Lab

COLLABORATORS			

	TITLE : Lab		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 22, 2024	

REVISION HISTORY			

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Lab

1.1 Lab anim.

```
<=--------------------------=>
   Lab animation by MashMan
<=--------------------------=>


           Introduction
           Requirements

           Copyrights
           Author
           Greetings
```

1.2 Lab animation

```
    Introduction:
    -------------
    Well it all started with the birth of Mr.Commodore.........you know the
middle bit :)
```

For me it started with the Amiga Format coverdisk of Imagine2. It was cool because I could run it on my 500+ !!, but then I soon realised I needed more ram so we got our first upgrade, a 1Mb RAM expansion OOOOOOOOOOOOOooooooooooo

But now we have a 1200 with a Blizzard 1230 MK-IV with an FPU to speed it up a bit and a fast 16 Mb SIMM inside :o)

All of this though was done on the Imagine 4 coverdisk from CU Amiga.

It took a hell of a long time to do as well!,

```
        200(frames) * 45(mins each) = about 150 hours (a couple of weeks)
```

You may wonder why it took so long and why it looks so good, well it looks good because it was all rendered in trace mode and it has extra motion blur added to make it play smoother. Also, each frome has it's own palette

The actual animation it'self it of a camera flying around a lab which has a
telporter in the middle and 3 pylons to sort of conduct etc.. theres lights
hanging from the ceiling, a woden table with filled conical flasks on it a door
wooden support beams and a picture hanging up of my workbench ;) (pweew!)

There is also a wav included which should be played at 22KHz (made by me =D) as
a background sound.

Also included is a hires laced (PAL) render of it all.

1.3   by MashMan

    Requirements:

    Hmm well i'm not all that sure what you need, 9Mb is a minimum unless you
have a play from disk program that supports multiple palettes. A good viewer is
Viewtek (VT) from the aminet. You may also need fast processor to play it
because it needs to change the palette every frame, so an '030 will be enough.

I havn't found a way to get the wav and the animation to be a single file so try
using hippo player and set it to play at 22KHz (how do you set this in octamed
Sound Studio???!) and loop it.

1.4   What the hell?

Can you copyright an animation???, if so then I have one on this, so if you copy
it or slap it on a coverdisk, tell me (mash@enterprise.net) and don't split up the ←
    files ok ?

1.5   me me me me me me me me me me me me me !

Well I made it all, no copied objects, only a PD brushmap for the base of the
teleporter, dunno who's it is, there was no readme.

1.6   I have friends???

    Greetings:

    Well no-one actually helped me afaik so i'll just so a few things :)

    Heman/skeletor - For producing psycadelic mods

maggotman (havn't seen him for ages)

MsPiggy - For being the first teacher in the world who can work something more
complicated than a video recorder.

Ding - Pah, I had to metion my brother in here somewhere

Alfo - Being a gator

Dibbs - Being a brommie

Espresso - The #AmigaCafe Bot !!!!

McTwist - For being late at the WOA show '97

Gigs - Don't know really!?

Pinki - Narf

Seft - For the seeeeeeeeds man 8*D

Shitlips - having a cool nick

W - Ruling the undernet

Wolfie - Or are you the brommie bastard??? Alrighty!!!

        Mash@Enterprise.Net