07:48:34
From: CyberMer@aol.com

In a message dated 95-05-12 09:25:25 EDT, you write:

>LightROM Vol 1 CD

Where can I get this CD-ROM

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

1.324   MSG-321 Subject: Sorry Could Not Find Subject!

Date: Tuesday, 16 May 1995 09:23:19
From: Dave Rhodes <dave@darhodes.demon.co.uk>

     Hi all.
 Long winded quickie coming up.

  Most of the projects I make with Imagine tend to be interiors,
so I spent a lot of time trying to make decent picture frames,
but as usual, I tried the hard way first, using real-world joinery
thinking processes, i.e. I made an extruded piece of virtual wood
and tried to slice the ends off at 45 degrees, and butt four
pieces together... Oh dear me ..no no no...
   The answer was so simple that some of you will know it anyway,
but for the hard of thinking, like me, I'll post it here.
   This method makes a square frame, but by dragging the points
which make up the sides of the frame, you can easily make it
rectangular without changing the width of the frame itself-(or
ripping the canvas).

 Front view - Add axis - Pick select it - Add lines.

 Use pick method=lock to make the first point in exactly the same
place as the axis, (0,0,0 unless you moved it), and make the next
point to the left of the axis to define half the width of the
canvas, (from corner to corner), still at Z=0.


```
  _                                     Z    Point 1 (0,0,0)
 | |   _   point 2                      |  /
 |  \_/ \_  /          canvas           | /
 |         _____|_____|/_ _ _ X
 |_____^
        ^                              \
    Back of frame                       \
                          Last point (0,0,Z= -depth of canvas)
```
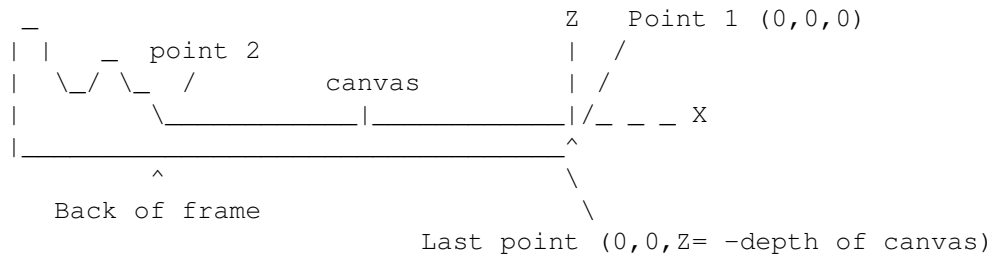
    Make the fancy extrusion,(turn off Lock if your grid size is too
big to allow enough detail), and make the last point directly under
the first, keeping the back of the frame and the canvas parallel to
each other.

    Now pick object, SWEEP it 360 degrees, with 4 sections,
(unless you want a round frame) and it will appear...the wrong way
round. Use the transformation requester four seperate times, in
this order, to make it easy to wrap your picture onto it.

    1. rotate Z +45 (perform)
    2. Align AXIS ONLY to 0,0,0 (perform)
    3. rotate X +90 (perform)
    4. Align AXIS ONLY to 0,0,0 (perform)

     If you make the 4 canvas faces into a subgroup, you can easily
restrict your brushmap to it, and make the rest of the frame wood,
or whatever. I love the hardwood texture with a deep mahogany color
(as long as it's taken from a sustainable forest of course)
  Judicious use of Make Sharp Edges will enhance the look of the
frame, if you want some phongy bits in it.

 Of course, sweeping it with more than four sections and scaling the
Z size will make those lovely oval cameo type frames, and sweeping it
with less than four will make a ... erm - mess.

Dave

--

~==~
 Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -
 ----

                          Thread   285
                    -=> RETURN TO CONTENTS!<=-

1.325   MSG-322 Subject: WTB: Pagoda object

```
Subject: WTB: Pagoda object
Date:     Tuesday, 16 May 1995 10:08:21
From:     Toby Edwards <tobs@perihelion.co.uk>


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

Does anyone know where I can lay my hands on a
Pagoda object ?

I could build it but I've got a tight schedule :-(

------------------------------------------------------------------------
A student asked the master for help... does this program run from
the Workbench? The master grabbed the mouse and pointed to an icon.
"What is this?" he asked. The student replied "That's the mouse".
The master pressed control-Amiga-Amiga and hit the student on the
head with the Amiga ROM Kernel Manual.        -- Peter da Silva
------------------------------------------------------------------------
Toby Edwards                    |                \|/
Amiga A4000 030 40mhz 68882 FPU |               /^^^\
        500 MB HD   16 Meg Fast |               | o o |
                    2 Meg Chip  |               |  O  |
-------------------------------------------oOO|-----|OOo----------
```

```
                          Thread        110
                      -=> RETURN TO CONTENTS!<=-
```

1.326   MSG-323 Subject: About un/subscribing

```
Subject: About un/subscribing
Date:     Tuesday, 16 May 1995 10:35:27
From:     gregory denby <gdenby@twain.helios.nd.edu>


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


It seems like a lot of people are going off on vacation, and needing
to unsubscribe, but are having difficulty.  Perhaps the old address
does not work any more.  Try imagine@email.eag.unisysgsg.com, maybe
twice, since our respected moderator, Dave Wickard is probably a
busy guy, and might miss the first one.

Greg Denby
```

```
                          Thread        331
                      -=> RETURN TO CONTENTS!<=-
```

1.327   MSG-324 Subject: Re: Quickies

```
Subject: Re: Quickies
Date:      Tuesday, 16 May 1995 10:45:59
From:      gregory denby <gdenby@twain.helios.nd.edu>
```

Charles B. says, "...show us your quickies." O.K.

Quick snow (a little memory intensive.) Create a primitive disk, six sides.
Save as "flake." Create another primitive, anyone may do, depending on
the situation. I like to use another 6 sided primitive disk. Scale it
large. Pick all edges. Fracture, fracture, fracture. Pick object.
fracture = .5. Bend, twist, shear, pull push, etc till well deformed.
Apply particles, specify file "flake," align to face, specify size to
something small, around 5 +- 2. Set attribute to bright. Render.

Of course, succeeding deformations can be used for various states, making
a swirling snow storm.

Greg Denby
gdenby@darwin.cc.nd.edu

"Have dots, will connect."

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


1.328   MSG-325 Subject: Re: Transparent decal?

```
Subject: Re: Transparent decal?
Date:      Tuesday, 16 May 1995 12:13:22
From:      cjo@esrange.ssc.se
```

> Now, why does the manual say I shouldn't use a 320x200 brush map?

Could it be as simple as that the 320x200 doesn't use square pixels?
But I can't understand why that should affect anything...

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

```
                             Thread          319
                        -=> RETURN TO CONTENTS!<=-
```

1.329   MSG-326 Subject: Re: Transparent decal?

```
Subject: Re: Transparent decal?
Date:     Tuesday, 16 May 1995 13:14:00
From:     Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>
```

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

```
> Yeah, but your "transparent" part needs to be 0,0,0 BLACK. Then use the
> Genlock button from the brush map requestor. Seems this wouldn't work
> with TIFS in 3.1 so I had to convert the image to IFF format (on the PC
> version). I can't remember if they've fixed the TIF genlock in 3.2 or
> not. (..I believe so).

I messed with this quite a bit recently and couldn't get it to work.
Set the GENC to 0,0,0, made the transparent parts black, set the
genlock button in the requestor.  Nothing.  I ended up converting
the 24-bit tiff I was using to 256 with white where I wanted
transparency.  But this could simply be my own lack of ability
(it so often is).

Michael
```

```
                         Thread           325
                     -=> RETURN TO CONTENTS!<=-
```

1.330   MSG-327 Subject: Transparent decal?

```
Subject: Transparent decal?
Date:     Tuesday, 16 May 1995 14:46:00
From:     mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)
```

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

```
-> From: fredster@cyberport.net (Fred Aderhold)->-> Here's something I've wonder
ed about -->-> Is it possible to color map a brush onto an object, and have the
b=ack-> of the brush be transparent?Yeah, but your "transparent" part needs to b
e 0,0,0 BLACK. Then use t=heGenlock button from the brush map requestor. Seems t
his wouldn't workwith TIFS in 3.1 so I had to convert the image to IFF format (o
n the =PCversion). I can't remember if they've fixed the TIF genlock in 3.2 orno
t. (..I believe so).        _____
___      /_____\   /=3D=3D=
3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D==3D=3D=3D=3D=3D=3D=3D=3D=3
D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D==3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D
=3D=3D=3D=3D=3D=3D\  =3D| Mike van der Sommen ||  Email:
     =|=3D  =3D| GraFX Haus BBS      ||  mike.vandersommen@caddy.uu.silcom.co
m =|=3D  =3D| Santa Barbara, Ca.  || _____ =|=3D  ↵
    =3D|    "..where the 4 Horsemen of the Apocalypse play golf...
"    =|=3D  =3D|          14.4k v.32bis 24 hours - 805-683-1388
=|=3D    _____/--- =FE
InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388
```

1.331   MSG-328 Subject: Re: How do you make trees.

Subject: Re: How do you make trees.
Date: Tuesday, 16 May 1995 15:57:32
From: Dylan Neill <dylann@pcug.org.au>

On Mon, 15 May 1995, Gavin Lipscombe wrote:

> [This message is converted from WPS-PLUS to ASCII]
>
>
> Here's a vague thought. I haven't tried it but it might just work.
>
> If you have Vista/Vistapro create a landscape with trees in it export to Imagi
ne
> then just cut out the trees you want.
>
> Can anyone confirm this will work as I don't have Vista?

Nah, I've tried it before and it only saves the landscape. (PC and Amiga
versions)

                              |\ /|
                              o O
  _____oOO_=(^)=_OOo_____
  | '''   U   ''' |
  | Gumby Death Man (Dylan Neill) Amiga 1200/6/120   486DX2-66/24/500 |
  | Email: dylann@pcug.org.au   WWW: http://www.pcug.org.au/~dylann/ |
  |_____|

1.332   MSG-329 Subject: Re: Babylon5 jumpgate

Subject: Re: Babylon5 jumpgate
Date: Tuesday, 16 May 1995 20:30:08
From: bmolsen@bvu-lads.loral.com (Brad Molsen)

>> <deleted>
>> Lets keep the thread on the jumpgate up, Does any one know of places I can

>> FTP to obtain realistic looking Babylon-5 objects ? . I got some Objs but
>> they have not been made well, and cause Imag 2.0 Pc to crash while rendering.

>> Objects by Carmen R and others render fine so its not the software or the
>> Hardware .
>
>
>if you can convert them, there are some lightwave models on
>ftp://tomahawk.welch.jhu.edu/pub/LW/objects
>
>such as...
>FILE: vorlon2.lzh   SIZE: 55251 bytes
>DESCRIPTION: Vorlon Fighter, not to be confused with other Vorlon ships.
>   Great object and scene file.
>
>FILE: jgate3.1.lha SIZE: 24906
>DESCRIPTION: None Given
>
>FILE: vorship2.lzh SIZE: 360904
>DESCRIPTION: None given.
>
>FILE: b5bluneb.lha   SIZE: 87349
>DESCRIPTION: Babylon 5 object. (new)
>
>FILE: b5delta.lha   SIZE: 653173
>DESCRIPTION: Babylon 5 delta (new)
>
>FILE: b5jgate4.lha   SIZE: 327235
>DESCRIPTION: Babylon 5 Jumpgate (new)
>
>FILE: b5statn2.lha   SIZE: 581038
>DESCRIPTION: Babylon 5 station (new)
>
>jon
> Jonathan Waland   University of Essex, UK   walaj@essex.ac.uk
>A4000/030-25/882-33 14Meg Ram, 540Meg Hard, 2x Floppy, Double Speed CDROM
>   <http://cswww2.essex.ac.uk/users/walaj/homepage.html>

        To all, Along the same line, there are some Amiga Imagine Objects
from the show at http://www.uml.edu/Babylon-5/ . They are in the .LHA
compression format. There are also some jpegs availible for viewing also. I
would have mentioned this earlier but, I thought it had been posted to the
list before. I it has I'm sorry for the redundantcy :) .
                                         later,
                                          Brad

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
        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

                          Thread   286

-=> RETURN TO CONTENTS!<=-

1.333   MSG-330 Subject: Re: Date & Time stamp (fwd)

Subject: Re: Date & Time stamp (fwd)
Date: Tuesday, 16 May 1995 21:19:34
From: Wayne Waite <Wayne@waitey.demon.co.uk>

On Mon, 15 May 95 14:43:53 GMT Dave Rhodes <dave@darhodes.demon.co.uk> said
[------------------- text of forwarded message follows -------------------]

Does anyone else have this problem ? (Amiga version)

When I render a pic. and click on info. in the project editor,
the date is right, but the time is out by hours (and minutes..)
e.g. I just rendered a file at 13.00 (GMT) and it says 07.32 in
the info box.
[----------------------- end of forwarded message -----------------------]
I too have the same problem. I don't think this ever happened on version 2
or version 3 of Imagine.

Wayne (waitey)

--
~==~
 Wayne Waite – Wayne@waitey.demon.co.uk (Personal)
Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063
-- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

Thread   364
-=> RETURN TO CONTENTS!<=-

1.334   MSG-331 Subject: Re: About un/subscribing

Subject: Re: About un/subscribing
Date: Tuesday, 16 May 1995 22:38:38
From: Dave Rhodes <dave@darhodes.demon.co.uk>

Hi imagine@email.sp.paramax.com
>
> It seems like a lot of people are going off on vacation, and needing
> to unsubscribe, but are having difficulty. Perhaps the old address
> does not work any more. Try imagine@email.eag.unisysgsg.com, maybe
> twice, since our respected moderator, Dave Wickard is probably a

> busy guy, and might miss the first one.
>

        I thought ALL subscribe and unsubscribe requests
should be made to imagine-request@eag.unisysgsg.com, as sending
it to the imagine@ etc. will result in it appearing on the list ?

--

~==~
 Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -
 ----

                              Thread   336
                        -=> RETURN TO CONTENTS!<=-

1.335   MSG-332 Subject: Re: Transparent decal?

Subject: Re: Transparent decal?
Date: Wednesday, 17 May 1995 02:00:29
From: fredster@cyberport.net (Fred Aderhold)

>> Yeah, but your "transparent" part needs to be 0,0,0 BLACK. Then use the
>> Genlock button from the brush map requestor. Seems this wouldn't work
>> with TIFS in 3.1 so I had to convert the image to IFF format (on the PC
>> version). I can't remember if they've fixed the TIF genlock in 3.2 or
>> not. (..I believe so).
>
>I messed with this quite a bit recently and couldn't get it to work.
>Set the GENC to 0,0,0, made the transparent parts black, set the
>genlock button in the requestor. Nothing. I ended up converting
>the 24-bit tiff I was using to 256 with white where I wanted
>transparency. But this could simply be my own lack of ability
>(it so often is).

It depends on what you've made the picture with, I think. In my case I used
PhotoShop, and you can accuratly define the color you want as the
background. In your paint program, look for a way to key in values for
colors instead of just making it "Black". The first time I tried this,
nothing happend for me also, I found that Photoshop had made the color black
0,0,0 and GENC color was 01,01,01. In Photoshop, I specified 1,1,1 fo the
background color and all was well.

Fred Aderhold
fredster@cyberport.net

After we pull the pin, Mr. Grenade is
NOT our friend!

1.336   MSG-333 Subject: Quickies - Hack Trees

Subject: Quickies - Hack Trees
Date: Wednesday, 17 May 1995 09:07:06
From: aciolino@ccmail.rrddts.donnelley.com

      Imagine 3.x quickie:

      I've had to make a few Fantasy Cities before and show an aerial view,
      but the buildings look pretty stark without any flora, so I wanted to
      add some "trees", just something to give the eye another focus. They
      didn't need to be realistic, just "there".

      After running out of memory a few times trying to make 100 real trees,
      I changed my thinking and did the following:

      Make a primitive plain, 20x20 or 10x10, and change it's color to
      forest green. Turn on Particles, select pyramids, make them all
      pretty large in relation to your other objects (buildings), make the
      particles render on the location of the points (don't interpolate,
      it's harder to control mentally, see below), render!

      Of course, the primitive plain might have a few too many trees, so go
      into pick points mode (Detail editor) and delete a few points on the
      plain where you don't want trees. Pick a number of points in the
      center, delete them and re-render, with your "object" in the center
      and bam! you have a forest for the trees.

      Also, I needed to surround a "suburb area" with smaller trees than the
      "rural" area's trees, so I just made another plain with a slightly
      different (lighter) color and made the pyramids smaller, deleted a few
      more points and bam! again, another group of trees.

      Afterwards, I threw them down on my land-mass, added my buildings and
      towers, rendered, and had a full map ready for use in under 2 hours,
      after wasting 2 days with real tree objects.

      This method can be used to lay down houses (cubes) or towers (Yech!)
      or anything that is large and needs alignment.

      Hmmm...I wonder what would happen if I told Imagine to Load an object
      (a Tree!)? Would it load 500 trees if I had 500 points via the
      particle effect? Or would it load just one tree, save memory, and
      simply render 500 copies of it, exponentially increasing renderind
      time...

    -AC

1.337   MSG-334 Subject: Re: Transparent decal?

Subject: Re: Transparent decal?
Date: Wednesday, 17 May 1995 10:22:00
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> It depends on what you've made the picture with, I think. In my case I used
> PhotoShop, and you can accuratly define the color you want as the
> background. In your paint program, look for a way to key in values for
> colors instead of just making it "Black". The first time I tried this,
> nothing happend for me also, I found that Photoshop had made the color black
> 0,0,0 and GENC color was 01,01,01. In Photoshop, I specified 1,1,1 fo the
> background color and all was well.
>

Yes. I was using Picture Publisher on the original picture and was
making the "Black" 0,0,0. What I did was to set the 01,01,01 that
I found in the GENC slot to 0,0,0 to correspond to my color. Maybe
I would have had better luck setting my color to 01,01,01 as you
did, though it's hard to see why that would work.

Michael

1.338   MSG-335 Subject: Re: Transparent decal?

Subject: Re: Transparent decal?
Date: Wednesday, 17 May 1995 10:29:41
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

Hello,
It's better to use HiRes mode brush map, 640x400, you'll get better results.
If you don't make the map with Amiga/IBM and move it to another platform,
it dosen't matter. If you move maps, the aspect ratio changes.

I guess the meaning in the manual was, don't use LowRes map.
You can use any dimension you need for your map, it need not be exactly
320x200 or 640x400, in Amiga's terms, it's the resolution of the screen,

in it, if you have a map that is 100x200 in 640x400 screen, it's still
a HiRes brush map, with width=100 hight=200.

When using 756x566 over scan, it's still HiRes (640x400) mode, if you 'go'
to video (PAL)

I try to make the brush map the biggest I'll need. If in your project,
your camera will zoom in on an object with a brush map, and it will fill
half the screen, and your brush map is HiRes (640x400), make it at least:
width=320 and hight=200, (it's not LoRes, it's still HiRes) you can make it
full screen of course, but it will consume memory.

Make your brush map (HiRes) the same ratio your object is.
If you have an object 50x75, your brush map should be - 50x75, or 100x150
and if you'll zoom in full screen on it, 500x750.

Learned a lot from past posts about it, in the IML.
Hope I got it right...

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

On Tue, 16 May 1995 cjo@esrange.ssc.se wrote:

> > Now, why does the manual say I shouldn't use a 320x200 brush map?
>
> Could it be as simple as that the 320x200 doesn't use square pixels?
> But I can't understand why that should affect anything...
>
> *---*
> | Conny Joensson | Swedish Space Corp. Esrange |
> | Kiruna | Satellite operations - Telecom Div. |
> | Sweden | cjo@smtpgw.esrange.ssc.se |
> *---*
>

                      Thread   334
                  -=> RETURN TO CONTENTS!<=-

1.339   MSG-336 Subject: Re: About un/subscribing

Subject: Re: About un/subscribing
Date: Wednesday, 17 May 1995 11:50:15
From: gregory denby <gdenby@darwin.cc.nd.edu>

I said: "try imagine@email.eag.unisysgsg.com..." to un/subscribe
which is wrong, as Dave Rhodes notes. It should be (emphasis mine)
IMAGINE-REQUEST@email.eag....(etc.). That's imagine-request@...etc.

From the mail headers, it seems that the address _____@email.sp.paramax.com
is still functioning, but Dave Wickard did say back in Nov. that it would

become disfunctional.

Sorry for the bad pointer.
Greg Denby
gdenby@darwin.cc.nd.edu

                              Thread   444
                        -=> RETURN TO CONTENTS!<=-

1.340   MSG-337 Subject: Re: Quickies

Subject: Re: Quickies
Date: Wednesday, 17 May 1995 11:57:18
From: gregory denby <gdenby@darwin.cc.nd.edu>

Dave Rhodes writes: "Long winded quickie coming up..."

Nice picture frame, and not so long winded. Perhaps the topic should be
"Quickies, the shortest way to a good result."

Greg Denby
gdenby@darwin.cc.nd.edu

                              Thread   324
                        -=> RETURN TO CONTENTS!<=-

1.341   MSG-338 Subject: Re: TextureStudio v1.0.2

Subject: Re: TextureStudio v1.0.2
Date: Wednesday, 17 May 1995 11:59:25
From: Mike McCool <mikemcoo@efn.org>

>
> The /pub/aminet/new directory is only for "UPLOADS".
>
>
Hey Horst,

     I used to think this was the case, but I have actually nabbed
files from the new directory. Obviously you have to know their exact
name, since they're invisible--but it is possible to download from the
new dir. (Files just don't stay in there very long, which is why I think I
was unable to find TS vl.0.2).

                              Thread   271

1.342   MSG-339 Subject: Re: Transparent decal?

Subject: Re: Transparent decal?
Date: Wednesday, 17 May 1995 12:05:27
From: Mike McCool <mikemcoo@efn.org>

> It's better to use HiRes mode brush map, 640x400, you'll get better results.

I ALWAYS use a 24bit brushmap. It just comes out better every time. Am
I missing something here? HiRes to me implies 16colors. Do you mean the
SIZE should be 'hi-res?' That is, a 24-bit pic that's 640x400? (If this
query seems too dumb, I'll understand your not responding).

1.343   MSG-340 Subject: Transparent decal?

Subject: Transparent decal?
Date: Wednesday, 17 May 1995 14:28:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: Michael North   <IBTLMAN@MVS.OAC.UCLA.E=DU>->-> I
messed with this quite a bit recently and couldn't get it to wor=k.-> Set the GE
NC to 0,0,0, made the transparent parts black, set the-> genlock button in the r
equestor. Nothing. I ended up converting-> the 24-bit tiff I was using to 256
with white where I wanted-> transparency. But this could simply be my own lack
of ability-> (it so often is).I dunno. I'm a bit confused about it myself. A pre
vious message said =thecolor doesn't matter, as long as the "position" of the co
lor is 0 (orsomething like that). However, in preferences it gives a specific"ge
nlock" color for non-Amiga IFFs as f0f0f0 (white), so your examplewould make sen
se. I always assumed what ever color you set for GENLOC=Kin preferences would be
 the transparent color. I always set this toBLACK.Now I'm not sure. If it's "pos
ition" and not color, what is the genlo=ckcolor setting for in preferences?--- =
FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

1.344   MSG-341 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 17 May 1995 14:33:48
From: montvai@achilles.rijnh.nl (Attila Montvai)

Subject: death of my IM.3.0

People,
last night I got angry with my Imagine 3.0 so I wiped it off
 my HD.

Reasons for that (which I sent to Impulse as well) are as
follows:

1. ....
   ....

2. I wanted to load an ~5 Mb DXF file.
   It took me more than 1/2 hour trashing of the HD not to
   see a single line thereafter.
   Mxxxxxxxxxxxx: ~ 5 min. and the thing is there.
   (with shadow map and phong rendering is about 1 min.)
   Txxxxxxxx: ~8 min. loading time (it is a modeler, raytracer) and
   less then 2 min rendering time with raytracing algorithm.

3. After importing the thing (shareware converters)
   I made the wrong choice of attributes, so I wanted
   to change it. An other fight to get rid off the old one.
   (Imagine is buggy like Hell - you know it as well, don't you?)
    - user commands not working, (PARENT)
    - the stage editor gets corrupt after switching to other
      modules (right! not always.)
    - in my version the ZO ZI gadget do not work properly in the
      stage editor.
    - ...

4. No on-line help. It is a must even for a lousy
   shareware. Not speaking of the really good ones!

5. (Correlates with 4.) The manual like a short story written by
   an amateur writer for a charity event in a small willage.
   (I have compiled a list to argue in favour of the claim so
    I can send it to anyone
    including 'the gang at Impulse', and the author too.)
   Data, basic information missing...
   It is like looking for a specific piece of potato in a mixed vegetable
   soup.

6. The 'scanline' mode is a joke. No shadow- reflexion- ... maps.
   So I could just see: was the thing there or not - admittedly
   with this
   buggy stuff it was a very important information! With rendering
   times and resolutions nowhere as compared to a host of decent

```
    renderers
    (with shadow- reflexion- and surrounding maps)
    using it was waste of time.
```

7. There are (FREE!) raytracers out there (and shareware
   modellers):
   -with speed and physically correct (computed) radiance distribution
     (you guessed: Rxxxxxxx ...)
   -built in procedural texture language, parametric
    modelling (suitable for animation) - Rxxxxxx,
    ! no C, C++, ADA, LISP .. compiler, secret knowledge, etc. needed. !!
   -CSG modeller+incredibly sophisticated raytracer (bxxxxxxx)
   - ...

8. Using uncompressed TIF as a brush source is a fault. GIF, JPG ...
   compressed formats are widely used in the business with much
   less memory overhead.
   However it may be necessary because of royalties, inappropriate
   code engineering, etc.
   (Don't be silly shouting at me! I got 20Mb RAM (chips))

9... (I just do not want to proceed. What for?)

A month or so ago there was a long que of wish-lists containing hints,
fancy thigs that were missing. I have the feeling Imagine is
not so far still. Fulfilling requirements following from the points
listed above
  can be considered as a minimum
to survive in the market (and stay alive) and beeing considered
as something professional(ish).

Conclusion: the ~ ten bucks cover-disk price for 2.0 is about right!
(To my luck I got the 3.0 relatively cheap but in a honest business.)

I miss:

the Forms editor!
the GUI - it is refreshingly different from others at least on
my abacus.

Attila
montvai@achilles.rijnh.nl

1.P.S: #1.above is about platforms, RAM utilisation etc...

2.P.S - the xxx-s are brands I do not want to campaign for,
        the results are measured.

===

     |-00000-------| !!! M U L T I T A S K I N G !!! **
     |0-------000-0|
     |---0000------| 1.2 Hz   ABACUS, 11 rows, 13 spheres
     |---------0000| of different colors on each
     | |
     | |
```

```
    ---             ---  ** can sing while tossing the balls.
================================================================
```

```
                        Thread        143
                    -=> RETURN TO CONTENTS!<=-
```

1.345   MSG-342 Subject: Re: Your mail

```
Subject: Re: Your mail
Date:      Wednesday, 17 May 1995 16:17:48
From:      "Anime a day..." <b7655@hopi.dtcc.edu>
```

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

```
On Wed, 17 May 1995, Attila Montvai wrote:
```

```
>
> Subject: death of my IM.3.0
>
>
> People,
> last night I got angry with my Imagine 3.0 so I wiped it off
>  my HD.
>
> Reasons for that (which I sent to Impulse as well) are as
> follows:
>
> 1. .......................................................
>    ...................................................
>
> 2. I wanted to load an ~5 Mb DXF file.
>    It took me more than 1/2 hour trashing of the HD not to
>    see a single line thereafter.
>    Mxxxxxxxxxxxx: ~ 5 min. and the thing is there.
>    (with shadow map and phong rendering is about 1 min.)
>    Txxxxxxxx: ~8 min. loading time (it is a modeler, raytracer) and
>    less then 2 min rendering time with raytracing algorithm.
```

```
    Impulse, welcome to the world of the PC market..  not 100% sure but it
looks like a safe bet to me...
```

```
Sounded like a spoiled brat, didn't it?
```

```
b0nez
```

1.346   MSG-343 Subject: Re: UNSUBSCRIBE

Subject: Re: UNSUBSCRIBE
Date: Wednesday, 17 May 1995 16:19:38
From: Marty Nussbaum <martyn@asu.edu>

For all of those who wish to "Unsubscribe" we hate to see you go, but
here are the addresses that I have according to the info that was sent in
the beginning.
                "dave@shell.portal.com"
                "imagine-request@email.eag.unisysgsg.com"
                "dwickard@mhs.eag.unisysgsg.com"
                (in order of preference)

Hope that this helps some of you. Come back soon. :)

            Marty

            **************   _ _ /|
            *   ACK!!   *   \'o.O'
            * Hairball! *   =(___)=
            **************   U

                      Thread   156

1.347   MSG-344 Subject: Babylon/Star Trek Texture

Subject: Babylon/Star Trek Texture
Date: Wednesday, 17 May 1995 16:53:00
From: robert.buonincontro@canrem.com (Robert Buonincontro)

 Is there a way to duplicate the Space ship patterns found in Babylon
and Startrek using standard Imagine textures?

        robert.buonincontro&canrem.com
---

* DeLuxe2 1.12 #8947 * The Amiga Is Not A Religion! It's A Computer!

```
                            Thread        306
                     -=> RETURN TO CONTENTS!<=-
```

1.348   MSG-345 Subject: Re: BABYLON 5 objects

```
Subject: Re: BABYLON 5 objects
Date:    Wednesday, 17 May 1995 19:13:54
From:    surentrr@vax.sbu.ac.uk
```

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

Hi ! , I've FTP'ed some Lightwave Objects onto my hard disk.
I viewed them with the Truespace demo disk (for Windows).
They look great !   Now how do I get them into Imagine 2.0 PC ?
I've got IM2LW from the aminet, but this converts Imagine Objs to LW .
I need it to work the other way round !
I've heard WC2POV mentioned, but I dont think it will output Imagine Objs.
Thanks in advance for any help .
Ramesh Suren (And an excellent Bab5 tube to boot)

```
                            Thread        349
                     -=> RETURN TO CONTENTS!<=-
```

1.349   MSG-346 Subject: Transparent decal?

```
Subject: Transparent decal?
Date:    Wednesday, 17 May 1995 22:04:21
From:    Torgeir Holm <torgeirh@powertech.no>
```

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

On 17-May-95 13:28:00, Mike Vandersommen wrote:
>I dunno. I'm a bit confused about it myself. A previous message said the
>color doesn't matter, as long as the "position" of the color is 0 (or
>something like that). However, in preferences it gives a specific
>"genlock" color for non-Amiga IFFs as f0f0f0 (white), so your example
>would make sense. I always assumed what ever color you set for GENLOCK
>in preferences would be the transparent color. I always set this to
>BLACK.

>Now I'm not sure. If it's "position" and not color, what is the genlock
>color setting for in preferences?

The color0 only applies to index-colored pictures, that is pictures that have
a palette with anything from 2 to 256 colors. In this case the first color in
the palette is made transparent.

24 bit pictures don't have this kind of palette, so Imagine is unable to

locate any color0 in the image. This is what the prefs setting for genlock
color is all about. It allows you to specify a color in RBG, which will be
made transparent when you use 24 bit images.

Torge!r

                         Thread   316
                  -=> RETURN TO CONTENTS!<=-

1.350   MSG-347 Subject: Re: Your mail

Subject: Re: Your mail
Date: Thursday, 18 May 1995 01:18:44
From: Lumbient@aol.com

Its funny, we all love Imagine! Wonder what's wrong with his copy!

Maybe he had 3D-Studio, and thought it was Imagine :) I can see the
frustration!

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

1.351   MSG-348 Subject: Re: Transparent decal?

Subject: Re: Transparent decal?
Date: Thursday, 18 May 1995 01:34:13
From: fredster@cyberport.net (Fred Aderhold)

>Yes. I was using Picture Publisher on the original picture and was
>making the "Black" 0,0,0. What I did was to set the 01,01,01 that
>I found in the GENC slot to 0,0,0 to correspond to my color. Maybe
>I would have had better luck setting my color to 01,01,01 as you
>did, though it's hard to see why that would work.

I could've done that also, but I was already in Windows, so I just made
another map, and made the map "black" 1,1,1. Who knows why we do things the
way we do, but as long as it worked for you, cool!

I suppose as long as the actual RGB value matches the GENC option, you could
have any transparent background color. I think the GENC color is specified
in hex, though, so it might be tricky if you wanted a purple background...

```
--------------------------------
```
Fred Aderhold
fredster@cyberport.net

After we pull the pin, Mr. Grenade is
NOT our friend!

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

1.352   MSG-349 Subject: Re: BABYLON 5 objects

Subject: Re: BABYLON 5 objects
Date: Thursday, 18 May 1995 01:34:16
From: fredster@cyberport.net (Fred Aderhold)


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

>Hi ! , I've FTP'ed some Lightwave Objects onto my hard disk.
>I viewed them with the Truespace demo disk (for Windows).
>They look great !   Now how do I get them into Imagine 2.0 PC ?
>I've got IM2LW from the aminet, but this converts Imagine Objs to LW .
>I need it to work the other way round !
>I've heard WC2POV mentioned, but I dont think it will output Imagine Objs.
>Thanks in advance for any help .
>Ramesh Suren (And an excellent Bab5 tube to boot)

WC2POV doesn't output Imagine objects directly, but it will output a dxf
file that can be imported into Imagine...


```
--------------------------------
```
Fred Aderhold
fredster@cyberport.net

After we pull the pin, Mr. Grenade is
NOT our friend!

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

1.353   MSG-350 Subject: Re: Transparent decal?

Subject: Re: Transparent decal?
Date: Thursday, 18 May 1995 01:34:21
From: fredster@cyberport.net (Fred Aderhold)

>
>> It's better to use HiRes mode brush map, 640x400, you'll get better results.
>
>I ALWAYS use a 24bit brushmap. It just comes out better every time. Am
>I missing something here? HiRes to me implies 16colors. Do you mean the
>SIZE should be 'hi-res?' That is, a 24-bit pic that's 640x400? (If this
>query seems too dumb, I'll understand your not responding).

I've always considered Hi-Res to mean the size of the picture. The number of
bits is what determines how many colors the picture has, regarless of the
size. Any pros out there have an "Official" definition?

Fred Aderhold
fredster@cyberport.net

After we pull the pin, Mr. Grenade is
NOT our friend!

                        Thread   348
                  -=> RETURN TO CONTENTS!<=-

1.354   MSG-351 Subject: IM 3.0 Drive Wipes (long msg, 1 tip)

Subject: IM 3.0 Drive Wipes (long msg, 1 tip)
Date: Thursday, 18 May 1995 10:27:25
From: aciolino@ccmail.rrddts.donnelley.com

      Ya know, there's a lot of time that I've wanted to wipe 3.0 off my
      drive, too. It can be frustrating to get things to work properly with
      this package.

      Most of what I'm going to say will apply to the PC version of Imagine.
      Amiga users - ignore this message, and go on about your business. I've
      migrated off the Amiga because the oomph isn't there anymore, and I
      have 3 PC's, so I have 3 rendering engines...instead of my old
      A500/030 @ 33Mhz. If you are here for the tip ONLY, go to the end of
      the message.

      If you want to paint, you've got to learn how to use your brushes and

pigments! Imagine is NOT a kids' toy, it is a powerful renderer that
is EXTREMELY tempermental. The actual program interface and underlying
memory structures SUCK for low-end machines, and they are marketing
for low-end machines, instead of 128MB RAM computers, where we
wouldn't notice the flaws (interface, loading objects every frame).
But, Imagine still runs, and runs well, for compu-artists looking to
experiment with powerful lighting and color techniques.

I agree with many of Atilla's (?) points: Imagine is horrid in
comparison with the marketplace, except that it CAN produce some of
the best images. The engine under Imagine is GREAT, but we've got this
damn rusty VolksWagen 1973 body around the thing!

Also, I have to admit: I'm used to pulling up the help when using an
app, and I NEVER think of doing that in Imagine. Why? Because Imagine
DOESN'T HAVE HELP AND IT NEVER HAS BEEN USEFUL TO READ THE DOCS! In
this respect, I agree with this guy: Imagine could use an actual
writer to assist (by coincidence, my wife is a consulting writer,
Halvorsen!) in creation of thier docs. If they go to WinImagine, it
will be IMPERATIVE that they produce a help file, since there is no
way the market would buy without on-line help. KEEP THIS IN MIND!

IM30, however, is bad, and Atilla should have upgraded. I've noticed
that 3.2 is MUCH better than 3.0, even though it has kept all of the
inherent problems 3.0 had (interface, loading objects every frame).
Some of his issues were actually addressed in 3.2 indirectly (CSG
objects aren't possible, but SLICE works better now...)

In closing, I hope that WinImagine comes out soon for beta-testing,
and that it addresses many of the age-old problems we've been dealing
with (loading objects every frame, interface) since PC Imagine 2.0. It
would be wise to split the interface code out and make a generic
rendering engine underneath. AFter seeing a sample of the Textures Doc
for creation, it seems that most of the code is already modular, and
that the interface is the last step toward completing modularity. That
way, Amiga and PC code can still be made without too much difficulty.

In either case, Atilla is right: Imagine BLOWS in comparison to the
market. But we are right to still use it: Imagine costs much less than
3D Studio and haas powerful capabilities. Yeah, I'd like to see the
problems with Imagine solved (interface, loading objects every frame),
but I've been around since Turbo Silver, and I already know that I
probably won't see them solved in my lifetime. I can deal with that.
Imagine is still a great app, and I've decided long ago that I'd NEVER
wipe it from my drive, even when I'm up at 4AM and STILL can't get
that tube to twist "just the right way".

Keep up the good work, Impulse.
-or-
Do things right for a change, Impulse.

Both are valid closes to this mail.

-AC

(interface, loading objects every frame)
I just wanted to say it one more time!

Useful Imagine related tip: if you try to load a DXF file that isn't
working, look at the tail of the file. It might not be properly
terminated. If not, do this:

1) Use a small, properly terminated file (END is in the file, for
example)
2) Edit this file, copy the ermination section (I think, the last 4-6
lines)
3) now copy the bad file and the good file into one file. In DOS that
would be: COPY BADFILE.DXF + ENDFILE.DXF GOODFILE.DXF where
ENDFILE.DXF is the result of step 2.
4) Try to re-load your DXF! I've had to do this with WCVT2POV before
to solve it's DXF port problems.

                         Thread   166
                    -=> RETURN TO CONTENTS!<=-

1.355   MSG-352 Subject: Babylon 5 converted objects

Subject: Babylon 5 converted objects
Date: Thursday, 18 May 1995 12:57:28
From: jonathan.haigh@unn.ac.uk

Hi Devilbunnies,

Been reading a bit lately concerning the inability of some users (PC I think)
in being able to convert the LWOB's especially the Bab5 stuff for their use.

Fear not, If you want converted copies of the files the a good freind of mine
has them on his BBS or will have them very shortly. So if you dont want the
hassle of finding possibly several converters to do the job then give him a
call. I don't know which area they will be in but it should be straightforward
for you to find them, amongst all of the other imagine objects that he has for
download.

His BBS is CREATIONS (North) and can be reached on 0191-455-1564, Sorry I don't
know the code for the UK if you are going to dial in from abroad, never having
to do that...

Hope that this will be of some use to some of you.

Keep up the good and very helpful work.

JR.

-=

 Oops I've run out of Tagline idea's. Quick Brainstorm.....

1.356   MSG-353 Subject: Re: Transparent decal?

Subject: Re: Transparent decal?
Date: Thursday, 18 May 1995 13:39:01
From: dgrant@cycor.ca (Dennis Grant)

>I've always considered Hi-Res to mean the size of the picture. The number of
>bits is what determines how many colors the picture has, regarless of the
>size. Any pros out there have an "Official" definition?

The difference is the difference between "screen size" and "display mode"

You can display a 320X200 graphic on a 640X400 screen. However, there are
320X200 screen *modes* (NTSC Low res, DBLNTSC Low Res) that I guess Imagine
doesn't like.

I believe there is an IFF chunk that sets screen mode, as well as actual size.

Just make sure you save your brushes in something other than one of the
320X200 modes.

As a side note, anybody notice that Imagine won't read IFF's produced in
Brilliance? I have to load & save them in ADPro before Imagine will use
them.

>------------------------------
>Fred Aderhold

Dennis Grant   Cycor Tech Support Staff/HTML Design/Graphic Artist/Amiga support

dgrant@cycor.ca Amiga 4000/030/6/970/'882/17" IDEK/NEC CD-ROM/14.4
CLSIP/AmiTCP
http://www.cycor.ca/TCave/   Visit Trog's Cave!

1.357   MSG-354 Subject: Lightwave OBJs and Bab5.

Subject: Lightwave OBJs and Bab5.
Date: Thursday, 18 May 1995 13:43:47

From: surentrr@vax.sbu.ac.uk

Hi to all!, I FTP'ed the Lightwave Objects from tomahawk.welch.jhu
The objects are in Zip format and are about 300K in size. The Bab5 material
is excellent. Included in the ZIP files are pre-rendered Jpg and gif files
of the objects and scenes. The files include readme files. For you Lucky
amiga users out there there are Utils for conversions and such .
The LW files include animation scene files so you can render full 560 frame
anims ! Cant wait to buy LW4.0 PC when it ships , I want to see the Jumpgate
fully rendered .
Also , pastella is a useful texture for creating clouds and grass in Im2.0 .
How can I create some !
Thanks .

                          Thread   405
                    -=> RETURN TO CONTENTS!<=-

1.358   MSG-355 Subject: Imagine textures

Subject: Imagine textures
Date: Thursday, 18 May 1995 14:28:03
From: milan@Dieppe.artmediatech.nl (Milan Polle)

Hi all,

first an important tip for Amiga imagine texture programmers. I changed
(cleaned up) my scoptions in SAS a few days ago. A few days after that I
needed a shingles texture I made earlier and which worked fine. I found out
I didn't keep the compiled binary, so I compiled it again.
It didn't work anymore.
The source code was okay, but whatever I did, the texture wouldn't work.
Here's what I found out after two days of serious stress:
TURN ON THE SAVEDS OPTION IN SCOPTS!!! This is not documented in impulse's
texture doc, but it is VERY important. Fmod will not work if you don't
(and probably lots of other functions). I turned it on by accident and
then turned it off because I thought it didn't matter.

To all who received my textures: If you make something neat with them, send
me a JPeg sometime (uuencoded) I'd love to see what you do with them.

Well, time for some more tea,

Later, Milan

                          Thread   496
                    -=> RETURN TO CONTENTS!<=-

1.359   MSG-356 Subject: Font objects

Subject: Font objects
Date: Thursday, 18 May 1995 15:28:13
From: Mike McCool <mikemcoo@efn.org>

Hey y'all,

     Suddenly I can't seem to add font objects in Detail. It lets me pick
my font, type in my script,--but then I get a system prompt, something like
"Blank image -- no object created." A girl could cry.

     The only recent change in my setup is an upgrade to WB3.1.
Anyone else encountered similar frazzles?

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

1.360   MSG-357 Subject: Lightning and other Natural Phenomena

Subject: Lightning and other Natural Phenomena
Date: Thursday, 18 May 1995 18:14:30
From: surentrr@vax.sbu.ac.uk

How can I create a Lightning type effect for my anims using a PD/Shareware util
What utilis can I use ?
You lucky Amiga users can use Phenomena on the aminet which can simulate it .
A PC version is on the horizon I think. Also for Amiga users is a program called
Dust. This can create terminator style morphs and other great effects.
If you look at Carmen R's Stingray scene he has a great Electricity effect , I
think he may have used Essence.
Anybody know when Essence PC is out and pricing bracket (i.e. over 100 pounds,
under 100 pounds e.t.c)
I don't want to resort to drawing my lightning effect using a paint package as
I'm not to good at 2D drawing.
Tip: If you want some neat Fractal noise textures use POVRAY 2.2 it has some
great inbuilt noise textures. Render them onto a White Bright plane in Imagine
and save as a 24Bit IFF. Use as you like.
BTW MY BAB 5 Jumpgate is looking great! Now All I need to do is animate it and u
pload it somewhere. I've never uploaded anything ,so where do I upload it to ?
What files do I include ?
Thanks :
Ramesh R Suren.
PS.(Good Luck to all the people who have exams coming up this semester , shame
  we wont see any exam papers on Imagine :-))

                          Thread   393
                     -=> RETURN TO CONTENTS!<=-

1.361   MSG-358 Subject: Re: Project render date bug

```
Subject: Re: Project render date bug
Date:     Thursday, 18 May 1995 21:33:38
From:     DAVEH47@delphi.com
```

Wayne --

I have Imagine 3.0, and I have the same problem with the dates
in "INFO" on the Project editor. What OS are running under?
I am using AmigaDOS 2.04, and I have heard that AmigaDOS 3.x has
something or other about timezones. Could Imagine be assuming its
running under 3.x and is getting "confused" about what the "local"
time is (this is just a wild guess)?

                              -- Dave

                       Thread   385
                  -=> RETURN TO CONTENTS!<=-

1.362   MSG-359 Subject: Finding postscript fonts

```
Subject: Finding postscript fonts
Date:     Thursday, 18 May 1995 23:34:17
From:     jacob@altair.csustan.edu (Dave Jacob)
```

Just a quick question--where are some FTP sites that have postscript fonts
for the PC version of Imagine 3.0 ? I keep hearing about sites that have
shareware font files, but can't find them.

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

1.363   MSG-360 Subject: Re: Object speed

```
Subject: Re: Object speed
Date:     Friday, 19 May 1995 00:48:14
From:     Kent Marshall Worley <mumu@america.net>
```

> > >
> > > The answer is no. Using acceleration/decceleration, or using spline

> > > velocity, you only have control over the beginning and ending behaviour.
> > > You'll need to separate your path in segments, and define multiple
> > > "follow path" bars in the Action editor.
> > >
> > I am running into this exact limitation. I am doing an animation of cars
> > racing around a track. The tedium of creating all those paths for one lap
> > would not happen if I could create a single looped path and adjust the
> > speed the object follows the path.
> > mumu@america.net
> >
I am using the multiple path segments method and it works fine. I noticed
tonight that the acceleration deceleration function is actually a
parameter to adjust how many frames it takes for the object to get up to
or slow down to a speed that you can define in that same menu. I have not
tried it yet but it should work.
 mumu@america.net

                         Thread   169
                    -=> RETURN TO CONTENTS!<=-

1.364   MSG-361 Subject: Re: Transparent decal?

Subject: Re: Transparent decal?
Date: Friday, 19 May 1995 02:17:30
From: fredster@cyberport.net (Fred Aderhold)

>
>You can display a 320X200 graphic on a 640X400 screen. However, there are
>320X200 screen *modes* (NTSC Low res, DBLNTSC Low Res) that I guess Imagine
>doesn't like.
>

Thanks!

Fred Aderhold
fredster@cyberport.net

After we pull the pin, Mr. Grenade is
NOT our friend!

                         Thread   353
                    -=> RETURN TO CONTENTS!<=-

1.365   MSG-362 Subject: Re: Neon?

Subject: Re: Neon?
Date: Friday, 19 May 1995 03:26:41
From: Derek Hardison <derekjh@pd.org>

    ----

a good way to make neon is to have a 'bright' tube inside a transparent
tube with high specularity. works like a charm.

 --
Derek Hardison   Imagine on Amiga 4000s
                            New Intelligence on Video
          Seeking Contracts or Job using Alias or SoftImage
Domain: derekjh@pd.org
UUCP: ...!emory!pd.org!derekjh

                        Thread   73
                    -=> RETURN TO CONTENTS!<=-

1.366   MSG-363 Subject: Decals

Subject: Decals
Date: Friday, 19 May 1995 05:31:00
From: w.graham6@genie.geis.com

A genlock is a device that allows you to overlay rgb animation over video.
The Imagine genlock options are for defining colors that will be transparent
when using a genlock device. They have nothing to do with "decals" on an
object. To decal an irregular shaped image onto an object the simple, tho
seemingly mysterious thing to do is to make the "backround" color, i.e.,
the color you don't want to be noticed, the same color as the object. So
if your object is rgb 125,125,200, just make the backround of the bitmap
125,125,200. Nice and clean. If you are decaling glass, just make an out
line black and white map for a Filter map in the same location as the color
"decal". With some experimentation, you can decal reflective objects also.
Imagine has all the tools, you just have to tweak them, but the power is
definately there.

                        Thread   492
                    -=> RETURN TO CONTENTS!<=-

1.367   MSG-364 Subject: Re: Date & Time stamp

Subject: Re: Date & Time stamp
Date: Friday, 19 May 1995 07:36:55
From: cjo@esrange.ssc.se

Wayne Waite wrote;

>On Mon, 15 May 95 14:43:53 GMT Dave Rhodes <dave=C9darhodes.demon.co.uk> s=
aid
>>Does anyone else have this problem ? (Amiga version)
>>When I render a pic. and click on info. in the project editor,
>>the date is right, but the time is out by hours (and minutes..)
>>e.g. I just rendered a file at 13.00 (GMT) and it says 07.32 in
>>the info box.

>I too have the same problem. I don't think this ever happened on version 2
>or version 3 of Imagine.

Yes, it probably did. (I'm not quite sure since the timing on my A500 is
completely screwed up).
This is a known bug in Imagine wich has been discussed on the IML before.
It offsets the creation time by 12 hours or something. Dunno why...

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

                         Thread   382
                    -=> RETURN TO CONTENTS!<=-

1.368   MSG-365 Subject: Re: No subject given, but could we include one?

Subject: Re: No subject given, but could we include one?
Date: Friday, 19 May 1995 09:03:20
From: aciolino@ccmail.rrddts.donnelley.com

    Hey Attila,

    I was never questioning your capabilities on rendering or designing
or onprogramming. I DID question your thought processes that led you
to wipe Imagine from the HD, even though you've re-installed it.

    I wrote a message a while back that was based on many of the points
you've raised (We'll get back to the forms editor later). The owner of
Impulse was not too pleased at my comments, but at least he took it in
stride and, hopefully, decided to implement some changes. What I am
talking about is the poor quality of documentation. There is more here
than is worth going into, but let's just say that Imagine's docs do
suck and we all can agree on this point.

As far as the capabilities of Imagine, I'd think that to compare
them against SGI's and Cray's is a little out of league. If Imagine
could hold it's own against those types of programs, then we'd all be
paying BIG BUCKS for what is still basically a hobbyist piece of code
right now. Hobbyist sounds a bit cruel, but, as you've stated, there
is a significant difference between professional and non-professional
packages. Imagine simply isn't professional...yet.

Comparing it to freewares such as POVRay, DKBTrace, etc, I must say
that you are right. Even those cheapo warez have simple CSG, while we
don't. But those warez are based on a group of college kids getting
together and showing knowledge that they had time to create. Imagine
is a money-making enterprise, and as such had to evaluate what options
are useful or not. In this case (CSG), they guessed that people really
didn't need that as much as..textures? Particles? Applique? I can live
without CSG, but man, since I've seen particles under IM32, I'm glad
I've got particles now! I don't see POVRay of DKB allowing EASY
creation of snow or rain. Now if only we had TRUE Kinematics with the
particles...and a Cray to run it on...

Most of the people here are not able to get thier hands on the
equuipment you've listed. If we were, we'd ALL wipe IM30 (but maybe
NOT IM32!) in favor of a few Radiosity programs. I know I would. But
we don't have that stuff, we're all on Amiga 4000's and P-90/P-100
chips. And we're getting a darn good back for the buck with Imagine.

I'd like to close with this: If you need a more powerful renderer,
go ahead and BUY Studio 3D ($4000 US) or if you need a more intuitive
interface, get TrueSpace (Windows, $795US), if you need CSG, get
POVRay ($FREE, but non-portable staging). But if you need quick
animation with powerful effects at a reasonable cost, get Imagine 3.2
($695 US, $100 US upgrade from 3.0) and ...

Lets all render something, on WHATEVER box we've got!

-AC

1.369   MSG-366 Subject: Re: Finding postscript fonts

Subject: Re: Finding postscript fonts
Date: Friday, 19 May 1995 09:04:22
From: aciolino@ccmail.rrddts.donnelley.com

Subject: Finding postscript fonts

Just a quick question--where are some FTP sites that have postscript fonts
for the PC version of Imagine 3.0 ? I keep hearing about sites that have
shareware font files, but can't find them.

    I know this is useless, but I've got about 8MB of fonts from SOME ftp
    site, I think CICA.

    ftp.cica.indiana.edu?
    -AC

                              Thread   372
                       -=> RETURN TO CONTENTS!<=-

1.370   MSG-367 Subject: Re[2]: Neon?

Subject: Re[2]: Neon?
Date: Friday, 19 May 1995 09:08:29
From: aciolino@ccmail.rrddts.donnelley.com

  ----

a good way to make neon is to have a 'bright' tube inside a transparent
tube with high specularity. works like a charm.

 --
Derek Hardison   Imagine on Amiga 4000s
                              New Intelligence on Video
           Seeking Contracts or Job using Alias or SoftImage

    I assume you mean that the TRANSPARENT tube should have a high
    specularity, right?

    -AC

                              Thread   224
                       -=> RETURN TO CONTENTS!<=-

1.371   MSG-368 Subject: ?????

Subject: ?????
Date: Friday, 19 May 1995 09:11:05
From: Michael Whitten <mw@lenti.med.umn.edu>

Can somebody tell me what's going on with the Imagine Mailing List? One

day I'm subscribed – the next, its disappeared! Why have I dropped off?

Thanks,

Michael


```
 +-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
 +    M.D. Whitten    mw@lenti.med.umn.edu    Sentience is overrated.   +
 +-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```


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

1.372   MSG-369 Subject: Atilla's Forms Editor

Subject: Atilla's Forms Editor
Date: Friday, 19 May 1995 09:14:19
From: aciolino@ccmail.rrddts.donnelley.com

     Oh, yes, the Forms editor.

     Well, it's nice.

     It's not as useful as the deformation tool (is supposed to be), but
     the Forms editor did produce some nice things. I'm pretty sure that if
     you really needed to use it, you could use one of your 10 machines :)
     and just run Forms on that machine and port your objects over the
     Ethernet 100Mbps wiring between the Cray and the Indigo Reality Engine
     that you've got access to ;)

     I've never been paid to do a render that I used Forms in. And yes,
     I've done a paid job. I use Imagine as a tool, so it's not always
     being used. Since I do multimedia on PC's, there isn't as much room
     for Raytracing as I thought, so now I use it to play, create, and
     generate map/environments for the frp games my friends and I play.

     -AC

                        Thread   447
                     -=> RETURN TO CONTENTS!<=-

1.373   MSG-370 Subject: Sorry Could Not Find Subject!

Date: Friday, 19 May 1995 09:36:41
From: montvai@achilles.rijnh.nl (Attila Montvai)

Subject: you got the point

Hi -AC,

(sorry for the line above, I was unable to decode
anything more appropriate from the mail) BUT:

 FIRST I have reinstalled Imagine because:

>it CAN produce some of
> the best images. The engine under Imagine is GREAT,

and you did not mention   the Forms editor yet, which is
(at least to my praxis) essential.

My opinion is based on experience because
I am lucky enough to get my hands on a whole line of modellers-renderers
on different platforms

(some of them: Autocad+Renderstar, Microstation, Radiance,
Truespace, Renderman, 3DS(incl. v4.0), POV, Rayshade, Bob, DKBtrace,...
Explorer (on Silicon Graphics), Radiosity program on Cray, IDL - volume
renderer on mainframe ...
under Iris, Unicos, Linux, OS/2, MSDOS, MsWindows)

* with some results (to check: Photographers Encyclopaedia International
1938 - 1983, Edition Camera Obscura, Switzerland, 1986., Vol.II - under M).

* To some extent I can write programs and develop original algorithms
(To check: Proc. of Physics Computing 1992, Prague, + publications.)

* I am always forced to write papers (which I hate) to publish.

If I have something greate as an idea and:

I leave bugs in the code, or
I try to publish it improperly written, than

I AM DEAD (at least professionally.)

So I'm annoyed by the fact, that there is something that is potentially
UNIQE and a single phenomenon in its own class, but is let down by
amateurish compromises, which could be (partially) corrected easily.

Attila
montvai@achilles.rijnh.nl

                        Thread   261
                   -=> RETURN TO CONTENTS!<=-

1.374   MSG-371 Subject: Re: Neon?

```
Subject: Re: Neon?
Date:    Friday, 19 May 1995 11:31:37
From:    Mike McCool <mikemcoo@efn.org>
```

> a good way to make neon is to have a 'bright' tube inside a transparent
> tube with high specularity. works like a charm.

Hey Derek,

        That's a nice tip--only I can't get it to work much unless I'm in
trace mode.

        I've found a quicker way to do it, ala-scanline, is to have
that outer tube a fog object--which also evokes a kind of neon glow.

<div align="center">

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

</div>

1.375   MSG-372 Subject: Re: Finding postscript fonts

```
Subject: Re: Finding postscript fonts
Date:    Friday, 19 May 1995 11:59:01
From:    Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)
```

Hi Dave,
>Just a quick question--where are some FTP sites that have postscript fonts
>for the PC version of Imagine 3.0 ? I keep hearing about sites that have
>shareware font files, but can't find them.

Check out the CICA archives. They have both a directory for postscript and
truetype fonts. Since you have a PC you can also find font converters in
those archives.

There are losts of CICA mirrors around the world. My own favorite is:
ftp.nic.surfnet.nl directory /software/mirror-archive. You'll find the CICA
dir in here together with the SIMTEL and a bunch of other archives. I think
there is a README in the CICA dir, get it for some sites which might be
closer by.

Doing a search on 'postscript & fonts' might reveal a couple of nice places
with lots of fonts, Aminet has some nice PS fonts too.

Greetings Joop

<div align="center">

Thread   567
-=> RETURN TO CONTENTS!<=-

</div>

1.376 MSG-373 Subject: Re: Imagine Hater

Subject: Re: Imagine Hater
Date: Friday, 19 May 1995 12:35:44
From: Dave Rhodes <dave@darhodes.demon.co.uk>

Hi Imagine Lovers
>
> Its funny, we all love Imagine! Wonder what's wrong with his copy!
>
> Maybe he had 3D-Studio, and thought it was Imagine :) I can see the
> frustration!

    Poor guy.. I think we all hate Imagine some days, - it's a bit
like when the fat guy on the tiny moped passes your car up a hill,
you hate your car for a while, but most of us forget the frustration
and get on with the fun...

     He'll be back !

--

~===~
 Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -
 ----

                              Thread   254
                         -=> RETURN TO CONTENTS!<=-

1.377 MSG-374 Subject: Re: Decals

Subject: Re: Decals
Date: Friday, 19 May 1995 12:38:02
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello w.graham6, on May 19 you wrote:

> A genlock is a device that allows you to overlay rgb animation over video.
> The Imagine genlock options are for defining colors that will be transparent
> when using a genlock device. They have nothing to do with "decals" on an
> object. To decal an irregular shaped image onto an object the simple, tho
> seemingly mysterious thing to do is to make the "backround" color, i.e.,
> the color you don't want to be noticed, the same color as the object. So
> if your object is rgb 125,125,200, just make the backround of the bitmap
> 125,125,200. Nice and clean. If you are decaling glass, just make an out
> line black and white map for a Filter map in the same location as the color
> "decal". With some experimentation, you can decal reflective objects also.

> Imagine has all the tools, you just have to tweak them, but the power is
> definately there.

Apparently the "use genlock" option has changed since V2.0. I used it all
the time with V2 and colour 0 was transparent regardless of the colour
used. Your suggestion of using the same background colour as the object is
fine but what if the object has a texture applied to it, which is the norm,
not the exception? You could achieve this with other programs such as Forge
or TextureStudio by duplicating the texture on a plane, saving it as an IFF
and put the decal on it in a paint program. It would still be a bit of a
fiddle though to line up the texture patterns when applying the brush.
Seems like a lot of effort compared to the easier genlock method in V2.0.

-- Bob

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

1.378   MSG-375 Subject: Decals

Subject: Decals
Date: Friday, 19 May 1995 13:24:52
From: cjo@esrange.ssc.se

>A genlock is a device that allows you to overlay rgb animation over video.
>The Imagine genlock options are for defining colors that will be
>transparent when using a genlock device. They have nothing to do with
>"decals" on an object. To decal an irregular shaped image onto an object
>the simple, tho seemingly mysterious thing to do is to make the "backround=
"
>color, i.e., the color you don't want to be noticed, the same color as the
>object. So if your object is rgb 125,125,200, just make the backround of
>the bitmap 125,125,200. Nice and clean. If you are decaling glass, just
>make an out line black and white map for a Filter map in the same location
>as the color "decal". With some experimentation, you can decal reflective
>objects also. Imagine has all the tools, you just have to tweak them, but
>the power is definately there.

Where on earth have you been hanging out for the past couple of years?   ;-=
)
Genlock _does_ have an effect on tacking a brush onto an object!
Just read the past couple of mails on this thread and you'll find out how.

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

                        Thread   363

1.379   MSG-376 Subject: Re: Finding postscript fonts

Subject: Re: Finding postscript fonts
Date: Friday, 19 May 1995 13:30:08
From: cjo@esrange.ssc.se

>Just a quick question--where are some FTP sites that have postscript fonts
>for the PC version of Imagine 3.0 ? I keep hearing about sites that have
>shareware font files, but can't find them.

Try any Aminet site, like ftp.wustl.edu or ftp.luth.se or...
In directory "pub/aminet/text/font" are tonnes of ps-fonts.
Try "AT1-Font***.lha", there are several of them.

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

1.380   MSG-377 Subject: Re: Font objects

Subject: Re: Font objects
Date: Friday, 19 May 1995 14:09:07
From: Mike McCool <mikemcoo@efn.org>

> >
> >   Suddenly I can't seem to add font objects in Detail. It lets me pick
> >my font, type in my script,--but then I get a system prompt, something like
> >"Blank image -- no object created." A girl could cry.
>
>   I'm experiencing the same problem in Im3.0 and WB2.04. I haven't spent much
> time working out why, as I've been using postscript if I need fonts, but I
> was surprised to see the requestor you mention.
>

This is way weird, since I know I used to do this sort of thing all the
time. It's not that I don't love the Spline Editor, I just didn't
have that many PS fonts to play with, so I always made 'logo' objects in
Detail. What happened?

1.381   MSG-378 Subject: Brush Tacking

Subject: Brush Tacking
Date: Friday, 19 May 1995 14:19:00
From: SCROGGINS.DANIEL_L+@KANSAS-CITY.VA.GOV

I'm sure this is relatively simple request but I haven't been able to
figure out how to tack a picture down and use a special effect such as
explode and keep the various parts of the picture tacked down to the
various pieces as they explode. Is this possible? If so could somebody
give a quick synopses of how this is accoplished? I would really
appreciate any help in this regard....Tks

1.382   MSG-379 Subject: Re: Decals

Subject: Re: Decals
Date: Friday, 19 May 1995 14:29:00
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> A genlock is a device that allows you to overlay rgb animation over video.
> The Imagine genlock options are for defining colors that will be transparent
> when using a genlock device. They have nothing to do with "decals" on an
> object. To decal an irregular shaped image onto an object the simple, tho
> seemingly mysterious thing to do is to make the "backround" color, i.e.,
> the color you don't want to be noticed, the same color as the object. So
> if your object is rgb 125,125,200, just make the backround of the bitmap
> 125,125,200. Nice and clean. If you are decaling glass, just make an out
> line black and white map for a Filter map in the same location as the color
> "decal". With some experimentation, you can decal reflective objects also.
> Imagine has all the tools, you just have to tweak them, but the power is
> definately there.

Well, there are a couple of problems here. simply making the background
of the decal the same as the background color will not get you other
textures, bumps, etc. that may be on that object and that may be hard
to match up. Using the filter map dodge tends to make your entire object
transparent where the "genlock" color is, not good, unless you're doing
glass.

Michael

```
                              Thread          42
                        -=> RETURN TO CONTENTS!<=-
```

1.383   MSG-380 Subject: Decals

```
Subject: Decals
Date:    Friday, 19 May 1995 14:47:00
From:    mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)
```

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

-> From: w.graham6@genie.geis.com->-> A genlock is a device that allows you to o
verlay rgb animation ove=r v-> The Imagine genlock options are for defining colo
rs that will be t=ran-> when using a genlock device. They have nothing to do wit
h "decals"= onYour definition of "genlock" is correct, though how Imagine uses i
twith BrushMapping is not. The GENLOCK button in the BrushMap requesto=rallows y
ou to make decal wraps of irregular images as long as thebackground color is pro
perly configured.(see previous posts on color position and palette selections)
```
 /--------------------------            ___   ___   ___   ___  | Mike van der
 Sommen                    / __  /__/  /__/  /_    \ =/  | Santa Barbara, Ca.
              /___/ / \  /  /  /       / =\  | mike.vandersommen@caddy.uu.sil
com.com    HAUS BBS (805-683-1388)  |           "Irony can make revenge a welco
me alternative"  _____
--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388
```

```
                              Thread          375
                        -=> RETURN TO CONTENTS!<=-
```

1.384   MSG-381 Subject: Re: Font objects

```
Subject: Re: Font objects
Date:    Friday, 19 May 1995 16:07:00
From:    "rob (r.d.) hounsell" <hounsell@bnr.ca>
```

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

Mike et. al.

In message "font objects", 'mikemcoo@efn.org' writes:

>Hey y'all,
>
>   Suddenly I can't seem to add font objects in Detail. It lets me pick
>my font, type in my script,--but then I get a system prompt, something like
>"Blank image -- no object created." A girl could cry.

  I'm experiencing the same problem in Im3.0 and WB2.04. I haven't spent much
time working out why, as I've been using postscript if I need fonts, but I
was surprised to see the requestor you mention.

Rob

```
 ------------------------------------------------------------------------
| Rob Hounsell                            Internet: HOUNSELL@BNR.CA        |
| DMS System Performance Development      Bell-Northern Research           |
| Dept. 7D13                              Ottawa, Ontario, Canada          |
 ------------------------------------------------------------------------
```

                            Thread   555
                    -=> RETURN TO CONTENTS!<=-

1.385   MSG-382 Subject: Re: DATE & TIME STAMP

Subject: Re: DATE & TIME STAMP
Date: Friday, 19 May 1995 17:30:00
From: peter.borcherds@tinder.iaccess.za (Peter Borcherds)

> [------------------- text of forwarded message follows -------------------]

>   Does anyone else have this problem ? (Amiga version)

> When I render a pic. and click on info. in the project editor,
> the date is right, but the time is out by hours (and minutes..)
> e.g. I just rendered a file at 13.00 (GMT) and it says 07.32 in
> the info box.
> [----------------------- end of forwarded message ----------------------]
> I too have the same problem. I don't think this ever happened on version 2
> or version 3 of Imagine.

I have Imagine 3.0 (Amiga), and I also have this problem - I thought it was an
error with the internal clock of my A4000, but obviously not. I also use Amiga
OS 3.0. Any clues as to what the problem is?

Peter Borcherds   E-Mail: peter.borcherds@tinder.iaccess.za

===
            ---Greetings from the Southern Hemisphere---   :*)

            Amiga 4000/030 68882/40mhz 540mb HD 10mb RAM
===

 * AmyBW v2.11 *
....   19 May 95 17:59:41

                            Thread   307
                    -=> RETURN TO CONTENTS!<=-

1.386   MSG-383 Subject: Excomunicated

```
Subject: Excomunicated
Date:     Friday, 19 May 1995 19:50:13
From:     yrod@ozemail.com.au
```

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

Have I been excomunicated or is IML gone quiet?

If the list is still humming along nicely, could someone post me so I can
resubscribe? Haven't had a post for two days now.

Thanx

Rod Macey
yrod@ozemail.com.au
generating ... 58.83% complete


```
                          Thread        487
                     -=> RETURN TO CONTENTS!<=-
```


1.387   MSG-384 Subject: Re: Help!

```
Subject: Re: Help!
Date:     Friday, 19 May 1995 20:17:23
From:     Lumbient@aol.com
```

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

Actually I'mnot helping I'm gonna cry :).
Why can't anyone create stuff for the amigas little brother?
I'm talkin' about the PC, Imagine has virtually NO support here on my side!
 I'll be glad to write partical systems and texture and FX if I had the
compiler! But I have no money(and no compiler!) I already know "C"!

Arrrgggg-this is the reason Imagine is falling. Without the hundreds of FX
like 3ds has how can it manage. Now if Impulse make imagine able to accept
regular code! (not compiler to be REX!)

```
                          Thread        607
                     -=> RETURN TO CONTENTS!<=-
```


1.388   MSG-385 Subject: PSfonts

```
Subject: PSfonts
Date:     Friday, 19 May 1995 20:56:58
From:     Mike McCool <mikemcoo@efn.org>
```

Hey,

     Bill Graham has a bookoo of these, up on aminet/gfx/3d, or
aminet/gfx/3dobj. I forget which.

     And in a query earlier, about being unable to load fonts into
Detail, I think I must have been remembering the olden days, when I could
do this sort of thing with Imagine 2.0. I haven't really tried it since
2.9, and I suspect the requirement is that fonts all be PostScript.
Sorry to waste folks time.

     Speak of aminet, has anyone else had trouble www'ing there
lately, or is it just my server?

                              Thread   164
                       -=> RETURN TO CONTENTS!<=-

1.389   MSG-386 Subject: Re: Project render date bug (fwd)

Subject: Re: Project render date bug (fwd)
Date: Friday, 19 May 1995 21:33:21
From: Wayne Waite <Wayne@waitey.demon.co.uk>

  On Thu, 18 May 1995 20:33:38 -0400 (EDT) DAVEH47@delphi.com said
[------------------- text of forwarded message follows -------------------]

I am using AmigaDOS 2.04, and I have heard that AmigaDOS 3.x has
something or other about timezones. Could Imagine be assuming its
running under 3.x and is getting "confused" about what the "local"
time is (this is just a wild guess)?

                          -- Dave

[---------------------- end of forwarded message ----------------------]

I am running Imagine 3.2 on an Amiga 4000/030 with AmigaDOS 3.0 so I don't
think it could have anything to do with time zones.

Wayne
..

--
~==~
 Wayne Waite - Wayne@waitey.demon.co.uk (Personal)
Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063
-- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

---

Thread   358
–=> RETURN TO CONTENTS!<=–

1.390   MSG-387 Subject: Re: Finding postscript fonts (fwd)

Subject: Re: Finding postscript fonts (fwd)
Date: Friday, 19 May 1995 21:38:22
From: Wayne Waite <Wayne@waitey.demon.co.uk>

  On Thu, 18 May 95 22:34:17 PDT Dave Jacob <jacob@altair.csustan.edu> said
[------------------ text of forwarded message follows -------------------]

Just a quick question--where are some FTP sites that have postscript fonts
for the PC version of Imagine 3.0 ? I keep hearing about sites that have
shareware font files, but can't find them.

[----------------------- end of forwarded message ----------------------]

Dave--
   You can get various postscript fonts for imagine by ftp from the aminet
at: src.doc.ic.ac.uk
or at: ftp.wustl.edu
 in the gfx/3dobj directory

                        Wayne

--
~==~
 Wayne Waite – Wayne@waitey.demon.co.uk (Personal)
Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063
-- Full IP Connectivity for a 10 UKP per month – no usage/online fees!! --

                        Thread   376
                 –=> RETURN TO CONTENTS!<=–

1.391   MSG-388 Subject: Imagine's future... hmmm

Subject: Imagine's future... hmmm
Date: Friday, 19 May 1995 22:18:35
From: Jaco Gerber <docnet!rtf@docnet.infolink.co.za>

HI all,

I've been quietly following the posts about Imagine's use as a
professional tool/toy/whatever. I recently paid $100 for my first year's
subscription to the service program and I do intend to get my money's
worth. The problem is that a lot of people see things wrong with Imagine
but never mention it.... The whole point of the service program is to
have Imagine grow to the needs of the users.

If Impulse don't know what we want, how can they change/add anything?
They won't do a thing unless the demand for it is great either. I believe
that the strength of that kind of informatioion to Impulse could come
from lists like this one. If a whole bunch of people write/email Impulse
and say 'Hey, this stinks, why dn't you just keep the already loaded
objects from frame to frame and just load in the new ones and the new
positions, it'll be faster and more efficient.' they just might alter the
code accordingly. Hell, there's a lot of things I can think of that I
would want in Imagine, but even if everyone else want the same things and
only I say anything... it won't happen... and I myself am guilty of not
saying anything, so I'll just have to get my butt in gear too.

OK, yes... the service program IS just another money-making scheme, but
hey... if they claim they're gonna do something for that money, they
should. Imagine is like a 3-year old... and it still has a long way to go
before it grows up and matures. To have a kid grow up you gotta feed the
damn thing though... so if you have the time and you are on the service
program, please do write Impulse. Actually... I'd like to know what
people are thinking too, so maybe the IML is a good place to discuss what
should be done to/with Imagine.

If you read through this and didn't fall asleep, thanks. :*)

Happy modelling.... and if any of you have a Digimax, or have seen one
working, I'd like to know what its like...

Thanks again,
Jaco Gerber

                              Thread   542
                         -=> RETURN TO CONTENTS!<=-

1.392   MSG-389 Subject: Re: Brush Tacking

Subject: Re: Brush Tacking
Date: Friday, 19 May 1995 23:01:48
From: Roger Straub <straub@csn.net>

On 19 May 1995 SCROGGINS.DANIEL_L+@KANSAS-CITY.VA.GOV wrote:

> I'm sure this is relatively simple request but I haven't been able to
> figure out how to tack a picture down and use a special effect such as

> explode and keep the various parts of the picture tacked down to the
> various pieces as they explode. Is this possible? If so could somebody
> give a quick synopses of how this is accoplished? I would really
> appreciate any help in this regard....Tks
>

OK. Create your object. Pick it. Choose the 'States' command under the
'States' menu. Click on 'Create'. Name your state. Now go into Attributes
(F7) and bring up the info screen for your map. type your state's name
into the 'LockState' field. Click on OK. That's it. Now you can use
explode, shredder(if you're lucky and have 3.2), particles, whatever, and
your map will be tacked to the object as if you painted it there yourself.

See ya,
     Roger

                         Thread   591
                    -=> RETURN TO CONTENTS!<=-

1.393   MSG-390 Subject: No subject

Subject: No subject
Date: Friday, 19 May 1995 23:47:02
From: Anders_Lattermann@p24.anet.bbs.bad.se (Anders Lattermann)

Anyone got an address and faxnumber to Elastic Reality?

Thanks!

/Anders Lattermann - Jag =E4r PC aktiv!

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

1.394   MSG-391 Subject: TIP...OCTREES

Subject: TIP...OCTREES
Date: Saturday, 20 May 1995 02:03:32
From: Lumbient@aol.com

Hi, I always wonder what the hell octrees are! Imagine uses them, I know
that, but what are they? Well after reading a book I finally figured it out!
 Octrees are a method for spliting up the screen into boxes-the spliting
continues on places on the screen where only objects are-eventually stopping
at a certain level (# of levels in octree)

The octree is used as a means of determining the contents of parts of the
screen so the renderer doesn't have to run intersect test on all objects.

Anyway heres the tip-If you have an animation of a dog fight with 20 planes
doing barrel rolls and stuff, keep the Octree level high! So you can be sure
of a high enough octree resolution.
But, if you have a single object(or two :) lower the levels. With one object
the # of levels can be two!
REASON-octrees may sound cool but the time needed to transverse the octree
list(nodes)can kill the preformance, so, keeping the # low can significantly
increase preformance!

                                          ----Lumbient

                              Thread   594
                       -=> RETURN TO CONTENTS!<=-

1.395   MSG-392 Subject: Re: Transparent decal?

Subject: Re: Transparent decal?
Date: Saturday, 20 May 1995 03:20:28
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

On Wed, 17 May 1995, Mike McCool wrote:

>
> > It's better to use HiRes mode brush map, 640x400, you'll get better results.

>
> I ALWAYS use a 24bit brushmap.It just comes out better every time. Am
> I missing something here?HiRes to me implies 16colors. Do you mean the
> SIZE should be 'hi-res?'That is, a 24-bit pic that's 640x400? (If this
> query seems too dumb, I'll understand your not responding).
>

Sorry for not explaining it right...

By writing 640x400 I meant HiRes interlace in Amiga's terms.
With Amiga you can have 16 colors (HiRes), 256 (AGA) 3-4 Milions (DCTV)
or 16 milions (a 24bit graphics card, IFF-24 pic)
Imagine for the Intel (PC) it's HiRes as well, 640x480. And could be 256
colors, 15, 16 or 24bit.
Your brush should be 24bit, not Amiga HiRes 16 colors (4bit).
If you don't need 24bit, you can use less (16 or 256 colors) it'll save
you memory.

Amiga has 320x200 LoRes (non-interlace) 320x400 LoRes (interlace)
640x200 MedRes (non-interlace) and 640x400 HiRes (interlace)

Intel PC has either 320x200 LowRes 8 bit (fli type animation)

or 640x400 HiRes 8 bit (flc type animation) you can do 16 bit and 24 bit
flc, flh and flx.

I should not post at 2 A.M again...

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

                         Thread   361
                    -=> RETURN TO CONTENTS!<=-

1.396   MSG-393 Subject: Lightning and other Natural Phenomena

Subject: Lightning and other Natural Phenomena
Date: Saturday, 20 May 1995 03:27:07
From: tome@next.com.au (Tom Ellard)

>Originally-From: <surentrr@vax.sbu.ac.uk>
>To: imagine@email.sp.paramax.com
>How can I create a Lightning type effect for my anims using a PD/Shareware util

>What utilis can I use ?

Also have a look at BlackBelt's "WinImages:FX" which isn't PD/shareware but
comparatively cheap. It does lightning, fire, auras and all sorts of image
processing with effects over time. There is a demo at blackbelt.com

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

                         Thread   497
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1.397   MSG-394 Subject: Digest

Subject: Digest
Date: Saturday, 20 May 1995 11:11:33
From: eths1306@ele.etsmtl.ca

Hi,
     My research are finally done. The Digest capable mailing list software
is free and you can get it at this anonymous ftp site;

       ----->   ftp.GreatCircle.com

in the directory -> pub/majordomo

        I hope that IML will be switch to majordomo. It will please people
who wants DIGEST and people who wants single messages (like the present software
).

                              Thread   460
                          -=> RETURN TO CONTENTS!<=-

1.398   MSG-395 Subject: Re: TIP #0001, Ummm...Water.

Subject: Re: TIP #0001, Ummm...Water.
Date: Saturday, 20 May 1995 12:06:33
From: Martin Keitel <mk-tel@sik.ppoy.fi>

On Sat, 6 May 1995, Charles Blaquiere wrote:

> > From: Lumbient@aol.com
> >
> >
> > I've tried to use the mnttop texture to get whitecaps but I'm not sure
> > how to use the texture.
>
> I don't think it will work. MntnTop adds another color to any part of
> an object which sticks out, above the texture's zero Z level. For this
> to work, your object mush have actual bumps and valleys, like a modelled
> mountain.
>
Maybe this is not very helpful, but I thought you might find dinoskin
useful in this case too. Dinoskin is a very flexible texture which can
produce loads of other kind of surfaces than dinoskin.
The shape of the bumps can be modified to a great extend by adjusting the
noise values. Also, you have control of how "widely" the bumps are
colored by adjusting the color clip value. So you can certainly make some
kind of whitecaps (if I understand correctly the term) with it without
having actual modelled bumps in the object.

Marty

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                          -=> RETURN TO CONTENTS!<=-

1.399   MSG-396 Subject: Black triangles

Subject: Black triangles
Date: Saturday, 20 May 1995 12:25:53

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

On Mon, 8 May 1995, Milan Polle wrote:

> Then it modifies the second layer's attributes (that is where there is
> another bug, I didn't think of making the first layer completely transparant)
> The buggy faces (well I don't think they are faces, just triangular artifacts
> due to the faceted nature of the object) occurr perpendicular to a shadow
> casting lightsource (without shadowcasting the problem is gone).
> Also the artifacts only seem to show up on objects with high detail.
> Now the reason for the artifacts seems to be that the rays behave differently
> for calculating shadows (more rays are traced). I will have to see if I can
> filter out the right rays in order to remove the bug, but I haven't
> succeeded yet.

I haven't tried Milan's glass texture yet, but I wonder if the black
triangles are something new. I mean, if I render a complicated object
with lots of curved surfaces (which, of course are not actually curved
because they are made of flat faces) in trace with shadow casting light
sources, there are always a few dark triangles here and there. And they
certainly _are_ faces that are shadowed completely as if the phong-effect
wasn't working in that spot.
Have you ever tried rendering a landscape with a sunset, so that the
mountains in the horizon would cast long shadows on the valleys? It's
awful, especially if the faces on the landscape object are large (if you
dont't have 30 megs of Ram, they have to be quite large): the shadows are
anything else but smooth.
I think this is because the drop shadows really don't handle the phong
effect. So, a face is either totally lit or totally in the shadow. I
wonder if this has been fixed in 3.2...

Marty

                          Thread   446
                     -=> RETURN TO CONTENTS!<=-

1.400   MSG-397 Subject: Re: Re[2]: Newsgroup ? TempStorage

Subject: Re: Re[2]: Newsgroup ? TempStorage
Date: Saturday, 20 May 1995 12:49:50
From: Martin Keitel <mk-tel@sik.ppoy.fi>

On Tue, 9 May 1995 spack@mv.us.adobe.com wrote:

> > > newsgroup is quite popular. Why not an Imagine newsgroup?
>
> Every year about this time, the same topic comes up. I think this has occurre
d
> for the last two years, not including this year. People complain about wasted

> bandwidth, off-topic discussions and the like, but isn't this more of the same
?
>
I have considered for a while now whether to unsubscribe or not. Simply
because there might often be a week or too when I don't have a
possibility to use the net. After such a break there are more than 300
articles to check out.
I have one suggestion that might lessen the amount of mail a bit
(someone has probably said this before). I have noticed that there are often
responses that are clearly aimed to one person only. Such as

"Thank's for your help..." (please be thankful for help, but dont't thank
everybody),

"What kind of hardware do you have..." (if it's essential for the
subject, ask it via personal mail and state it in the reply to IML),

"This does not belong to IML...",

"What do you mean..." (the answer to this could be mailed to IML)

and so on.

So, please reply personally if it's targeted to one person only. I'm sure
you folks don't think that I'm being inpolite here.

Marty

                          Thread   536
                    -=> RETURN TO CONTENTS!<=-

1.401   MSG-398 Subject: Re: About Particles

Subject: Re: About Particles
Date: Saturday, 20 May 1995 13:07:49
From: Martin Keitel <mk-tel@sik.ppoy.fi>

On Fri, 5 May 1995, FERNANDO PENA D'ANDREA wrote:

>   I use a version of Imagine thet has no particles (2.0) :(.
>   I want to do a scene containing an object made with little cubes
> in a sphere pattern, as the cubes were the sphere's vertex. More: I
> want to do the cubes spin arround itselves to produce a nice effect
> in my sphere. A friend told me that only particles makes it possible

> (just a C=’s remenber), but without particles, no way men (and women
> too!) If you have a soluction, help me please

Well, it depends on how small you want the cubes to be. If you want
hundreds of them then it might be very hard to model the sphere made of
cubes.
But if you are satisfied with,say 34 cubes, here’s a suggestion:

1. Make one cube (for example, add primitive->plane: hor. & vert.
sections 1 -> extrude).

2. Move the axis into the middle of the cube using shift+move.

3. Copy and paste it to make a ring of 8 cubes. You can firs add a disk
with 8 corners for reference. After duplicating the cubes, destroy the disk.

4. Now make a ring of 7 cubes in the same way. move them above the ring
of 8.

5. Make a ring of 5 (or maybe 4) cubes. Move it abobe the previous ring.

6. Copy one cube and move it on the top of them all.

7. Adjust the vertical positions so that the overall shape is a semisphere.

8. Select all the cubes that are not in the lowest ring and group them.
Copy and paste this group.

9. Use transformations to mirror the group vertically (scale z-axis to
-1). You get the lower half of the sphere of cubes.

10. Group all the cubes together and save the group.

11. Use tumble effect in the action editor to rotate the individual cubes.

There might seem to be a lot of work in this. But I don’t think there
really is. Because copying and pasting is really quick and easy.

Marty

                        Thread   411
                    -=> RETURN TO CONTENTS!<=-

1.402   MSG-399 Subject: Re: Object speed

Subject: Re: Object speed
Date: Saturday, 20 May 1995 13:24:41
From: Martin Keitel <mk-tel@sik.ppoy.fi>

My method of getting variable speed on a path: get rid of the path!
Confused? You won’t be after this episode of advice.

First, make your path. Make an object follow the path (it might be just
an axis) in the action editor.
Now, load the actual object that is supposed to follow the path. Make
changes to it's position and alignment in regular intervals (every 10th
frame, every 20th frame - depends on the density of curves in the path,
if your path is very variable, you might want to use irregular interval)
using the previous object (let' say its an axis: it's an axis) as reference.
When you want to slow down the object's speed place it a little behind
the axis, when you want it to speed up, make it catch up the axis or
place it in front of it, and so on. Remember to make position and
alignment bars for each key frame. If your object is for ecample a car on
a road, don't align it to the path in the curves: Make it turn a little
too early and straighten a little too late.
When all is well, destroy the path and the axis. Some people might want
things to be controlled more automatically, but manual key framing is
still a good way to make nice animations!

Marty

                          Thread   414
                     -=> RETURN TO CONTENTS!<=-

1.403   MSG-400 Subject: Re: Font objects

Subject: Re: Font objects
Date: Saturday, 20 May 1995 13:45:23
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

Hi All,

>> >
>> > Suddenly I can't seem to add font objects in Detail. It lets me pick
>> >my font, type in my script,--but then I get a system prompt, something
like
>> >"Blank image -- no object created." A girl could cry.
>>
>>   I'm experiencing the same problem in Im3.0 and WB2.04. I haven't spent
much
>> time working out why, as I've been using postscript if I need fonts, but I
>> was surprised to see the requestor you mention.
>>

>This is way weird, since I know I used to do this sort of thing all the
>time. It's not that I don't love the Spline Editor, I just didn't
>have that many PS fonts to play with, so I always made 'logo' objects in
>Detail. What happened?

I think Imagine started behaving like this when the PC version was made. The
PC users don't have Amiga bitmap fonts so the dropped support for from

Imagine but FORGOT to remove the relevant menu item. Postscript fonts are
better anyway IMHO.

Greetings Joop

                              Thread   377
                      -=> RETURN TO CONTENTS!<=-

1.404   MSG-401 Subject: Brush Tacking

Subject: Brush Tacking
Date: Saturday, 20 May 1995 14:19:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: SCROGGINS.DANIEL_L+@KANSAS-CITY.VA.GOV->-> I'm sure this is relatively
simple request but I haven't been able= to-> figure out how to tack a picture do
wn and use a special effect suc=h a-> explode and keep the various parts of the
picture tacked down to t=he-> various pieces as they explode. Is this possible?
 If so could som=ebo-> give a quick synopses of how this is accoplished? I woul
d really-> appreciate any help in this regard....TksIt's always amazing how some
one seems to ask the very question youare currently wrestling with? I had the sa
me problem, and it "appears="that ...atleast with Shredder... you can't tack bru
shmaps on explodedparts. However, you can fudge by making a subgroup of parts yo
u want =to"shred" leaving in tact the part with your brushmap. Just color yourob
ject to kinda match the map, so when it explodes (or shreds) itappears to be par
t of your map. If there really IS a way to makebrushmaps TACK to exploded pieces
, I'd love to hear the technique!BTW, if you haven't played with the Shredder ←
   Effect, DO! It's a GAS!!   /-----------------------------
  ___   ___ ___   ___ | Mike van der Sommen   / __ /__/ /_
_/ /_ \ / | Santa Barbara, Ca.   /___/ / \ / / /   /
\ | mike.vandersommen@caddy.uu.silcom.com   HAUS BBS (805-683-1388) |
   "Irony can make revenge a welcome alternative"   _____
_____--- =FE InterNet - GraFX Haus BBS - Santa Bar
bara, Ca - (805) 683-1388

                              Thread   534
                      -=> RETURN TO CONTENTS!<=-

1.405   MSG-402 Subject: Multimail

Subject: Multimail
Date: Saturday, 20 May 1995 14:44:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

My apologies for any multicopy posts from me. I have no idea why it s=entout so
many copies.....but I will investigate.Sorry for the irritation. (I got nine bou

nced returns of the samemessage myself). Wierd!--- =FE InterNet - GraFX Haus BBS
 - Santa Barbara, Ca - (805) 683-1388

                              Thread   302
                       -=> RETURN TO CONTENTS!<=-

1.406   MSG-403 Subject: >Dave Wickard (612) 456-2783

Subject: >Dave Wickard (612) 456-2783   "It's not the SIZE of your ima
Date: Saturday, 20 May 1995 15:04:14
From: F.Demasi@agora.stm.it

SUBJECT too long. Original SUBJECT is '>Dave Wickard (612) 456-2783   "It's not
 the SIZE of your image,'

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

>dave@flip.eag.unisysgsg.com   it's how you MANIPULATE it."
>dave@email.eag.unisysgsg.com   -ancient proverb from Amiga Kama Sutra
>dave@shell.portal.com
>Sam_Malone@cup.portal.com
>dwickard.EAGAN@mhs.eag.unisysgsg.com
>
>
OK...

                              Thread   368
                       -=> RETURN TO CONTENTS!<=-

1.407   MSG-404 Subject: Re: Flc-scr/imagine-svga/interchange

Subject: Re: Flc-scr/imagine-svga/interchange
Date: Saturday, 20 May 1995 17:04:00
From: danger@cts.com (Dan Gervais)

>
>
>dear all,
>i've a few questions i would love answering:-
>1.is interchange available for the pc? if so, who what etc.
this I don't know. sorry.
>2.how do you get the svga modes in imagine 3.0? i'm stuck in 320x200 and i
> know a few more who are too.
What I did was use the presets button but if yours is messed up all you have
to do is plug in the values for the screen resolution in the Preferences.
You need to also make sure your videocard has the VESA mode activated or you

```
get a VESA driver.  Mine worked right away and I have a cheapo card.
>3.how do you create a windows screensaver from an flc or any other form of
> anim?thanks for reading - please help if you can. Regards P.T.
WEll I know that Moon valley has an inexpensive package called RoMaterial
Again and it has a thing called video savers but it only playes avi's.  I am
checking out a piece of shareware that supposedly makes AVI's and such from
targas and tiffs.  I'll share more later when I get it working.  Its called
Playit.  Anyone else use this package?
Dan


>
>|
>| Internet: Paul.Townend@raytech.co.uk
>|-------------------------------------------------------------------|
>| Gated from RAYTECH BBS - free access raytracing support in the UK |
>|----------------------- call +44 1862 83 2020 modem - 24 hours ! |
>
>
```

                            Thread   410
                      -=> RETURN TO CONTENTS!<=-

1.408   MSG-405 Subject: Lost Mail

```
Subject: Lost Mail
Date:     Saturday, 20 May 1995 17:32:58
From:     yrod@ozemail.com.au
```

```
Hi Imagineers,
I have just found out what was wrong with my mail box.
If anyone has sent me mail in the past three days, would you be so kind
and send it again please. Also, if there were any important messages,
relating to Imagine, that were posted to IML, could someone out there who
can take pity on a stupid bumbling idiot and send them to me as well.
Any help at all would be most appreciated.

Rod (sorry for my stupidity) Macey
yrod@ozemail.com.au
.... generating ... 39.49% complete

20/5/95
```


                            Thread   188
                      -=> RETURN TO CONTENTS!<=-

1.409   MSG-406 Subject: States bug! and fix

Subject: States bug! and fix
Date: Saturday, 20 May 1995 17:43:08
From: gregory denby <gdenby@elgreco.helios.nd.edu>

I'm using v. 3.2 on the PC (will check to see if this "feature" also
occurs on the Amiga) and just ran into an awkwardness in states.

Without going into to much detail, I'll just say that I deformed
some objects by both manually moving points and by scaling the object.
As I did this, I defined the various shapes as State One, Two, etc.
as usual. I made a states anim in detail, and everything appeared
O.K. I then went to Action and set up the scene. When I rendered a
test in Stage, the motions between the states were frequently jerky,
or sometimes absents. At first I thought it might be a problem
with the "spline" interpolation in the states, so I turned that off.
This did not remedy the problem. I went back into Detail, checked the
states, did another anim, and everything looked fine. Detail anims
and Project anims showed the same flaws nevertheless. After watching
the messed up anims for a while, it looked like the various states
were "hitting walls," as it were. !a clue!

I went into Action and deleted the objects size bar. It worked!

It seems that if an object has had its size changed by moving points
in one state, and its size changed by scaling in another state,
Imagine is ubable to morph smoothly, at least outside of Detail.

So, watch out for this kink.

Greg Denby
gdenby@darwin.cc.nd.edu

P.S. As to the recent comments about having online help, my own feelings
are that I can readily do without it. Help files just takes up room
on the drive, and space on the screen. Just give me a nice spiral
bound manual with a really complete Index (hint hint to the powers)

                          Thread   500
                    -=> RETURN TO CONTENTS!<=-

1.410   MSG-407 Subject: Viewmodes

Subject: Viewmodes
Date: Saturday, 20 May 1995 17:44:55
From: yrod@ozemail.com.au

Just a quick question about the above.

I want to create images to be used for printing.
If the resoloution and aspect ratio was a custom setting, and the file
format was ILBM24, does a viewmode have to be selected?
Basically I require my images to be 1:1 ration at varying sizes. Is the
viewmode setting there just to add a pallette or something for displaying
on Amiga? If I pick HAM or HIRES or whatever, does this affect the
quality of the image or will it always be 24bit?

Thanx
Rod (back to imagine) Macey
yrod@ozemail.com.au
.... generating ... 94.93% complete

                              Thread   415
                        -=> RETURN TO CONTENTS!<=-

1.411   MSG-408 Subject: Flc-scr/imagine-svga/interchange

Subject: Flc-scr/imagine-svga/interchange
Date: Saturday, 20 May 1995 18:32:00
From: Paul Townend <Paul.Townend@raytech.co.uk>

  ----

dear all,
i've a few questions i would love answering:-
1.is interchange available for the pc? if so, who what etc.
2.how do you get the svga modes in imagine 3.0? i'm stuck in 320x200 and i
 know a few more who are too.
3.how do you create a windows screensaver from an flc or any other form of
 anim?thanks for reading - please help if you can. Regards P.T.

|
| Internet: Paul.Townend@raytech.co.uk
|--|
| Gated from RAYTECH BBS - free access raytracing support in the UK |
|----------------------- call +44 1862 83 2020 modem - 24 hours ! |

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

1.412   MSG-409 Subject: Re: About Particles

```
Subject: Re: About Particles
Date:     Saturday, 20 May 1995 19:04:58
From:     Bush Doktor <sppcarso@ultrix.uor.edu>
```


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


On Sat, 20 May 1995, Martin Keitel wrote:
>
> On Fri, 5 May 1995, FERNANDO PENA D'ANDREA wrote:
>
> >     I use a version of Imagine thet has no particles (2.0) :( .
> >     I want to do a scene containing an object made with little cubes
> > in a sphere pattern, as the cubes were the sphere's vertex. More: I
> > want to do the cubes spin arround itselves to produce a nice effect
> > in my sphere. A friend told me that only particles makes it possible
> > (just a C='s remenber), but without particles, no way men (and women
> > too!) If you have a soluction, help me please
>
> Well, it depends on how small you want the cubes to be. If you want
> hundreds of them then it might be very hard to model the sphere made of
> cubes.

  Time consuming stuff deleted...
>
> Marty

     Wouldn't Ian's STARS.LHA do what he he wants?  Works great for me.

Bush
```


```
                           Thread          398
                      -=> RETURN TO CONTENTS!<=-
```


1.413   MSG-410 Subject: Re: Flc-scr/imagine-svga/interchange

```
Subject: Re: Flc-scr/imagine-svga/interchange
Date:     Saturday, 20 May 1995 20:13:00
From:     danger@cts.com (Dan Gervais)
```


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


I got my Video for windows installed and this thing works!  It's a little
flakey but I have created an AVI with The targas generated by Impulse 3.0
for the PC.  I am delighted to find that For very little money I can make
AVI's of 3D stuff.  It has quite a bunch of options for compression so you
can get the AVI down to a resonable size.  One small caveat, you have to
have frames starting with 0 not 1 so I just copied the first frame to
pic0000.tga and it worked fine.  One other thing I discovered is that is HAS
to have consecutive frame numbers.  I had an anim that I put in a skip
```

amount when I generated the frames and I had to re-render the rest of the
frames. I could have renumbered but in this case it was easy to make the
rest of the frames.
I hope this helps anyone out there who was wondering about Imagine and AVI's
Dan

1.414   MSG-411 Subject: Re: About Particles

Subject: Re: About Particles
Date: Saturday, 20 May 1995 22:41:26
From: Torgeir Holm <torgeirh@powertech.no>

On 20-May-95 12:07:49, Martin Keitel wrote:

>Well, it depends on how small you want the cubes to be. If you want
>hundreds of them then it might be very hard to model the sphere made of
>cubes.
>But if you are satisfied with,say 34 cubes, here's a suggestion:

[...snip...]

>There might seem to be a lot of work in this. But I don't think there
>really is. Because copying and pasting is really quick and easy.

It is also posible to replicate the cube alogng a primitive sphere.

Just add a primitive sphere, make a tiny cube, and replicate it along a path.
Type in the sphereobject name (should be sphere) as the path, enter the number
of copies, and *Shazam*! You have a sphere covered with cubes...

If you want the cubes to be perpendicular to the sphere surface, check the
allign Y axis to path box.

You will notice that this produces one object, so the tumble effect won't
work. in order to solve this, select the object, select slice, and it will
make each cube a child object, and create a parent axis. Now tuble (and sway)
will work perfectly.

Torge!r

1.415   MSG-412 Subject: Re: Black triangles

Subject: Re: Black triangles
Date: Sunday, 21 May 1995 00:10:45
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Martin, on May 20 you wrote:

> I haven't tried Milan's glass texture yet, but I wonder if the black
> triangles are something new. I mean, if I render a complicated object
> with lots of curved surfaces (which, of course are not actually curved
> because they are made of flat faces) in trace with shadow casting light
> sources, there are always a few dark triangles here and there. And they
> certainly _are_ faces that are shadowed completely as if the phong-effect
> wasn't working in that spot.
> Have you ever tried rendering a landscape with a sunset, so that the
> mountains in the horizon would cast long shadows on the valleys? It's
> awful, especially if the faces on the landscape object are large (if you
> dont't have 30 megs of Ram, they have to be quite large): the shadows are
> anything else but smooth.
> I think this is because the drop shadows really don't handle the phong
> effect. So, a face is either totally lit or totally in the shadow. I
> wonder if this has been fixed in 3.2...

As I understand it, phong is for smoothing edges not faces and if Imagine
decides a face has to be in shadow it can't split that face and colour part
of it.

You will have to fracture some of the faces to get more detailed shadowing.

-- Bob

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

                        Thread   426
                   -=> RETURN TO CONTENTS!<=-

1.416   MSG-413 Subject: Re: Help!

Subject: Re: Help!
Date: Sunday, 21 May 1995 00:39:50
From: Kelly Petlig <kpetlig@halcyon.com>

   You'll find that there are many fewer 32 bit C compilers for the PC
than the Amiga, so many of the texture support is more difficult. Amiga
users also tend to be more of a roll-your-own group. Don't fret, though,
as the Imagine/Turbo-Silver platform has only been out on the PC one
fifth the time as it has the Amiga.

ObImBit: A vortex type object looks great with a wide angle lense, trick
is to make it look like a vortex. Use ADPro to "Twirl" almost any image
and map it X&Z flat onto the vortex object.

Mr.Kelly Petlig <kpetlig@halcyon.com>
(Yes, I'm using an Amiga computer)

                         Thread   384
                   -=> RETURN TO CONTENTS!<=-

1.417   MSG-414 Subject: Re: Object speed

Subject: Re: Object speed
Date: Sunday, 21 May 1995 00:44:37
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Martin, on May 20 you wrote:

>
> My method of getting variable speed on a path: get rid of the path!
> Confused? You won't be after this episode of advice.
>
> First, make your path. Make an object follow the path (it might be just
> an axis) in the action editor.
> Now, load the actual object that is supposed to follow the path. Make
> changes to it's position and alignment in regular intervals (every 10th
> frame, every 20th frame - depends on the density of curves in the path,
> if your path is very variable, you might want to use irregular interval)
> using the previous object (let' say its an axis: it's an axis) as reference.
> When you want to slow down the object's speed place it a little behind
> the axis, when you want it to speed up, make it catch up the axis or
> place it in front of it, and so on. Remember to make position and
> alignment bars for each key frame. If your object is for ecample a car on
> a road, don't align it to the path in the curves: Make it turn a little
> too early and straighten a little too late.
> When all is well, destroy the path and the axis. Some people might want
> things to be controlled more automatically, but manual key framing is
> still a good way to make nice animations!

Has anyone used Association in the Action Ed to any degree. I've done basic
movements as a test but nothing elaborate. It could be used in the car
example, the manual says you can associate objects and still alter their
position and orientation while maintaining the association.

-- Bob

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

1.418   MSG-415 Subject: Re: Viewmodes

Subject: Re: Viewmodes
Date: Sunday, 21 May 1995 02:17:50
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Rod, on May 20 you wrote:

> Just a quick question about the above.
>
> I want to create images to be used for printing.
> If the resoloution and aspect ratio was a custom setting, and the file
> format was ILBM24, does a viewmode have to be selected?
> Basically I require my images to be 1:1 ration at varying sizes. Is the
> viewmode setting there just to add a pallette or something for displaying
> on Amiga? If I pick HAM or HIRES or whatever, does this affect the
> quality of the image or will it always be 24bit?

Viewmode sets the Amiga screen resolution that will be used when the
picture is displayed. You could for example render a 320x256 image and
select a viewmode of HIRES/LACE, after rendering, the image will be
displayed on a HiRes Lace screen when you view it. The Width and Height of
the image is the page size and is independant of the screen resolution.
These settings don't alter the palette but the aspect ratio will be
different for various screen modes. If you want a 1:1 ratio select either
LoRes or HiRes/Lace. The HAM button is only for viewing, your rendered
image will still be 24-bit.

Try this test pattern:- set up a project to render a primitive disk
(default settings). Set your camera so the disk looks like a circle in the
perspective view. In the Project editor, select a preset of LoRes (320x256)
with all the viewmodes off. Render. Select Show. Now select Modify and
select the LACE viewmode and render again then Show. You will see the disk
is now egg shaped because you are displaying a 256 pixel image on a 512
display and the horizontal resolution is the same. You can see how this
could affect your print-out.

-- Bob

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

1.419   MSG-416 Subject: SOS - HELP!!

Subject: SOS - HELP!!
Date: Sunday, 21 May 1995 11:41:16
From: "Myles.Johnson" <mylesj@school-of-computing.plymouth.ac.uk>

Help!! I,ve got some work on that involves writing a basic set of 3-d modelling
 tools. This involves implementing a volume sweep which allows 3-d objects to b
e created from solid 2-d shapes. If any of you out there have experience in gra
phics programming then I would love to hear from you!! Im thinking of implement
ing the package in either Turbo C++ or Visual Basic. At the moment im really st
ruggling with the volume sweep implementation.

                        Thread   443
                    -=> RETURN TO CONTENTS!<=-

1.420   MSG-417 Subject: Probs With Attributes

Subject: Probs With Attributes
Date: Sunday, 21 May 1995 12:16:41
From: billf@attic.apana.org.au (Bill Falconer)

Hi There Imagineers,
                 I just got a copy Imagine2 on a PcFormat Coverdisk and
realised that there was no Attributes included. So I grabbed my Amiga Imagine2
Attributes and I am now using them. The problem is that when in Attribute
requester I load the Attribute in and realise that only last 2 RGB values
are present the rest of the selections are correct. I have also noticed after
rendering the Image there is a Light Blue tinge to the so Called Perfect
White Lights. So I reset and the Lamps to white (255,255,255) and still I
get that blue tinge (CYAN).

        Any Help on these 2 problems would be greatly appreciated.

 reagards

 Bill Falconer

V-Tag:
Gravity doesn't exist: the earth sucks.
Bill Falconer
Written on The Attic BBS .Contact me on the BBS as Bill F or mail me at
billf@attic.apana.org.au

                        Thread   418
                    -=> RETURN TO CONTENTS!<=-

1.421   MSG-418 Subject: Re: Probs With Attributes

```
Subject: Re: Probs With Attributes
Date:     Sunday, 21 May 1995 18:54:06
From:     Kelly Computer Consultants <kcc@wariat.org>
```

```
On Sun, 21 May 1995, Bill Falconer wrote:
> The problem is that when in Attribute
> requester I load the Attribute in and realise that only last 2 RGB values
> are present the rest of the selections are correct. I have also noticed after
> rendering the Image there is a Light Blue tinge to the so Called Perfect
> White Lights. So I reset and the Lamps to white (255,255,255) and still I
> get that blue tinge ( CYAN).
```

This was a known bug with 2.0; the RGB values are actually shifted one
field over, so the Red value is left blank (0) and the other two values
are taken from the preceding field.

It was fixed in 3.0.

Doug Kelly
Kelly Computer Consultants

```
                        Thread       428
                   -=> RETURN TO CONTENTS!<=-
```

1.422   MSG-419 Subject: Displaying text in spline editor--help

```
Subject: Displaying text in spline editor--help
Date:     Sunday, 21 May 1995 19:02:56
From:     jacob@altair.csustan.edu (Dave Jacob)
```

I want to extrude some postscript text in the spline editor, and I'm
following the manual,s instructions, but when it comes time for Imagine
to display text, all it displays is an axis. No text appears at all. I've
got PC Imagine 3.0 -- can anyone tell me what I am doing wrong, or what
button to push?

Any help appreciated--thanks.

```
                        Thread       493
                   -=> RETURN TO CONTENTS!<=-
```

1.423   MSG-420 Subject: Re: Flc-scr/imagine-svga/interchange

Subject: Re: Flc-scr/imagine-svga/interchange
Date: Sunday, 21 May 1995 22:10:00
From: danger@cts.com (Dan Gervais)

I forgot to say what the program was. It is playit from:
    Shamrock Systems and Technology
    #428, 10636 - 120 Street
    Edmonton, Ab, T5H 4L5
    Canada

    You can contact Shamrock Systems for business other than orders at
    FAX: 403-426-5040
    Compuserve   70274,24
    Internet   patrick@shamrck.ersys.edmonton.ab.ca

>I got my Video for windows installed and this thing works! It's a little
>flakey but I have created an AVI with The targas generated by Impulse 3.0
>for the PC. I am delighted to find that For very little money I can make
>AVI's of 3D stuff. It has quite a bunch of options for compression so you
>can get the AVI down to a resonable size. One small caveat, you have to
>have frames starting with 0 not 1 so I just copied the first frame to
>pic0000.tga and it worked fine. One other thing I discovered is that is HAS
>to have consecutive frame numbers. I had an anim that I put in a skip
>amount when I generated the frames and I had to re-render the rest of the
>frames. I could have renumbered but in this case it was easy to make the
>rest of the frames.
>I hope this helps anyone out there who was wondering about Imagine and AVI's
>Dan
>
>
>

                        Thread   356
                   -=> RETURN TO CONTENTS!<=-

1.424   MSG-421 Subject: Re: Suggestion for a project

Subject: Re: Suggestion for a project
Date: Sunday, 21 May 1995 23:41:18
From: Jeff Keena <jkeena@ozemail.com.au>

On Sun, 7 May 1995, James Brooks wrote:

> Date: Sun, 7 May 1995 22:38:49 -0400 (EDT)
> From: James Brooks <jamesb@clark.net>
> To: Jeff Keena <jkeena@ozemail.com.au>
> Cc: imagine@email.sp.paramax.com

```
> Subject: Re: Suggestion for a project
>
> On Mon, 8 May 1995, Jeff Keena wrote:
>
> > On Sat, 6 May 1995, Charles Blaquiere wrote:
> >
> > > Date: Sat, 6 May 1995 19:24:43 -0400 (EDT)
> > > From: Charles Blaquiere <blaq@io.org>
> > > To: imagine@email.sp.paramax.com
> > > Subject: Suggestion for a project
> > >
> > > > From: gregory denby <gdenby@twain.helios.nd.edu>
> > > >
> > > > I'll bet a lot of you have become tired of Imagine's opening
> > > > screen, and have made your own. (...) What've you folks done?
> > >
> > > Oddly enough, nothing.
> > >
> > > I still like the Imagine logo. It has a Middle-Eastern, Arabian Nights
> > > flavor which brings to mind an exotic genie endowded with magical
> > > powers asking, "How may I serve you?"
> > >
> > > I like your idea, though. Personally, I'm a logo freak. Can't get enough
> > > of them. Love the beauty of a well-designed font. Looking forward to see
> > > how others respond to the thread.
> > >
> > >
> >
> > Simple reply. Deleted the file 8-)
> > One less thing to fragmet memory.
>
> If I am not mistaken, Imagine will not load without having some kind of
> pix as the intro.  At least that was the way back with version 2.0
>
> Just my 2 1/5 cents.
>
> Alex
>
> ------------------------------------------------------------------
> James "Alex" Brooks            Amiga 4000/040/28MHz 20MB RAM
> Lightwave 3.5 / Imagine 3.0    VideoToaster 4000 3.1
> Syquest 3.5" 270MB          Bernoulli 90Pro
> NEC 3xp Triple Speed CDROM     Warp Engine 4028
> Epson ES-600C Scanner          E-Mail: jamesb@clark.net
> ------------------------------------------------------------------
>
>
```

It works for me...then again, I am using Imagine 3.1. Actually the PC
version is only 2.0 and it works without a pic. Oh well...

        Jeff.

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

1.425   MSG-422 Subject: Re: Displaying text in spline editor--help

```
Subject: Re: Displaying text in spline editor--help
Date:     Sunday, 21 May 1995 23:56:54
From:     "Anime a day..." <b7655@hopi.dtcc.edu>
```

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

On Sun, 21 May 1995, Dave Jacob wrote:

```
>
> I want to extrude some postscript text in the spline editor, and I'm
> following the manual,s instructions, but when it comes time for Imagine
> to display text, all it displays is an axis. No text appears at all. I've
> got PC Imagine 3.0 -- can anyone tell me what I am doing wrong, or what
> button to push?
>
> Any help appreciated--thanks.
>
```

Hello.. after reading your message I wasn't positive on the process.
I do have 3.2 so someone correct me if it is easier now..
But the last I did this was when I had 3.0

ok..

I read your message, multi-tasked and opened Imagine.   went to the
Spline editor and picked 'load font'. Up came the register (with nothing
in it) . So I clicked on 'read' and went to my psfonts dir. Clicked on
TStimes23 and then typed in 'Yo Joe!' (first thing that popped in my
mind ;^))   press return and presto... up came Yo Joe! in all its
fontness.

go get some psfonts if need be.. I think there are some scattered
through aminet. I should pick up more since I only have 1. But I think
there is a way to convert text through TypeSmith.

see ya

  Bill


```
                        Thread          495
                    -=> RETURN TO CONTENTS!<=-
```


1.426   MSG-423 Subject: Re: Lightning and other Natural Phenomena

Subject: Re: Lightning and other Natural Phenomena
Date: Monday, 22 May 1995 00:48:15
From: videoman@netcom.com

>
> >Originally-From: <surentrr@vax.sbu.ac.uk>
> >To: imagine@email.sp.paramax.com
> >How can I create a Lightning type effect for my anims using a PD/Shareware ut
il
> >What utilis can I use ?
>
> Also have a look at BlackBelt's "WinImages:FX" which isn't PD/shareware but
> comparatively cheap. It does lightning, fire, auras and all sorts of image
> processing with effects over time. There is a demo at blackbelt.com
>
> Tom Ellard, Severed Communications Australia tome@next.com.au

tried to find "blackbelt.com" no luck, ftp.backbelt.com connects to
someplace, but it did not look like blackbelt.

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

                        Thread   507
                  -=> RETURN TO CONTENTS!<=-

1.427   MSG-424 Subject: Probs With Attributes

Subject: Probs With Attributes
Date: Monday, 22 May 1995 02:47:13
From: Torgeir Holm <torgeirh@powertech.no>

On 21-May-95 11:16:41, Bill Falconer wrote:

[...snip...]
>noticed after rendering the Image there is a Light Blue tinge to the so
>Called Perfect White Lights. So I reset and the Lamps to white (255,255,255)
>and still I get that blue tinge (CYAN).

Could be the color blance of your monitor. Does a 255x3 square look white in a
paint program?

Torge!r

```
                         Thread         417
                  -=> RETURN TO CONTENTS!<=-
```


1.428   MSG-425 Subject: No subject

```
Subject: No subject
Date:     Monday, 22 May 1995 02:47:14
From:     Torgeir Holm <torgeirh@powertech.no>
```

On 20-May-95 00:47:02, Anders Lattermann wrote:

>Anyone got an address and faxnumber to Elastic Reality?

Elastic Reality inc.
925 Stewart St.
Madison, WI 53713
USA

Phone: 608 273 6585

sorry, but didn't have the fax number...

Torge!r

```
                         Thread         365
                  -=> RETURN TO CONTENTS!<=-
```


1.429   MSG-426 Subject: Re: Black triangles

```
Subject: Re: Black triangles
Date:     Monday, 22 May 1995 03:17:12
From:     "Anime a day..." <b7655@hopi.dtcc.edu>
```

On Sun, 21 May 1995, Robert Byrne wrote:

> Hello Martin, on May 20 you wrote:
>
> > I think this is because the drop shadows really don't handle the phong
> > effect. So, a face is either totally lit or totally in the shadow. I
> > wonder if this has been fixed in 3.2...
>

> As I understand it, phong is for smoothing edges not faces and if Imagine
> decides a face has to be in shadow it can't split that face and colour part
> of it.
>
> You will have to fracture some of the faces to get more detailed shadowing.
>

 Funny, I was just messing with font objects since someone was asking
(btw, I might have steared that user wrong.) If you want to USE the fonts
in the Detail editor, just go to the Detail editor and use the Make Font
Object feature under Add....   the Spline stuff is used for refrence I
think.. but there might be a way to get the spline fonts to come to
Detail.. I just don't bother with that way... maybe someone else can
mention it..

  anyway.. back to the black triangles.   I just rendered a Capital 'T'
that was extruded and started adding textures to it.. I got a great
effect with the Monster & Pebbles textures on it and a green color to it..

  well, there ARE black streaks in it...and I did have a second light
caszting shadows.. it sucks.. but I guess I have to tinker with it or
lose the second light...

  Bill   (b0nez)

                          Thread   450
                   -=> RETURN TO CONTENTS!<=-

1.430   MSG-427 Subject: Re: Displaying text in spline editor--help

Subject: Re: Displaying text in spline editor--help
Date: Monday, 22 May 1995 08:47:39
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

  The PS font loader in V2.9 and V3.0 was not...hmmm, what's a diplomatic
word here...very robust. It requires the font to be a specific Type 1 if
I remember correctly.
  The PS font loader was...let's see, what's the right word here...highly
optimized in V3.1.
  If you don't upgrade, there are some PS fonts around that will load in
V3.0 but you might have to do some searching. Some of the PS fonts on
aminet are the "proper" Type 1.

On Sun, 21 May 1995, Dave Jacob wrote:

```
>
> I want to extrude some postscript text in the spline editor, and I'm
> following the manual,s instructions, but when it comes time for Imagine
> to display text, all it displays is an axis. No text appears at all. I've
> got PC Imagine 3.0 -- can anyone tell me what I am doing wrong, or what
> button to push?
>
> Any help appreciated--thanks.
>
```

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

1.431 MSG-428 Subject: Re: Probs With Attributes

```
Subject: Re: Probs With Attributes
Date:     Monday, 22 May 1995 09:04:09
From:     aciolino@ccmail.rrddts.donnelley.com
```

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

```
_____ Reply Separator _____
```

Hi There Imagineers,
                 I just got a copy Imagine2 on a PcFormat Coverdisk and
realised that there was no Attributes included. So I grabbed my Amiga Imagine2
Attributes and I am now using them. The problem is that when in Attribute
requester I load the Attribute in and realise that only last 2 RGB values
are present the rest of the selections are correct. I have also noticed after
rendering the Image there is a Light Blue tinge to the so Called Perfect
White Lights. So I reset and the Lamps to white (255,255,255) and still I
get that blue tinge (CYAN).

    I have the same problem with Amiga Imagine 2.0 and PC Imagine 2.0. I
    stopped using the Amiga and weent to PC 3.0, but I've loaded those
    objects since then, and nothing was wrong.

    Point is: I've had the problem. I think I resolved it by re-adding my
    Red to the object (255 in this case).

    I never had the lights issue, though. Mostly because I don't usually
    use White Light.

```
                              Thread      465
                       -=> RETURN TO CONTENTS!<=-
```

1.432   MSG-429 Subject: Creating faces in the spline editor

Subject: Creating faces in the spline editor
Date: Monday, 22 May 1995 10:50:47
From: Steve McLaughlin <stevemcl@VNET.IBM.COM>

 Is there a way to limit the number of faces and points created
in the Spline editor? I created a simple outline with about 10
knots and then added points (extruded to 50 units), with no bevels,
faces on both front and back, and a godzillion tiny faces get created!
I don't need that many, is there someway to reduce the number of faces and
points?

                         Thread   439
                    -=> RETURN TO CONTENTS!<=-

1.433   MSG-430 Subject: Crestline Software

Subject: Crestline Software
Date: Monday, 22 May 1995 11:04:15
From: bcbisig@wawona.vmsmail.ethz.ch

Does anoybody know the Fax number of this company??

Thanx & Greetinx

Daniel

                         Thread   589
                    -=> RETURN TO CONTENTS!<=-

1.434   MSG-431 Subject: Re: Imagine's future

Subject: Re: Imagine's future
Date: Monday, 22 May 1995 11:04:49
From: "Breno A. Silva" <INF02%BRUFSE.BITNET@VTBIT.CC.VT.EDU>

Hi Jaco.

   I've seen of those Digimax stuff actually working, and I've gotta
admit that it's big bang for the buck($700). Keep in mind it looks like
a poor man's solution for 3d digitizing, but after some gluing... it works!
Works very well. And it comes with the software, that's got basically the

same interface of Imagine, obviously with different options. It's got
good 3d resolution, and Mike Halvorson's brother really impressed me
with the intuitiveness of the digitizing. As a matter of fact, you don't
really need to draw a grid over the object just parallel lines (horizontal,
vertical or wichever best), and later you just passes the pointer (a lethal
weapon, I have to say), over the lines of the object, previously glued in
the digitizing axis in two ends. you simple pitch the object as needed, and
the software/hardware does the rest. Great idea, 'couse the pointer tip,
always ponts to the exact 3d relative point (ie, if your glue is good enough
:). Since it's minimally mechanic, they can make it cheap, and considering
the software features was much better than the closest competitor, which on
its turn costs around $2,500 _without_ the software... well, you get the
picture. So, if you want my advice, just get a good hot glueing/soldering
device and step on it! ;)
****
* Breno A. Silva (INF0@BRUFSE.BITNET) *
* PRO Graph Computer Graphics   *
****

                            Thread   451
                    -=> RETURN TO CONTENTS!<=-

1.435   MSG-432 Subject: Particles

Subject: Particles
Date: Monday, 22 May 1995 11:08:02
From: bcbisig@wawona.vmsmail.ethz.ch

May be my question has been already discussed here before and I missed it...

Is it possible to add brush maps to individual objects which have been grouped
together by the particle function. I dont want the brush to extend over all
individual copies but rather to repeat on each object.

What I want to do is to create windows which have all the same picture on it.

Is this possible and if yes could someone please post a short how to do it ?

Thanx & Greetinx

Daniel

                            Thread   248
                    -=> RETURN TO CONTENTS!<=-

1.436   MSG-433 Subject: Re: Displaying text in spline editor--help

Subject: Re: Displaying text in spline editor--help
Date: Monday, 22 May 1995 11:43:18

From: Mike McCool <mikemcoo@efn.org>

Hey y'all,

      All these references to TypeSmith . . . I'm a bit new to fonts,
so pardon my asking, but is this a pd util?

                        Thread   440
                   -=> RETURN TO CONTENTS!<=-

1.437   MSG-434 Subject: Re: Displaying text in spline editor...

Subject: Re: Displaying text in spline editor...
Date: Monday, 22 May 1995 11:58:14
From: gregory denby <gdenby@elgreco.helios.nd.edu>

Dave Jacob writes...
>...all it displays is an axis.

Evidently there are quite a few variants of the AT1 fonts. Some Imagine
loads just fine,some you get just and axis, others you get an error
message "missing encoding vector" or some such.

So try a disfferent font.

Theres a big collection on aminet in the text/fonts subdirectory. They
start with "AT1Fonts....lha" There are perhaps a dozen files, from
san serif fonts to dingbats. Of the dozens of fonts available, about
one in four works in Imagine.

Check 'em out.

Greg Denby

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

1.438   MSG-435 Subject: Re: Displaying text in spline editor--help

Subject: Re: Displaying text in spline editor--help
Date: Monday, 22 May 1995 12:51:42
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

>On Sun, 21 May 1995, Dave Jacob wrote:
>> I want to extrude some postscript text in the spline editor, and I'm
>> following the manual,s instructions, but when it comes time for Imagine
>> to display text, all it displays is an axis. No text appears at all. I've
>> got PC Imagine 3.0 -- can anyone tell me what I am doing wrong, or what
>> button to push?
> Hello.. after reading your message I wasn't positive on the process.
>I do have 3.2 so someone correct me if it is easier now..
>But the last I did this was when I had 3.0
>   I read your message, multi-tasked and opened Imagine.   went to the
>Spline editor and picked 'load font'. Up came the register (with nothing
>in it) . So I clicked on 'read' and went to my psfonts dir. Clicked on
>TStimes23 and then typed in 'Yo Joe!' (first thing that popped in my
>mind ;^))   press return and presto... up came Yo Joe! in all its
>fontness.

You just happened to have a lot of luck :) on that one.
There are a lot of fonts flying around which have the wrong encoding vector
builtin. On the Amiga you can import/change encodingvector/export them using
Typesmith. Imagine is quite picky which encoding vector to use. Try to find a
postscript font editor/converter which will let you change the encoding
vector from adobe to custom or vice versa. I'm not sure which vector Imagine
wants.

Hope this might help you, Joop

                        Thread   457
                  -=> RETURN TO CONTENTS!<=-

1.439   MSG-436 Subject: Re: Particles

Subject: Re: Particles
Date: Monday, 22 May 1995 13:58:44
From: aciolino@rrddts.donnelley.com

Is it possible to add brush maps to individual objects which have been grouped
together by the particle function. I dont want the brush to extend over all
individual copies but rather to repeat on each object.

What I want to do is to create windows which have all the same picture on it.

    I might have this right, but I'm thinking you want a bunch of
    "particle" windows that are flat planes, like hanging in space of
    something, or looking into a spaceship window, but it's really just

    the same bitmap.

    Make a primitive plane. Orient it any way you like.

    Attach your brushmap. Render to taste.

    When you've got the brushmap and plane looking good, save it.

    Make a Sphere? Plane? in Detail editor. Particlize it. In the
    particles requestor, choose the option to load an object as the
    particle, instead of choosing pyramid or octagon. You add the object
    in the dialog box, and Boom! Imagine makes every particle your object
    from the first step!

    -AC

                            Thread   499
                    -=> RETURN TO CONTENTS!<=-

1.440   MSG-437 Subject: Re: Displaying text in spline editor--help

Subject: Re: Displaying text in spline editor--help
Date: Monday, 22 May 1995 16:31:28
From: Waland J F <walaj@essex.ac.uk>

>I want to extrude some postscript text in the spline editor, and I'm
>following the manual,s instructions, but when it comes time for Imagine
>to display text, all it displays is an axis. No text appears at all. I've
>got PC Imagine 3.0 -- can anyone tell me what I am doing wrong, or what
>button to push?

check the encoding of the font - Imagine is a bit picky. Apparently the best way

to fix this on the Amiga, is to load the font into TypeSmith with typesmith
encoding, and then save it out. (Or is it the other way round, and use
adobe encoding???)

jon
  Jonathan Waland   University of Essex, UK   walaj@essex.ac.uk
A4000/030-25/882-33 14Meg Ram, 540Meg Hard, 2x Floppy, Double Speed CDROM
        <http://cswww2.essex.ac.uk/users/walaj/homepage.html>

                            Thread   427
                    -=> RETURN TO CONTENTS!<=-

1.441   MSG-438 Subject: Re: Creating faces in the spline editor

Subject: Re: Creating faces in the spline editor
Date: Monday, 22 May 1995 18:20:00
From: Roger Straub <straub@csn.net>

On Mon, 22 May 1995, Steve McLaughlin wrote:

> Is there a way to limit the number of faces and points created
> in the Spline editor? I created a simple outline with about 10
> knots and then added points (extruded to 50 units), with no bevels,
> faces on both front and back, and a godzillion tiny faces get created!
> I don't need that many, is there someway to reduce the number of faces and
> points?
>

Yah, just scale up your spline object's axis before extruding. I usually
double the size of the axis and then extrude, and the object turns out
nicely. The larger your axis, the fewer faces will be created.

See ya,
     Roger

                           Thread   442
                      -=> RETURN TO CONTENTS!<=-

1.442   MSG-439 Subject: Re: Creating faces in the spline editor

Subject: Re: Creating faces in the spline editor
Date: Monday, 22 May 1995 21:16:50
From: jgoldman@acs.bu.edu

>
> Is there a way to limit the number of faces and points created
> in the Spline editor? I created a simple outline with about 10
> knots and then added points (extruded to 50 units), with no bevels,
> faces on both front and back, and a godzillion tiny faces get created!
> I don't need that many, is there someway to reduce the number of faces and
> points?

     Yes, as a matter of fact... If you scale up the spline object's axis
you will reduce the degree to which Imagine interpolates points along spline
curves. To modify the axis' scale while maintaining object size use Shift-s,
and scale the axis up. The larger the axis, in relation to object size, the
coarser the results. Scale factors greater than 5 will create very visible
differences. Experiment for best results.
     Hope it helps...

```
                                              Jeff-->
```

E-Mail: jgoldman@acs.bu.edu

```
                        Thread        441
                 -=> RETURN TO CONTENTS!<=-
```

1.443   MSG-440 Subject: Re: Displaying text in spline editor--help

```
Subject: Re: Displaying text in spline editor--help
Date:     Monday, 22 May 1995 21:39:31
From:     Dave Rhodes <dave@darhodes.demon.co.uk>
```

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

Hi   Dave Jacob

> I want to extrude some postscript text in the spline editor, and I'm
> following the manual,s instructions, but when it comes time for Imagine
> to display text, all it displays is an axis. No text appears at all.

        Imagine (on my Amiga) is very picky about which PostScript
fonts will work, and which won't, the ones that don't either give
you an error message, or just a pointless axis (literally).

    I bought a set of over 100 PS fonts when I first got 2.9, and
by trial and error, found that only EIGHT of them would work !
    I've studied them all, but can't find the common denominator in
the ones that work, which is missing in the ones that don't.

    I believe that Imagine 3.2 has a better success rate, (at least
better than 8% !) but maybe a PC man with 3.2 could let us know
if this is true.

--

```
~=============================================================================~
 Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -
 -------------------------------------------------------------------------
```

```
                        Thread        452
                 -=> RETURN TO CONTENTS!<=-
```

1.444   MSG-441 Subject: Re: Creating faces in the spline editor

Subject: Re: Creating faces in the spline editor
Date: Monday, 22 May 1995 21:59:08
From: Dave Rhodes <dave@darhodes.demon.co.uk>

Hi Steve.

> Is there a way to limit the number of faces and points created
> in the Spline editor? I created a simple outline with about 10
> knots and then added points (extruded to 50 units), with no bevels,
> faces on both front and back, and a godzillion tiny faces get created!
> I don't need that many, is there someway to reduce the number of faces and
> points?

      Yes there is, luckily.

        After you get the splines the way you want them, (i.e.the outline
looks good), scale the _axis only_ to be bigger, befor you add points,
and it will make far less edges out of the splines.
   It's not very scientific, I know, but at least you can just keep
trying with different axis sizes until you get the resolution you
want. You don't have to delete the points if you go too far, for example,
just go to add points and do it again, and the old points will have gone.
    Obviously, the same works the other way, in that making the axis
smaller will make more points/edges/faces on the object.

--

~==~
 Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -
 ----

                              Thread   438
                        -=> RETURN TO CONTENTS!<=-

1.445   MSG-442 Subject: Re: Crestline Fax

Subject: Re: Crestline Fax
Date: Monday, 22 May 1995 23:06:03
From: Broctune@aol.com

I can't find a fax number but I do have this

Crestline Software publishing
P.O. Box 4691
Crestline, CA 92325 USA
Tel. 909-338-1786

Also I think some of their products are available at AntiGravity

1.446   MSG-443 Subject: Spike Fx Prob (PC)

Subject: Spike Fx Prob (PC)
Date: Tuesday, 23 May 1995 00:16:10
From: gregory denby <gdenby@elgreco.helios.nd.edu>

Before I write a bug report letter let me ask: Anyone else using Imagine
v 3.2 PC having a problem with the Spike FX. It is doing nothing when I use
it. My Amiga version is just fine, as it was in earlier versions.

Explode, fireworks, and shred all work just fine, but I suppose I'll have to
look at them all.

Thanks for replies,
Greg Denby
gdenby@darwin.cc.nd.edu

1.447   MSG-444 Subject: Adding brushes/Edit Axis

Subject: Adding brushes/Edit Axis
Date: Tuesday, 23 May 1995 09:39:00
From: Toby Edwards <tobs@perihelion.co.uk>

I am having a problem with mapping a brush to an object,
the object in question is a roof, but not just an
ordinary roof !

The roof is bowed somewhat and is alot narrower at the
top than the bottom.

When I map the tiles iff to it (using colour, genlock,
flat Z, flat X) instead of the tiles looking as if they
were straight across they appear to bow TOWARDS the top of the
roof ! (I would have thought the other way !).

I have tried editting the axis but it doesnt seem to

have any effect, eek, err... What effect should
rotating/scaling (?!) do (apart from the brush
disappearing). I think I am a bit confused by this
edit axis thing... errr ... help ?!

Lost and confused,

Toby

==

"Remember kids, if theres a gun in the room"
"make sure your the one holding it."
                          -- Captain Combat

==

                        Thread   509
                   -=> RETURN TO CONTENTS!<=-

1.448   MSG-445 Subject: Re: Postscript fonts

Subject: Re: Postscript fonts
Date: Tuesday, 23 May 1995 12:38:52
From: Mike McCool <mikemcoo@efn.org>

> Hi, just replying about some folks having probs with PS fonts.
> I have with great success, any .pfb PC PS fonts. No errors at all.
> Haven't tried any Amiga PS fonts as I have many, many PC PS fonts.
> BTW, I am using the Amiga version of Imagine.
>

I thought folks were exaggerating, when they said they were getting like
one out of eight fonts to load and work properly. Then I started finding
all these fonts that wouldn't work. Even PS fonts that would load into
the spline editor wouldn't always extrude. Got that message about bad
numbering bug.

Word to the wise: if Imagine asks you to show results, for gravy's sake
say yes. It spent the next five minutes spewing out all the incorrectly
numbered spots on the font. I couldn't re-boot out of the mess, cause I
was doing something of vital importance to the survival of mankind on
another screen.

                        Thread   424
                   -=> RETURN TO CONTENTS!<=-

1.449   MSG-446 Subject: Re: Black triangles

Subject: Re: Black triangles
Date: Tuesday, 23 May 1995 12:45:08
From: Mike McCool <mikemcoo@efn.org>

> >Object feature under Add....   the Spline stuff is used for refrence I
> >think.. but there might be a way to get the spline fonts to come to
> >Detail.. I just don't bother with that way... maybe someone else can
> >mention it..
>
> You have to use the ADD points function in the Spline editor. This makes an
> object out of your curves. You can then save this object, just as you would
> in detail (just remember to use the save points item, not the save item).
>
> If you add a font object in detail, it uses amiga bitmap fonts, giving you a
> lot less detail, and you lose the beveling options you have in the Spline
> Editor

Thanks, Torgier, for reminding us. It really does pay to read the
manual--be it ever so mummbly.

                             Thread   412
                    -=> RETURN TO CONTENTS!<=-

1.450   MSG-447 Subject: Babylon 5 .iob's

Subject: Babylon 5 .iob's
Date: Tuesday, 23 May 1995 12:49:06
From: jonathan.haigh@unn.ac.uk

Hi all,

Re- the problems in converting the LWOB's to iob's for PC.

I have already mailed one or two people personally about this problem, If you
can't get access to Creations (north) BBS , like if you are using a university
account, then a possible solution to the problem was suggested by the sysop,

namely, since there seems to be no converters yet, that we might upload the
converted objects to the aminet so that you can all get at them.

This may take a short amount of time as we both have exams looming but quite
alot of the objects have been converted for our own use already, we can finish
this off in between revision and exams and upload them.

Since there seems to be a demand then we'll get on to it. Don't hold your
breath though as it may take a week or two...

JR.

-=--=

 Oops I've run out of Tagline idea's. Quick Brainstorm.....

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

1.451   MSG-448 Subject: Phone

Subject: Phone
Date: Tuesday, 23 May 1995 14:22:30
From: Mike McCool <mikemcoo@efn.org>

Anybody ever come across a telephone object, either for us, for LW?

Thanx.

                            Thread   478
                       -=> RETURN TO CONTENTS!<=-

1.452   MSG-449 Subject: Spline editor

Subject: Spline editor
Date: Tuesday, 23 May 1995 14:34:58
From: milan@Dieppe.artmediatech.nl (Milan Polle)

Hi all,

wouldn't it be a lot easier if you could just specify the maximum angle you
would like to have in your object, to reduce the point/edge/face count?
This way you also get rid of a lot of inline vertices forming a simple straight
line.
And it would also be neat if you could convert a spline from the spline editor
to a path for use in stage or extrusion in detail.
You can make an outline of edges and points in spline though, for use in the
detail editor with spin or sweep or something. Just make sure the shape is c
closed and don't add any faces.

Let your Imagination run wild, Milan

BTW Neat .sig about the earth sucking :)

                              Thread   593
                         -=> RETURN TO CONTENTS!<=-

1.453   MSG-450 Subject: Re: Black triangles

Subject: Re: Black triangles
Date: Tuesday, 23 May 1995 17:11:49
From: Torgeir Holm <torgeirh@powertech.no>

On 22-May-95 02:17:12, Anime a day... wrote:

> Funny, I was just messing with font objects since someone was asking
>(btw, I might have steared that user wrong.) If you want to USE the fonts
>in the Detail editor, just go to the Detail editor and use the Make Font
>Object feature under Add....   the Spline stuff is used for refrence I
>think.. but there might be a way to get the spline fonts to come to
>Detail.. I just don't bother with that way... maybe someone else can
>mention it..

You have to use the ADD points function in the Spline editor. This makes an
object out of your curves. You can then save this object, just as you would
in detail (just remember to use the save points item, not the save item).

If you add a font object in detail, it uses amiga bitmap fonts, giving you a
lot less detail, and you lose the beveling options you have in the Spline
Editor

Torge!r

                              Thread   456
                         -=> RETURN TO CONTENTS!<=-

1.454   MSG-451 Subject: Re: Imagine's future

Subject: Re: Imagine's future
Date: Tuesday, 23 May 1995 17:11:51
From: Torgeir Holm <torgeirh@powertech.no>

On 22-May-95 10:04:49, Breno A. Silva wrote:

>   I've seen of those Digimax stuff actually working, and I've gotta
>admit that it's big bang for the buck($700). Keep in mind it looks like

>a poor man's solution for 3d digitizing, but after some gluing... it works!
>Works very well. And it comes with the software, that's got basically the
[...snip...]
>its turn costs around $2,500 _without_ the software... well, you get the
>picture. So, if you want my advice, just get a good hot glueing/soldering
>device and step on it! ;)

And it also got the DV magazine's award of excellence (or something like
that), and scored the most points in their 3D digitizer test.

Torge!r

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

1.455   MSG-452 Subject: Re: Displaying text in spline editor--help

Subject: Re: Displaying text in spline editor--help
Date: Tuesday, 23 May 1995 18:04:21
From: Waland J F <walaj@essex.ac.uk>

>   All these references to TypeSmith . . .   I'm a bit new to fonts,
>so pardon my asking, but is this a pd util?

nope, it's commercial, I'm afraid...

theres a review on aminet...
 TypeSmith2.02.txt   docs/rview   5K Text: TypeSMITH version 2.02

jon
  Jonathan Waland   University of Essex, UK   walaj@essex.ac.uk
A4000/030-25/882-33 14Meg Ram, 540Meg Hard, 2x Floppy, Double Speed CDROM
      <http://cswww2.essex.ac.uk/users/walaj/homepage.html>

                              Thread   437
                        -=> RETURN TO CONTENTS!<=-

1.456   MSG-453 Subject: TEXTURES...

Subject: TEXTURES...
Date: Tuesday, 23 May 1995 18:48:05
From: Lumbient@aol.com

High I would like to converse about an idea I had one night about a texture.

But I have limited coding experience and(as you know!) no compiler. I don't
know who I can trust! Maybe Milan, or ??? The texture would be awsome! and
allow ANYONE to write textures for their favorite program(not LW!
Imagine!!!). Please someone respond!

                                         ---Lumbient

                          Thread   202
                    -=> RETURN TO CONTENTS!<=-

1.457   MSG-454 Subject: Re: Digimax WAS: Imagine's future

Subject: Re: Digimax WAS: Imagine's future
Date: Tuesday, 23 May 1995 19:06:01
From: Joe Cotellese <joec@ensoniq.com>

Not owning one I am not sure if this is feasable but wouldn't it be bette=
r if instead of gluing the arm was spring loaded? I would imagine it wou=
ld be more flexible and probably not much more expensive?

Joe Cotellese

>a poor man's solution for 3d digitizing, but after some gluing... it wor=
ks!
>Works very well. And it comes with the software, that's got basically th=
e
[...snip...]

                          Thread   471
                    -=> RETURN TO CONTENTS!<=-

1.458   MSG-455 Subject: Re: Phone

Subject: Re: Phone
Date: Tuesday, 23 May 1995 19:18:42
From: Roger Straub <straub@csn.net>

On Tue, 23 May 1995, Mike McCool wrote:

> Anybody ever come across a telephone object, either for us, for LW?

```
>
```

Carmen Rizollo has made one, I can uuencode it to those who want it. It
IS rather large, however, and will run over the memory limitations of
most users.

```
> Thanx.
>
```

See ya,
     Roger

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

1.459   MSG-456 Subject: Re: Black triangles

Subject: Re: Black triangles
Date: Tuesday, 23 May 1995 21:35:27
From: Martin Keitel <mk-tel@sik.ppoy.fi>

On Mon, 22 May 1995, Anime a day... wrote:

```
>   anyway.. back to the black triangles.   I just rendered a Capital 'T'
> that was extruded and started adding textures to it.. I got a great
> effect with the Monster & Pebbles textures on it and a green color to it..
>
>   well, there ARE black streaks in it...and I did have a second light
> caszting shadows..  it sucks.. but I guess I have to tinker with it or
> lose the second light...
>
```
I'm not quite sure that this is the same problem here. Because a capital
T is not the kind of object that should procuce these black triangles.
And secondly, I have noticed some unwanted black shadowlike spots in
monster texture even when there are no shadow casting lights. I think
there is something wrong with the texture.

Marty

                          Thread   538
                     -=> RETURN TO CONTENTS!<=-

1.460   MSG-457 Subject: Re: Displaying text in spline editor--help

Subject: Re: Displaying text in spline editor--help
Date: Tuesday, 23 May 1995 23:12:43

From: greggh@slip6.odyssey.apana.org.au (Gregory Helleren)

Hi Mike (Mike McCool), in <Pine.SUN.3.91.950522104214.29381A-100000@haus.efn.org
> on May 22 you wrote:

> Hey y'all,
>
>   All these references to TypeSmith . . . I'm a bit new to fonts,
> so pardon my asking, but is this a pd util?
Most definitely not.
TypeSmith is an excellent commercial product from Soft-Logik (the PageStream
people). AFAIK it is the only PS font editor/creator for the Amiga.

--
+--------------------------------------///__/E\/S\/C\/O\/M__/\/\/\/__+
  Gregory Helleren   AMIGA is REBORN /// Lecturer Information Technology
  Developer - LaseRage   /// SEMC TAFE Western Australia
  Ferndale W.A. Australia ___/___/\\///   greggh@odyssey.apana.org.au
  CBMNET:greggh@laserage.adsp.sub.org\XX/   greggh@laserage.DIALix.oz.au
+--+

                        Thread   433
                   -=> RETURN TO CONTENTS!<=-

1.461   MSG-458 Subject: Re: Displaying text in spline editor--help

Subject: Re: Displaying text in spline editor--help
Date: Wednesday, 24 May 1995 00:04:47
From: Torgeir Holm <torgeirh@powertech.no>

On 22-May-95 10:43:18, Mike McCool wrote:

>   All these references to TypeSmith . . . I'm a bit new to fonts,
>so pardon my asking, but is this a pd util?

Nope, it's a commercial program from SoftLogic

Torge!r

                        Thread   422
                   -=> RETURN TO CONTENTS!<=-

1.462   MSG-459 Subject: Re: Postscript fonts

```
Subject: Re: Postscript fonts
Date:     Wednesday, 24 May 1995 00:27:37
From:     yrod@ozemail.com.au
```

```
Hi, just replying about some folks having probs with PS fonts.
I have with great success, any .pfb PC PS fonts. No errors at all.
Haven't tried any Amiga PS fonts as I have many, many PC PS fonts.
BTW, I am using the Amiga version of Imagine.

Rodney Macey
yrod@ozemail.com.au
.... generating ... 01.48% complete
```

```
                     Thread         445
                 -=> RETURN TO CONTENTS!<=-
```

1.463   MSG-460 Subject: Re: Digimax WAS: Imagine's future

```
Subject: Re: Digimax WAS: Imagine's future
Date:     Wednesday, 24 May 1995 00:55:28
From:     Torgeir Holm <torgeirh@powertech.no>
```

```
On 23-May-95 14:06:01, Joe Cotellese wrote:

>Not owning one I am not sure if this is feasable but wouldn't it be better if
>instead of gluing the arm was spring loaded?  I would imagine it would be
>more flexible and probably not much more expensive?

Sounds to me as if a spring load would be a lot less safe than gluing the
model on. When you're digitizing, you don't want that model to slip at all.
And if it has an awkward shape, a spring loaded arm would have problems
holding it without it slipping.

just my 2 norwegian xre's worth


Torge!r
```

```
                     Thread         454
                 -=> RETURN TO CONTENTS!<=-
```

1.464   MSG-461 Subject: Re: How do you make trees ?

```
Subject: Re: How do you make trees ?
Date:     Wednesday, 24 May 1995 01:11:00
From:     Martin Keitel <mk-tel@sik.ppoy.fi>
```

```
I have also had lots of troubles making trees. But my troubles haven't
actually been in the modelling itself (well, I admit a realistic tree is
not one of the simpliest objects to model) but in how to make the tree
consume as little memory as possible yet remaining somewhat detailed.
And this is naturally because I want to make a forrest, or a garden at least.

But let's think about it. A forrest is made of hundreds of objects that
have (or at least can have) exactly the same structure. Why couldn't it
be possible to clone an object in the stage editor as many times as one
wants, so that the object is loaded only once. In this way, only the
object's position, size and alignment data would consume precious memory.
Actually I expected this from 3.0:s clone function.

Now, wouldn't this be a nice feature in 4.0?

Marty
```

                        Thread   317
                   -=> RETURN TO CONTENTS!<=-

1.465   MSG-462 Subject: Re: How do you make trees.

```
Subject: Re: How do you make trees.
Date:     Wednesday, 24 May 1995 01:27:00
From:     Martin Keitel <mk-tel@sik.ppoy.fi>
```

```
On Tue, 16 May 1995, Dylan Neill wrote:

> > If you have Vista/Vistapro create a landscape with trees in it export to Ima
gine
> > then just cut out the trees you want.
> >
> > Can anyone confirm this will work as I don't have Vista?
>
> Nah, I've tried it before and it only saves the landscape. (PC and Amiga
> versions)
>
But naturally you can render close-ups of trees in Vista and use them as
brush maps in Imagine. Vista really makes some very nice looking trees if
```

you use hihg or ultra detail. I hope they would add a feature in Vista,
which would enable you to use Imagine (or DFX) objects in the landscape.
I know you can save DEM landscapes in Imagine format, but they consume
_so_ much memory.

Marty

                            Thread   328
                    -=> RETURN TO CONTENTS!<=-

1.466   MSG-463 Subject: Re: Quickies (snow)

Subject: Re: Quickies (snow)
Date: Wednesday, 24 May 1995 01:33:43
From: Martin Keitel <mk-tel@sik.ppoy.fi>

On Tue, 16 May 1995, gregory denby wrote:

> Quick snow (a little memory intensive.) Create a primitive disk, six sides.
> Save as "flake." Create another primitive, anyone may do, depending on
> the situation. I like to use another 6 sided primitive disk. Scale it
> large. Pick all edges. Fracture, fracture, fracture. Pick object.
> fracture = .5. Bend, twist, shear, pull push, etc till well deformed.
> Apply particles, specify file "flake," align to face, specify size to
> something small, around 5 +- 2. Set attribute to bright. Render.
>
> Of course, succeeding deformations can be used for various states, making
> a swirling snow storm.

Why not use the particle effect with rain option to make animation? I
have made a "rain" of autumn leaves with this technique. A plain plain
(plain plain?) with enough sections will do as the rain object though.

Marty

                            Thread   333
                    -=> RETURN TO CONTENTS!<=-

1.467   MSG-464 Subject: Re: Quickies (snow)

Subject: Re: Quickies (snow)
Date: Wednesday, 24 May 1995 01:44:12
From: gregory denby <gdenby@elgreco.helios.nd.edu>

I wrote some stuff about making quick snow showers, and Marty (Keitel)
replied "Why not use the particle effectwith the rain option..."

I've got to admit that after my first few tries with particle, and
was unable to figure just what was going to happen with the FX, I
decided to form shapes by hand. That way I could be assured of not
having particles flying out of walls or bouncing of of invisible
coordinates.

Just recently I've been working with the FX a lot more, and I suppose
I'll get a better grasp of how they work. For now it is still easier
to make a shape out of fractured faces, and sweep 'em around a corner.

Greg Denby
gdenby@darwin.cc.nd.edu

                          Thread   463
                    -=> RETURN TO CONTENTS!<=-

1.468   MSG-465 Subject: Programming Textures

Subject: Programming Textures
Date: Wednesday, 24 May 1995 02:57:21
From: DAVEH47@delphi.com

Hi Imagine users!

I keep hearing talk on this "channel" about programming textures.
Not to sound naive, but...you mean one can program CUSTOM textures
for Imagine? Like in C or C++ ?????? Can anyone tell me how to
get info. on how to do it?

                    -- Dave (DaveH47@delphi.com)

                          Thread   473
                    -=> RETURN TO CONTENTS!<=-

1.469   MSG-466 Subject: Trees and stuff

Subject: Trees and stuff
Date: Wednesday, 24 May 1995 03:19:00
From: w.graham6@genie.geis.com

If you have the RAM, you can make forests, porcupine quills, things like
that by duplicating the base object, say the ground, selecting some of
it's polys and making a subgroup out of them, and doing custom particles,
one set for the tree, one for the leaves. To save memory, you can delete
the polys not included in the particles. The particles are positioned on
the triangles based on the position of the particle object's axis, so for
the tree just make sure the axis is at the bottom, and make sure the leaves
axis is in the same place. With a texture on them, and if you don't look
too close, it'll work. Needs lots of RAM, tho, but does work. Coplanar, a
way of life.

                              Thread   609
                        -=> RETURN TO CONTENTS!<=-

1.470   MSG-467 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 24 May 1995 04:28:29
From: imagine-relay@email.sp.paramax.com

On 22-May-95 10:43:18, Mike McCool wrote:

>   All these references to TypeSmith . . . I'm a bit new to fonts,
>so pardon my asking, but is this a pd util?

Nope, it's a commercial program from SoftLogic

Torge!r

                              Thread   256
                        -=> RETURN TO CONTENTS!<=-

1.471   MSG-468 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 24 May 1995 05:42:37
From: imagine-relay@email.sp.paramax.com

On Tue 23-May-1995 2:20a, aciolino wrote:

a>
a>   I have the same problem with Amiga Imagine 2.0 and PC Imagine 2.0. I
a>   stopped using the Amiga and weent to PC 3.0, but I've loaded those
a>   objects since then, and nothing was wrong.
a>
a>   Point is: I've had the problem. I think I resolved it by re-adding my

```
a>      Red to the object (255 in this case).
a>
a>      I never had the lights issue, though. Mostly because I don't usually
a>      use White Light.
```

    Actually I found out what the problem was I noticed that the reflect
settings had been altered too. So I reset them and now everything seems to
be working fine. Does anybody know if PcFormat HD Disk version came with
Attributes. Also does anybody know what the RGB values are for GOLD .

    Thanks to all those who have replied to this message and I am very grateful
for your help.

```
V-Tag:
New from McAfee: WiScan.  Removes all Windows programs.
Bill Falconer
Written on The Attic BBS .Contact me on the BBS as Bill F  or mail me at
billf@attic.apana.org.au
```

                              Thread   467
                       -=> RETURN TO CONTENTS!<=-

1.472   MSG-469 Subject: Sorry Could Not Find Subject!

```
Date:      Wednesday, 24 May 1995 06:26:26
From:      imagine-relay@email.sp.paramax.com
```

On Wed, 17 May 1995 aciolino@ccmail.rrddts.donnelley.com wrote:

```
>
>      Hmmm...I wonder what would happen if I told Imagine to Load an object
>      (a Tree!)? Would it load 500 trees if I had 500 points via the
>      particle effect? Or would it load just one tree, save memory, and
>      simply render 500 copies of it, exponentially increasing renderind
>      time...
>
```
It does load all the trees. Nevertheless, I made an island with trees in
the following way:

I generated the island with Vista Pro and Terraform and used several
mountaintop textures to alter the colour at different altitudes of the
surface (I also used the bumpnoise texture to add more detail to
landscape).
I modelled a very simple trunk of a tree with a few branches to use as a
particle object.
I duplicated the whole landcape and removed most of it's points (this was
rather laborous because I wanted the trees to be scattered around
somewhat realistically). Then I told this new object to be a particle

object with the simple tree as the particle (I copied the tree to ram: to
speed up rendering).
Then I copied this leafless forest-object again. I changed the particle
from the tree to spheres and adjusted the size of the particles so that
it was convinient. This object was moved slightly higher than the trunk
object because it was supposed to make the leaves to the trees.
I made it a fog object and added the zooloo-texture to make small dots in
it representing leaves (you might use some other texture for this
purpose). Voila!
The whole island still consumed lots of memory but I was able to render
it and a bunch of birds without troubles with 18 megs of RAM (not my own
Amiga, I only have 6 megs).
I was dissappointed that the depth of field effect does not work with fog
objects. If the fog object doesn't have a texture it really doesn't
matter. But if it does, it gets blurred heavily even when it should be
perfectly in the focus.

Marty K

                          Thread   98
                    -=> RETURN TO CONTENTS!<=-

1.473   MSG-470 Subject: VISTA PRO3 and TOASTER on PC

Subject: VISTA PRO3 and TOASTER on PC
Date: Wednesday, 24 May 1995 10:54:25
From: surentrr@vax.sbu.ac.uk

Yes ! 2 Great things are on the horizon :-)

1) In the current PC FORMAT , in the News section they mention that
the guys who produced the Video Toaster on the Amiga have released a
similar product on to the PC Market (in America). I cannot remember
its name or specific details (the copy is at home).

2) Future publishing (the people who publish PC formats ,Amiga Format e.t.c.)
are selling another PC mag . called PC Guide . On the cover of the first
issue will be the FULL version of Vista Pro 3.0 (CD ONLY)
The reason I think it is the full version is that the cover will have two
CD's on it . In the past Mags have given cover programs which are incomplete.

I think it's priced around 5.00 pounds . I think its aimed towards new users
and people who are just starting out on computers/PC's

                          Thread   221
                    -=> RETURN TO CONTENTS!<=-

1.474   MSG-471 Subject: Re: Digimax

Subject: Re: Digimax
Date: Wednesday, 24 May 1995 12:24:04
From: "Breno A. Silva" <INF02%BRUFSE.BITNET@VTBIT.CC.VT.EDU>

I totally agree with Torgeir (did I spell it right?). A spring holder
would certainly distort the shape as it's being digitized. That's why
they suggest hot glueing devices, and not normal glues. Remember you
need to rotate the object very frequently around the x axis, so it'd be
easy to lose it's fixed axis correspondently if you had a loosy connec-
tion. By the way, that's on the left side. The right side appears to
have a more "pressure-like" approach, 'cause it's the one mechanicaly
dedicated to make easier the rotation.
While we're on the subject, it's amazing how the software builds the
object for ya. It seems to create cross sections in the orientation
you're digitizing, and then later builds the object, and the cross-sec-
tions are point relativeness independent, so you can easily add more
points in the area you need, without worrying. The other software I
saw just simply couldn't do any connection to the object after you'd
made a digitizing "pass". Really amazing.

Greetings,

****
* Breno A. Silva <INF02@BRUFSE.BITNET> *
* PRO Graph Computer Graphics   *
****

                       Thread   278
                   -=> RETURN TO CONTENTS!<=-

1.475   MSG-472 Subject: MovingTheAxis

Subject: MovingTheAxis
Date: Wednesday, 24 May 1995 13:15:58
From: Mike McCool <mikemcoo@efn.org>

Hey Joe,

     If I understand your query, you should be able to just click the
Shift button, then the Move button, and put your axis anywhere you want
it.

                       Thread   402
                   -=> RETURN TO CONTENTS!<=-

1.476   MSG-473 Subject: Re: Programming Textures

```
Subject: Re: Programming Textures
Date:     Wednesday, 24 May 1995 14:34:48
From:     Joe Cotellese <joec@ensoniq.com>
```

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

Dave,

The information you seek is on AMINET. There is a document which describ=
es how to program textures for Imagine. If you wish to program textures =
for the PC you must be using a compiler which supports the relocatable ex=
ecutable format (REX) the only one that I know of is Watcom 10.x. I am =
really bummed about it, I have VC++ and Borland. I really don't want ano=
ther compiler on my system :-).

Joe Cotellese

Hi Imagine users!

for Imagine? Like in C or C++ ?????? Can anyone tell me how to
get info. on how to do it?

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        ----------------------------------------------------------
x>"1???
```

```
                        Thread        386
                     -=> RETURN TO CONTENTS!<=-
```

1.477   MSG-474 Subject: Re: How do you make trees ?

```
Subject: Re: How do you make trees ?
Date:     Wednesday, 24 May 1995 14:38:37
From:     Joe Cotellese <joec@ensoniq.com>
```

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

Actually, this would be a great feature. I really wish we had that capab=
ility. I have 16MB of RAM but it never seems to be enough. =20

Actually though, if you did want to do a forest couldn't you just render =
some trees and that picture as a backdrop. I would guess that if you pla=
ced some additional trees in front of the backdrop you could make a prett=
y realistic looking forest.

Joe Cotellese

be possible to clone an object in the stage editor as many times as one=20
wants, so that the object is loaded only once. In this way, only the=20
object's position, size and alignment data would consume precious memory.=

Actually I expected this from 3.0:s clone function.

Now, wouldn't this be a nice feature in 4.0?

        ----
x>"&????Q?0

                             Thread   315
                       -=> RETURN TO CONTENTS!<=-

1.478   MSG-475 Subject: Re: How do you make trees.

Subject: Re: How do you make trees.
Date: Wednesday, 24 May 1995 14:45:34
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Martin, on May 24 you wrote:

> But naturally you can render close-ups of trees in Vista and use them as
> brush maps in Imagine. Vista really makes some very nice looking trees if
> you use hihg or ultra detail. I hope they would add a feature in Vista,
> which would enable you to use Imagine (or DFX) objects in the landscape.
> I know you can save DEM landscapes in Imagine format, but they consume
> _so_ much memory.

If Imagine had an Arexx interface the ASCII scripts that Vista produces for
the camera could come in real handy. These scripts contain the map
coordinates, pitch, roll, yaw etc. You could render an aircraft or vehicle
on a black background to follow the Vista camera movements and composite it
onto the Vista landscape.

-- Bob

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

                             Thread   462
                       -=> RETURN TO CONTENTS!<=-

1.479   MSG-476 Subject: Re: About Particles

Subject: Re: About Particles
Date: Wednesday, 24 May 1995 14:49:33
From: Ian Smith <iansmith@moose.erie.net>

On Wed, 24 May 1995, Joe Cotellese wrote:
> Does STARS work with Imagine 2.0 (I have 3.0 for the PC).
>
> Joe Cotellese
>
> Wouldn't Ian's STARS.LHA do what he wants? Works great for me.

I don't see why it wouldn't work with 2.0 as long as you don't try
and make it a particle object.

--   Imagine Page - Visit!
IanSmith@moose.erie.net   http://moose.erie.net/~iansmith

                            Thread   480
                      -=> RETURN TO CONTENTS!<=-

1.480   MSG-477 Subject: Is it soup yet?

Subject: Is it soup yet?
Date: Wednesday, 24 May 1995 14:55:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

Just curious. Wasn't v3.3 due last month and 4.0 this month?=2E.." duck and cove
r....incoming"   /----------------------------   ___   ___ ___   ___
 | Mike van der Sommen   / __ /__/ /__/ /_   \ / | Santa Ba
rbara, Ca.   /___/ / \ / / /   / \ | mike.vandersommen@c
addy.uu.silcom.com   HAUS BBS (805-683-1388) | "Irony can make reve
nge a welcome alternative"   _____
_____--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-138
8

                            Thread   505
                      -=> RETURN TO CONTENTS!<=-

1.481   MSG-478 Subject: Re: Phone

Subject: Re: Phone
Date: Wednesday, 24 May 1995 15:01:34
From: etxwtg@epa.ericsson.se (Per-Erik Westerberg - T/HY)

> On Tue, 23 May 1995, Mike McCool wrote:
>
> > Anybody ever come across a telephone object, either for us, for LW?
> >
>

> Carmen Rizollo has made one, I can uuencode it to those who want it. It
> IS rather large, however, and will run over the memory limitations of
> most users.
>

The object can be found in aminet under gfx/3dobj and it is named
"SpeakrFON.lha".

> > Thanx.
> >
>
> See ya,
>   Roger
>

```
/* Per-Erik Westerberg ! \ ~~~  E-mail: etxwtg@eogss.ericsson.se      */
/* Ericsson Telecom AB ! !>-!"> Voice: +46 (0)8 7193683 Fax: ...94060 */
/* EO8/ETX/TX/HM        ! / ~~~                                       */
/* 12625 Stockholm      ! . . .  "Yet to be filled in with ...?" . . . */
```

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

1.482   MSG-479 Subject: FAQ and question

```
Subject: FAQ and question
Date:     Wednesday, 24 May 1995 15:22:58
From:     Joe Cotellese <joec@ensoniq.com>
```

Hello,

If anyone is interested, I converted latest Imagine FAQ into a Word 6.0 d=
ocument - complete with tables and Table of Contents. (Not that I don't =
have a life, just wanted to learn some new Word features). It still need=
s some work and I'll probably improve it with the next FAQ release.

If you are interested email me with the Subject FAQ REQUEST and I'll send=
 it to you.

Now, the question. Is their anyway to interactively move the Axis on an =
object? I swore I was able to do that before but last night I couldn't fi=
nd anything. Basically I was playing around with the deformations last n=
ight and wanted to move the axis around to see what effect it had. The o=
nly way I found was to use the Transformations requester. I would much r=
ather just drag the axis to a new spot on the object.

Joe Cotellese

                          Thread   494

1.483   MSG-480 Subject: Re: About Particles

Subject: Re: About Particles
Date: Wednesday, 24 May 1995 15:25:51
From: Joe Cotellese <joec@ensoniq.com>

Does STARS work with Imagine 2.0 (I have 3.0 for the PC).

Joe Cotellese

Wouldn't Ian's STARS.LHA do what he wants? Works great for me.

                          Thread   488

1.484   MSG-481 Subject: COOL PIC's

Subject: COOL PIC's
Date: Wednesday, 24 May 1995 15:56:37
From: Granberg Tom <tom.granberg@TV2.no>

HEY DUDES!

I've been out of reach the last couple of months, due to mailserver problems
here at TV2 in norway.
I've promised you all some godies to look at, my first attempt to upload it to

aminet didnt work, so instead I made a deal with a friend of mine to make a
homepage(html) for it. And here are the address:
www.nhidh.nki.no/~pednaa
Then click on the "Tom Granberg homepage"

Remember that none of the pictures can be used whitout my permision,but you may

download it for your own pleasure/inspiration. All of pictures are
modeled&rendered in imagine, have look and enjoy!
Please feel free to send me some toughts about what you like or not.
See you around?
tom.granberg@tv2.no

```
                          Thread          222
                    -=> RETURN TO CONTENTS!<=-
```

1.485   MSG-482 Subject: Re: FAQ and question

```
Subject: Re: FAQ and question
Date:    Wednesday, 24 May 1995 18:20:27
From:    Roger Straub <straub@csn.net>


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



On Wed, 24 May 1995, Joe Cotellese wrote:

>
> Now, the question.  Is their anyway to interactively move the Axis on an
>object? I swore I was able to do that before but last night I couldn't

Yah - just hold down shift when you press 'm', and you will move the axis
only. Or click on the 'Shft' button on the screen.

> Joe Cotellese

See ya,
     Roger

                          Thread          546
                    -=> RETURN TO CONTENTS!<=-
```

1.486   MSG-483 Subject: Phone

```
Subject: Phone
Date:    Wednesday, 24 May 1995 18:58:24
From:    Torgeir Holm <torgeirh@powertech.no>


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

On 23-May-95 13:22:30, Mike McCool wrote:

>Anybody ever come across a telephone object, either for us, for LW?

I think Carmen R. made a phone object a while back.. Should be on aminet in
3Dobj.


Torge!r
```

1.487   MSG-484 Subject: Re: Telephone (fwd)

Subject: Re: Telephone (fwd)
Date: Wednesday, 24 May 1995 20:15:31
From: Mike McCool <mikemcoo@efn.org>

Hey Brian, et al,

        Thanks, you, for the offer of the cordless. I'm afraid this is
for a personal project, and my style is the old coaltar plastic phones
with the traditional rotary dial and the headsets heavy enough to crack
hickory nuts.

        Strangely enough there's an awakening of interest in this style of
phone. Yuppies (you know, those people who have wire phones on them all
the time and who wonder why the stats on brain tumors are going off the
charts) are gobbling up these old phones at garage sales and thrift shops
and having them renovated to use in their homes. How quaint.

        But thanks again, for the tip on tomahawk. I'll shoot over there
when I hang up and check out your object. If not for now, for later use,
right? See ya.

1.488   MSG-485 Subject: Re: Moving Axis - Thanks

Subject: Re: Moving Axis - Thanks
Date: Wednesday, 24 May 1995 20:39:29
From: Joe Cotellese <joec@ensoniq.com>

Thanks to everyone who responded to my moving axis question. I knew I was able
to do it, I just forgot how

Anyway, as Mike Reid puts it:

>Select the object then hold down the shift key and press R to rotate, S to
>scale and M to move the axis. You can also use the transformation requester
>(R Alt/Amiga / T) and select axis only. Hope this helps.

```
                         Thread         296
                    -=> RETURN TO CONTENTS!<=-
```

1.489   MSG-486 Subject: Quickies!

```
Subject: Quickies!
Date:    Wednesday, 24 May 1995 20:48:27
From:    Charles Blaquiere <blaq@io.org>
```

Hey, this is fun! After a week away from home, I come back to find lots
of little modelling tricks in my mailbox! C'mon folks, let's make this a
thread to archive. I volunteer to save all contributions and upload them
to Aminet as a worthy text file.

Let's keep the thread moving. I'm sure there are a lot more quickies
waiting to be shared.

I guess "slicing an object with itself, to create a group with separate
objects corresponding to each separate object part" (the opposite of
Joining a group into a single object) would qualify for the quickie hall
of fame, right?

```
                         Thread         337
                    -=> RETURN TO CONTENTS!<=-
```

1.490   MSG-487 Subject: FAQ and question

```
Subject: FAQ and question
Date:    Wednesday, 24 May 1995 20:48:32
From:    Torgeir Holm <torgeirh@powertech.no>
```

On 24-May-95 10:22:58, Joe Cotellese wrote:

>Now, the question. Is their anyway to interactively move the Axis on an
>object? I swore I was able to do that before but last night I couldn't find
>anything. Basically I was playing around with the deformations last night
>and wanted to move the axis around to see what effect it had. The only way I
>found was to use the Transformations requester. I would much rather just
>drag the axis to a new spot on the object.

Shift-M

Torge!r

1.491   MSG-488 Subject: Re: About Particles

Subject: Re: About Particles
Date: Wednesday, 24 May 1995 21:11:31
From: Charles Blaquiere <blaq@io.org>

> From: Torgeir Holm <torgeirh@powertech.no>
>
> >Well, it depends on how small you want the cubes to be. If you want
> >hundreds of them then it might be very hard to model the sphere made of
> >cubes.
> > [...snip...]
> >There might seem to be a lot of work in this.
>
> It is also posible to replicate the cube alogng a primitive sphere.
>
> Just add a primitive sphere, make a tiny cube, and replicate it along a
> path. Type in the sphereobject name (should be sphere) as the path,
> enter the number of copies, and *Shazam*! You have a sphere covered with
> cubes...

D'oh!

And to think of all the clicking I had to go through, not to mention
digging Mach IV (macro recorder) out of its dusty drawer... but hey,
this is what this mailing list is for! To learn painfully simple answers
from others with a different perspective. Thanks a bunch, Torgeir, for
this quick tip! I'd pretty much given up on the "extrude along an
object" trick, because extruding a circle along a sphere _did not_ give
me a 3-d wireframe sphere... but "replicating along an object" worked
the first time around!

And, you can specify the wrong number of copies, to have the cubes
misaligned automatically.

1.492   MSG-489 Subject: Another possible bug (3.2)

Subject: Another possible bug (3.2)
Date: Wednesday, 24 May 1995 22:36:03
From: gregory denby <gdenby@elgreco.helios.nd.edu>

Hi All,
        As I mentioned a few days ago, the FX "spike" doesn't seem to work
on my copy of Imagine v 3.2 PC. No one has replied that they have the same
problem, so maybe its just my copy, but... It appears Global Fog also
does not work. Since "spike" works just fine on the Ami version of 3.2,
I'm supposing global fog also is O.K.
        Could anyone else with 3.2 PC check either of these out, since
I don't want to mail Impulse with a notice of a broken feature when its just
my copy.

Thanx
Greg Denby
gdenby@darwin.cc.nd.edu

                          Thread   215
                    -=> RETURN TO CONTENTS!<=-

1.493   MSG-490 Subject: Re: About Particles

Subject: Re: About Particles
Date: Thursday, 25 May 1995 00:11:32
From: Bush Doktor <sppcarso@ultrix.uor.edu>

On Wed, 24 May 1995, Joe Cotellese wrote:

> Does STARS work with Imagine 2.0 (I have 3.0 for the PC).
>
> Joe Cotellese
>
> Wouldn't Ian's STARS.LHA do what he wants? Works great for me.

    I would think so, but then I haven't tried it on 2.0.:-) Just
put in the parameters you want & it makes the object. I've used it
for all kinda things so far (except making stars, duh!).

Bush

                          Thread   476
                    -=> RETURN TO CONTENTS!<=-

1.494   MSG-491 Subject: Re: Brush Tacking

Subject: Re: Brush Tacking
Date: Thursday, 25 May 1995 00:24:43

From: Charles Blaquiere <blaq@io.org>

> From: Roger Straub <straub@csn.net>
>
> > I'm sure this is relatively simple request but I haven't been able to
> > figure out how to tack a picture down and use a special effect such as
> > explode and keep the various parts of the picture tacked down to the
> > various pieces as they explode. Is this possible?
>
> OK. Create your object. Pick it. Choose the 'States' command under the
> 'States' menu. Click on 'Create'. Name your state. Now go into Attributes
> (F7) and bring up the info screen for your map. type your state's name
> into the 'LockState' field. Click on OK. That's it. Now you can use
> explode, shredder(if you're lucky and have 3.2), particles, whatever, and
> your map will be tacked to the object as if you painted it there yourself.

Ummm Roger, I believe that Lockstate only applies to object transforms
obtained through the uses of various states; Action-editor FX modules do
not take Lockstate into account. I just tried exploding a 2 x 2-section
plane (big triangles = easy to see) with a repeating brushmap (double
gradient -- the border where the brush repeats is highly visible). The
result: the flying pieces did not carry their original brush mapping
with them, but rather moved through a fixed "brushmap space", which is
the problem we were trying to fix.

If the user wants an explosion where the pieces will maintain their
original brushmap color, I believe (though I may be wrong) that he'll
have to deform the object into an exploded shape, create a state based
on that, and lock the brushmap to the default state. Does anybody else
have an opinion? I really haven't touched states that much.

                        Thread   524
                   -=> RETURN TO CONTENTS!<=-

1.495   MSG-492 Subject: Decals

Subject: Decals
Date: Thursday, 25 May 1995 00:44:56
From: Charles Blaquiere <blaq@io.org>

> From: w.graham6@genie.geis.com
>
> A genlock is a device that allows you to overlay rgb animation over video.
> The Imagine genlock options are for defining colors that will be
> transparent when using a genlock device. They have nothing to do with
> "decals" on an object.

Actually, the "Use genlock" button, found in the brushmap requester,
does have something to do with irregular decals. I just drew a red

ampersand (&) on a black background. (Black was palette position zero) I
added this brush onto a white plane. With "Use genlock" inactive, (the
default) I got a red ampersand on a black plane, i.e. the entire image
was mapped onto the object. With "Use genlock" activated, I got a red
ampersand onto a white plane, white being the base color of the plane,
as defined in Attributes.

So, to create irregular decals, just make sure your brush's background
is color zero, and click on the "Use genlock" button.

> To decal an irregular shaped image onto an object the simple, tho
> seemingly mysterious thing to do is to make the "backround" color, i.e.,
> the color you don't want to be noticed, the same color as the object.

Will only work if the underlying object is a solid color, without
textures or other brushes.

<div align="center">

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-=> RETURN TO CONTENTS!<=-

</div>

1.496   MSG-493 Subject: Displaying text in spline editor--help

Subject: Displaying text in spline editor--help
Date: Thursday, 25 May 1995 00:51:43
From: Charles Blaquiere <blaq@io.org>

> From: Dave Jacob <jacob@altair.csustan.edu>
>
> I want to extrude some postscript text in the spline editor, and I'm
> following the manual,s instructions, but when it comes time for Imagine
> to display text, all it displays is an axis. No text appears at all. I've
> got PC Imagine 3.0 -- can anyone tell me what I am doing wrong, or what
> button to push?

One thing Impulse doesn't tell you is that in order to be supported, PS
fonts must use the Adobe standard encoding vector. Just open up the .PFB
file in any text editor and search for the following string:

       /Encoding StandardEncoding

If /Encoding is something else, such as "(Postscript Outline Character
Set)", then Imagine won't even show the font in the file list. If
Imagine shows the font, but an empty axis appears, you may have some
weird PD fonts built using who-knows-what-utility. <said in a disgusted,
"ewww--cooties" tone B^) > You may then want to load the font into a
translation utility, such as Fontographer or Typesmith, and resave the
font. This might clean it up. Maybe.

<div align="center">

Thread   547
-=> RETURN TO CONTENTS!<=-

</div>

1.497   MSG-494 Subject: Re: FAQ and question

```
Subject: Re: FAQ and question
Date:    Thursday, 25 May 1995 00:56:37
From:    dunc <dunc@eraser.demon.co.uk>
```

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

Hi Torgeir,

```
> On 24-May-95 10:22:58, Joe Cotellese wrote:
>
> >Now, the question.  Is their anyway to interactively move the Axis on an
> >object? I swore I was able to do that before but last night I couldn't find
> >anything.  Basically I was playing around with the deformations last night
> >and wanted to move the axis around to see what effect it had.  The only way I

> >found was to use the Transformations requester.  I would much rather just
> >drag the axis to a new spot on the object.
>
```

 it all depends on how you use the move command ie mouse or keyboard if you clic
k on the buttons at
the bottom of the screen then the object is affected if you use keyboard shortcu
ts then the axis only
is affected (you have to use the shift button or key though)

 or is it the other way around ??

 duncan

while im here a little tip for pixpro users

 if you convert an object(or obtain one) and it wont render because of face erro
rs etc just fracture
the whole object with a value of 1.0 and it should render ok im not sure if this ←
   increases the size
of the object you could merge it afterwards for safty

```
||||||||||||||||||||||||||||||||||||||||
|                                      |
|       dunc@eraser.demon.co.uk        |
|                                      |
||||||||||||||||||||||||||||||||||||||||
```

```
                            Thread        532
                      -=> RETURN TO CONTENTS!<=-
```


1.498   MSG-495 Subject: Re: Displaying text in spline editor--help

```
Subject: Re: Displaying text in spline editor--help
Date:    Thursday, 25 May 1995 00:57:31
```

From: Charles Blaquiere <blaq@io.org>

> From: Dave Rhodes <dave@darhodes.demon.co.uk>
>
>   I bought a set of over 100 PS fonts when I first got 2.9, and
> by trial and error, found that only EIGHT of them would work !

Dave, for what it's worth, I've been told that the PS fonts which come
with the Corel Draw CD are very palatable to Imagine.

Here's what David Hoffman had to say on CompuServe:

#: 72715 S4/Impulse
    21-Jan-94 14:57:06
Sb: #72653-Corel Fonts & Imagine
Fm: David Hofmann 100112,3243

                         Thread   518
                    -=> RETURN TO CONTENTS!<=-

1.499   MSG-496 Subject: Imagine's future... hmmm

Subject: Imagine's future... hmmm
Date: Thursday, 25 May 1995 01:09:05
From: Charles Blaquiere <blaq@io.org>

> From: Jaco Gerber <docnet!rtf@docnet.infolink.co.za>
>
> OK, yes... the service program IS just another money-making scheme,

Actually, the continuous upgrade program is not a money-making scheme at
all. If you have Imagine 3.0 and subscribe to the program, you're paying
Impulse $100 US to get versions 3.1, 3.2, 3.3, and 4.0. If you don't get
onto the program, it'll still cost you $100 US to upgrade to 4.0 whenever
it's released... except you'll have spent a year or two using 3.0, while
the rest of us were happily playing with the additional functions, and
bug fixes, in 3.1, 3.2, and 3.3.

                         Thread   388
                    -=> RETURN TO CONTENTS!<=-

1.500   MSG-497 Subject: Lightning and other Natural Phenomena

Subject: Lightning and other Natural Phenomena
Date: Thursday, 25 May 1995 01:15:08
From: Charles Blaquiere <blaq@io.org>

> From: surentrr@vax.sbu.ac.uk
>
> I don't want to resort to drawing my lightning effect using a paint
> package as I'm not to good at 2D drawing.

Here's an idea: create a lightning bolt by zooming in on a forked area
of a Mandelbrot set, using any of the 2^15 PD fractal programs out
there. The image should be 16- or 256-level greyscale, with a
black background; the outer edge of the lightning would have the darkest
grey, and the innermost areas would be full white.

You could then bring down the brightness to 10%, using a PD image
processor, and save as "lightning.001". Then reload, bring down the
brightness to 20%, and save as "lightning.002". And so on. This 10-frame
sequence could be mapped into Imagine.

Because of the color selection in the original image, revealing the
brighter areas first, will make it look as if the lightning bolt is
actually growing.

                        Thread   498
                   -=> RETURN TO CONTENTS!<=-

1.501   MSG-498 Subject: Re: Lightning and other Natural Phenomena

Subject: Re: Lightning and other Natural Phenomena
Date: Thursday, 25 May 1995 01:16:35
From: Charles Blaquiere <blaq@io.org>

> From: videoman@netcom.com
>
> tried to find "blackbelt.com" no luck, ftp.backbelt.com connects to
> someplace, but it did not look like blackbelt.

They're now on the World Wide Web! I logged on yesterday, but have no
recollection of the exact address. Try www.blackbelt.com or www.bbelt.com.

                        Thread   423
                   -=> RETURN TO CONTENTS!<=-

1.502   MSG-499 Subject: Re: Particles

Subject: Re: Particles
Date: Thursday, 25 May 1995 01:25:05
From: Charles Blaquiere <blaq@io.org>

> From: aciolino@rrddts.donnelley.com
>
> > Is it possible to add brush maps to individual objects which have been
> > grouped together by the particle function. I dont want the brush to
> > extend over all individual copies but rather to repeat on each object.
> >
> > What I want to do is to create windows which have all the same picture
> > on it.
>
>   <Stuff about making a single, brushmapped plane deleted>
>
>   Make a Sphere? Plane? in Detail editor. Particlize it. In the
>   particles requestor, choose the option to load an object as the
>   particle, instead of choosing pyramid or octagon. You add the object
>   in the dialog box, and Boom! Imagine makes every particle your
>   object from the first step!

Unfortunately, particles get rendered as the base object, without their
brushmap. I just tried it: I added a colorful brushmap to a plane, saved
it. I added a sphere, particlized it, using my plane as the particle
filename. Quick-rendered, and got a bunch of white planes. Bummer.

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

1.503   MSG-500 Subject: States bug! and fix

Subject: States bug! and fix
Date: Thursday, 25 May 1995 01:37:19
From: Charles Blaquiere <blaq@io.org>

> From: gregory denby <gdenby@elgreco.helios.nd.edu>
>
> I'm using v. 3.2 on the PC (will check to see if this "feature" also
> occurs on the Amiga) and just ran into an awkwardness in states.
>
> Without going into to much detail, I'll just say that I deformed
> some objects by both manually moving points and by scaling the object.

Ummm, I _hope_ you're not telling us that you scaled the object, axes
and all, in some states? That's a big no-no, Gregory. Remember, the main

axis of an object is a stable reference point, against which everything
else is measured; it cannot be moved, rotated, or scaled when you are
defining states. (You're allowed to do such transformations as long as
you then transform the AXIS ONLY back to its former setting, leaving the
axis untouched, but the points deformed)

                         Thread   539
                    -=> RETURN TO CONTENTS!<=-

1.504   MSG-501 Subject: TIP...OCTREES

Subject: TIP...OCTREES
Date: Thursday, 25 May 1995 01:40:24
From: Charles Blaquiere <blaq@io.org>

> From: Lumbient@aol.com
>
> Anyway heres the tip-If you have an animation of a dog fight with 20
> planes doing barrel rolls and stuff, keep the Octree level high! So
> you can be sure of a high enough octree resolution.
> But, if you have a single object(or two :) lower the levels. With one
> object the # of levels can be two!
> REASON-octrees may sound cool but the time needed to transverse the octree
> list(nodes)can kill the preformance, so, keeping the # low can
> significantly increase preformance!

Since you now know how octrees work, perhaps you can tell us what kind
of numbers to plug into what kind of situation? I'd love to know.

                         Thread   391
                    -=> RETURN TO CONTENTS!<=-

1.505   MSG-502 Subject: Transparent decal?

Subject: Transparent decal?
Date: Thursday, 25 May 1995 01:43:31
From: Charles Blaquiere <blaq@io.org>

> From: Mike Vandersommen <mike.vandersommen@caddy.uu.silcom.com>
>
> I dunno. I'm a bit confused about it myself. A previous message said the
> color doesn't matter, as long as the "position" of the color is 0 (or
> something like that). However, in preferences it gives a specific
> "genlock" color for non-Amiga IFFs as f0f0f0 (white), so your example

> would make sense. I always assumed what ever color you set for GENLOCK
> in preferences would be the transparent color. I always set this to
> BLACK.

Mike, please go back and reread my message. If you're using
register-based images, Imagine will always use palette position zero
as the genlock (transparent) area, whatever its color. For _24-bit
images_, however, there is no palette; in this case, you must tell
Imagine which of the 16 million colors you wish to make transparent.

                            Thread   340
                      -=> RETURN TO CONTENTS!<=-

1.506   MSG-503 Subject: Re: Transparent decal?

Subject: Re: Transparent decal?
Date: Thursday, 25 May 1995 01:54:39
From: Charles Blaquiere <blaq@io.org>

> From: Mike McCool <mikemcoo@efn.org>
>
> I ALWAYS use a 24bit brushmap. It just comes out better every time.

Amen, brother! Please everyone, remember that Imagine always stores
brushmaps in memory as full 24-bit images; it doesn't matter is your
320x200 logo is a 1-bit image (8K uncompressed) -- Imagine will expand
it to full 24-bit when loading (192K uncompressed!)

You can't do anything about it. And when nature gives you lemons, you
make lemonade. In this case, take advantage of the full 24-bit nature of
all loaded brushmaps! Add subtle discolorations to your plane fuselage,
they'll render faster than a texture! Add subtle, or flashy, gradients
anywhere you see fit! Imagine's gobbling up the RAM anyway, so why not
take full advantage of it?

In addition, there's another aspect that's quite important to
understand: since every brushmap gets expanded to 24 bits/pixel, large
brushmaps may not fit into memory. However, since you have a full 24
bits of color to play with, you can shrink the bitmap in a good image
processing program, which will average neighboring pixels. The result
will be a smaller file, which looks practically identical to the memory
hog you had before. (You'd need to zoom in to see the difference)
Depending on your application, in Imagine, 320x200 may be all you need.

So remember: you gain NOTHING by reducing the _palette depth_ of a
brushmap, or converting it from 24-bit down to a smaller bit depth. You
potentially gain LOTS of free memory by redusing the _pixel size_ of a
brushmap, with little or no visible degradation. This concept should be
firmly etched into every Imagine user's mind.

1.507   MSG-504 Subject: Quickies!

Subject: Quickies!
Date: Thursday, 25 May 1995 02:21:45
From: Charles Blaquiere <blaq@io.org>

> From: m.rubin9@genie.geis.com
>
> Blaq or whoever started this thread:
>
> >I guess "slicing an object with itself, to create a group with separate
> >objects corresponding to each separate object part" (the opposite of
> >Joining a group into a single object) would qualify for the quickie hall
> >of fame, right?
>
> Can you explain this one again? I've tried it a few times and I just
> get the object with an additional axis, even when the object was
> created by joining primitives. Maybe I'm missing something?

Here's an example. Add a default primitive sphere. Add a plane, 5x5
units, 1x1 sections. Extrude it 5 units to make a cube. Then replicate
the cube along a path, but instead of entering the name of a path
object, enter SPHERE! Select a suitable number of copies, such as 50.

You now have a bunch of cubes, but since Replicate only adds copies to
your existing object, all the cubes are attached to a single axis;
they're a single Imagine object.

Now here comes the trick. Pick the object, and only the object, and
Slice. After a while, you'll get the usual Slice result: (and I'm not
talking about "an edge is too close to an edge"! <grin> This is not 3.0)
a group, with an empty axis called PARTS as the parent, and each child
representing a different set of intersecting components... but since the
object was sliced with itself, you get a child for each separate part of
the original object, i.e. wherever a set of faces is totally distinct
from the rest of the original object, and does not intersect with any
other faces, it becomes an object of its own.

In this case, under PARTS you'll get 51 separate cubes, rather than one
single object which just _looks_ like 51 cubes. Think of it as the
opposite of Joining separate objects into one.

1.508   MSG-505 Subject: Is it soup yet?

```
Subject: Is it soup yet?
Date:     Thursday, 25 May 1995 02:26:23
From:     Charles Blaquiere <blaq@io.org>
```


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

```
> From: Mike Vandersommen <mike.vandersommen@caddy.uu.silcom.com>
>
> Just curious. Wasn't v3.3 due last month and 4.0 this month?
>
> ..." duck and cover....incoming"
```

You're still new to this Impulse thing, arent' you? <grin>


```
                         Thread       72
                    -=> RETURN TO CONTENTS!<=-
```


1.509   MSG-506 Subject: Amiga&PC in class

```
Subject: Amiga&PC in class
Date:     Thursday, 25 May 1995 02:31:13
From:     Charles Blaquiere <blaq@io.org>
```


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

```
> From: m.rubin9@genie.geis.com
>
> I've been teaching a college computer animation class on Amigas,
> lately using Imagine quite a bit. We are probably going to buy two
> Pentiums to add to our lab and I'm hoping that students will be able
> to move files and images back and forth easily between the two
> platforms. At first I guess we'll just sneakernet PC formatted
> floppies, but I'd love to get anyone's suggestions/warnings about such
> a mixed platform production environment, particularly around Imagine.
```

I intend to plop down a Pentium 100 next to my trusty Amiga 3000 this
summer. I want to set up a full peer-to-peer network, so that the two
machines may access each other's files transparently. I'll be asking for
information and real-life experiences, both here and on CompuServe, and
I certainly intend to report on my findings when done. So Jon, it may be
a couple of months, but you should have an answer before the fall semester.

```
> Please let's not start a platform war!
```

Oh Gawd, please don't! I'm still dizzy from the last one.


```
                         Thread      552
                    -=> RETURN TO CONTENTS!<=-
```

1.510   MSG-507 Subject: Re: Lightning and other Natural Phenomena

Subject: Re: Lightning and other Natural Phenomena
Date: Thursday, 25 May 1995 03:01:47
From: tome@next.com.au (Tom Ellard)

>> Also have a look at BlackBelt's "WinImages:FX" which isn't PD/shareware but
>> comparatively cheap. It does lightning, fire, auras and all sorts of image
>> processing with effects over time. There is a demo at blackbelt.com

>tried to find "blackbelt.com" no luck, ftp.backbelt.com connects to
>someplace, but it did not look like blackbelt.
>
My apologies, here is some extra information regarding Black Belt.

Black Belt Systems
Building #2, 398 Johnson Road
Glasgow, MT (Montana)
Postal Code: 59230
USA

   US & Canadian Sales: (800) 852-6442
    International Sales: (406) 367-5513
       Technical Issues: (406) 367-5509
14.4 v32 Multiline BBS: (406) 367-2227
  Incoming G3 FAX line: (406) 367-2329

Company Hours: 9 A.M. through 5 P.M., M.S.T. (two hours earlier
               than E.S.T., seven hours earlier than GMT) Monday
               through Friday, excluding holidays.

Further information for modem users is also available online via the
CompuServe Information Service (CIS) in section 8 of the ANVENA forum. Log
onto CompuServe and type GO BLACKBELT at any ! prompt; this will take you
directly to the ANVENA forum. Address your inquiries to CIS ID 74774,3106.

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

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

1.511   MSG-508 Subject: Re: Rendering times

Subject: Re: Rendering times
Date: Thursday, 25 May 1995 03:16:54
From: cjo@esrange.ssc.se

Steve Jalim wrote;

>Am i just being unreasonable or is 14 hours for a hires 24bit trace with
>two proceduaral terxtures, two brushmaps and a plastic bottle with water i=
n
>the bottom with EDLE at 0 on an Amiga 3000/040 a little on the slow side?

As we say in Sweden; spik i foten! (If you don't understand that I suppose
you'll just have to learn Swedish, don't you ;)
Yesterday I rendered a 800x600 image with a (reflective) piano and a sconce
(sort of a candlestick): 22 hours!!! :-O
And I'm just using the default preferences, no extreme values.
Hmmm, anybody managed to fit a Cyberstorm into a A500 yet? (It _is_
accelerated, I just want _more_ speed...)

>What tricks can I perform so that I can see my renders before I have
>grandkids?

Set OLDA true (use old antialiasing).
Set RSDP as low as you can, obviously you'll have to be able to see through
the bottle and the water, so maybe 5 will do.

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

                            Thread   3
                      -=> RETURN TO CONTENTS!<=-

1.512   MSG-509 Subject: Amiga&PC in class

Subject: Amiga&PC in class
Date: Thursday, 25 May 1995 04:41:00
From: m.rubin9@genie.geis.com

I've been teaching a college computer animation class on Amigas,
lately using Imagine quite a bit. We are probably going to buy two
Pentiums to add to our lab and I'm hoping that students will be able
to move files and images back and forth easily between the two
platforms. At first I guess we'll just sneakernet PC formatted
floppies, but I'd love to get anyone's suggestions/warnings about such
a mixed platform production environment, particularly around Imagine.
Please let's not start a platform war! I'm just hoping to lower the
learning curve next semester. Thanks in advance.

Jon (Cooper Union in NYC)

                            Thread   506

1.513   MSG-510 Subject: Quickies!

Subject: Quickies!
Date: Thursday, 25 May 1995 04:41:00
From: m.rubin9@genie.geis.com

Blaq or whoever started this thread:

 >I guess "slicing an object with itself, to create a group with separate
 >objects corresponding to each separate object part" (the opposite of
 >Joining a group into a single object) would qualify for the quickie hall
 >of fame, right?

Can you explain this one again? I've tried it a few times and I just
get the object with an additional axis, even when the object was
created by joining primitives. Maybe I'm missing something?

                    Thread   504

1.514   MSG-511 Subject: Impulse's Phone&Fax Numbers

Subject: Impulse's Phone&Fax Numbers
Date: Thursday, 25 May 1995 09:43:17
From: spartacom@ib.com

Hi,

I need Impulse's phone and fax numbers.

Thanx,

Kaj Wierda
SpartaCom Sales Europe
spartacom@ib.com

                    Thread   141

1.515   MSG-512 Subject: Re: Amiga&PC in class

Subject: Re: Amiga&PC in class
Date: Thursday, 25 May 1995 10:09:20
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

    I've got a Pentium 90 sitting next to an A2000/030 and have
    also been looking at options for a transparent peer to peer
    network. I'm sorry to say I haven't found a satisfactory solution
    (yet). I'm currently using PC2Amiga (public domain, null modem
    connection, makes the PC a peripheral device to the Amiga).
    However, data transfer is slow!!!

    Other potential (but unexplored options):
    1) Oxxi Amiga Client software which allows ARCNet or Ethernet
       configured Amigas to operate as a client on a Novell network.
       Oxxi's phone # 310-427-1227
    2) Legendary Design "Link It", Its a parallel transfer cable and
       software package (similar to the public domain Amiga to Amiga
       software "Parnet"). "Link It" is currently "vaporware"
       (I placed my order 5 mo's ago).
       Legendary Design's phone # 519-753-6120
    3) TCP/IP AmiNet shareware and other PC based TCP/IP software package?
       I've got a Commodore A2065 Ethernet card, AmiNet and Windows for
       Workgroups version of TCP/IP. I've yet to purchase an ethernet card
       for the PC, roll up my sleeves and give this option a try. Anyone
       out there with any first hand experience?

    George

                        Thread   540

1.516   MSG-513 Subject: Latest ESCOM news

Subject: Latest ESCOM news
Date: Thursday, 25 May 1995 10:47:29
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

    The latest on the Amiga front line...

---------- Forwarded message ----------

ESCOM PLANNING POWERPC AMIGA NEXT YEAR; PONDERING OTHER OS's (May
23rd 1995) Escom AG, the Heppenheim, Germany-based computer
manufacturer and retailer that has bought Commodore's technology
and rights will produce a PowerPC-based machine next year. The
company is also planning to support other operating systems
including Windows NT, OS/2 and Mac OS.

The company will lay out its full technical plans for the Amiga
next week, however on the face of it, it looks as if the company
will produce a version of the Amiga based on the new PowerPC
Hardware Reference Platform, which would let it run the foreign
OS's without too much trouble.

The corollary of this is that, going with the HRP hardware
platform would let the company license its operating system out
to other PowerPC-based manufacturers. An Escom spokesman said the
company intended that the licensing policy would be "as open as
possible", though could not give details, as we went to press.

The company is focusing its efforts on retaining and growing the
Amiga's traditional multimedia base. Production of the Amiga models
4000, 1200 and 600 will be restarted. Even the trusty Commodore 64
will be dragged out of retirement to server the East European market.
Before the PowerPC machines appear, the company intends to bolster
its top end with a machine based on the Motorola 68060 processor.

The company also intends to push Amiga technology into the set-top
box arena and is talking of a PC-add in card that will let PC-users
run Amiga applications.

(C) PowerPC News - Free by mailing: add@power.globalnews.com

                        Thread   574
                   -=> RETURN TO CONTENTS!<=-

1.517   MSG-514 Subject: Re: Fonts and eps files

Subject: Re: Fonts and eps files
Date: Thursday, 25 May 1995 11:26:18
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

>Chales forward a message from a compuserve forum, in which it was
>stated that you can save a logo as a Type 1 font and then use this
>in Spline.
>If the logo was saved as Type 1, how would you get this font to display
>the orig. logo?
>Can you import object orientated .eps files from Illustrator, Freehand,
>Art Expression, Corel Draw etc. into the Spline editor?
>It would be pretty cool if you could.

>At the moment, I create the logo, save it as an .eps file, go to
>Photoshop and convert the file to .iff the import this file in Detail
>with Convert bitmap.
>Any other sugguestions?

I use Pro Draw 3.0, Art Expression and Typesmith 2.0 (Amiga software products)
to develop logos and other 2D objects for subsequent import to Imagine. Their
structured drawing tools are far superior to those of Imagine's Spline Editor.

If you have these programs, here's the process:

1) Design a structured drawing in Pro Draw 3.0, save as a clip file, use the
Art Expression "Convert" utility program to convert to an IFF D2RD file or:

2) Design a structured drawing in Art Expressions and save as a IFF D2RD file.

3) Start Typesmith.

4) Create a new project (project/new/outline).

5) Import the IFF D2RD file (project/import/IFF D2RD drawing).

6) Edit the font attributes to give the "full name" field a unique font name.

7) Initiate the export of the structured drawing as a font now preserved as a
capital "A" (project/export/PFM Postscript type 1 outline).

8) Set the encoding type to "Typesmith".

9) Start the Imagine Spline Editor.

10) Set the current font to the previously saved Typesmith font name.

11) Set the input text field to capital "A"

12) Your Pro Draw or Art Expression structured drawing is now an Imagine spline

object.

George

                            Thread   309
                       -=> RETURN TO CONTENTS!<=-

1.518   MSG-515 Subject: 1950

Subject: 1950
Date: Thursday, 25 May 1995 12:05:15
From: Red Hawk <qua1397@cdc700.cdc.polimi.it>

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

Hi!!!!!!
Can someone tell me the frequency of monitor 1950 from commodore.......
I have lost the instruction....

                                        Please Help me !!!

                                        Flavio Ceruti


```
 .----------------------------------------------------------.
 ! E-Mail: qua1397@cdc700.cdc.polimi.it              __/// !
 ! Amiga 4000/40 25Mhz 18Mb 2.0GbSCSI                \XX/  !
 | Home Page:                                              !
 ! http://cdc715_0.cdc.polimi.it/~qua1397/                !
 `----------------------------------------------------------'
```

                          Thread   177
                      -=> RETURN TO CONTENTS!<=-

1.519   MSG-516 Subject: Re[2]: Amiga&PC in class

Subject: Re[2]: Amiga&PC in class
Date: Thursday, 25 May 1995 14:13:08
From: spack@mv.us.adobe.com


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

>   3) TCP/IP AmiNet shareware and other PC based TCP/IP software package?
>   I've got a Commodore A2065 Ethernet card, AmiNet and Windows for
>   Workgroups version of TCP/IP. I've yet to purchase an ethernet card
>   for the PC, roll up my sleeves and give this option a try. Anyone
>   out there with any first hand experience?

No, but this is the approach I am going to try. The other piece of this puzzle

is the actual client to client software - NFS. TCP/IP would only allow FTP'ing,

I believe.

-Scott
spack@adob.com

The following is an attached File item from cc:Mail. It contains
information that had to be encoded to ensure successful transmission
through various mail systems. To decode the file use the UUDECODE
program.
------------------------------- Cut Here --------------------------------

--> ATTACHEMENT: rfc822.txt <--

                          Thread   599

1.520   MSG-517 Subject: Displaying text in spline

```
Subject: Displaying text in spline
Date:     Thursday, 25 May 1995 14:33:00
From:     mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)
```

-> From: Charles Blaquiere <blaq@io.org>->->   /Encoding StandardEncoding-
>-> If /Encoding is something else, such as "(Postscript Outline Chara=cte-> Set
)", then Imagine won't even show the font in the file list. If-> Imagine shows t
he font, but an empty axis appears, you may have so=me-> weird PD fonts built us
ing who-knows-what-utility. <said in a disg=ust-> "ewww--cooties" tone B^) > You
 may then want to load the font into= a-> translation utility, such as Fontograp
her or Typesmith, and resave= th-> font. This might clean it up. Maybe.Thank you
 Charles! I have directory with TONS of PS fonts that arehit and miss when loadi
ng. Most do....many don't. I've been tryingto weed out the ones that DON'T, and
you hit the bullseye. I triedloading fonts with different encoding and nada. Now
 all I have to do =isview the font and kill the "non-standard" encoded ones.Brav
o, sir!   /----------------------------   ___   ___ ___   ___ | Mike
 van der Sommen   / __ /__/ /__/ /_   \ / | Santa Barbara, Ca ↩
   .   /___/ / \ / / /   / \ | mike.vande
rsommen@caddy.uu.silcom.com   HAUS BBS (805-683-1388) | "Irony can
make revenge a welcome alternative"   _____
_____--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805
) 683-1388

                          Thread   419
```

1.521   MSG-518 Subject: Re: Displaying text in spline editor--help

```
Subject: Re: Displaying text in spline editor--help
Date:     Thursday, 25 May 1995 15:02:12
From:     Roger Straub <straub@csn.net>
```

On Wed, 24 May 1995, Charles Blaquiere wrote:

> translation utility, such as Fontographer or Typesmith, and resave the

What's Fontographer?

See ya,
     Roger

1.522   MSG-519 Subject: Re: Brush Tacking

```
Subject: Re: Brush Tacking
Date:    Thursday, 25 May 1995 15:06:07
From:    Roger Straub <straub@csn.net>
```

On Wed, 24 May 1995, Charles Blaquiere wrote:

>
> Ummm Roger, I believe that Lockstate only applies to object transforms
> obtained through the uses of various states; Action-editor FX modules do
> not take Lockstate into account. I just tried exploding a 2 x 2-section

Aha. I see. Sorry for the slip-up.

>
> If the user wants an explosion where the pieces will maintain their
> original brushmap color, I believe (though I may be wrong) that he'll
> have to deform the object into an exploded shape, create a state based
> on that, and lock the brushmap to the default state. Does anybody else
> have an opinion? I really haven't touched states that much.
>

You could explode the object in Stage, then use the Snapshot function and
then import that object as a state.

See ya,
    Roger

1.523   MSG-520 Subject: Rendering times

```
Subject: Rendering times
Date:    Thursday, 25 May 1995 15:15:19
From:    S.A.Jalim@exeter.ac.uk
```

---

hiya all

Am i just being unreasonable or is 14 hours for a hires 24bit trace with
two proceduaral terxtures, two brushmaps and a plastic bottle with water in
the bottom with EDLE at 0 on an Amiga 3000/040 a little on the slow side?

What tricks can I perform so that I can see my renders before I have
grandkids?

cheers

steve

```
_____
| Steve Jalim -> ge94saj@ex.ac.uk | http://www.ex.ac.uk/~ge94saj/steve1.html |
|-----------------------------------------------------------------------|
| Scully: Can you determine the cause of death?                         |
|         My instinct tells me that burial in cement is murder.         |
|_____|
```

1.524   MSG-521 Subject: Re[2]: How do you make trees.

```
Subject: Re[2]: How do you make trees.
Date:    Thursday, 25 May 1995 15:31:24
From:    "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>
```

```
>If Imagine had an Arexx interface the ASCII scripts that Vista produces
>for the camera could come in real handy. These scripts contain the map
>coordinates, pitch, roll, yaw etc. You could render an aircraft or vehicle
>on a black background to follow the Vista camera movements and composite
>it onto the Vista landscape.
>-- Bob
  >: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au
  >: :  Amiga  A3000/25  :  Ballina, NSW  Australia

    I wonder if the decompiled stage file (produced by the public domain
    program Imagine Staging Language, "ISL") and a VistaPro script file
    could somehow be used to synchronize camera position and angle in both
    Imagine and Vistpro animations for subsequent compositing?

    George
```

1.525   MSG-522 Subject: Workbench 3.1 upgrades?

Subject: Workbench 3.1 upgrades?
Date: Thursday, 25 May 1995 16:06:41
From: yrod@ozemail.com.au

Sorry, this message relates only to Amiganoids.

I have the A2000, with workbench 2.1 on board.
If anybody out there has upgraded their A2000 to workbench 3.1,
I would be interested to know if the screen redraws are quicker now
when using Imagine 3.0.
Also, what effect does extra fast ram have to the screen re-draws if any?

Thanx
Rodney Macey
.... generating ... 99.99% complete

                            Thread   322
                     -=> RETURN TO CONTENTS!<=-

1.526   MSG-523 Subject: Re: Brush Tacking

Subject: Re: Brush Tacking
Date: Thursday, 25 May 1995 18:09:36
From: ldpdat@PrimeNet.Com (DThompson)

>Ummm Roger, I believe that Lockstate only applies to object transforms
>obtained through the uses of various states; Action-editor FX modules do
>not take Lockstate into account.
                         Deleted material
>If the user wants an explosion where the pieces will maintain their
>original brushmap color, I believe (though I may be wrong) that he'll
>have to deform the object into an exploded shape, create a state based
>on that, and lock the brushmap to the default state. Does anybody else
>have an opinion? I really haven't touched states that much.
>
>
Sorry, Charley,

I don't know what you're doing wrong, but I use it all the time and it
works. As long as you set a default state, lock the brush to it, and set its
state in the action or stage editor, it will work. You could atomize it and
each individual poly keeps its color. It works on all the other effects, too.

Dave Thompson

```
                            Thread        586
                      -=> RETURN TO CONTENTS!<=-
```

1.527   MSG-524 Subject: Re: Brush Tacking

```
Subject: Re: Brush Tacking
Date:    Thursday, 25 May 1995 18:10:07
From:    ldpdat@PrimeNet.Com (DThompson)
```

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

```
At 11:24 PM 5/24/95 -0400, Charles Blaquiere wrote:
>> From: Roger Straub <straub@csn.net>
>>
>> > I'm sure this is relatively simple request but I haven't been able to
>> > figure out how to tack a picture down and use a special effect such as
>> > explode and keep the various parts of the picture tacked down to the
>> > various pieces as they explode.  Is this possible?
>>
>> OK. Create your object. Pick it. Choose the 'States' command under the
>> 'States' menu. Click on 'Create'. Name your state. Now go into Attributes
>> (F7) and bring up the info screen for your map. type your state's name
>> into the 'LockState' field. Click on OK. That's it. Now you can use
>> explode, shredder(if you're lucky and have 3.2), particles, whatever, and
>> your map will be tacked to the object as if you painted it there yourself.
>
>Ummm Roger, I believe that Lockstate only applies to object transforms
>obtained through the uses of various states; Action-editor FX modules do
>not take Lockstate into account. I just tried exploding a 2 x 2-section
>plane (big triangles = easy to see) with a repeating brushmap (double
>gradient -- the border where the brush repeats is highly visible). The
>result: the flying pieces did not carry their original brush mapping
>with them, but rather moved through a fixed "brushmap space", which is
>the problem we were trying to fix.
>
>If the user wants an explosion where the pieces will maintain their
>original brushmap color, I believe (though I may be wrong) that he'll
>have to deform the object into an exploded shape, create a state based
>on that, and lock the brushmap to the default state. Does anybody else
>have an opinion? I really haven't touched states that much.
>
>
```

```
                            Thread        523
                      -=> RETURN TO CONTENTS!<=-
```

1.528   MSG-525 Subject: Re: Brush Tacking

```
Subject: Re: Brush Tacking
Date:    Thursday, 25 May 1995 18:12:08
From:    ldpdat@PrimeNet.Com (DThompson)
```

```
>To: Charles Blaquiere <blaq@io.org>, imagine@email.sp.paramax.com
>From: ldpdat@primenet.com (DThompson)
>Subject: Re: Brush Tacking
>
>>Ummm Roger, I believe that Lockstate only applies to object transforms
>>obtained through the uses of various states; Action-editor FX modules do
>>not take Lockstate into account.
>                         Deleted material
>>If the user wants an explosion where the pieces will maintain their
>>original brushmap color, I believe (though I may be wrong) that he'll
>>have to deform the object into an exploded shape, create a state based
>>on that, and lock the brushmap to the default state. Does anybody else
>>have an opinion? I really haven't touched states that much.
>>
>>
>Sorry, Charley,
>
>I don't know what you're doing wrong, but I use it all the time and it
works. As long as you set a default state, lock the brush to it, and set its
state in the action or stage editor, it will work. You could atomize it and
each individual poly keeps its color. It works on all the other effects, too.
>
>Dave Thompson
>
```

```
                        Thread        389
                  -=> RETURN TO CONTENTS!<=-
```

1.529   MSG-526 Subject: Re: Amiga&PC in class

```
Subject: Re: Amiga&PC in class
Date:    Thursday, 25 May 1995 18:17:48
From:    ldpdat@PrimeNet.Com (DThompson)
```

```
At 03:41 AM 5/25/95 UTC, m.rubin9@genie.geis.com wrote:
>I've been teaching a college computer animation class on Amigas,
>lately using Imagine quite a bit. We are probably going to buy two
>Pentiums to add to our lab and I'm hoping that students will be able
>to move files and images back and forth easily between the two
>platforms. At first I guess we'll just sneakernet PC formatted
>floppies, but I'd love to get anyone's suggestions/warnings about such
>a mixed platform production environment, particularly around Imagine.
>Please let's not start a platform war! I'm just hoping to lower the
```

>learning curve next semester. Thanks in advance.
>
>Jon (Cooper Union in NYC)

We've got a multiple platform net going here with Amigas, PC's, and an SGI.
Wasn't easy, but it can be done. There was another product called Link It
that used a cable on the serial or parrallel port to transfer data, but we
never received the product we had ordered and cancelled it. If you want to
know more about multiplatform networking, E-mail me and we'll have a shot at it.

Dave Thompson
ldpdat@primenet.com

                          Thread   528
                    -=> RETURN TO CONTENTS!<=-

1.530   MSG-527 Subject: Fonts and eps files

Subject: Fonts and eps files
Date: Thursday, 25 May 1995 18:42:12
From: yrod@ozemail.com.au

Chales forward a message from a compuserve forum, in which it was
stated that you can save a logo as a Type 1 font and then use this
in Spline.
If the logo was saved as Type 1, how would you get this font to display
the orig. logo?
Can you import object orientated .eps files from Illustrator, Freehand,
Art Expression, Corel Draw etc. into the Spline editor?
It would be pretty cool if you could.
At the moment, I create the logo, save it as an .eps file, go to
Photoshop and convert the file to .iff the import this file in Detail
with Convert bitmap.
Any other sugguestions?

Rod Macey
yrod@ozemail.com.au
.... generating ... 59.48% complete

                          Thread   543
                    -=> RETURN TO CONTENTS!<=-

1.531   MSG-528 Subject: Re: Amiga&PC in class

Subject: Re: Amiga&PC in class
Date: Thursday, 25 May 1995 18:48:42

From: davem@micom.com (David Monachello)

> From imagine-relay@email.sp.paramax.com Thu May 25 10:23:57 1995
> Received: from micom.micom.com by sid.micom.com (4.1/SMI-4.1)
>   id AA07287; Thu, 25 May 95 10:23:57 PDT
> Received: from email.sp.paramax.com ([129.218.87.10]) by micom.micom.com (4.1/
SMI-4.0)
>   id AA11225; Thu, 25 May 95 10:23:54 PDT
> Received: by email.sp.paramax.com (4.1/SMI-4.1)
>   id AA21137; Thu, 25 May 95 11:11:52 CDT
> Return-Path: <debeaugw@songs.sce.com>
> Received: from sce.com ([155.13.32.41]) by email.sp.paramax.com (4.1/SMI-4.1)
>   id AA21133; Thu, 25 May 95 11:11:50 CDT
> Received: from SONGS.sce.com by sce.com (AIX 3.2/UCB 5.64/4.03)
>   Other potential (but unexplored options):
>   1) Oxxi Amiga Client software which allows ARCNet or Ethernet
>   configured Amigas to operate as a client on a Novell network.

hi,

I have this setup at home. It works fine with pcs, macs and amigas. The drawback
s are:

  1) it is not peer to peer. You only share the disks on the novell server
  2) you have to dedicate a pc to be the server

I have minimal harddisks installed on my non-server machines. Almost all my driv
e space
(a few gigs) are on the server.

I had an old 386 just laying around so the 2nd point was not an issue for me.

later,
dave

                          Thread   53
                    -=> RETURN TO CONTENTS!<=-

1.532   MSG-529 Subject: IM

Subject: IM
Date: Thursday, 25 May 1995 19:46:16
From: Darren Priestnall <darren@hanger.demon.co.uk>

I'm not on the Imagine list any more everyone.....couldn't cope with
all the mail.......I do miss the debate though.

Just mailing to say I look forward to Imagine V4.

My biggest grievance with Imagine is it's interface, especially it's
use of splines and animation path's compared to Lightwave's.
I do however love all the little trick's I keep finding in Imagine and
all the textures.......Imagine with a useable front end, sound's like a
winner to me :)
My only other grievance is Imagine's rendering engine.
I use Real3D a lot and when I render glasses, they really look like
glasses, not plastic imitation's.
However, I am told by fellow Imagine user's that the V4 update will be
a new interface...GREAT.....and the next big update will be a rewrite
of the rendering engine........Imagine look's like it has a bright
future   :)

Any new's regarding the new Imagine updates, email me direct, I'm not
on the list :(

--
~==~
 Darren Priestnall - darren@hanger.demon.co.uk (PandGImaging)
Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063
-- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

                         Thread   351
                   -=> RETURN TO CONTENTS!<=-

1.533   MSG-530 Subject: Questions...

Subject: Questions...
Date: Thursday, 25 May 1995 20:33:53
From: paris@lor.jrent.com

Since this is the first time I've been able to say something on this list (a
professor gave me an archived copy of the list from around last summer, I believ

e) I'm going to ask one question that's been on my mind since I first saw a
discussion on ARexx/Rexx support in Imagine. If the problem is 'portability' and

lack of access to Rexx on some fronts, what about implementing a command-line
interface? This would give the ability to write ARexx scripts, as well as DOS
batch files, to automate some things... and would avoid the problem of some
people not being able to take advantage of this feature... Any comments?

That being said, does anyone have any suggestions or modeling tips relating to
doing organic/semi-organic models? I'm thinking in particular of trying to
model a T-Rex or a person's face. I tend to approach modeling with the idea
that the points and polygons are basically virtual clay, and thus pulling,
stretching, and otherwise maneuvering points, lines, etc. to try to accomplish
the form that I want. I can get something which resembles what I want in a very
basic form (ie, blocky instead of nicely formed...) by using the Forms Editor,
but when I try to manipulate the models in the Detail Editor to try to smooth

them out, I end up with unsightly splotches of black 'pits'. Am I approaching
this wrong? Anyone have any suggestions on how to approach such models differ-
ently?

Also, I'm running Imagine on a '386 with 8 megs of RAM. Any suggestions on how
to get realistic models without so many details that the RAM evaporates? Anyone
care to share stories about 'the least amount of RAM you've used to create a
satisfyingly realistic scene'?

Finally, does anyone know of a mailing list for professional animators/modelers/
whatever that covers the subject of being a professional in that field from a
cross-platform/cross-package standpoint? (This list, I assume, covers Imagine
first and foremost and anything else secondarily...) If no one knows of such a
list, how many people would be interested in joining/creating such a list?

Thanks in advance,

Jeff Krase (paris@lor.jrent.com)

                            Thread   181
                     -=> RETURN TO CONTENTS!<=-

1.534   MSG-531 Subject: Upgrade Program

Subject: Upgrade Program
Date: Thursday, 25 May 1995 21:47:49
From: Jaco Gerber <docnet!rtf@docnet.infolink.co.za>

   ----

to: Charles Blaquiere

I do happen to be on the Service Program... but all I meant was that
at $100 for four upgrades, the upgrades should really be notable. More
than just one or two new features, a bugfix or two and some textures.

Thanks for reading the post though,
Jaco

                            Thread   407
                     -=> RETURN TO CONTENTS!<=-

1.535   MSG-532 Subject: Re: FAQ and question

Subject: Re: FAQ and question
Date: Friday, 26 May 1995 00:46:30
From: Kent Marshall Worley <mumu@america.net>

On Wed, 24 May 1995, Joe Cotellese wrote:

> Hello,
>
> If anyone is interested, I converted latest Imagine FAQ into a Word 6.0 docume
nt – complete with tables and Table of Contents. (Not that I don't have a life,
 just wanted to learn some new Word features). It still needs some work and I'l
l probably im
prove it with the next FAQ release.
>
> If you are interested email me with the Subject FAQ REQUEST and I'll send it t
o you.
>
> Now, the question. Is their anyway to interactively move the Axis on an objec
t? I swore I was able to do that before but last night I couldn't find anything.
  Basically I was playing around with the deformations last night and wanted to
move the axis
 around to see what effect it had. The only way I found was to use the Transfor
mations requester. I would much rather just drag the axis to a new spot on the
object.
>
> Joe Cotellese
>
>
>
sure send me the FAQ.
 as for interactively moving the axis I know I will be dreaming when I
say it should be part of the up coming texture/ attributes preview menu
in 3.3. I have essence and I am eagerly awaiting this new feature.
 mumu

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

1.536   MSG-533 Subject: Realistic Render

Subject: Realistic Render
Date: Friday, 26 May 1995 02:59:49
From: Broctune@aol.com

I have Imagine 3.2 and I want to know what the settings are for the most
absolute best render of a scence.

P.S. Does anyone have any info on what majors new things will be added to
Imagine 4.0, will metaballs be included?

                          Thread   541

1.537   MSG-534 Subject: Brush Tacking

```
Subject: Brush Tacking
Date:     Friday, 26 May 1995 04:14:20
From:     rbyrne@3dform.edex.edu.au (Robert Byrne)
```

Regarding the recent discussion on locking a brush to an object. Here's a
tip I found in Carmen Rizzolo's "Imagine Organizer" found on
Aminet/docs/miscIM_ORG12.lha. It was written before V3 was released.

Basicly it is a Slice tutorial but with a twist. You use a plane to slice a
sphere into two halves and save them. Wrap a brush onto the original sphere
select Transform Axes then write down the X,Y,Z values for Position, Align
and Size. Save the attributes. Return to the Detail Editor and select
Transformations and write down the X,Y,Z values for Position and Size.
Reload one of the hemispheres and bring up the Transformations requester
again and click on Transform Axes Only and enter the Position and Size
values you wrote down earlier. Bring up the Attributes requester and load
the previously saved attribute, select the brush to get at its requester
and select Transform Axes and restore the Position, Align and Size values
to the ones you wrote down. Save the object. Repeat this operation for the
other half of the sphere.

When you render the hemispheres, the brushmap will be split down the middle
and orientated exactly as the original sphere.

This technique could be applied to any object with any amount of sliced
sections. The object you use as the slicer could be a distorted plane to
give a rough look to the pieces.

Of course Carmen had a much fuller explanation in his tutorial which covers
about thirteen subjects. The version I have was updated in March '93, there
may be a later version.

All credit goes to Carmen Rizzolo for this mini tutorial.

-- Bob

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

1.538   MSG-535 Subject: Re: Rendering times

```
Subject: Re: Rendering times
Date:    Friday, 26 May 1995 05:54:13
From:    rbyrne@3dform.edex.edu.au  (Robert Byrne)
```

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

```
Hello S.A.Jalim, on May 25 you wrote:

> Am i just being unreasonable or is 14 hours for a hires 24bit trace with
> two proceduaral terxtures, two brushmaps and a plastic bottle with water in
> the bottom with EDLE at 0 on an Amiga 3000/040 a little on the slow side?
>
> What tricks can I perform so that I can see my renders before I have
> grandkids?

Sounds way too slow.

Can you give some more details, more config file settings, type of lights
and how many, world size etc.

Here's a comparison for you on an A3000/030.

The VertiSketch digitised Hand object with Bones and eight States, size
900Kb, no brushes or textures, but one group of faces for the fingernails.
This is placed on a primitive plane which has a 210KB 24-bit brush mapped onto
it.  One main light with shadows off, one fill light with shadows on.
Global world size is the default settings, XYZ = 0.

Config: EDLE = 12, AARC = 10, RSDP = 6, OCTD = 6

Full Trace render: 45 mins

It's not a complex scene, but neither is yours.  I've watched a friend
render similar scenes on his A4000/040 and his times are at most 10% of
mine.

-- Bob

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

```
                          Thread          560
                    -=> RETURN TO CONTENTS!<=-
```

1.539   MSG-536 Subject: Re[3]: How do you make trees.

```
Subject: Re[3]: How do you make trees.
Date:    Friday, 26 May 1995 06:14:39
From:    rbyrne@3dform.edex.edu.au  (Robert Byrne)
```

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

Hello DEBEAUMONT,, on May 25 you wrote:

>   I wonder if the decompiled stage file (produced by the public domain
>   program Imagine Staging Language, "ISL") and a VistaPro script file
>   could somehow be used to synchronize camera position and angle in both
>   Imagine and Vistpro animations for subsequent compositing?
>
>   George

I've never used ISL and just had a look at ISL_2_0.lha. This was created
for use with Imagine V2.0 staging files. If these are compatible with V3+
or there is a later version of ISL then it would be worth a try. It would
really enhance Vista anims to have an animated object included in an
otherwise stagnant landscape.

-- Bob

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

                            Thread   216
                       -=> RETURN TO CONTENTS!<=-

1.540   MSG-537 Subject: Organic Modelling

Subject: Organic Modelling
Date: Friday, 26 May 1995 09:23:41
From: gdenby@darwin.nd.edu (Greg Denby)

Jeff Krase writes:
>That being said, does anyone have any suggestions or modeling tips
>relating to doing organic/semi-organic models? I'm thinking in particular
>of trying to model a T-Rex or a person's face. I tend to approach modeling
>with the idea that the points and polygons are basically virtual clay, and
>thus pulling, stretching, and otherwise maneuvering points, lines, etc. to
>try to accomplish the form that I want. I can get something which resembles
>what I want in a very basic form (ie, blocky instead of nicely formed...)
>by using the Forms Editor, but when I try to manipulate the models in the
>Detail Editor to try to smooth them out, I end up with unsightly splotches
>of black 'pits'. Am I approaching this wrong? Anyone have any suggestions
>on how to approach such models differently?

I'll bet part about "splotches and black 'pits'" is related to phong
shading problems.
If I remember correctly, neither phong nor gourand shading interpolates
from the
vertices(points) defining the objects, but (?I think?) the face normals and
edge
normals respectively. So, while the points on a either side of a human
face may

have symetrical co-ordinates, if their edges are not also symetrical, the
surface
will have bends that shade badly, i.e. what is an bulge on one side can be
a dent
on the other.

This problem often happens when deforming a primitive or Forms object in
Imagine. All the diagonals go the same way, like so, : / : / : / : (was that
recognizable?) If you were to pull a nose, for example, from such a mesh, one
side will slant up to the ridge of the nose, while the other will slant from
the ridge towards the eye. A mesh like so works better : / : / : \ : \.

To see how shading will work, use the shaded view option in Perspective, or
do quickrenders in colored face mode.

When I want really specific organic objects, I've stopped using Forms, and
draw them by hand. Its a bit tedious, but the results are better. Think of it
as making a wire frame work, and glueing tissue on it. From the front
view, use Add lines, and sketch in the high, mid, and low features. Using and
eye for example: on the eye-lid, draw the indented upper curve, the bulging
lower curve, and the swell in the middle.   From the side view, pull these back

and forth to get the proper depth. Then its connect the dot time.

So far I've not figured out how to automatically or manually work around the
unexpected crinkles that appear when animating a shape.

Hope this helps,
Greg Denby
gdenby@darwin.nd.edu

                          Thread   267
                    -=> RETURN TO CONTENTS!<=-

1.541   MSG-538 Subject: Blackbelt address

Subject: Blackbelt address
Date: Friday, 26 May 1995 11:08:49
From: digitist@lava.ivg.com

> > tried to find "blackbelt.com" no luck, ftp.backbelt.com connects to
> > someplace, but it did not look like blackbelt.
>
> They're now on the World Wide Web! I logged on yesterday, but have no
> recollection of the exact address. Try www.blackbelt.com or www.bbelt.com.
>
The correct address is:

www.blackbelt.com/blackbelt/bx_top.html

ftp.blackbelt.com/corporate/blackbelt

It has all the demo's and images you looking for

cu A3

Real life : Adri Mathlener
E-Mail   : digitist@ivg.com

                          Thread   401
                   -=> RETURN TO CONTENTS!<=-

1.542   MSG-539 Subject: Re: States bug! and fix

Subject: Re: States bug! and fix
Date: Friday, 26 May 1995 11:42:12
From: gregory denby <gdenby@elgreco.helios.nd.edu>

Awhile back I wrote about problems with deforming objects through
states animation, and solving it byremoving the size line in the
Action Editor.

Charles B. corrected me, "Remember, the main object of the object
is the stable reference point, against which everything else is
measured; it cannot be moved, rotated or scaled when you are defining
states. (You're allowed to do such transformations as long as you
the transform the AXIS ONLY back to its former setting, leaving the
axis untouched, but the points deformed)

Charles' comments are more extensive than the manual's, which,
upon several rescans say nothing about maintaining the axis size.
This much appears to be true, although I did some further testing,
and found that some point deformations don't work even if the axis
remains unchanged.

To sum up what I learned, the objects axes, especially the z axis
influence how the points deform in Stage and thus in Project.
If you make the object's axis large enough to encompass all the
point changes you make, they will work O.K. For instance, if
the top of the z axis is a 100, and you move your points to 200,
the objects surface will not expand past 100, but only when you
use it in Stage. In Detail everything will work fine.

It appears that Imagine's design is to control size changes in
animations through the Stage/Action size line, while shape deformations
are created in Detail. As you probably all know, stretching or
smashing an object through the Stage/Action size line works just fine.
If you make these transforms in a Detail state, for them to work
you must:

Remove the objects size bar in Action.

or
Size the objects axes larger than the outermost points.
or
Group the object to a stable parent object, just as you would
with grouped states objects.

Perhaps another FAQ could be called "Imagine under the microscope."

Back to animating,
Greg Denby
gdenby@darwin.cc.nd.edu

                              Thread   553
                        -=> RETURN TO CONTENTS!<=-

1.543   MSG-540 Subject: Re: Amiga&PC in class

Subject: Re: Amiga&PC in class
Date: Friday, 26 May 1995 11:48:39
From: Dylan Neill <dylann@pcug.org.au>

On Thu, 25 May 1995 m.rubin9@genie.geis.com wrote:

> I've been teaching a college computer animation class on Amigas,
> lately using Imagine quite a bit. We are probably going to buy two
> Pentiums to add to our lab and I'm hoping that students will be able
> to move files and images back and forth easily between the two
> platforms. At first I guess we'll just sneakernet PC formatted
> floppies, but I'd love to get anyone's suggestions/warnings about such
> a mixed platform production environment, particularly around Imagine.

It works fine! I've got an Amiga and a PC set up and Imagine objects and
IFF pictures, brushes etc work straight away. You can even load Imagine 3
objects onto imagine 2!

                               |\ /|
                                o O
  _____oOO_=(^)=_OOo_____
  | '''   U ''' |
  | Gumby Death Man (Dylan Neill) Amiga 1200/6/120   486DX2-66/24/500 |
  | Email: dylann@pcug.org.au   WWW: http://www.pcug.org.au/~dylann/ |
  |_____|

                              Thread   549
                        -=> RETURN TO CONTENTS!<=-

1.544   MSG-541 Subject: Re: Realistic Render

Subject: Re: Realistic Render
Date: Friday, 26 May 1995 12:39:36
From: S.A.Jalim@exeter.ac.uk

>
> I have Imagine 3.2 and I want to know what the settings are for the most
> absolute best render of a scence.
>
> P.S. Does anyone have any info on what majors new things will be added to
> Imagine 4.0, will metaballs be included?
>

In the preferences menu set EDLE =0 and then set the rendering subproject to
ILBM/RGBN 24 and the resolution to as high as you want. (1024 x 976 if you are
insane or have a raptor :)) Remember to view the end image in as high a resolut
ion
and number of colours as possible. I go so far as to JPEG the pic and take it
to a friends PC, rather than being forced to endure HAM6 of my 3000 :)

Set the Global Axis to as close to the boundaries of the visible scene as
possible to keep the rendering time as low as possible (see aminet/docs/misc
IM_ORG.lha for details). This method only really speeds up Im2 renders tho..
I only get a 25% speed increase with Im3.2

good luck

steve

                            Thread   583
                      -=> RETURN TO CONTENTS!<=-

1.545   MSG-542 Subject: Re: Imagine's future... hmmm

Subject: Re: Imagine's future... hmmm
Date: Friday, 26 May 1995 14:02:42
From: Ed Totman <etotman@gort.ucsd.edu>

> Actually, the continuous upgrade program is not a money-making scheme at
> all. If you have Imagine 3.0 and subscribe to the program, you're paying
> Impulse $100 US to get versions 3.1, 3.2, 3.3, and 4.0. If you don't get
> onto the program, it'll still cost you $100 US to upgrade to 4.0 whenever
> it's released... except you'll have spent a year or two using 3.0, while
> the rest of us were happily playing with the additional functions, and
> bug fixes, in 3.1, 3.2, and 3.3.

Yes, it works in theory, but we paid for the continuous upgrade program
too and only received 3.1. I've called Impulse 3 times and spoke with

Mike himself 2 times. He was courteous and polite, even offering to ship
it to my home address to be sure I got it, but 3+ weeks later -- no 3.2.

Your mileage may vary...

Ed Totman
etotman@gort.ucsd.edu

                            Thread   585
                     -=> RETURN TO CONTENTS!<=-

1.546   MSG-543 Subject: Re: Fonts and eps files

Subject: Re: Fonts and eps files
Date: Friday, 26 May 1995 14:13:05
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

>If the logo was saved as Type 1, how would you get this font to display
>the orig. logo?
>Can you import object orientated .eps files from Illustrator, Freehand,
>Art Expression, Corel Draw etc. into the Spline editor?
>It would be pretty cool if you could.
>At the moment, I create the logo, save it as an .eps file, go to
>Photoshop and convert the file to .iff the import this file in Detail
>with Convert bitmap.
>Any other sugguestions?
I did it the following way.

I got the logo in IFF form in a rather high resolution (~1024x1024). Fired up
Typesmith, told it to start a new font, import the IFF as the letter A and
autotrace it.
It generated far too many points but you can fine tune it. Then delete any
points you don't want adjust them if needed and save as Type1 with adobe
encoding/typesmith encoding, I never know which one.
In Imagine goto the spline editor and load your Type1 font with only the
letter A and say "text:=A"--> there is your A erm, logo ready for extrusion.

Should also work on the PC only have to fill in xxx instead of Typesmith.

Greetings Joop

                            Thread   514
                     -=> RETURN TO CONTENTS!<=-

1.547   MSG-544 Subject: PC reads Amiga Disks (Wanted)

Subject: PC reads Amiga Disks (Wanted)
Date: Friday, 26 May 1995 17:39:17

From: surentrr@vax.sbu.ac.uk

Hi Imagineers !,
I've always been reading Amiga mags with articles on Ray-tracing and GFX.
I've also got a collection of Cover disks.
The question is can I read them on My PC ?
I realise the PC can't emulate an Amiga using Software ,but can
I access the data on the disks using a PD/Shareware program.
I want to using some 3d objects on the cover disks with my PC.
Also to UK readers , Don't forget to buy PC-Guide this month as it has
Vista -pro 3 CD on the cover as well as another cover CD.
I believe it costs 4:99 and is published by Future Publishing.

Also ,on this months PC-Answers ,an animation utility will be found.
The program can create TGA's as well as FLC's in upto 24 bits.
The utility can do Video style fades/wipes .
The utility requires Windows and a decent PC.\
I bought the Mag since it had a save disabled version of a 400 pound video
editing program (Adobe Premeier).

Hope the above is of interest to Graphic Wizards .

                            Thread   483
                     -=> RETURN TO CONTENTS!<=-

1.548   MSG-545 Subject: Editor color preferences

Subject: Editor color preferences
Date: Friday, 26 May 1995 21:00:23
From: dgrant@cycor.ca (Dennis Grant)

Which colors are people using for the editor colors, or is everyone using
the defaults?

Dennis Grant   Cycor Tech Support Staff/HTML Design/Graphic Artist/Amiga support

dgrant@cycor.ca Amiga 4000/030/6/970/'882/17" IDEK/NEC CD-ROM/14.4
CLSIP/AmiTCP
http://www.cycor.ca/TCave/   Visit Trog's Cave!

                            Thread   581
                     -=> RETURN TO CONTENTS!<=-

1.549   MSG-546 Subject: FastROM/VMM render speedup?

```
Subject: FastROM/VMM render speedup?
Date:     Friday, 26 May 1995 21:02:10
From:     dgrant@cycor.ca (Dennis Grant)
```


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

I just installed VMM, and enabled the FastROM option.

A test render (trace, old AA) ran TWICE AS FAST. Is this consistant with
other people's results?


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

Dennis Grant   Cycor Tech Support Staff/HTML Design/Graphic Artist/Amiga support

dgrant@cycor.ca Amiga 4000/030/6/970/'882/17" IDEK/NEC CD-ROM/14.4
CLSIP/AmiTCP
http://www.cycor.ca/TCave/   Visit Trog's Cave!


```
                        Thread        565
                  -=> RETURN TO CONTENTS!<=-
```


1.550   MSG-547 Subject: Re: Displaying text in spline editor--help

```
Subject: Re: Displaying text in spline editor--help
Date:     Friday, 26 May 1995 22:21:25
From:     Torgeir Holm <torgeirh@powertech.no>
```


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

On 25-May-95 14:02:12, Roger Straub wrote:

>> translation utility, such as Fontographer or Typesmith, and resave the
>What's Fontographer?

Font design program on the mac. Made by altsys (frehand people) and
distributed by Macromedia.

Torge!r

```
                        Thread        435
                  -=> RETURN TO CONTENTS!<=-
```

1.551   MSG-548 Subject: Re: Brush Tacking

```
Subject: Re: Brush Tacking
Date:    Friday, 26 May 1995 22:21:27
From:    Torgeir Holm <torgeirh@powertech.no>
```


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


```
On 25-May-95 14:06:07, Roger Straub wrote:
>>
>> If the user wants an explosion where the pieces will maintain their
>> original brushmap color, I believe (though I may be wrong) that he'll
>> have to deform the object into an exploded shape, create a state based
>> on that, and lock the brushmap to the default state. Does anybody else
>> have an opinion? I really haven't touched states that much.
>You could explode the object in Stage, then use the Snapshot function and
>then import that object as a state.
```

```
Actually, you would have to do some work with the action bars to make this
work. The reason is that exploding an object alters the point count.
```

```
You would need two objects, (unless you don't use phong shading) one basic
object, and the eploding version, which would have two states. The first state
could be acheived by fracturing the object using 1 as the scale. Apply the map
to this object, create a state, and tack the map to this state. Now you will
be able to import a snapshop of the blown-up object, beacuse the frame count
will be tha same...
```

```
Hope that made any sense... Sorry about the messy structure :-/
```


```
Torge!r
```

```
                             Thread          592
                        -=> RETURN TO CONTENTS!<=-
```


1.552   MSG-549 Subject: Re: Amiga&PC in class

```
Subject: Re: Amiga&PC in class
Date:    Friday, 26 May 1995 23:26:40
From:    Kent Marshall Worley <mumu@america.net>
```


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



```
On Thu, 25 May 1995 m.rubin9@genie.geis.com wrote:
```

```
> I've been teaching a college computer animation class on Amigas,
> lately using Imagine quite a bit. We are probably going to buy two
> Pentiums to add to our lab and I'm hoping that students will be able
> to move files and images back and forth easily between the two
```

> platforms. At first I guess we'll just sneakernet PC formatted
> floppies, but I'd love to get anyone's suggestions/warnings about such
> a mixed platform production environment, particularly around Imagine.
> Please let's not start a platform war! I'm just hoping to lower the
> learning curve next semester. Thanks in advance.
>
> Jon (Cooper Union in NYC)
>
>
I have been working on an Ethernet connection without much success.
Ethernet is a new learning curve I am having a hard time with. I have
been using "Twin Express" which is a serial transfer package that I get
115200 CPS transfer rates. I render on a pentium and it takes a couple of
hours to transfer 100 or so frames to the Amiga.
 Mumu

                          Thread   526
                    -=> RETURN TO CONTENTS!<=-

1.553   MSG-550 Subject: Re: Editor color preferences

Subject: Re: Editor color preferences
Date: Friday, 26 May 1995 23:54:40
From: fredster@cyberport.net (Fred Aderhold)

>Which colors are people using for the editor colors, or is everyone using
>the defaults?
>

Here are my colors -

BGRD 555   # background color
FGRD 000   # edge color
REQC 777   # requester & gadgets color (bounding box & drag points)
BVLB ccc   # bright bevel color (points & group lines)
BVLD 444   # dark bevel color (selected objects edges & points)
GRID 666   # grid color
PICK 66f   # picked edge color
PPNT f66   # picked point color
SPCK c6f   # selected picked edge
SPPT ff6   # selected picked point
BWLC fff   # line color in "B & W Wire/Shade"
COLC fff   # line color in "Color Shade"
STAR 888   # star color in "Trace" and "Scanline"
COL0 000   # "color 0" RGB value for stills
QSKY 555555 # "Quickrender" background color

I couldn't stand the default orange - made me nuts!

Fred Aderhold
fredster@cyberport.net

After we pull the pin, Mr. Grenade is
NOT our friend!

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

1.554   MSG-551 Subject: Re: Rendering times

Subject: Re: Rendering times
Date: Saturday, 27 May 1995 02:15:02
From: gregory denby <gdenby@elgreco.helios.nd.edu>

S.A. Jalim asks about a 14 hour render, and Robert (Bob) Byrne offers
a comparison using the "VertiSketch digitized Hand object with Bones
and eight States."

Wow, a hand with eight states! Where is this found?

Greg Denby

                          Thread   573
                     -=> RETURN TO CONTENTS!<=-

1.555   MSG-552 Subject: Re: Amiga&PC in class

Subject: Re: Amiga&PC in class
Date: Saturday, 27 May 1995 02:41:12
From: videoman@netcom.com

> > floppies, but I'd love to get anyone's suggestions/warnings about such
> > a mixed platform production environment, particularly around Imagine.
> > Please let's not start a platform war! I'm just hoping to lower the
> > learning curve next semester. Thanks in advance.
> >
> > Jon (Cooper Union in NYC)
> >
> >
> I have been working on an Ethernet connection without much success.
> Ethernet is a new learning curve I am having a hard time with. I have
> been using "Twin Express" which is a serial transfer package that I get
> 115200 CPS transfer rates. I render on a pentium and it takes a couple of

> hours to transfer 100 or so frames to the Amiga.
>   Mumu
>
I looked at Ethernet for some time, but on the amiga it is costly and not
very strongly supported (IBM already has a card) so for my pentium to
amiga data I'm going to use a ZIP drive. They are had to find right now
due to populatity, but for $200 you get a removable SCSI drive, and each
$15-$20 disk holds 100Megs. It's SCSI, it's external... all I have to do
is find a SCSI 50 ribbon --> scsi 25pin cable for the IBM .. figure out a
mountlist for the amiga side... (useing crossdos) and... bingo copy 100
megs per disk...(about 1 meg per sec) re-hook it to the amiga.. all done.

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

                          Thread   512
                    -=> RETURN TO CONTENTS!<=-

1.556   MSG-553 Subject: Steve Worley email address

Subject: Steve Worley email address
Date: Saturday, 27 May 1995 16:22:00
From: Paul Rance <paul@rance.demon.co.uk>

Does anyone know what Steve Worley or Apex's email address is. I
want to ask a few questions about Essence & Forge.

failing that does anyone know when the PC version of Essence will
be out.

thanks

Paul R
--
..--.
!Email paul@rance.demon.co.uk   2:254/516.2@Fidonet !
!   !
! WWW page is http://metro.turnpike.net/P/paulr/index.html   !
`--'

                          Thread   571
                    -=> RETURN TO CONTENTS!<=-

1.557   MSG-554 Subject: OBJECTS&ATTRIBUTES

Subject: OBJECTS&ATTRIBUTES
Date: Saturday, 27 May 1995 17:00:06
From: Granberg Tom <tom.granberg@TV2.no>

Howdy folks, out there in cyberspace!

For your information I have been out of reach the last couple of months due to
problems with our mail system, but now they have installed a new version of the

software, so it's seems to work just fine.
Glad to be back on the list, and enjoy all you guys&gals superb devotion to one

of the finest 3D packages there is!

Just wonder if you folks are interested in som very cool and somwhat huge
objects from my own collection?
I've also made a rather huge and nice sellection of attr. mostly containing 1 or

more textures, some of them uses essence I&II, others are compatible with
Imagine 3.2 's textures. You PC users can also use some of them. I think some of

the attr. will blow your socks of, one of my friends in an animation company
that uses SGI-Wavefront/Softimage saw some of the rendered attr. and he just
went loco!
If you want to have a look, just pop into this WWW address:
http://hobbes.nhidh.nki.no:80/~pednaa/tv2/tomg.html

I maybe going to put up some of the objects&attr on this site for you to
download.
If not you guys&gals know a better place to put them? And if you do please tell

me where and how to get them there!

tom.granberg@tv2.no

-A4000/04040warpengine -2GB HD -36MB ram -DPS-PAR

PS. could somone point me at the correct adress, where I could find VMM(Virtual

Memory, I think?)
PS2. Does anyone know what IM4.0 going to be like?

                         Thread   568
                    -=> RETURN TO CONTENTS!<=-

1.558   MSG-555 Subject: FONT TROUBLE

Subject: FONT TROUBLE

```
Date:     Saturday, 27 May 1995 17:20:09
From:     Granberg Tom <tom.granberg@TV2.no>
```

Howdy all!

Can anybody help me, I can't seem to get all of the characters to work. This is

a problem since I live in Norway, and need to use the:o slash,o ring, and ae,
but it seems like imagine doesnt bother loading those characters. I've checked
the font in Typesmith, and all of the char. is there.
This problem also ocour on the pc version!

tom.granberg@tv2.no

```
                          Thread        564
                    -=> RETURN TO CONTENTS!<=-
```


1.559   MSG-556 Subject: Showcase on SGI

```
Subject: Showcase on SGI
Date:     Saturday, 27 May 1995 22:12:44
From:     eths1306@ele.etsmtl.ca
```

      My friend is new to rendering program and he has access to a
silicon graphics Indigo with Showcase 3D renderer. I don't know at all
ShowCase so I would like to know.

      -If there is possibility to exchange stuff between ShowCase and
      Imagine project things like animation, object?

      -Is there any format that he can render that would permits me to
      see his graph on a PC?

thanks for your help

```
                          Thread        249
                    -=> RETURN TO CONTENTS!<=-
```


1.560   MSG-557 Subject: Re: Organic Modeling

```
Subject: Re: Organic Modeling
Date:     Saturday, 27 May 1995 23:55:25
From:     Ayalon Hermony <ila2024@zeus.datasrv.co.il>
```

Hello,

Don't have the former posts handy, it was about Forms editor making different
sides (let's asume a human head) hmmm... different.
So, when you fine tune the object in Detail, you get shading problems, for
faces in opposite places.

To overcome it and get the ' ////|\\ ' placing of faces, I use the Forms
editor by making only one half of the head. Think of a half ball, which has
its inner side – flat, like a rubber ball cut in half.

It's not easy to get the right aspect, when making only half of a head, but
when you load it into Detail, copy, paste, scale –1, join, delete the
inner faces, and merge all the points of the outter circle, it looks like
it's the easy part yet...

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

                         Thread   537
                    –=> RETURN TO CONTENTS!<=–

1.561   MSG-558 Subject: Re: Editor color preferences

Subject: Re: Editor color preferences
Date: Sunday, 28 May 1995 00:19:42
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Dennis, on May 26 you wrote:

> Which colors are people using for the editor colors, or is everyone using
> the defaults?

I've been using these since V2.0

BGRD 888   # background color
FGRD 000   # edge color
REQC e92   # requester & gadgets color (bounding box & drag points)
BVLB fc7   # bright bevel color (points & group lines)
BVLD b62   # dark bevel color (selected objects edges & points)
GRID 999   # grid color
PICK 66f   # picked edge color
PPNT f66   # picked point color
SPCK 94f   # selected picked edge (was c6f)
SPPT 0b0   # selected picked point (was ff6)
BWLC fff   # line color in "B & W Wire/Shade"

```
COLC  fff     # line color in "Color Shade"
STAR  888     # star color in "Trace" and "Scanline"
COL0  000     # "color 0" RGB value for stills
```

```
-- Bob
```

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

```
                            Thread        550
                    -=> RETURN TO CONTENTS!<=-
```

1.562   MSG-559 Subject: Re: Steve Worley email address

```
Subject: Re: Steve Worley email address
Date:     Sunday, 28 May 1995 00:43:00
From:     Paul Townend <Paul.Townend@raytech.co.uk>
```

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

```
Hello Paul - nice to talk to someone whose work I admire.
Hope this address is OK as I've dug it out from the old archives.
I'm interested in what system You have now as I know You used to run an
A4000 16meg , but I understand You took the PC path as I have recently
done.
Plus, have You "made it" in the commercial sense? If so, what've You done
so far? (Nosey or what?!).
```

```
Steve Worley is at spworley@netcom.com
```

```
Please mail me back if You have time. Thanks. Paul.
|
| Internet: Paul.Townend@raytech.co.uk
|------------------------------------------------------------------|
| Gated from RAYTECH BBS - free access raytracing support in the UK |
|----------------------- call +44 1862 83 2020 modem - 24 hours ! |
```

```
                            Thread        563
                    -=> RETURN TO CONTENTS!<=-
```

1.563   MSG-560 Subject: Re: Rendering times

```
Subject: Re: Rendering times
Date:     Sunday, 28 May 1995 00:46:51
From:     Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>
```

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

> Hello S.A.Jalim, on May 25 you wrote:
>
> > Am i just being unreasonable or is 14 hours for a hires 24bit trace with
> > two proceduaral terxtures, two brushmaps and a plastic bottle with water in

> > the bottom with EDLE at 0 on an Amiga 3000/040 a little on the slow side?
> >
> > What tricks can I perform so that I can see my renders before I have
> > grandkids?
>
> Sounds way too slow.
>

    Viewed your picture uploaded to Aminet and you mention using Virtual
Memory. I take it this means you used something like VMM or Gigamem. If
you do, using a hard disk for memory will result in very slow rendering
times. If the hard disk access time is 8 msec, compare that to the access
time for 70 nanosecond RAM and it is several thousand times slower. Maybe
you just need more RAM. Also, textures, transparency, reflections and
refraction in trace mode just has a high cpu cycle cost. Nice picture,
though.

                             Thread   508
                        -=> RETURN TO CONTENTS!<=-

1.564   MSG-561 Subject: Re: Rendering times

Subject: Re: Rendering times
Date: Sunday, 28 May 1995 01:28:30
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Gregory, on May 26 you wrote:

> S.A. Jalim asks about a 14 hour render, and Robert (Bob) Byrne offers
> a comparison using the "VertiSketch digitized Hand object with Bones
> and eight States."
>
> Wow, a hand with eight states! Where is this found?

It is on the LightROM Vol 1 CD in a demo directory. In there are some
samples of the VertiSketch 3d digitizer including the hand. It's a
LightWave object converted with InterChange then I added bones and various
states for individual finger movements. I've just finished rendering an
Opal anim of it which only has a skin coloured attribute applied, but still
looks good. With the right noise texture (skin pores) it would be quite
realistic.

Bones would have to be one of the best features of Imagine, it's much
easier and faster to put together complex movements than using the Cycle

Editor.

-- Bob

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

1.565   MSG-562 Subject: Re: Organic Modeling

```
Subject: Re: Organic Modeling
Date:     Sunday, 28 May 1995 01:39:22
From:     jgoldman@acs.bu.edu
```

```
>
> It's not easy to get the right aspect, when making only half of a head, but
> when you load it into Detail, copy, paste, scale -1, join, delete the
> inner faces, and merge all the points of the outter circle, it looks like
> it's the easy part yet...
```

      I'm assuming everyone knows they can select symmetry for the Top view
(in both the X and Y axes), as well as the standard right (Z/Y) and front
(Z/X) views, by selecting which axis to be symmetrical upon creating a new
object. No?
      Well, it does eliminate the need to Detail editor copy/scale/paste for
most examples. There are incidences where symmetry is needed in the object,
but setting X or Y symmetry is not beneficial, however...
                                                       Jeff-->

E-Mail: jgoldman@acs.bu.edu

1.566   MSG-563 Subject: Re: Steve Worley email address

```
Subject: Re: Steve Worley email address
Date:     Sunday, 28 May 1995 01:46:56
From:     rbyrne@3dform.edex.edu.au (Robert Byrne)
```

Hello Paul, on May 27 you wrote:

> Does anyone know what Steve Worley or Apex's email address is. I
> want to ask a few questions about Essence & Forge.

Steve Worley - spworley@netcom.com

He may be hard to track down in which case I'm using Forge and Essence Vol
2 Version 3 on an Amiga. If the questions are not of a technical nature,
fire away.

> failing that does anyone know when the PC version of Essence will
> be out.

Can't help you there.

FWIW - If anyone is using Real3D on an Amiga, there supposed to be a
program called Realism or something similar that converts Essence textures
for use in that program.

-- Bob

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

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

1.567   MSG-564 Subject: FONT TROUBLE

Subject: FONT TROUBLE
Date: Sunday, 28 May 1995 01:57:07
From: Torgeir Holm <torgeirh@powertech.no>

On 27-May-95 18:20:09, Granberg Tom wrote:

>Can anybody help me, I can't seem to get all of the characters to work. This
>is a problem since I live in Norway, and need to use the:o slash,o ring, and
>ae, but it seems like imagine doesnt bother loading those characters. I've
>checked the font in Typesmith, and all of the char. is there. This problem
>also ocour on the pc version!

Move the character to a different key in typesmith.

Torge!r

                            Thread   569
                      -=> RETURN TO CONTENTS!<=-

1.568   MSG-565 Subject: Re: FastROM/VMM render speedup?

```
Subject: Re: FastROM/VMM render speedup?
Date:     Sunday, 28 May 1995 10:54:47
From:     "JOSEPH F. HART" <VISHART@ubvms.cc.buffalo.edu>
```


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

```
Interesting...  I have VMM 3.0a and cannot get it to work
with either CPU or SetCPU using the FASTROM translation.
It simply hangs when I try it.  VMM works find without
FASTROM, however.  I am using an A2000 with a 2630 accelerator.
```

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

```
                         Thread          575
                     -=> RETURN TO CONTENTS!<=-
```


1.569   MSG-566 Subject: Re: How do you make trees.

```
Subject: Re: How do you make trees.
Date:     Sunday, 28 May 1995 13:06:10
From:     Martin Keitel <mk-tel@sik.ppoy.fi>
```


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


```
On Wed, 24 May 1995, Robert Byrne wrote:

> If Imagine had an Arexx interface the ASCII scripts that Vista produces for
> the camera could come in real handy. These scripts contain the map
> coordinates, pitch, roll, yaw etc. You could render an aircraft or vehicle
> on a black background to follow the Vista camera movements and composite it
> onto the Vista landscape.
>
Yes. And even without Arexx you could always load the Vista script into
some text editor and write down the coordinates and values by hand (after
first finding out how the parameters are organized in vista scripts) and
use them in the imagine script. But: Unfortunately this does not help, if
you want to place objects on the ground. Because then they would have to be
sometimes partially or totally covered by the hills in the landscape.

Marty
```

```
                              Thread         308
                        -=> RETURN TO CONTENTS!<=-
```

1.570   MSG-567 Subject: Fire and quilt textures

```
Subject: Fire and quilt textures
Date:    Sunday, 28 May 1995 13:15:34
From:    Dylan Neill <dylann@pcug.org.au>
```

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

HI! I recently had an error happen on my hard drive and it killed my fire
and quilt textures. Is it OK for someone to send me these textures (cause
I also seemed to have lost my update disks!). If you want I can send you
whats left of my fire and quilt textures just so you know I'm not try ing
to scam a free copy or something! (BTW They're the PC versions)

```
                            |\ /|
                             o O
_____oOO_=( ^ )=_OOo_____
 |                          '''     U   '''                        |
 | Gumby Death Man (Dylan Neill) Amiga 1200/6/120  486DX2-66/24/500 |
 | Email: dylann@pcug.org.au   WWW: http://www.pcug.org.au/~dylann/ |
 |_____|
```

```
                              Thread         605
                        -=> RETURN TO CONTENTS!<=-
```

1.571   MSG-568 Subject: Re: OBJECTS&ATTRIBUTES

```
Subject: Re: OBJECTS&ATTRIBUTES
Date:    Sunday, 28 May 1995 14:35:54
From:    Dave Rhodes <dave@darhodes.demon.co.uk>
```

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

Hi Tom,

> Just wonder if you folks are interested in som very cool and somwhat huge
> objects from my own collection?

  How huge ? i.e. could I render them in 10 meg (without VMM) ?

> http://hobbes.nhidh.nki.no:80/~pednaa/tv2/tomg.html

Thanks for this, I'll have a look later...

> I maybe going to put up some of the objects&attr on this site for you to
> download.

> -A4000/0404
 warpengine -2GB HD -36MB ram -DPS-PAR
                    ^^^^^^^^   ...and you want virtual memory..?
Well, it's on Aminet, as follows:

   VMM_V3_0.lha   aminet/util/misc   (179K)
I have it, but I haven't tried it yet...

See yer.

   Dave

--

~===~
 Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -
 ----

                            Thread   87
                       -=> RETURN TO CONTENTS!<=-

1.572   MSG-569 Subject: Re: FONT TROUBLE........

Subject: Re: FONT TROUBLE........
Date: Sunday, 28 May 1995 14:46:24
From: Granberg Tom <tom.granberg@TV2.no>

I WROTE:

>Can anybody help me, I can't seem to get all of the characters to work. This
>is a problem since I live in Norway, and need to use the:o slash,o ring, and
>ae, but it seems like imagine doesnt bother loading those characters. I've
>checked the font in Typesmith, and all of the char. is there. This problem
>also ocour on the pc version!

TORGEIR REPLAYED:Move the character to a different key in typesmith.

Hello again Torgeir, nice to have a mail from you again!

What kind of keyboard mapping are the Imagine spline editor using, becouse this

confuses me a little bit, you see I can use all the characters when I write text

in the text box! So it seems to me that when the spline editor tries to get them

it uses another keyboard map than I have set it to, is this right or am I wrong?

See you again Torgeir.

tom.granberg@tv2.no

Ps. Have you visited my homepage yet?


```
                        Thread        572
                  -=> RETURN TO CONTENTS!<=-
```


1.573   MSG-570 Subject: Re: MY HOMEPAGE

```
Subject: Re: MY HOMEPAGE
Date:    Sunday, 28 May 1995 15:03:25
From:    Granberg Tom <tom.granberg@TV2.no>
```


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

-Adri Mathlener wrote:

-HELLO Tom,

-i visited your home-page and i'm impressed. Is all the
-work done with imagine alone or did you use packages like photoshop ?

-cu adri

Yes almost every picture is made exclusively in Imagine, the exceptions are: the

picture of me(urgh,photoshop),fotball ekstra logo(Lightwave), the rest are made

by our truly great software package!

-The machines doesnt make nice graphics, I do!

tom.granberg@tv2.no


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


1.574   MSG-571 Subject: Re: Steve Worley email address

```
Subject: Re: Steve Worley email address
Date:    Sunday, 28 May 1995 19:56:32
From:    Paul Rance <paul@rance.demon.co.uk>
```

  On Sun, 28 May 95 10:46:56 +1000 Robert Byrne <rbyrne@3dform.edex.edu.au> said

>Hello Paul, on May 27 you wrote:

>> Does anyone know what Steve Worley or Apex's email address is. I
>> want to ask a few questions about Essence & Forge.

>Steve Worley - spworley@netcom.com

>He may be hard to track down in which case I'm using Forge and Essence Vol
>2 Version 3 on an Amiga. If the questions are not of a technical nature,
>fire away.

>> failing that does anyone know when the PC version of Essence will
>> be out.

>Can't help you there.

>FWIW - If anyone is using Real3D on an Amiga, there supposed to be a
>program called Realism or something similar that converts Essence textures
>for use in that program.

>-- Bob

Thanks for the reply, theyre not really technical questions just
wanting to make some suggestions for Forge, like real bumpmap
output. I'm using a PC as well as an Amiga and I dont half
miss the Essence/Forge combination on the PC.

Paul R

--
..--.
!Email paul@rance.demon.co.uk   2:254/516.2@Fidonet !
!   !
! WWW page is http://metro.turnpike.net/P/paulr/index.html   !
`--'

                        Thread   559
                    -=> RETURN TO CONTENTS!<=-

1.575   MSG-572 Subject: Re: FONT TROUBLE........

Subject: Re: FONT TROUBLE........
Date: Monday, 29 May 1995 00:24:53
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Granberg, on May 28 you wrote:

> What kind of keyboard mapping are the Imagine spline editor using, becouse thi
s
> confuses me a little bit, you see I can use all the characters when I write te
xt
> in the text box! So it seems to me that when the spline editor tries to get th
em
> it uses another keyboard map than I have set it to, is this right or am I wron
g?

I use a custom keymap where the : and ; keys are reversed, I use colons
more often than semi-colons. These map correctly in the Spline Editor
(Amiga IMv3.0) so it is using my system's keymap.

-- Bob

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

                         Thread   577
                     -=> RETURN TO CONTENTS!<=-

1.576   MSG-573 Subject: Re: Rendering times

Subject: Re: Rendering times
Date: Monday, 29 May 1995 10:51:35
From: S.A.Jalim@exeter.ac.uk

Dear Ted,

Thanks for the advice..... and the compliment :)

Just one thing... I though VMM does page swaps.. that is to say that, yes,
it does cache ram onto HD, but it doesn't do it continually... I thought
that it swaps every 2 meg or something....

Can someone clear it up for me please?

Thanks

steve

_____
Steve Jalim -> S.A.Jalim@ex.ac.uk	http://www.ex.ac.uk/~ge94saj/steve1.html
Deep Throat: Why do people like you believe what you believe when there is
so much evidence to the contrary to dissuade you?
Mulder: Because some of the evidence to the contrary is not entirely
disuasive....
_____

```
|                                                                           |
| Deep Throat: Exactly, Mr. Mulder.                                         |
|                                                                           |
------------------------------------------------------------------------------
```

```
                            Thread        561
                        -=> RETURN TO CONTENTS!<=-
```

1.577   MSG-574 Subject: Re: Latest ESCOM news

```
Subject: Re: Latest ESCOM news
Date:     Monday, 29 May 1995 12:14:27
From:     FERNANDO PENA D'ANDREA <DANDREA@aton.inf.ufrgs.br>
```

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

    Here in Brazil are arriving news about an new Amiga with PC slots
in the mother board. It's true? News about Amiga tend to be a few out
of the truth here |(. Sorry to ask about Amiga news in an Imagine
list, but we have very few ways to get news here.

    Fernando D'Andrea. A1200/2mb/HD 64mb/14mhz.
    dandrea@aton.inf.ufrgs.br*********************************
Fernando Pena D'Andrea.
E-Mail: dandrea@aton.inf.ufrgs.br
****

```
                            Thread        160
                        -=> RETURN TO CONTENTS!<=-
```

1.578   MSG-575 Subject: Re: FastROM/VMM render speedup?

```
Subject: Re: FastROM/VMM render speedup?
Date:     Monday, 29 May 1995 14:08:45
From:     dgrant@cycor.ca (Dennis Grant)
```

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

>Interesting... I have VMM 3.0a and cannot get it to work
>with either CPU or SetCPU using the FASTROM translation.
>It simply hangs when I try it. VMM works find without
>FASTROM, however. I am using an A2000 with a 2630 accelerator.

Don't use setCPU to use FASTROM, use the FASTROM option within VMM instead.

(as documented in the VMM manual)

>
>_____

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

Dennis Grant   Cycor Tech Support Staff/HTML Design/Graphic Artist/Amiga support

dgrant@cycor.ca Amiga 4000/030/6/970/'882/17" IDEK/NEC CD-ROM/14.4
CLSIP/AmiTCP
http://www.cycor.ca/TCave/   Visit Trog's Cave!

                      Thread   576
                 -=> RETURN TO CONTENTS!<=-

1.579   MSG-576 Subject: Re: FastROM/VMM render speedup?

```
Subject: Re: FastROM/VMM render speedup?
Date:    Monday, 29 May 1995 16:09:03
From:    Roger Straub <straub@csn.net>
```

On Mon, 29 May 1995, Dennis Grant wrote:

```
> >Interesting...  I have VMM 3.0a and cannot get it to work
> >with either CPU or SetCPU using the FASTROM translation.
> >It simply hangs when I try it.  VMM works find without
> >FASTROM, however.  I am using an A2000 with a 2630 accelerator.
>
> Don't use setCPU to use FASTROM, use the FASTROM option within VMM instead.
>
> (as documented in the VMM manual)
>
```

Which version of VMM are you using? I'm using 3.0, and I can't find the
FastROM option anywhere.

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

```
> ------------------------------------------------------------------------
> Dennis Grant   Cycor Tech Support Staff/HTML Design/Graphic Artist/Amiga suppo
rt
> dgrant@cycor.ca  Amiga 4000/030/6/970/'882/17" IDEK/NEC CD-ROM/14.4
> CLSIP/AmiTCP
> http://www.cycor.ca/TCave/              Visit Trog's Cave!
>
>
>
```

See ya,
      Roger

                              Thread   359
                      -=> RETURN TO CONTENTS!<=-

1.580   MSG-577 Subject: Re: FONT TROUBLE........

```
Subject: Re: FONT TROUBLE........
Date:     Monday, 29 May 1995 19:36:12
From:     Torgeir Holm <torgeirh@powertech.no>
```

On 28-May-95 15:46:24, Granberg Tom wrote:

>Hello again Torgeir, nice to have a mail from you again!

>What kind of keyboard mapping are the Imagine spline editor using, becouse
>this confuses me a little bit, you see I can use all the characters when I
>write text in the text box! So it seems to me that when the spline editor
>tries to get them it uses another keyboard map than I have set it to, is
>this right or am I wrong?

I don't know what keymap the spline editor uses... maybe Mike H can enlighten
us if he is reading this.. So we norwegians can get the entire alphabet :)

>See you again Torgeir.

later

>Ps. Have you visited my homepage yet?

Haven't had the chance, but I'll stop by tonight.

Torge!r

                              Thread   527
                      -=> RETURN TO CONTENTS!<=-

1.581 MSG-578 Subject: Old Antialias Switch?

Subject: Old Antialias Switch?
Date: Monday, 29 May 1995 19:59:03
From: yrod@ozemail.com.au

In a message replying to a users rendering speed problems, someone
(Charles or Robert?) gave a hint to turn on the Old Antialias switch.
So I tried this.
Wow, a render that previously took around 6hrs now took 2hrs.
I view the two renders to see if I could spot any difference in the
output, but they looked identicle. I was using a low res though
(320x256).
What are the benefits, apart from having to watch your machine render
three time longer, of the new antialiasing?
And what is the Antialiasing Rays per pixel setting?

Thanks for the tip who ever wrote it, I guess it was either Charles or
Robert, as they always come up with the goods.

Rodney Macey
yrod@ozemail.com.au
.... generating ... 69.69% complete

                      Thread   562
                 -=> RETURN TO CONTENTS!<=-

1.582 MSG-579 Subject: Re: Brush Tacking

Subject: Re: Brush Tacking
Date: Tuesday, 30 May 1995 01:19:01
From: Charles Blaquiere <blaq@io.org>

> From: DThompson <ldpdat@primenet.com>
>
> >If the user wants an explosion where the pieces will maintain their
> >original brushmap color, I believe (though I may be wrong) that he'll
> >have to deform the object into an exploded shape, create a state based
> >on that, and lock the brushmap to the default state. Does anybody else
> >have an opinion? I really haven't touched states that much.
> >
> >
>
> Sorry, Charley,
>
> I don't know what you're doing wrong, but I use it all the time and it

> works. As long as you set a default state, lock the brush to it, and
> set its state in the action or stage editor, it will work. You could
> atomize it and each individual poly keeps its color. It works on all
> the other effects, too.
>
> Dave Thompson

Dave,

I can't get it to work. I created a very coarse sphere, added a
WrapX/WrapZ brushmap. I then created a state called DEFAULT, and
activated all 5 buttons. I went into Attributes and set the Lockstate
for the brush to DEFAULT, then saved the object.

I loaded the sphere and set its state to DEFAULT. I exploded the sphere
over 10 frames, with distance = 10, min and max rotations = 0.2. This
results in mostly rotating triangles, and clearly shows the brush image
perfectly immobile, while the triangles rotate as they wish. The
triangles do NOT carry the brushmap with them as they move.

Please, give me some more detailed instructions.

                                Thread   548
                          -=> RETURN TO CONTENTS!<=-

1.583   MSG-580 Subject: Displaying text in spline

Subject: Displaying text in spline
Date: Tuesday, 30 May 1995 01:28:06
From: Charles Blaquiere <blaq@io.org>

> From: Mike Vandersommen <mike.vandersommen@caddy.uu.silcom.com>
>
> Thank you Charles! I have directory with TONS of PS fonts that are
> hit and miss when loading. Most do....many don't. I've been trying
> to weed out the ones that DON'T, and you hit the bullseye. I tried
> loading fonts with different encoding and nada. Now all I have to do is
> view the font and kill the "non-standard" encoded ones.

<blush> Thanks! I'll risk repeating myself, but this tip is certainly
worth it:

#: 72715 S4/Impulse
    21-Jan-94 14:57:06
Sb: #72653-Corel Fonts & Imagine
Fm: David Hofmann 100112,3243

                                Thread   517
                          -=> RETURN TO CONTENTS!<=-

1.584   MSG-581 Subject: Editor color preferences

```
Subject: Editor color preferences
Date:     Tuesday, 30 May 1995 01:32:07
From:     Charles Blaquiere <blaq@io.org>
```

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

```
> From: Dennis Grant <dgrant@cycor.ca>
>
>
> Which colors are people using for the editor colors, or is everyone using
> the defaults?
>
```

I believe the default Imagine background color is 5,5,5, and on my
screen, it makes text and numbers very hard to read. I lightened it up
to 6,6,6 and left everything else the same.

Tip: in Preferences, you (1) click on a parameter to edit, then (2)
enter values in the label and value fields. You're told that the color
sliders and color swatch are there only to assist you visually. I don't
remember, however, if the 3.0 docs ever got around to mentioning that if
you CLICK ON THE COLOR SWATCH, the slider numbers will be automagically
copied into the value field -- no manual typing required.

```
                      Thread          558
                   -=> RETURN TO CONTENTS!<=-
```

1.585   MSG-582 Subject: Tom's Homepage

```
Subject: Tom's Homepage
Date:     Tuesday, 30 May 1995 01:36:49
From:     Torgeir Holm <torgeirh@powertech.no>
```

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

Hey Tom!

Stopped by your hompage last night. A lot of good stuff there, too bad the
file sizes were too big for me to download them all... I only have a 14,4
connection, so 300k+ files take a while. May I suggest that you jpeg them with
a higher compression. 50-150k woks great :)

I liked the T-bag pictures, are they from an animation? And is the steam a
fog object? how did you animate this (supposing you did)

My hompage is under construction, and is not very exciting, but look for my
gallery section *soon* on http://www.powertech.no/~torgeirh

Torge!r

                              Thread   584
                        -=> RETURN TO CONTENTS!<=-

1.586   MSG-583 Subject: Re: Realistic Render

Subject: Re: Realistic Render
Date: Tuesday, 30 May 1995 01:44:33
From: Charles Blaquiere <blaq@io.org>

> From: S.A.Jalim@exeter.ac.uk
>
> Set the Global Axis to as close to the boundaries of the visible scene as
> possible to keep the rendering time as low as possible

Close, but not quite. In the Action editor, set the Globals size to
0,0,0. This will cause Imagine to auto-size the world on every frame, so
you don't have to figure out the value yourself. (Also prevents
chopped-off parts if you change your scene later)

                              Thread   217
                        -=> RETURN TO CONTENTS!<=-

1.587   MSG-584 Subject: Tom's Homepage

Subject: Tom's Homepage
Date: Tuesday, 30 May 1995 01:51:02
From: Charles Blaquiere <blaq@io.org>

> From: Torgeir Holm <torgeirh@powertech.no>
>
>
> Hey Tom!
>
> Stopped by your hompage last night. A lot of good stuff there, too bad the
> file sizes were too big for me to download them all... I only have a 14,4
> connection, so 300k+ files take a while. May I suggest that you jpeg
> them with a higher compression. 50-150k woks great :)

I second that motion, Tom. It's fine to put up high-quality renditions
of your renders, but a Web page builder should always include much
smaller files, 20 to 50K, to allow people with a slow connection to
decide whether to download the huge files.

```
                          Thread        327
                    -=> RETURN TO CONTENTS!<=-
```

1.588   MSG-585 Subject: Re: Imagine's future... hmmm

```
Subject: Re: Imagine's future... hmmm
Date:    Tuesday, 30 May 1995 01:55:09
From:    Charles Blaquiere <blaq@io.org>
```

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

```
> From: James Brooks <jamesb@clark.net>
>
>
> So from I understand you are saying there is a chance for me that is
> using Imagine 3.0 (right now) to UPGRADE to 4.0 for $100 when it comes
> out?
```

```
Exactly. As a matter of fact, you can do yourself a big favor and spend
the $100 on the Constant Upgrade program instead. You'll get to play
with 4.0 features as they are released in 3.1, 3.2, and 3.3, rather than
having to wait for the final 4.0 to come out.
```

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

1.589   MSG-586 Subject: Re: Brush Tacking

```
Subject: Re: Brush Tacking
Date:    Tuesday, 30 May 1995 07:40:33
From:    jbk4@email.psu.edu (The Prophet)
```

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

```
>Dave,
>
>I can't get it to work. I created a very coarse sphere, added a
>WrapX/WrapZ brushmap. I then created a state called DEFAULT, and
>activated all 5 buttons. I went into Attributes and set the Lockstate
>for the brush to DEFAULT, then saved the object.
>
>I loaded the sphere and set its state to DEFAULT. I exploded the sphere
>over 10 frames, with distance = 10, min and max rotations = 0.2. This
>results in mostly rotating triangles, and clearly shows the brush image
>perfectly immobile, while the triangles rotate as they wish. The
>triangles do NOT carry the brushmap with them as they move.
>
>Please, give me some more detailed instructions.
```

Don't set your sphere to DEFAULT in Stage/Action. Create a second
state and use that, even if it is the exact same as your default.
You shouldn't use DEFAULT states, they stand as a reference state
for states that you do use.

Jaeson K.

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

                        Thread   525
                  -=> RETURN TO CONTENTS!<=-

1.590   MSG-587 Subject: Re[2]: Displaying text in spline editor--help

Subject: Re[2]: Displaying text in spline editor--help
Date: Tuesday, 30 May 1995 08:37:24
From: aciolino@rrddts.donnelley.com

On 25-May-95 14:02:12, Roger Straub wrote:

>> translation utility, such as Fontographer or Typesmith, and resave the
>What's Fontographer?

Font design program on the mac. Made by altsys (frehand people) and
distributed by Macromedia.

     Fontographer is also out for the PC.

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                  -=> RETURN TO CONTENTS!<=-

1.591   MSG-588 Subject: Re: Brush Tacking

Subject: Re: Brush Tacking
Date: Tuesday, 30 May 1995 12:03:49
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Charles, on May 30 you wrote:

> Dave,
>
> I can't get it to work. I created a very coarse sphere, added a
> WrapX/WrapZ brushmap. I then created a state called DEFAULT, and
> activated all 5 buttons. I went into Attributes and set the Lockstate
> for the brush to DEFAULT, then saved the object.
>
> I loaded the sphere and set its state to DEFAULT. I exploded the sphere
> over 10 frames, with distance = 10, min and max rotations = 0.2. This
> results in mostly rotating triangles, and clearly shows the brush image
> perfectly immobile, while the triangles rotate as they wish. The
> triangles do NOT carry the brushmap with them as they move.
>
> Please, give me some more detailed instructions.

Although it is'nt mentioned in the manual's States tutorial, in the Bones
tutorial it says under no circumstances should you use the DEFAULT state in
the Action Editor as it holds the information which all other states are
based on and any morph to this state will be linear. I realise that your
not actually morphing from one state to another but you could try this:-

Clone the DEFAULT state, call it MAIN and de-select the Shape button, use
this state in the Action Editor. Also it might be worth Updating the MAIN
state after everything is set up, someone has mentioned this as a fix for a
brush tacking bug but I forget what version of Imagine he was referring to.

-- Bob

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

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                   -=> RETURN TO CONTENTS!<=-

1.592   MSG-589 Subject: DANDREA: about Dust2.lha

Subject: DANDREA: about Dust2.lha
Date: Tuesday, 30 May 1995 12:57:54
From: Bassilis Psomiadis <bpsomiad@athena.auth.gr>

DANDREA,

      Sorry but I can't send you the Dust2.lha file I promised
you.However I have an alternative way for you to get it.The
answer if ftp by mail.
      Send mail to:

1.593   MSG-590 Subject: FW: States bug! and fix

Subject: FW: States bug! and fix
Date: Tuesday, 30 May 1995 14:48:21
From: Joe Cotellese <joec@Ensoniq.COM>

From: Joe Cotellese[SMTP:joec@ensoniq.com]
Sent: Thursday, May 25, 1995 2:02 PM

1.594   MSG-591 Subject: Re: Brush Tacking

Subject: Re: Brush Tacking
Date: Tuesday, 30 May 1995 15:20:34
From: Charles Blaquiere <blaq@io.org>

> From: The Prophet <jbk4@email.psu.edu>
>
> Don't set your sphere to DEFAULT in Stage/Action. Create a second
> state and use that, even if it is the exact same as your default.
> You shouldn't use DEFAULT states, they stand as a reference state
> for states that you do use.

I still can't get it to work. I created a very coarse sphere, added a
WrapX/WrapZ brushmap. I then created a state called DEFAULT, and
activated all 5 buttons. I created a second state, identical to DEFAULT,
and called it TACKED. I went into Attributes and set the Lockstate for
the brush to DEFAULT, then saved the object.

I loaded the sphere and set its state to TACKED, not DEFAULT. I exploded
the sphere over 10 frames, with distance = 10, min and max rotations =
0.2. This time, I didn't even check whether the triangles were carrying
the brush around with them as they rotated, because _most
triangles did not have ANY brush mapping applied_. They were just
white.

Obviously, I'm still missing something. How cum youse guyz can explode
an object, but I can't? <pout>

Again, more detailed instructions seem in order.

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1.595   MSG-592 Subject: Re: Brush Tacking

Subject: Re: Brush Tacking
Date: Tuesday, 30 May 1995 17:40:01
From: ldpdat@PrimeNet.Com (DThompson)

>
>Dave,
>
>I can't get it to work. I created a very coarse sphere, added a
>WrapX/WrapZ brushmap. I then created a state called DEFAULT, and
>activated all 5 buttons. I went into Attributes and set the Lockstate
>for the brush to DEFAULT, then saved the object.
>
>I loaded the sphere and set its state to DEFAULT. I exploded the sphere
>over 10 frames, with distance = 10, min and max rotations = 0.2. This
>results in mostly rotating triangles, and clearly shows the brush image
>perfectly immobile, while the triangles rotate as they wish. The
>triangles do NOT carry the brushmap with them as they move.
>
>Please, give me some more detailed instructions.
>
>
>
try not using DEFAULT for a state name, in the earlier versions this seems
to be meant only for use in bones. Using the state DEFAULT causes state
attributes to be lost.

Also try upgrading to 3.2 and 3.3 (whenever it's out).

                              Thread   601
                       -=> RETURN TO CONTENTS!<=-

1.596   MSG-593 Subject: Spline Editors

Subject: Spline Editors
Date: Tuesday, 30 May 1995 17:43:55
From: paris@lor.jrent.com

Does anyone know of a FreeForm-type program for Dos or Windows? Or does anyone
know of where to get a copy of FreeForm that will *run* under Windows? I think
that splines would be the easiest way to get an organic-looking object modelled.
  Does anyone know of a better/easier/at-least-as-good method of getting organic
 objects in Imagine? Or am I going to have to fall back on something like 3DS
or trueSpace?

Jeff (paris@lor.jrent.com)

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1.597   MSG-594 Subject: Tom's Homepage

Subject: Tom's Homepage
Date: Wednesday, 31 May 1995 01:44:29
From: Torgeir Holm <torgeirh@powertech.no>

Hey Tom!

Stopped by your hompage last night. A lot of good stuff there, too bad the
file sizes were too big for me to download them all... I only have a 14,4
connection, so 300k+ files take a while. May I suggest that you jpeg them with
a higher compression. 50-150k woks great :)

I liked the T-bag pictures, are they from an animation? And is the steam a
fog object? how did you animate this (supposing you did)

My hompage is under construction, and is not very exciting, but look for my
gallery section *soon* on http://www.powertech.no/~torgeirh

Torge!r

                              Thread   582
                      -=> RETURN TO CONTENTS!<=-

1.598   MSG-595 Subject: Fountain-Particles

Subject: Fountain-Particles
Date: Wednesday, 31 May 1995 01:49:54
From: dunc <dunc@eraser.demon.co.uk>

----

does anyone have any ideas on how to make a fountain with the particle fx (acti
on
ed) i have managed to get a spout of triangles going up and down but i cant mana
ge
a spread at the top of the spout
 what i have is a pool of 'water' with a tube comming out of the water and some

triangles sort of shooting out of there its very crude at the moment but im work
ing
on it well as soon as i get the fountain 'up and running'

 anyone got any suggestions ???????

 duncan

 dunc@eraser.demon.co.uk

|||||||||||||||||||||||||||||||||||||||||
| |
| dunc@eraser.demon.co.uk |
| |
|||||||||||||||||||||||||||||||||||||||||

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                      -=> RETURN TO CONTENTS!<=-

1.599   MSG-596 Subject: TIP...LIGHT!!!

Subject: TIP...LIGHT!!!
Date: Wednesday, 31 May 1995 03:00:38
From: Lumbient@aol.com

A lot of you have been talking about using a fog object to simulate the
effect of a bright light reflecting off thousands of tiny particles suspended
in air(well thats what it is). Here is a sort of short thing you can try to
further the effect:

Make a cone.

Make it white and bright.

add the textures: filtnoiz(think thats it) and mnttop.
align the Z axis for the mount top texture so its running down in the
direction of the light. Ajest the length of the Z axis so the axis reaches
all the way to the end of the cone. In the texture box-make the color white
and the filter 255-255-255 and reflect 0-0-0.
OK now comes the fun part-the noise settings can be anything. I usually use
#'s that are relativly low: magnitude- .5 and velocity 1.0.

The filter noise is really just an addition to help make the texture appear
blochy. WHY? becuase-"the distribution of particles in and area is not
perfect throughout the entire area but rather, more highly 'active' in some,
although the average of the area is generally the same as other areas"
anyway, add the texture and make the Z axis align with the cone(like the
previous texture). Then make the "size" larger in the Z direction than in any
other. Finally make the amount of noise high to cut up the spheres.

The effect should fade with distance and have the little bloches. The mnttop
texture should go second not first in the list. The only thing that would
make this texture complete is if there was someway to align the two texture
with the world coords. and lock them there.(if there is tell me :)

Damn, that was a "short" description!!!

                                              ---Lumbient

                              Thread   501
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1.600   MSG-597 Subject: TIP...LIGHT!!!

Subject: TIP...LIGHT!!!
Date: Wednesday, 31 May 1995 03:42:09
From: Charles Blaquiere <blaq@io.org>

> From: Lumbient@aol.com
>
>
> The only thing that would make this texture complete is if there was
> someway to align the two texture with the world coords. and lock them
> there.(if there is tell me :)

Well, you could always add an empty axis as the parent of your object,
and apply the textures to this parent axis. Make sure the "Apply to
children" button is activated in all textures, and you have a group
where the actual beam of light is free to move, but the textures will
stay fixed in space.

                              Thread   602
                      -=> RETURN TO CONTENTS!<=-

1.601   MSG-598 Subject: Two things

Subject: Two things
Date: Wednesday, 31 May 1995 05:45:42
From: cjo@esrange.ssc.se

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

1
=3D
There's a new image in my gallery.
URL http://www.kiruna.se/is/cjo/gallery.html
(Check out --"--   /monthly.html as well)

2
=3D
Why on earth haven't I used "set zone" before?!?
What a neat feature!


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

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                     -=> RETURN TO CONTENTS!<=-

1.602   MSG-599 Subject: Re[2]: brush tacking

Subject: Re[2]: brush tacking
Date: Wednesday, 31 May 1995 08:30:25
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>


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

>ON 5/31/95 Milan WROTE:
>BTW I was checking the DOF feature, and it's userfriendliness sucks like
>a vacuumcleaner. Try reading the doc, I saw the words dancing before my eyes.
>Pretty stupid to mix the 3D glasses and DOF settings like that.
>I am currently (well, when I have time) trying to find out exactly what the
>settings are, so I can come up with a system to set the camera to real life
>settings like 50mm lens and 5.6 F-Stop. Imagine needs much more real life
>stuff, like lightwave has. Otherwise you could never compose imagine images
>with life action (Jurassic Park III done with Imagine?) How about a pref
>setting for x imagine units = 1 cm ?

     As a final addition to an image, I decided to defocus background
     objects. The DOF text file was a mess...just downright painful to
     read. After several passes, I decided to do a quality control check on
     my thought processes. I pulled out a text book on radiation chemistry
     (which I know little about) and found I could make better progress.
     Anyway, with a few clues hiding in the DOF text file and several hours
     of trial and error I managed to get the result I wanted. If there is
     someone out there who has pulled himself/herself up out of the gutter
     and understands Imagine's implementation of DOF, there are at least a
     couple of us who are still face down in the mud and in need of
     assistance.

George

1.603   MSG-600 Subject: ReversePath'sDirection?

Subject: ReversePath'sDirection?
Date: Wednesday, 31 May 1995 11:52:33
From: Mike McCool <mikemcoo@efn.org>

I've tried several ways to do this, but I can't figure it out, so I
thought I better go to the well.

It would be nice if I could get my path to 'turn around and come back the
same way.' I've tried rotating the path's y-axis 180 degrees, and moving
it to the tail end of the path--but no soap.

This sounds a bit vague, so maybe my exact designs would help. I have a
curly s-shaped path, along which a wormy-snake-like object will
grow/extrude over time. The GROW effect is delicious for this--but I
want the worm/snake to go on past the camera and leave the scene. You
know, his head passes the camera and passes out of the screen and then
his tail comes on by and passes out too?

I've gotten interesting results just using GROW's 'Time Reversed' button,
making the worm/snake wiggle in, then recede the way he came--and I was
hoping to use this trick to somehow make the object pass on into and
through the scene. You know, make the object's head and tail identical,
then load in a second identical version of the object, only with the path
ends inverted, so the start of the path becomes the end of the path, and so
that, with the Time Reversed button set, he'll 'grow' backwards, past the
camera and out of the scene?

(The above paragraph reads like a bad translation from the German. If anyone
makes sense out of it, I'll give them fifty bucks).

1.604   MSG-601 Subject: Re: Brush Tacking

Subject: Re: Brush Tacking
Date: Wednesday, 31 May 1995 11:53:34
From: Torgeir Holm <torgeirh@powertech.no>

On 30-May-95 00:19:01, Charles Blaquiere wrote:

>Dave,

>I can't get it to work. I created a very coarse sphere, added a
>WrapX/WrapZ brushmap. I then created a state called DEFAULT, and
>activated all 5 buttons. I went into Attributes and set the Lockstate
>for the brush to DEFAULT, then saved the object.

>I loaded the sphere and set its state to DEFAULT. I exploded the sphere
>over 10 frames, with distance = 10, min and max rotations = 0.2. This
>results in mostly rotating triangles, and clearly shows the brush image
>perfectly immobile, while the triangles rotate as they wish. The
>triangles do NOT carry the brushmap with them as they move.

>Please, give me some more detailed instructions.

Charles, try fracturing the sphere with a 1.00 scale in detail, before you
apply the map. That way the default state, and the exploded object will have
the same point count. I haven't tried this myself, but i get the impression
that this is the problem.

Torge!r

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1.605   MSG-602 Subject: TIP...LIGHT!!!

Subject: TIP...LIGHT!!!
Date: Wednesday, 31 May 1995 12:08:02
From: Torgeir Holm <torgeirh@powertech.no>

On 30-May-95 22:00:38, Lumbient wrote:

>The effect should fade with distance and have the little bloches. The mnttop
>texture should go second not first in the list. The only thing that would
>make this texture complete is if there was someway to align the two texture
>with the world coords. and lock them there.(if there is tell me :)

Just add an axis and make it the parent of the cone. Apply all the textures to
the parent axis, with the apply to children box checked. Now you can animate
the cone through states without touching the parent, and the textures will
follow world coordinates, producing the spotlight-in-smoky-room effect you
want.

Any fog textures that need to go on the object itself (such as fog top, or
ghost) don't need to be mapped to the parent. These could go directly on the
cone, since they don't deal with the noise effect, but rather with the fog

length of the object. Adding the nebula texture to the parent might look good
though.

Torge!r

```
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```


1.606   MSG-603 Subject: Help with an effect

```
Subject: Help with an effect
Date:     Wednesday, 31 May 1995 13:22:32
From:     "Murray L. Crane" <sis2471@sis.port.ac.uk>
```

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

Hi all. I wonder if you could help me with an effect I'm trying to get...

For a picture I'm doing in Imagine 3.0 (on PC and/or Amiga...) I have
made a model of a submarine. What I want doming out of the back of the
sub is a disturbed water style of effect, much like the one that they
used in "The Hunt for Red October" for that wierd aqua-jet on the Red
October, but I don't want to surround my scene with a HUGE sphere of
water, I just want the effect to be in the "air" at the back of the
sub... any help would be appreciated...

Also, to Tom Granberg, on your picture of the half-face in a fish tank
(don't blame me, that's what it looks like) how did you make the wires
bend so smoothly... every time I try that effect I get nothing as good
looking as you do...

Cheerio, Murray.

```
+--------------
|  Murray L. Crane - sis2471@sis.port.ac.uk        (until July '95)
|                    netwalker@buddahs.demon.co.uk  (coming soon)
+--------------
| The Inedible Buddahs
|  Bashing it out in Imagine for all the Universe to see
+--------------
```


```
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```


1.607   MSG-604 Subject: Re: Brush tacking

```
Subject: Re: Brush tacking
Date:     Wednesday, 31 May 1995 13:42:04
From:     milan@Dieppe.artmediatech.nl (Milan Polle)
```

Deselect the shape button? I thought this was the only important info for
the other state. I recall doing it this way: Make a DEFAULT state with all
buttons selected, make another state and just select shape. (make sure you
had the lockstate set to DEFAULT in the first place). Now you should pro-
bably select the other state in the action editor (actor bar).
If it all won't work, maybe you should fracture the object first to get
the faces disattached. I can't remember if I ever succeeded with tacking a
brush/texture to an exploding object. I thought it was pretty lame that
particles didn't keep a piece of the map, but simply turned to one colour.
Now I am thinking of something else, maybe the texture/brush's bounding
box (axis) should contain the whole explosion size, I'm not sure, but you
might check it.

Well, that's all I can squeeze out of my neurons at the moment, hope it
contains something useful.

Milan

BTW I was checking the DOF feature, and it's userfriendliness sucks like
a vacuumcleaner. Try reading the doc, I saw the words dancing before my eyes.
Pretty stupid to mix the 3D glasses and DOF settings like that.
I am currently (well, when I have time) trying to find out exactly what the
settings are, so I can come up with a system to set the camera to real life
settings like 50mm lens and 5.6 F-Stop. Imagine needs much more real life
stuff, like lightwave has. Otherwise you could never compose imagine images
with life action (Jurassic Park III done with Imagine?) How about a pref
setting for x imagine units = 1 cm ?

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1.608   MSG-605 Subject: Re: Fire and quilt textures

Subject: Re: Fire and quilt textures
Date: Wednesday, 31 May 1995 14:31:06
From: Joe Cotellese <joec@Ensoniq.COM>

I would just call IMPULSE. They would have your customer number which wo=
uld verify that you have a real copy. I would bet that they probably wou=
ld send you out the textures.

Joe C.
     =20
        I recently had an error happen on my hard drive and it killed my fire=20
and quilt textures. Is it OK for someone to send me these textures (cause=
=20
I also seemed to have lost my update disks!). If you want I can send you =

what's left of my fire and quilt textures just so you know I'm not try in=
g=20
to scam a free copy or something! (BTW They're the PC versions)

      ----
x>"????Jo?C%Ö'
ß?
á?ë#Q?Ðc?@

                                Thread   408
                        -=> RETURN TO CONTENTS!<=-

1.609   MSG-606 Subject: Re: Two things (zones)

Subject: Re: Two things (zones)
Date: Wednesday, 31 May 1995 14:33:01
From: Roger Straub <straub@csn.net>

On Wed, 31 May 1995 yrod@ozemail.com.au wrote:

> What does set zones do exactly?
>

When you select 'Set Zone' from the Display menu, you can draw a square
in the perspective window. This controlls how much of the Persp. window
is rendered when you do a QuickRender.

> Rodney Macey
> yrod@ozemail.com.au
>
>
>

See ya,
       Roger

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1.610   MSG-607 Subject: How do I create a picture on my AMIGA for the PC world?

Subject: How do I create a picture on my AMIGA for the PC world?
Date: Wednesday, 31 May 1995 16:28:29
From: Steve McLaughlin <stevemcl@VNET.IBM.COM>

Hi, what's the easiest way to get a picture created on my AMIGA Imagine v3.0
to a pc paint program, for example Corel? I want to print them out at my
local copier store. Does Imagine(amiga) have any output other than ILBM?
thanks

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                    -=> RETURN TO CONTENTS!<=-

1.611   MSG-608 Subject: Re: Two things (zones)

Subject: Re: Two things (zones)
Date: Wednesday, 31 May 1995 16:30:06
From: Ian Smith <iansmith@moose.erie.net>

On Wed, 31 May 1995 yrod@ozemail.com.au wrote:
>
> What does set zones do exactly?

Set Zone lets you render only part of an image. You select Set Zone from
the menu, and you can then use a drag box to select part of the
perspective view. When Imagine renders the image, it only renders what
you selected. Great for test renders, and since it even works in the
project screen, you can continue an aborted trace due to a crash or power
outage. Just remember to keep the old file so you can composite the two
together. Now, if Imagine only would let you enter numeric values, or
better yet, automaticly let you resume an interupted render. That seems
simple enough to see in 3.3 perhaps.. :-)

--
IanSmith@moose.erie.net   Visit Below! :-)
My HP48/Imagine Home Page --- http://moose.erie.net/~iansmith

                          Thread   610
                    -=> RETURN TO CONTENTS!<=-

1.612   MSG-609 Subject: Trouble using tiff file as brush map

Subject: Trouble using tiff file as brush map
Date: Wednesday, 31 May 1995 16:52:26
From: Rich Van Gaasbeck <richv@hpindsl.cup.hp.com>

Last night I tried to use a tiff file saved from Fractal Design
Painter 3.1 as a brush map. Imagine 2.0 PC complained that it didn't

like the file. I think the error was "unknow tiff format" or
something. I was able to save my FDP image as a jpeg and then convert
it with the image processing tool that comes with Shaddock's imagine
book to a "tiff 5.0" file. This worked. There must be an easier way.

I didn't even know that tiff had different versions, but apparently
so. Which versions does Imagine 2.0 understand? Is there restriction
on the variations of tiff that I'm hitting. Like number of colors or
compression or something?

Rich

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1.613   MSG-610 Subject: Re: Two things (zones)

Subject: Re: Two things (zones)
Date: Wednesday, 31 May 1995 19:36:50
From: yrod@ozemail.com.au

What does set zones do exactly?

Rodney Macey
yrod@ozemail.com.au

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1.614   MSG-611 Subject: Re: Lighting Calculations

Subject: Re: Lighting Calculations
Date: Wednesday, 31 May 1995 21:41:06
From: Roger Straub <straub@csn.net>

On Wed, 31 May 1995 paris@lor.jrent.com wrote:

>   ... Also, in the FAQ, it
> says that we can use values greater than 255 for lights...? Does this actually

> work, or does Imagine simply treat values greater than 255 as being equal to
> 255?

Values greater than 255 are treated as brighter light sources, i.e., if
you place a 255,255,255 light 20 units off of a ground and render, the
area that the light illuminates is relatively small, but if you increase
the light's intensity to 1000,1000,1000, then it will illuminate a much
greater area. I hope that's decipherable by someone other than me...

```
>
> --Jeff
>
```

See ya,
        Roger

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1.615   MSG-612 Subject: Lighting Calculations

```
Subject: Lighting Calculations
Date:    Wednesday, 31 May 1995 23:25:08
From:    paris@lor.jrent.com
```

Are there any means of determining how 'bright' a light to use based on wattages
? What I mean is, is there any way to equate the values in Imagine with the
wattage rating on a RL light-bulb, and if so, how? ... Also, in the FAQ, it
says that we can use values greater than 255 for lights...? Does this actually
work, or does Imagine simply treat values greater than 255 as being equal to
255?

--Jeff

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