

IMAGINE MAILING LIST

COLLABORATORS

	<i>TITLE :</i> IMAGINE MAILING LIST	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		July 22, 2024
<i>SIGNATURE</i>		

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

IMAGINE MAILING LIST

1.1 IMAGINE MAILING LIST NUMBER V59

This GUIDE File was generated by an
 IMAGINE MAILING LIST PROCESSOR
 Written By Joop van de Wege
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+-----oOO-(_)-OOo-----+
|
| This is the Imagine Mailing List (imagine@email.sp.paramax.com) Archive #59 |
| covering messages from Feb 01 1995 to Mar 01 1995. |
|
| If you have any questions or problems with this file, E-mail Nik Vukovljak |
| at nvukovlj@extro.ucc.su.oz.au |
| To join the IML, send email to: imagine-request@email.sp.paramax.com and in |
| the subject line type in: subscribe |
|
| Thanks goes to: Neil Miller for the Imagine Mailing List Processor |
| Nik Vukovljak for the archives |
+-----+

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Click--> 428 MSG- 315 Subject: Tunnel trouble

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Click--> 433 MSG- 444 Subject: Underwater

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Click--> 438 MSG- 334 Subject: V3.1 imagine

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Click--> 441 MSG- 417 Subject: Virtual Memory with ImaginePC

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Click--> 448 MSG- 21 Subject: Re: Where to find Dust
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Click--> 459 MSG- 56 Subject: Working with bitmaps
Click--> 460 MSG- 23 Subject: Xparent objects cutting holes
Click--> 461 MSG- 29 Subject: Re: Xparent objects cutting holes
Click--> 462 MSG- 381 Subject: XSpecs stuff held up due to security issues

1.4 MSG-1 Subject: Haitex 3-D glasses and Imagine

Subject: Haitex 3-D glasses and Imagine
Date: Wednesday, 01 February 1995 01:06:39
From: KEN_ROBERTSON@robelle.com

Just for grins, I dug out my old pair of Haitex stereo 3D-glasses, rendered a quick stereo image in Imagine 3.1, plugged the glasses into the mouse port #2, and was disappointed not to see any flickering lcd's - i.e., no 3D-stereo effects.

Imagine did the rendering perfectly well, and showed it, too. (Yep, I clicked that little box marked "3D Stereo".)

It's just that the glasses didn't do their flickering thing.

The glasses use to work fine - on my old Amiga 1000. This is the first time that I've plugged them into the 1200.

Also - I can't find the original Haitex disc or docs anywhere!

Well, I've only moved four times since purchasing the goggles when they first came out.

Has anyone else any experience with these glasses? Could the interface

component just be broken?

\KenR, living in Flatland...

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1.5 MSG-2 Subject: Re: 3d Stereograms (Fwd)

Subject: Re: 3d Stereograms (Fwd)
Date: Wednesday, 01 February 1995 01:47:37
From: beeton@SEDSsystems.ca (Gary Beeton, beeton@SEDSsystems.ca)

Hope the following is what you were looking for.

We all know that Imagine allows you to create stereo pair images for use with special 3D glasses. But did you know that Imagine 3.0 will, with the help of shareware, let's you create 3D images that don't require glasses and that you can also print?

I'm talking about SIRDS (Single Image Random Dot Stereograms) or sometimes called Stareograms; you know, those posters made of dots which, when you look (persistently) straight through them, will reveal extruding shapes.

It's easy! All you need: a shareware SIRDS generator (I'm not sure about the PC, but for the Amiga there's a bunch of them in Aminet under gfx/3d), Imagine 3.0 and a scene.

An example:

Load an object into the Detail editor (i.e. Cow.iob). To simplify the process UnGroup any parts then Join them all together as one object.

Attributes should be: Color white, set the rest to zero (0); Bright should be on (x), set Quickdraw on (x) and Texture: ZBuffer. Now reset your perspective view and rotate your object just as you would like to see it by the camera as viewed in the perspective view. This is important because ZBuffer is relative to Global coordinates, and not relative to the camera.

Go into the "Top" view window, turn Coordinates on, move your cursor to the bottom of the bounding box and write down the Y coordinate (Y1), move the cursor to the top of the bounding box and write down the Y coordinate (Y2). These two Y coordinates should be entered in the ZBuffer texture's Y1 and Y2. Leave the color settings from white (255,255,255) to black (0,0,0) (assuming your SIRDS generator expects white as out and black as in). Save the object

Go into Action editor, Add your object and set camera position to 0,Y1-n,0 alignment to 0,0,0 where n is the distance from the object to be viewed.

Save Changes. Go to Stage editor, add a light and place it anywhere in front of the object, turn on camera view and fine tune the placement of the camera making sure not to change it's alignment.

Render.

The resulting image should be a gray scale image which can be loaded into and processed by a SIRDS generator. I've had excellent results with this technique, many of which surpassed some commercially available SIRDS posters.

regards,

Ducharme.Alain@istc.ca

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1.6 MSG-3 Subject: Re: Imagine

Subject: Re: Imagine
Date: Wednesday, 01 February 1995 02:09:23
From: wrosuch@icon.NET (Bill Osuch)

>Bill,

>I have PC ver3.0

>If you enable SMARTDRIVE in your in

>your AUTOEXEC.BAT, you could be

>shorting yourself around 2MEG memory.

>I boot without SMARTDRIVE, then if i

>need windows with smartdrive i run a

>batch file, w.bat . It runs smartdrive then

>windows, you have to reboot for

>imagine if you want the 2MEG extra back.

>If i dont need smartdrive i run windows

>without it, e-mail and other easy stuff.

>Hope it helps

>Doug

>

>

>

Holy memory suckers, Batman! You're right, it was smartdrive that was eating

ram. I made a dual-boot

file, but forgot to move smartdrive to the windows-only section from the

common section. With it removed

L/T has 5101160 bytes avail on an 8 meg PC. Thanks!!!!

Bill Osuch | I haven't lost touch with reality,
wrosuch@icon.net | reality has lost touch with me....
Semprini? |

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1.7 MSG-4 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 01 February 1995 02:12:53
From: e9446@rsl.rtc-limerick.ie (ken-okelly)

does anyody out there use POVRAY (Persistence Of Vision Raytracer)
if so could they tell me if there is anywhere i can get utilities for it.
by the way i'm using the PC version of it.

thank you

Kenneth O' Kelly -> e9446@rsl.rtc-limerick

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1.8 MSG-5 Subject: Sway FX

Subject: Sway FX
Date: Wednesday, 01 February 1995 02:23:07
From: a13321@giant.mindlink.net (Manjit Bedi)

Does anyone have documenation on the sway fx for Imagine 3.0.

For some reason Impulse neglected to include documentation for this FX in the manual or on disk. Even with release 3.1 there was documentation of the global FX but still nothing for the Sway FX.

I tried to use it recently and I got indeterminate results.

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1.9 MSG-6 Subject: Re: Haitex 3-D glasses and Imagine

Subject: Re: Haitex 3-D glasses and Imagine
Date: Wednesday, 01 February 1995 02:40:17
From: "Steve J. Lombardi" <stlombo@eos.acm.rpi.edu>

>
> Just for grins, I dug out my old pair of Haitex stereo 3D-glasses,
> rendered a quick stereo image in Imagine 3.1, plugged the glasses
> into the mouse port #2, and was disappointed not to see any flickering
> lcd's - i.e., no 3D-stereo effects.
>
> Imagine did the rendering perfectly well, and showed it, too. (Yep,
> I clicked that little box marked "3D Stereo".)
> It's just that the glasses didn't do their flickering thing.
>

In 3.1 the amount of stereo separation was moved to the camera's actor bar. This is cool as now it is easy to morph stereo effects. (thanks impulse!) So- clicking the 3d stereo button in the subproject dialog is not enough. You must go add a camera actor and set it's parameters to your liking. Let me know if this helps. I do quite a bit

of stereo rendering.

--

steve lombardi

stlombo@acm.rpi.edu

"YOU WILL." -- AT+T

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1.10 MSG-7 Subject: Re: Imagine L/T

Subject: Re: Imagine L/T
Date: Wednesday, 01 February 1995 03:06:41
From: wrosuch@icon.NET (Bill Osuch)

>>> though - Imagine, the CD drive and VESA driver only leave 3 megs free on an

>>> 8 meg PC.

>>

>>You could probably copy everything to the HD and run it from there

>>couldn't you? That would save some ram (if you have the HD space) Ed

>>

>>

All the system files are already on the HD; about the only thing I could eliminate would be the CD drivers, and that would only free up about 20K or so.

Bill Osuch		I haven't lost touch with reality,
wrosuch@icon.net		reality has lost touch with me....
Semprini?		

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1.11 MSG-8 Subject: RE: Imagine Under MS-DOS

Subject: RE: Imagine Under MS-DOS
Date: Wednesday, 01 February 1995 03:32:41
From: GREG BILKE <gjbl@mofo.com>

John,

I'm glad you didn't get flamed on your question, because I am having the exact same problem launching Imagine on an Amiga using ToolMaster.

Same symptoms, odd screen colors, no title screen, etc.

I think that the responses I saw today regarding your prob will help me, albeit in a slightly different fashion. Got' no autoexec.bat here...

Greg Bilke

gjbl@mofo.com

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1.12 MSG-9 Subject: Re: Imagine and GVP '040

Subject: Re: Imagine and GVP '040
Date: Wednesday, 01 February 1995 03:51:15
From: Ray Collett <collett@agora.rdrop.com>

You need to edit the preferences of Imagine and set it to load ALL of the program into ram. The option to load in only the parts of the program

that's being used is cute, but dose not work on the GVP-040.

Don't you just love that 040??? :>

On Thu, 26 Jan 1995 m.rubin9@genie.geis.com wrote:

> I've just installed a GVP 40Mhz '040 in an Amiga 3000. Everything
> runs fine EXCEPT Imagine.ftp. I've run the integer version of
> Imagine, DPaint, AdPro, and even the floating point version of Pixel
> 3D without problems.

>

> Has anyone had Imagine specific problems with this accelerator?

>

> Floater

>

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1.13 MSG-10 Subject: Re: Where to find Dust

Subject: Re: Where to find Dust
Date: Wednesday, 01 February 1995 04:20:34
From: Roger Straub <straub@csn.org>

On Tue, 31 Jan 1995, joop van de wege wrote:

> Hi searchers,

>

> For all of you who want to know where to find DUST

> Its on Aminet: Directory gfx/3d and named Dust133.lha

Actually, Dust1.43.lha should be appearing in a few days, if not sooner.

>

> Greetings Joop

>

>

See ya,

Roger

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1.14 MSG-11 Subject: Re: Where to find Dust

Subject: Re: Where to find Dust
Date: Wednesday, 01 February 1995 07:02:33
From: "Robert King (ART)" <king@satie.arts.usf.edu>

>

> Actually, Dust1.43.lha should be appearing in a few days, if not sooner

>

Are there any english docs?

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1.15 MSG-12 Subject: Re: Where to find Dust

Subject: Re: Where to find Dust
Date: Wednesday, 01 February 1995 08:33:03
From: Mike McCool <mikemcoo@efn.org>

Hey Roger,

Thanks, you, for the tip about the upgraded Dust. Any chance the dox have been downgraded into English? Mein Deutsch ist shrecklich.

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1.16 MSG-13 Subject: Re: Clouds (again!)

Subject: Re: Clouds (again!)
Date: Wednesday, 01 February 1995 09:05:14
From: Mike McCool <mikemcoo@efn.org>

Hey Joe, et al,

This may be a long shot, as I've only tried this technique for a cloud cover. That is, a blanket of clouds over a landscape I'm looking down on from only a couple of miles up--not from outer space.

For this effect, I use a plane, and two Essence Textures. But I see no reason why it might not work using a sphere, slightly larger than the diameter of your planet, to simulate an atmosphere.

(This idea for a cloudcover was first posted, BTW, back in Oct of '94, and I hope the generous fellow who shared it with us will forgive my deleting his name from the end of his post. Who cares about the author,

right? Just use him, suck him dry, and discard him, like TopGun Vampire).

Make your slightly larger sphere, make it a cloudy color, near white on all the color guns, and with transparency values all at about 40.

Apply the CLUSTERBUMP texture:

clump scale: 5000
cluster scale: 3.3676
clump coverage: 1
edge color fade: 0.6
clump bump: 0.3
cluster bump: 0.6
cluster red: 200
cluster green: 200
cluster blue: 200

all other settings at 0, to make a nice puffy cloudcover.

To tear holes in this layer, so your planet's visible through the clouds, apply the BLOBF texture:

initial scale: 120
#of scales: 4
scale ratio: 0.4
amplitude ratio: 0.4
time ratio: 0.4
time: 0
T1 start: 0.2
T1 end: 0.4

T2 start: 0.8
T2 end: 0.96
Filter red: 255
Filter green: 255
Filter blue: 255

Raytrace (sorry) and shadows should be on, and the textures are animatable, for a nice kind of cyclonic disturbance effect.

This is all in my head for anything but planes over flat ground; I haven't tried it for spheres.

Again, thanks to that author who first posted this idea back in October. I've used it with great fun ever since, and can't wait to try it on a planetary scale.

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1.17 MSG-14 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 01 February 1995 17:12:11
From: imagine-relay@email.sp.paramax.com

Thanks to all those who made suggestions about /noxms and setting up autoexec.bat and config.sys to get Imagine 2.0 on the PC to work.

Unfortunately it still does not work - I cannot figure it out.

Andrew

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1.18 MSG-15 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 01 February 1995 20:47:49
From: imagine-relay@email.sp.paramax.com

> Same symptoms, odd screen colors, no title screen, etc.

>

> I think that the responses I saw today regarding your prob will help me,
> albeit in a slightly different fashion. Got' no autoexec.bat here...

>

Have you tried an assign for Imagine? Or a path add?

Doug Rudd

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1.19 MSG-16 Subject: Re: Haitex 3-D glasses and Imagine

Subject: Re: Haitex 3-D glasses and Imagine
Date: Wednesday, 01 February 1995 22:16:37
From: Steve Gardiner <Steve@mg-plc.demon.co.uk>

Hi,

If the glasses are ok, then it could be the A1200's joystick port.

Apparently Commodore in their infinite wisdom decided to wire it

differently, which is why two-button joystick pads don't work on the

A1200.

```
+-----+
| Steve Gardiner          | Paying my debt to society... |
| Steve@mg-plc.demon.co.uk | Working in Business Publishing !|
+-----+
```

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1.20 MSG-17 Subject: Imagine Launched with ToolManager

Subject: Imagine Launched with ToolManager
Date: Wednesday, 01 February 1995 22:52:55
From: GREG BILKE <gjbl@mofo.com>

Here's a note I received from an Imagine Guru I know regarding running Imagine from ToolManager (not ToolMaster, as I had posted before. That'll teach me to post from work)

>Just a short note on running Imagine from a "Tool" program.
>Somewhere in the setup for the "Tool" program, you will
>have to tell it where the "working" directory is for the
>program(s) that it will be launching. Then any launched
>programs will be able to find the files it would normally
>find when run from its own directory.

Funny thing though, I have a number of other programs that are launched from ToolManager and they work fine. I have ToolManager pointed at GRFX: im30/Imagine.fp. The assign was set by the installation program. I'll check that out.

Greg

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1.21 MSG-18 Subject: Re: Im2.0 PC

Subject: Re: Im2.0 PC
Date: Wednesday, 01 February 1995 23:13:25
From: CaptKurt@aol.com

Setup a multiple config. For Imagine get rid of EMM386.EXE. This is more than likely the cause of all of your problems. The same reason that Imagine does not work with Windows and OS/2 is why it does not work with EMM386

Kurt

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1.22 MSG-19 Subject: Re: Haitex 3-D glasses and Ima

Subject: Re: Haitex 3-D glasses and Ima
Date: Wednesday, 01 February 1995 23:14:03
From: KEN_ROBERTSON@robelle.com

re: Haitex Glasses on the 1200

(Ongoing discussion...)

I'm pretty sure that the glasses are ok. They plug into the second

joystick port. I don't play many games, but I have noticed that my two-button joystick no longer works properly for some games.

Does anyone know a pin-to-pin conversion that I could do?

\KenR

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1.23 MSG-20 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 01 February 1995 23:39:18
From: e9446@rsl.rtc-limerick.ie (ken-okelly)

thanks to everybody who replied to my request for help on POVRAY.

Ken O' Kelly -> e9446@rsl.rtc-limerick.ie

Thread 4
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1.24 MSG-21 Subject: Re: Where to find Dust

Subject: Re: Where to find Dust
Date: Thursday, 02 February 1995 01:40:49
From: Roger Straub <straub@csn.org>

On Tue, 31 Jan 1995, Robert King (ART) wrote:

>

> >

> > Actually, Dust1.43.lha should be appearing in a few days, if not sooner

>

> >

>

> Are there any english docs?

>

>

I e-mailed the author to ask this same question, and he told me that he had found someone to do the translation, but it wasn't in the new file. He doesn't know when the english docs will be released.

See ya,

Roger

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1.25 MSG-22 Subject: Creating a good smoke effect...

Subject: Creating a good smoke effect...
Date: Thursday, 02 February 1995 02:28:55
From: Alan_Gordie_at_JX2ASYS@pcmailgw.ml.com

hi everybody :)

just wondering if anyone knew of any good ways to create a good smoke effect?

e.g. cigarette with smoke trails rising and twirling.

i've used the smoke ipas module in 3d-studio, but can't seem to duplicate the effect in imagine.

i tried a morphing spiral-shaped object twirling on its axis with fog attributes and roughness (doesn't seem to work too well...)

if anyone can help, please, please, please enlighten me...

thanks for listening ' :)

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1.26 MSG-23 Subject: Xparent objects cutting holes

Subject: Xparent objects cutting holes
Date: Thursday, 02 February 1995 03:02:18
From: Scott Krehbiel <scott@umbc.edu>

Hi everyone,

I'm having a strange problem rendering a scene. I have an object that turns transparent and disappears. It does this nicely, but the problem is that it takes other objects with it.

I should clarify. What happens is that in some places where my now-transparent object (photoresist) intersects another object (polysilicon layer) that it sits on top of, it cuts holes in the

polysilicon, allowing the layer below that, the field oxide to show through.

I can see cracks where the color of the field oxide (bottom half of bun) shows through the polysilicon (burger) because the photoresist (top half of bun) is transparent..

Anybody else had this problem?? The top layer intersects the middle layer, but it'd be pretty difficult to align things so there's no intersection. The cracks appear to be on edges between faces, but when I delete the transparent object, the cracks go away.

Anyone know of a workaround??

Thanks

Scott Krehbiel

scott@umbc7.umbc.edu

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1.27 MSG-24 Subject: Imagine L/T Final question...

Subject: Imagine L/T Final question...
Date: Thursday, 02 February 1995 03:46:21
From: Lamar Milligan <lamarm@moe.coe.uga.edu>

You guys, the check is made out for Imagine L/T, the envelope is addressed, and I'm just about to type out a letter to accompany my

payment, when it occurs to me that I have no idea if Imagine L/T is made for the PC platform. I would assume that it is, but I want to check with you folks here before shipping off the money.

If noone here knows, could you please send me a number I can reach Impulse with. I'll just ask them straight out if you guys (and gals) don't know.

Thanx for all yer help,

Benjamin Milligan

lamarm@moe.coe.uga.edu

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1.28 MSG-25 Subject: Imagine L/T: Thanx for help!

Subject: Imagine L/T: Thanx for help!
Date: Thursday, 02 February 1995 06:59:21
From: Lamar Milligan <lamarm@moe.coe.uga.edu>

Thanks to all who answered me regarding Imagine L/T. My order goes out first thing in the morning, as well as the money for next day shipping. I wrote a short note to send with the check, which gives an address (not my home address) for them to ship the product to.

Does anyone here know whether or not Impulse reads any letters enclosed with orders? I just want to be sure that it ships to the right place, as no one will be at my house to accept the package, and in my neighborhood (right next to a high-school), I'm not exactly secure in knowing that UPS will leave it on my doorstep.

Oh, BTW, does Impulse ship UPS or standard mail for Imagine L/T?

Thanx again. I'll be biting my nails until my package arrives...

Benjamin Milligan

lamarm@moe.coe.uga.edu

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1.29 MSG-26 Subject: T3DLIB R433 Released

Subject: T3DLIB R433 Released
Date: Thursday, 02 February 1995 12:36:22
From: glewis@netcom.com (Glenn M. Lewis)

Hi, all!

I just released version R43 of T3DLIB, and placed it in ftp.luth.se:/pub/aminet/new. It should show up in /pub/aminet/gfx/3d soon... The files are T3DLIB_EXE_R43.lha and T3DLIB_Src_R43.lha (with their .readme files, of course).

The main change is that Rob Hounsell added Imagine 3.0 support to it. Thanks, Rob! See the CHANGES file for more info.

This will most likely be my *last* release of T3DLIB, unless it has a major problem. Many thanks to the few people who have sent in the registration fee over the years. I very much appreciate it! Believe it or not, T3DLIB has been around since 1988, when it started as TTDDD. It, I believe, has served its purpose well, and it is time that I lay it to rest. :-)

Even though I was one of the first subscribers to this mailing

list when Steve Worley started it years ago, I am not subscribed anymore, so if you have specific questions or comments for me, please e-mail to either "glewis@netcom.com" or "glewis@pcocd2.intel.com".

Take care all, and thanks again.

-- Glenn M. Lewis

P.S. If you have no clue what I'm talking about, T3DLIB is a 3D object manipulation "kit" and converter and programmer's library and ASCII format, and all sorts of other things too. :-)

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1.30 MSG-27 Subject: Digimax and other digitizer

Subject: Digimax and other digitizer
Date: Thursday, 02 February 1995 13:50:16
From: Roberto Caruti <caruti@unive.it>

Hello folks!!

I would really like to buy a 3d digitizer, but it seems that the question is not so simple...can someone of you have some experience with Digimax or other digitizer (like Vertisketch, Space Arm etc...) ??

Any suggestion ?!?!? Digimax seems very good...but "seems"...I'm looking at this just because I'm using Imagine but other proposal would be very welcome if they really work!!

Thanks in advance!

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1.31 MSG-28 Subject: Re: Where to find Dust

Subject: Re: Where to find Dust
Date: Thursday, 02 February 1995 14:56:06
From: Steve@mg-plc.demon.co.uk (Steve Gardiner)

Hi Joop,

Sorry if I've missed a thread or three somewhere, but I've been seeing a lot of references to Dust, and I wonder could you tell what it does exactly ??

```
+-----+-----+-----+
| Steve Gardiner           | Paying my debt to society...   |
| Steve@mg-plc.demon.co.uk | Working in Business Publishing !|
+-----+-----+-----+
```

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1.32 MSG-29 Subject: Re: Xparent objects cutting holes

Subject: Re: Xparent objects cutting holes
Date: Thursday, 02 February 1995 18:37:57
From: Scott Krehbiel <scott@umbc.edu>

Well, I found a temporary solution to my problem of transparent objects cutting holes in other objects.

Since the one that turned transparent was the only object to DO

anything, and since the camera sat perfectly still, I just made everything else a backdrop.

Convenient, and saved mucho rendering time, but would like to solve the REAL problem here.

Scott Krehbiel

scott@umbc7.umbc.edu

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1.33 MSG-30 Subject: A2000 '40 boards

Subject: A2000 '40 boards
Date: Thursday, 02 February 1995 19:24:26
From: wilks@lbn.com (Stephen Wilkinson)

Hello everyone!

I have a need to purchase a 68040 board for an A2000. I figured you render-fiends might have some helpful info :) The '40 board I currently have (a Zeus) gives intermittant errors and I need to replace it. I would like some opinions on products to replace this thing. I can't buy a new computer and the Zeus is fully populated with 64Mb of 4MBx8 SIMMS and I'd love to re-use them rather than sell them and buy some funky GVP SIMM :(Anybody have any opinions???

Thanks,

Stephen

Stephen Wilkinson wilks@lbn.com "Programming is like pinball. The
Sr. Software Engineer reward for doing it well is the
LB&M Associates opportunity to do it again."

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

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

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1.34 MSG-31 Subject: IMAGINE L/T FINAL QUESTIO

Subject: IMAGINE L/T FINAL QUESTIO
Date: Thursday, 02 February 1995 19:43:26
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> If noone here knows, could you please send me a number I c=
an

-> reach Impulse with. I'll just ask them straight out if you guys (=

-> gals) don't know.

Impulses order line is: 800-328-0184

Mike -

Email: mike.vandersommen@caddy.uu.silcom.com

BBS: GraFX Haus (Santa Barbara, Ca.) 805-683-1388 v.32 14.4 HST dual

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

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1.35 MSG-32 Subject: Starfield Object

Subject: Starfield Object
Date: Thursday, 02 February 1995 20:04:10
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

Those of us who needed a good starfield object for Imagine, good news=

.

Someone finally made one! It's called 3DStarField.lha and is located =
on

AmiNet in the 3dobj directory. I works and looks just like the ones t=
hat

come with Lightwave 3D. It was somehow converted from a WaveFront
object.

If you have trouble finding it, I'll have it here at GraFX Haus.

Mike -

Email: mike.vandersommen@caddy.uu.silcom.com

BBS: GraFX Haus (Santa Barbara, Ca.) 805-683-1388 v.32 14.4 HST dual

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

Thread 462
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1.36 MSG-33 Subject: Materials

Subject: Materials
Date: Thursday, 02 February 1995 22:15:48
From: Michael Hazlett <tarkin@earthlight.co.nz>

Guyz help...

I'm trying to set up a scene where a cdplayer sits on a piece of satin and the wind blows and the satin moves...It won't move correctly!!

What would be a good way to simulate satin material and move it?? I'm using the metal texture at the moment.

Thanks.

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1.37 MSG-34 Subject: Re: T3DLIB R43 Released

Subject: Re: T3DLIB R43 Released
Date: Thursday, 02 February 1995 22:22:28
From: "Glenn M. Lewis - MPG DA ~" <glewis@pcocd2.intel.com>

Shalini> Hi Glenn.. A long time back I had registered myself for the
Shalini> use of T3DLIB for the Amiga. Well, its been a year now since

Shalini> I touched Imagine, and I sold my Amiga and got a PC
Shalini> instead. Do you have T3DLIB for PC's also? If so can I just
Shalini> get pick it up from the net somewhere, or should I register
Shalini> myself again?

Hi, Shalini!

Thanks for registering! I really appreciate it. There is no
need for you to register yourself again... thanks for the nice
gesture, though.

I haven't compiled it yet for the PC, but maybe I should do
so. It will compile with djgpp, or Watcom... If you want, and have
a 32-bit compiler, you can grab the "Src" lha file, and compile
yourself. Otherwise, I will let you know when I compile it for the
PC.

Since this might be of general interest to people on the
Imagine Mailing List, I'll CC: them. I hope you don't mind. Oh, and
my "R433" was a typo... ooops... that should have been R43, of
course.

Thanks again!

-- Glenn

Glenn Lewis | glewis@pcocd2.intel.com | These are my opinions...not Intel's

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1.38 MSG-35 Subject: Ian Smiths Starfield util

Subject: Ian Smiths Starfield util
Date: Friday, 03 February 1995 01:53:26
From: Michael Hazlett <tarkin@earthlight.co.nz>

Hi I'd love to get a hold of this where is it???

MH

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1.39 MSG-36 Subject: LHA objects again!!!

Subject: LHA objects again!!!
Date: Friday, 03 February 1995 02:31:28
From: Jim Shinosky <tracker@en.com>

First off, I'd like to thank all of you that responded about my first posting about unzipping Amiga .LHA objects on the PC. However, it's still not working. The problem I'm getting now is that LHA says I have a broken archive, and it says this for every one that I try. I have the latest version of LHA(2.13) I believe. Any other suggestions?

Thanks again!

Jim Shinosky

tracker@en.com

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1.40 MSG-37 Subject: Dust 1.43

Subject: Dust 1.43
Date: Friday, 03 February 1995 03:13:14
From: Roger Straub <straub@csn.org>

The file, on aminet under gfx/3d, is dust2.lha (for '020 CPU's) and dust3.lha (for '030 CPU's).

Anyone who owns an Amiga and Imagine should download this utility. Still no english docs, but the online help is in english (type '?' w/o the quotes).

See ya,

Roger

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1.41 MSG-38 Subject: Creating a good smoke effect... (fwd)

Subject: Creating a good smoke effect... (fwd)
Date: Friday, 03 February 1995 05:13:11
From: Charles Blaquiere <blaq@io.org>

Never, ever use roughness in an animation, unless you want to create creepy crawlies on your object.

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1.42 MSG-39 Subject: Materials

Subject: Materials
Date: Friday, 03 February 1995 05:25:20
From: Charles Blaquiere <blaq@io.org>

.Guyz help....

.

.I'm trying to set up a scene where a cdplayer sets on a piece of satin

.and the wind blows and the satin moves...It won't move correctly!!

.

.What would be a good way to simulate satin material and move it?? I'm

.using the metal texture at the moment.

.

.Thanks.

I don't mean to be a tease, but if Imagine were to implement actual displacement mapping (as opposed to the one-shot "applique" modelling function) you could simulate wind by creating a 2-D greyscale image with moving fuzzy elongated blobs. (A vague description, but in my head I can envision exactly how I'd do it) You could even stamp, in Darken mode, a soft-edge square brush to force the satin to stay put where it's covered by the CD player.

But without displacement mapping, I don't see how you could easily do it in Imagine. (Sure, hand-modelling a piece of satin with moving folds and creating tons of keyframes might work, but think of the effort -- Imagine typically offers you the power to create awesome effects with little manual effort)

So, I have to pass to the next player. Anyone?

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1.43 MSG-40 Subject: Modeling strategy

Subject: Modeling strategy
Date: Friday, 03 February 1995 05:41:12
From: Charles Blaquiere <blaq@io.org>

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

From: Wizard <GUEST@novell.dima.unige.it>

Hi fellows,

I should modelling a sort of "space-worm" and I am wondering:
I'd like create an animation of it, so, there are two (I think) ways to
obtain it, I can group single part objects (and use "conform group to
path" to animate them) or use a "states & bones" strategy: what do U
think of those (or other) methods?? What is the fastest?

Off the top of my head, I have no idea which would be faster. However, I
can remind you that using grouped objects will look ugly at the seams;
think of the shoulder joint of most every computer-animated character
you saw until a year or two ago. Using a single, joined object, along
with States, Bones and the appropriate face subgroups, will allow you to
have a smoothly-deforming worm -- and as a bonus, the texture will
smoothly stretch and squash as the worm moves, This effect must be seen

to be believed.

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1.44 MSG-41 Subject: Re: Prostitutes can, why can't shareware authors?

Subject: Re: Prostitutes can, why can't shareware authors?
Date: Friday, 03 February 1995 06:15:39
From: Charles Blaquiere <blaq@io.org>

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

Date: Thu, 26 Jan 95 18:59:20 EST
From: midgard@met.com

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1.45 MSG-42 Subject: Real full transparency (was: photon torpedos)

Subject: Real full transparency (was: photon torpedos)
Date: Friday, 03 February 1995 06:53:40
From: Charles Blaquiere <blaq@io.org>

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

From: Wizard <GUEST@novell.dima.unige.it>

how does it takes to get a REAL full transparency from Impulse?

What's the problem? Why Imagine (I'm currently using PC version 3.0)

cannot manages ___true___ full transparency objects?

And the other renderers, how they use transparent objects?

Can you give me an example? What's your definition of true transparency?

Thanks.

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1.46 MSG-43 Subject: Screenmode Promotion

Subject: Screenmode Promotion
Date: Friday, 03 February 1995 07:11:13
From: Charles Blaquiere <blaq@io.org>

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

From: Andrew D Sullivan <asulliva@uoguelph.ca>

I'm looking forward to using the editors non-interlaced. Could some of you let me know how you've managed to promote your Imagine screens to different screens rather than its default?

Or you could wait "two weeks" (RNS <g>) for Imagine 3.2, which has been reported to offer a 256-color interface which works in resolutions higher than 640x400.

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1.47 MSG-44 Subject: Re: Photon torpedo?

Subject: Re: Photon torpedo?
Date: Friday, 03 February 1995 07:35:33
From: Charles Blaquiere <blaq@io.org>

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

Date: Mon, 23 Jan 1995 23:38:05 -0500 (EST)
From: Charles Blaquiere <blaq@io.org>

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1.48 MSG-45 Subject: Sway FX

Subject: Sway FX
Date: Friday, 03 February 1995 07:49:53
From: Charles Blaquiere <blaq@io.org>

Sway is used to make several objects oscillate back and forth on their own axis. You can use it to create underwater grass, or an army of those obnoxious red liquid-filled glass birds!

Just create all the objects you want to animate, then group them to a parent axis. Load the group in the Stage editor, then add the Sway FX bar in the Action editor. Sway will make all children of a parent object oscillate; the parent is unaffected. The key is in the grouping: using Sway on a single object will do nothing, since the parent is never affected and in this case, there would be no children to affect.

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1.49 MSG-46 Subject: Re: Ian Smiths Starfield util

Subject: Re: Ian Smiths Starfield util
Date: Friday, 03 February 1995 08:00:59
From: IanSmith@psu.edu (Ian M. Smith)

On Fri 3-Feb-1995, Michael Hazlett <tarkin@earthlight.co.nz> wrote:

> Hi I'd love to get a hold of this where is it???

And old version is on Aminet but I have not had a chance to upload the newest version. I'll email you a uuencode, and anyone else that wants a copy before I eventually upload it sometime.

New (and some old) features include....

Stars can be triangles, squares, disks with user defined faces, particle objects or four sided solids.

Stars can be distributed along the outside of a sphere or torus, or partially/completely filling a sphere, torus or cube. All are scalable in all three directions and can use logarithmic star placement to 'fade' the starfield out along the edges.

Stars can be aligned to a user definable point (so disks all face the camera) or given random or no alignment.

Colors can be randomly assigned to each star within a user defined range.

Stars can also be randomy scaled between two values.

--

Ian M. Smith <IanSmith@psu.edu> -- PGP Fingerprint (Email for Key) --

581F3521 6F9D8061 0AA214C8 BE51978D

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1.50 MSG-47 Subject: IMAGINE, DIGIMAX & PC Interrupts

Subject: IMAGINE, DIGIMAX & PC Interrupts
Date: Friday, 03 February 1995 08:55:13
From: wolfram schwenzer <schwenzr@golem.nemeter.dinoco.DE>

Hi, Imagineers,

Perhaps somebody can solve the PC Interrupt riddle which plagues the IMAGINE and DIGIMAX programs:

while the 'gang' at Impulse doesn't give any info about the use of interrupts in running IMAGINE Phil Shaddock advises in his "3D LAB" to set

Stacks=9,256 (which reserves 9 stacks of 256 bytes each for 9 possible interrupts)

in the CONFIG.SYS file. I don't know WHY it is necessary to have as much room (as other programs don't need it) for the interrupt info, but it ran.

When I tried the same for the DIGIMAX program it killed digitizing after about a hundred entries (system went dead, had to do a cold reboot); lowering the number(s) let it kill itself even earlier (i.e. after less inputs).

Can anybody confirm this and/or gimme info about the CONFIG.SYS he/she is using WITHOUT the system being stopped after two hundred or three hundred data points ? (Have given up contacting IMPULSE; they won't even answer two faxes sent within a week's period)

M'#####>P#*>T\$>F`9<3`3L`#####`EM@REI`';UK>U^&1M:9-0W
MMV (CLCTR85E [8BMEA+4"&M; :1-/B`4RNZK``-0REH) &6] ((M8?<P`\$@`#####`W
M'#####>,MK1EP3 (R2,)A2S35PUV-2?1AU [!, OY0@S*=
M#B82VPNREL2V82-X (A6UM5Q-&+X?S&; PCN2X_4FG1UN?^W9+*Y:NU6N/) -9\$
M#<)/PC%, .I\%G*KZ, >, 5YY"N67 [2.9K@S&.R9TZ1KK0G;; R:Z-9, W?" (PF`9`9
M"P#####`6\$^I?DE7**J>GP3USZODBLLL?NZ
M-W' ?@5T*4M>22\$' (GJH:DF4\M, ;GI%;@M) 2] UX* [@XO7D] 7C8"OQEVVN#G9_%
MI3BVTM-\$><KFP^3+?') 1Q (*4EM; 7L=>' IT) 04D^ZTT< ["K<9J+7) Z7&H; Q] ZU
M)\G/\GDN-ZKRN/B2G?\`3BN [ULM9F, Y6:UI+7!W/3\!0LMDURY-1, 9>' N?8F]
M52_*ES><MHZ8E&RO39W, FG39RLF/2RTNG?Q9^2E-\?) H;N+G) ^QF-3;) V [MR`
M- (P<C!8E' HAI+ED<*6WS_8 (F2, RXM+;) 9=-2TN9>Q\$VY/; "TNV`#\$@`#####`Z
M'#####`#, 6D_N3:_#T7<; "HREJ&2H3_T6QU_<K;KVIEG, .ZHJ+9L3
MH [.E/T') @N%"?^V7_) %/TS) J?W4R_P"WG_P5F<OJLYS87U5+Z84) 1?"_8M.F]
M5;U*+B_^I: +%4=IM; 9; 9>34; 8-; O7*TUX.K7@ [7VM?#*E*<&FCM82C?'V?X"
M, \H\GGY+.XL^E0E7&49 (OW8M=\-22, 857TY.6) K19;B_!EX [KPN3.W/<<['_'
M', -=5GU\$NJ.^-%Z>+_"146N) =BYU+I@EPDD1V14EV+3&L+S9YW] JJQHBI] 2XK
M_!KD8BN>X23>NS [F] FZY: [KPRO?.3VXMQ:\ID] M<=V [VY.9A3C) [6CSV=4H38
M?O\`D] 7//5L9PN2ZUVD0/_LYDL*O (FYI=2] F6WI [/!RW#_#P*\64WPF6ZO3W9
MK<NR.S#"Z>R7Z&N3!5509'E?IT7Y-RNHXEV.D_!4MGT_!;!J6<NR4V] <(I27A
M2; 3^W?QS< [:= "7+-) 2WPNQF<] O1H2ZI/Y`%@`#####`EL`C
M!TOV9E0D_`-KF' ZOD8FDI=</], N3LXOK=&2DI_RY>TNW [GF_IR] C94R3XT993
M<>.7;EY.#CY._5>O3C); -' 36WMPB_P`M' GL3) OQVM3TO;P=;' SHVI*; Z7 [KL1
M1, ;B\W/ARX_56XX] 4GM12W [%K\$H5=J:<D05Q4N5+?P=#\$APDDVV::</) E9;/M
MH1FE! :-7;HU6/-=]+Y-X8LIR7* (T\ [J?:U5-2@N3+=JEI\$\$\$) 0??L2T [A/3\D
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MSVZ<;A, 99>W%R<?JFWV?L4ZYSQ [%T:23 [:X?/) W; L9S@WY7DY%M35G8XOP [Z]
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MK/+')9C7LL4X[;1%5DQBONBM_)9JS\$VM1TOPR9-N7.Y?3J86,J]-M_!W,22:A
M7"7P>>JS\$DO<Z&'EO>^=(OK3QN?#++NNVES [MDE=<J [I1 [-__2OB6N7W-'6J-
MI^K;]1<MI;-N+?=R>/R9>'51*EFDJ6F=5T)1Y1#*GK3UX./DS [<DY5*+<5P: ,
MV0E);99=/3/GL;3<5!\&G' S6+^>O3ENKF3 [+SLY60Z8S:7*\%GU:^45J+USYX
M4>7ONSOPRWNY?;UN' "Z\K5N2<:MZ>FN"A?<EW9=R+YPH2TMI:TF<7 (;M;WQO!
MV*Y]SIV<./EW4>5EQBFCBY5SL?">B_;B2WM/?R5I4M/F.CCN.GL\4QQ] .>"W.
M.A,@G2X]B'=,Y48#BUW`7`.....`96O))&SI (@GH (LV3
MG5NS>%DG+ [= [_!%57*U\+]2_33"F.Y<LM (PSLQ2XJG' [I/?R=C!RH66*+VN3X
MAVY<5Y21T?1 (JV:F]Z7) IC): \ [GPWC<LGLJZE&J.FGOG@L4YME+6DG\HX-. =6
M*J3C) ?; [EM7J>G&6U^&;W/P4? .9_-Z=_`C [;7KIC%/V1<H:C7RT<"JR32&
M>WHEAZG7C34; &] /_`#`#R6\G6, <.!OK&.I=WW [E/]M>B:&;3D5N*G%R79; [\$
MG/R[U!O?<GAXLK=:1QX7>K')]2FFI) OG9SH6JN6WSH>K9/3>WOAG/EE*2T=^!
MKC=/I.+BOA%G+STGO;2^"E/,KF]]2V) S5D&G^YS [H=\$BN5KOXN+' TN2R4N [_/
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M4E [(VC) ZG\%6BSJ1/"2U+X*^=E898ZZ5 [7HAC/31) ?Q,@3T3Y;=&,W'8KR?X<
MG%Z) <R@N..Z*%GVRV:T6] \$U [DEZZHMKAE [EMCCAX9:5 [?ZODT-I/J2-2E=,] J
M&P `OD`....."2N/3R^YI%:>V9<@K>^HWE9KL1L
M.3D^0WL!,F@`! (9<VXI>Q@` ;U3Z9%FN6RF35S*V;9YX [[8N?\S] " (WM?WFA:5

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M=+X]03T]EN$NN&RH2T6=+T^S"F<W$<UTS:,$E_,M^Y&%Y=P``2``````````1
M``````````92V8#>P,N1@``````````9@],P`,V<R,!O;``)Z8`&\Y
MFI0-#*9AK3")-``"0``````````J
9````R^>3``````````#__V0``S
``
end
size 3130
```

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1.52 MSG-49 Subject: Re: Screenmode Promotion

Subject: Re: Screenmode Promotion
 Date: Friday, 03 February 1995 09:51:51
 From: "Anime a day..." <b7655@hopi.dtcc.edu>

On Thu, 2 Feb 1995, Charles Blaquiere wrote:

```
> ----- Forwarded message -----
> From: Andrew D Sullivan <asulliva@uoguelph.ca>
>
> I'm looking forward to using the editors non-interlaced. Could some of
> you let me know how you've managed to promote your Imagine screens to
> different screens rather than its default?
> -----
>
> Or you could wait "two weeks" (RNS <g>) for Imagine 3.2, which has been
> reported to offer a 256-color interface which works in resolutions
> higher than 640x400.
```

>

Perfect.. balance on my financial aid will be here on the 21st, so I will gladly place an upgrade offer.. one question, If I start with 3.2 I will get 4.1 also when it comes around???

This is the option I've been waiting for.. my monitor (CTX) is terrible with the DBLNTSC screens, stretches it all out of ratio... I need the Super 72 modes..(overscan 896x612)

Bill

PS, I think the double messages come from people replying to messages and not replacing the TO: with the imagine address and just letting it get cc'ed and someone is bouncing them or something.. I am still getting double on a few of them.

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1.53 MSG-50 Subject: Virtual Memory

Subject: Virtual Memory
Date: Friday, 03 February 1995 13:20:48
From: Oggy <WCCMA1@CF.AC.UK>

hi,

sorry if this post sounds trivial, but I'm an Imagine (v3.0,

Amiga) newbe. What is the best virtual memory manager to use with
Imagine ? My set-up is A1200, 030-50Mhz, 882-50Mhz, 6Mb, 85Mb.

I've tried both VMM and VMem in the last couple of days, but for one
reason or another they don't want to work properly.

- Michael

wccmal@cf.ac.uk

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1.54 MSG-51 Subject: Imagine2.0 pc book

Subject: Imagine2.0 pc book
Date: Friday, 03 February 1995 13:52:00
From: r.boyce@genie.geis.com

Well-

I don't know why but my posts seem to get clipped. The other day I
d to Kenneth O' Kelly about Imagine 2.0 for the pc.

Ken- There is a book called "3d Modeling Lab" published by the
dnd has Imagine 2.0pc on the back

my Question, does any one know the address to subscribe to the
iling List? How about the "official FTP" sites?

Thanks

Rob

Thread 3

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1.55 MSG-52 Subject: Re: Materials

Subject: Re: Materials
Date: Friday, 03 February 1995 14:54:12
From: gregory denby <gdenby@twain.helios.nd.edu>

Mike Hazlett writes:

> What would be a good way to simulate satin material and move it?

and Charles Blaquiere comments,

>But without displacement mapping, I don't see how you could_easily

>_do it in Imagine.

Yes, this is not an easy task. After all, just what would fluttering satin look like any way? Especially if it is pinned down by a CD player.

First of all, I wouldn't use a metal texture. I'd make the satin somewhat dark, use a medium-high level of specularly in a somewhat warmer color, and only add a bit of hardness.

As far as the modelling goes, I suppose there's no way out of a hand modelling. I'd make a rectangle a good bit larger than the CDplayer. I'd raise a few of the remaining points at random, and create a default state. Then I'd puff up some of the fabric using small amounts of bell curve magnetism. Make state 2. Next, I'd transform the cloth on the vertical axis by scaling with a $z = -1$. This would be state three. I'd reverse the previous action, and scale it by 60%.

State four now set. Reverse the z scaling once again, and scale yet again by 60%. State Five, and almoist done. I'd then try a state anim like this

Default -10 frames-Two-14-three-18-four-24-five-24-default-8-default.

If this didn't work, I'm not quite sure which other way I might go.

Hope this helps,

Greg Denby

gdenby@darwin.cc.nd.edu

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1.56 MSG-53 Subject: Re: Screenmode Promotion

Subject: Re: Screenmode Promotion
Date: Friday, 03 February 1995 18:35:27
From: Douglas Rudd <rudd@plk.af.mil>

>

> Perfect.. balance on my financial aid will be here on the 21st, so I
> will gladly place an upgrade offer.. one question, If I start with 3.2 I
> will get 4.1 also when it comes around???

>

Sorry. The way the upgrade was explained when it first started was:

You could upgrade incrementally - 3.1, 3.2, ... 4.0 for a fee of \$100/platform. Where ever you buy into the sequence, the price is still the same and it takes you to ver 4.0. That's what you are paying \$100 for - ver 4.0.

or

You could wait for 4.0 to come out and pay \$100/platform for the package then.

Your choice.

Im4.1 will be part of the next "Imagine Year" sequence towards ver 5.0 and will cost us a new round of upgrade fees (if I understand it correctly). I say "Imagine Year" as Impulse said it would take about a year to get to IM4.0 but the as I understand it, the upgrade cycle carries you to IM4.0, how ever long it takes.

Doug Rudd

The new order:

"Remember- an American first and a politician second".

"Spoken like a true American politician".

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1.57 MSG-54 Subject: Re: PC Imagine Objects from A...

Subject: Re: PC Imagine Objects from A...
Date: Friday, 03 February 1995 18:45:50
From: CaptKurt@aol.com

Get the latest version of LHA for the PC and the rename the archive files

from *.lha to *.lzh(this is the extension that the PC uses) and you should have no problems.

I regularly use LHA to get files from AMINET, as well as transferring back and forth between my PC at home and the Amigas at school.

Kurt

Thread 321
--> RETURN TO CONTENTS!<==

1.58 MSG-55 Subject: CONFIG.SYS

Subject: CONFIG.SYS
Date: Friday, 03 February 1995 20:00:59
From: greg.tsadilas@hofbbs.com

Many PC people are having difficulties configuring their system to run Imagine with EMM386 & Himem.sys. Following is the bulk of my CONFIG.SYS that allows me to have ONE boot-set up, and properly run all my software, including EMM386 & Himem.sys. Note, I am using MSDOS 6.2

With this I never need to reboot just to run Imagine, and Windows, and everything else seems to do just fine also. You still need to run Imagine with the "/noxms" switch though.

-----snip-----

FILES=40

BUFFERS=40

DEVICE=C:\DOS\HIMEM.SYS /shadowram:on

```
DEVICE=C:\DOS\EMM386.EXE RAM HIGHSCAN
DEVICEHIGH=C:\DOS\SETVER.EXE
DOS=UMB
LASTDRIVE=Z
FCBS=16,0
DEVICEHIGH=C:\MOUSE\MOUSE.SYS
DOS=HIGH
DEVICEHIGH=C:\DOS\ANSI.SYS
SHELL=C:\DOS\COMMAND.COM C:\DOS\ /e:2000 /p
BREAK=ON
STACKS=9,256
DEVICEHIGH=C:\DOS\DBLSPACE.SYS /MOVE
```

-----snip-----

Hope this helps someone.

-GreG tsadilas

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

1.59 MSG-56 Subject: Working with bitmaps

```
Subject: Working with bitmaps
Date:    Friday, 03 February 1995 20:05:10
From:    Douglas Smith
```

Hello!

Charles Blaquiere <blaq(a)io.org> very kindly posted up the new features list

from 3.1. Imagine now has an ability to allow you to work with bitmaps. I have been doing this sort of thing for quite some time. Here's how..

I find that the best sort of image to work with is obviously one made up of lots of lines, some of the best are those nice little painting illustrations that are always part of the instruction sheet for model kits.

If you're using one of these, set your scanner to text mode, 200dpi seems to work best and scan. Then clean up the image in DPaint, this is the key step, so don't skimp, get an image made up of smooth sharp lines.

If you are using a colour image, you need to get it into two colours, for this either start drawing on top in DPAINT, then stencil your new lines and rub out the image. One method that can work, is to use an Emboss command (have a look at PBM tools), this will effectively outline different blocks of colour, you can then just touch it up in DPaint. Beware that you tend to lose a lot of dimensional accuracy doing this unless you have a really high resolution image, so be careful.

If the drawing is to scale, mark a scale on it, a simple graduated bar. preferably one horizontal and one vertical round the part of the image that you are interested in. when you clean up the drawing make sure these scale marks are clear. You can later use these marks to scale the bitmap to an imagine grid.

Now use ConvertIFF/ILBM, say no to the add faces requester, and in a minute or so all the lines will appear. Now all you have to do is to go into pick points mode and tidy it up a little more. Save this.

If you have a plan, front and side view you can position these objects so they are visible in their respective window, but not visible in the other

windows, i.e position the front view so it is say, 500 units in front of the world-centre etc. then redraw speeds are quite nippy.

Using this method may be a bit more memory intensive than using a bitmap, but you can zoom in to see finer detail. Also the images can be to a known scale and you can scroll the windows about without loosing the image.

Well done to impulse for providing a real bitmap feature though.

As far as the other features go, most of them are superb.

> 1: About box. Every version of the constant update

Someone is listening to us. This is the only sensible thing to do.

> 2: States.. In version 3.0 of Imagine, you were not able

sounds sensible

> 3. DXF... In Imagine 3.0 our DXF handler was, to be

I have never managed to get any DXF objects to load in under 3.0

> 4. Backdrop Images. This feature is especially useful

Covered above.

> 5. FLC and ANIM brushes.... In the past you had to make a

At last ! what surprises me is that I have not missed this feature, I certainly

should have.

> 6. SHOW PIC and ANIM... Over the years we have always

The people who use multitasking machines will probably be saying so what? I just

+-----+-----+

|A4000/30 & 486 sx 40 | "If I was organised, I'd be dangerous" |

+-----+-----+

|My employer is not responsible for my opinions; I'm not supposed to have them |

+-----+-----+

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

1.60 MSG-57 Subject: Re: Materials

Subject: Re: Materials
Date: Friday, 03 February 1995 21:31:26
From: craigh@fa.disney.com

To make your moving satin material get "Morphus" software that is (was?) available from Impulse. It will do exactly what you want. Or get Lightwave and use the displacement mapping technique mentioned earlier.

I'm not sure if "Morphus" is available for the PC.

--

Craig Hoffman	craigh@fa.disney.com	(818) 544-2179
Walt Disney Feature Animation	1420 Flower Street	Glendale, CA 91221

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1.61 MSG-58 Subject: Archives...

Subject: Archives...
Date: Friday, 03 February 1995 21:32:31
From: Lamar Milligan <lamarm@moe.coe.uga.edu>

Hi all!

Now that I am getting Imagine L/T PC, I was thinking of getting some of the IML archives to read through. I hear you folks talking about "states", and the Spline editor, but since the last version of Imagine I used on my Amiga was 2.0, I have never seen these options.

Could someone point a finger towards the archives for me? And if it hasn't been discussed in the not-to-distant past, could someone mail me a brief description of how states work. If this info is in recent archives (past 6-months or so), I can just read it there, tho.

Also, I am assuming that there is no upgrade path for Imagine L/T other than going to Imagine Pro 3.x. What I would like to know is which version of Imagine is L/T equivalent to? 3.0 or 3.1?

Thanx for the pointers!

Benjamin Milligan

lamarm@moe.coe.uga.edu

Thread 306

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1.62 MSG-59 Subject: Thanks

Subject: Thanks
 Date: Friday, 03 February 1995 21:55:18
 From: n9390037@eng.hud.ac.uk (MR. D.S.DOBSON)

 Hello fellow Imagineers!

I would like to thank those who responded to my query on the use of the magnet option. Thank You.

I have spent the last week revising for my end of semester exams, last one was today, so i have had little time to read my mail. Now that i have some free time i am going to spend it playing with, yes you've guessed it, Imagine!
 However i am getting bored with the textures that were supplied with the Amiga Format Coverdisk. I have downloaded some from Aminet, However these are really brushmaps. Does anyone know where i can find some new textures ?

Thanks again,

Dan

```
#####
#
# N9390037@eng.hud.ac.uk      "To be or not to be? That is the question.  #
#                               Oh sod it! I'll Have a Bigmac and fries." #
#####
```

Thread 351

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1.63 MSG-60 Subject: Grow f/x problem

Subject: Grow f/x problem
Date: Saturday, 04 February 1995 00:37:53
From: Mr KRZYSZTOF KORSKI <SZULD@ucinvl.uci.agh.edu.pl>

Hi,

Using GROW effect gives me Guru. It was line-f emulation error.

Do I really need math-coprocessor to have GROW effect?

Krzysztof Korsi
szuld@ucinvl.uci.agh.edu.pl

A500, 68000, K1.3, DF1: 5.25" , 2.5MB RAM ,AR Mk III, patience :)

Thread 297
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1.64 MSG-61 Subject: Re:lha again!

Subject: Re:lha again!
Date: Saturday, 04 February 1995 02:41:42
From: Jim Shinosky <tracker@en.com>

I tried this too!

> Get the latest version of LHA for the PC and the rename the archive files
>from *.lha to *.lzh(this is the extension that the PC uses) and you should
>have no problems.

> I regularly use LHA to get files from AMINET, as well as transferring back

>and forth between my PC at home and the Amigas at school.

> Kurt

Thread 357
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1.65 MSG-62 Subject: Re:lha again!

Subject: Re:lha again!
Date: Saturday, 04 February 1995 03:04:14
From: Jim Shinosky <tracker@en.com>

I got it through my WWW browser which doesn't have problems downloading anything else.

>Are you sure you downloaded the zip in binary? I've been unlha'ing on
>the PC with no problems.

>Ed Totman

>etotman@gort.ucsd.edu

On Thu, 2 Feb 1995, Jim Shinosky wrote:

>

> First off, I'd like to thank all of you that responded about my first
> posting about unzipping Amiga .LHA objects on the PC. However, it's
> still not working. The problem I'm getting now is that LHA says I have a
> broken archive, and it says this for every one that I try. I have the
> latest version of LHA(2.13) I believe. Any other suggestions?

>
> Thanks again!
>
> Jim Shinosky
> tracker@en.com
>
>
>

Thread 61
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1.66 MSG-63 Subject: Re: Thanks

Subject: Re: Thanks
Date: Saturday, 04 February 1995 03:59:57
From: Roger Straub <straub@csn.org>

On Fri, 3 Feb 1995, MR. D.S.DOBSON wrote:

> Hello fellow Imagineers!
>
> Format Coverdisk. I have downloaded some from Aminet, However these are really
> brushmaps. Does anyone know where i can find some new textures ?
>

There is a file called IITextures.lha in aminet under gfx/3d. It contains
about 8 textures, and I'm not talking brushmaps.

> Thanks again,

> Dan

>

> #####
#

> #

#

> # N9390037@eng.hud.ac.uk "To be or not to be? That is the question.

#

> # Oh sod it! I'll Have a Bigmac and fries."

#

> #####
#

>

See ya,

Roger

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1.67 MSG-64 Subject: Re: Photon torpedo?

Subject: Re: Photon torpedo?
Date: Saturday, 04 February 1995 03:59:58
From: Roger Straub <straub@csn.org>

I can think of 2 ways to make a photon torp.

1:In Detail, create a default primitive sphere. Copy it, scale it down to .8, Paste it, and group the 2 objects together. The larger sphere's att's should look like this:

Color:255,0,0

Fog length:125

Phong

Bright

FogPaint texture:

T:.8

Denser Color:255,100,0

2nd Color:255,0,0

Scale the axis to be just as big as the sphere

The smaller sphere's attrs should look like this:

Color:210,15,15

Phong

Bright

Light:

Color:500,0,0

Point Source

Controlled Falloff

FireBall texture:

Color 1:255,15,15

Color 2:200,30,0

The rest of the settings are 0.

Axis size should be slightly larger than the sphere.

Load this object into Action after setting the # of frames. Add the Spike effect on frames 2(right after the torp exits the torpedo tube) to the last frame that the object will be in the camera's view. You might want to tweek the Spike settings. Set up the motion in Stage, and you're all set. Render and serve.

2:I have a PhotonTorpedo object that looks like a cylinder with an envelope around it that looks like some pictures I've seen of the heat streaming off of the Space Shuttle's nose. I will mail it to anyone who's interested. The uuencoded file is about 22432 bytes small.

See ya,

Roger

Thread 424
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1.68 MSG-65 Subject: Moving cloth

Subject: Moving cloth
Date: Saturday, 04 February 1995 04:19:26
From: w.graham6@genie.geis.com

You can make nice moving cloth with Imagine's Applique function and a paint program. I use Cinemorph to squish the Applique image around. Just save a series of these, then Applique them to a primitive plane with a fairly high number of triangles. But prior to using the first one, define a State for the flat plane, and as you Applique each image, define a new State for each deformation, resetting the object to the flat State for the next Applique pic. Then just morph them in the Action editor. With 3.1's ability to load backdrop images, it becomes very easy to have the bumps and dimples where you want them.

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1.70 MSG-67 Subject: Re: Creating a good smoke effect...

Subject: Re: Creating a good smoke effect...
Date: Saturday, 04 February 1995 09:01:27
From: ROB NEILL <robn@ozemail.com.au>

> hi everybody :)

> just wondering if anyone knew of any good ways to create a good smoke
> effect?

> e.g. cigarette with smoke trails rising and twirling.

> if anyone can help, please, please, please enlighten me...

Yeh, there was a smoke tutorial on an old IML archive. And it goes like this...

```
-detail editor
  -add primitives: sphere
  -attributes: color 128,128,128      fog 180
             clrnoiz texture:
             color 64,64,64      r,g,b,color vary 0
  -particles: cube
             random align
             interpolated
             dimension 150 units
  -save obj
```

-action editor

-add particle effect to loaded sphere (to all anim frames)

emission

travel distance 100 units

scaling 1

time to terminal h 2

elasticity 50

time to terminal z TOT

velocity .5

min angle x -5

max angle x 5

wind velocity 5

wind angle 33

wind start TOT*(-1)

wind stop TOT

emission 95%

SET ALL OTHER VALUES TO 0

TOT ==== number of tot frames

So there you go...

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1.71 MSG-68 Subject: Re: Materials

Subject: Re: Materials
Date: Saturday, 04 February 1995 09:11:22
From: Michael Hazlett <tarkin@earthlight.co.nz>

On Fri, 3 Feb 1995, gregory denby wrote:

>
>
> Yes, this is not an easy task. After all, just what would fluttering
> satin look like any way? Especially if it is pinned down by a CD
> player.

Thanks for that help Greg I think I'll get rid of the wind blowing :)

MH

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1.72 MSG-69 Subject: Cuttings??

Subject: Cuttings??
Date: Saturday, 04 February 1995 16:51:04
From: Karl Dyson <karld@feklore.demon.co.uk>

In a message Curcio Nicholas mentined cutting the top 2/3 of a sphere off, well I still ain't got a manual (probably upgrading anyway!) so does some kind person want to explain how to do that small thing!?!

Thanx,

Karl

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1.73 MSG-70 Subject: LW vs. Imagine

Subject: LW vs. Imagine
Date: Saturday, 04 February 1995 17:19:22
From: Karl Dyson <karld@feklore.demon.co.uk>

Incase this isn't quite clear - I have absolutely NO doubts about the power and ease of use of Imagine (I'm not much of an imagineer (?) yet, but I love it).

But, Lightwave has visably proven itself to be great at commercial tv progs. I await eagerly to see Imagine used on something as public as B5.

Mike Halvorson...I want you to know that when I see Imagine doing something like the above mentioned, it will probably kick the shit out of lightwave anyway - so then I'll look like a complete fool :) , but I haven't seen any yet so I don't know!

Perhaps you could let a few names drop so I know what to look out for.

Just out of curiosity, does anyone know if theres going to be another

Imagine version out soon on Amiga. I'm thinking of some major upgrades or perhaps an Amiga 4000 and I wanted to get Imagine for it, but if I buy v3.0 and two months later v4.0 is released I'll be annoyed.

Oh, does anyone know of a dealer who still sells A4000's - they should be cheaper now that Commodore has had its probs. and noone seems to advertise having any.

KARL

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1.74 MSG-71 Subject: More Imagine Textures

Subject: More Imagine Textures
Date: Saturday, 04 February 1995 19:08:52
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> However i am getting bored with the textures that were supplied with

-> Format Coverdisk. I have downloaded some from Aminet, However these are

-> brushmaps. Does anyone know where i can find some new textures ?

For the Amiga, there is Essence I and II. Also a program to create your

own, called Forge. Both by Steve Worley from Apex Software. Then you can

upgrade to Imagine 3.1 which includes a jillion new textures for both

the Amiga and PC.

Mike -

Email: mike.vandersommen@caddy.uu.silcom.com

BBS: GraFX Haus (Santa Barbara, Ca.) 805-683-1388 v.32 14.4 HST dual

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

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1.75 MSG-72 Subject: Cutting up a sphere

Subject: Cutting up a sphere
Date: Saturday, 04 February 1995 19:28:15
From: KEN_ROBERTSON@robelle.com

Karnld@feklore.demon.co.uk would like to know how to cut the top
2/3 of a sphere off.

This is quite a basic function. In the detail editor, select your
sphere object.

1. From the Pick-Menu, choose Drag Box.

Instead of picking single points (or objects) with a mouse click,
you click and hold, press the shift key, then drag the mouse. All
of the objects/points will be picked.

2. Select Pick Points R-Amiga 3, or Right Alt-3
 3. Using the drag box, select the top 2/3 points of the sphere.
 4. Let go of the mouse button. Press Right-Amiga D or Right-Alt D to
delete the points.
-

This method works best if you created the sphere with the "stagger points" option. Note that this will only work on a primitive sphere.

\KenR

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1.76 MSG-73 Subject: Re: Ian Smiths Starfield util

Subject: Re: Ian Smiths Starfield util
Date: Saturday, 04 February 1995 20:47:45
From: cwhite@teleport.com (Curtis White)

>On Fri 3-Feb-1995, Michael Hazlett <tarkin@earthlight.co.nz> wrote:

>> Hi I'd love to get a hold of this where is it???

>

>And old version is on Aminet but I have not had a chance to upload

>the newest version. I'll email you a uuencode, and anyone else

>that wants a copy before I eventually upload it sometime.

>

>New (and some old) features include....

>

> Stars can be triangles, squares, disks with user defined faces,

>particle objects or four sided solids.

> Stars can be distributed along the outside of a sphere or torus,

>or partially/completely filling a sphere, torus or cube. All are

>scalable in all three directions and can use logarithmic star

>placement to 'fade' the starfield out along the edges.

> Stars can be aligned to a user definable point (so disks all face

>the camera) or given random or no alignment.
> Colors can be randomly assigned to each star within a user defined
>range.
> Stars can also be randomly scaled between two values.

Is this starfield a program or is it an Imagine object? If it is a program,
is there a PC version?

Curt

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1.77 MSG-74 Subject: Re: Moving cloth

Subject: Re: Moving cloth
Date: Saturday, 04 February 1995 21:01:08
From: Lamar Milligan <lamarm@moe.coe.uga.edu>

On Fri, 3 Feb 1995 w.graham6@genie.geis.com wrote:

> You can make nice moving cloth with Imagine's Applique function and a paint
> program. I use Cinemorph to squish the Applique image around. Just save a
> series of these, then Applique them to a primitive plane with a fairly high
> number of triangles. But prior to using the first one, define a State for
> the flat plane, and as you Applique each image, define a new State for
> each deformation, resetting the object to the flat State for the next
> Applique pic. Then just morph them in the Action editor. With 3.1's ability
> to load backdrop images, it becomes very easy to have the bumps and dimples
> where you want them.

>

Hey, what exactly does this Applique function do? Sounds like some sort of displacement mapping, but on a more permanent basis. (When you map an image to the object, it permanently warps the object as if it were a displacement map.)

Is this correct?

Benjamin Milligan

lamarm@moe.coe.uga.edu

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1.78 MSG-75 Subject: Cutting up a sphere

Subject: Cutting up a sphere
Date: Sunday, 05 February 1995 00:11:16
From: Charles Blaquiere <blaq@io.org>

As a comment, I have set "Click", "Drag" and "Lasso" as user buttons at the bottom of the screen. I use them so often that the gold is starting to wear off! B^D

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1.79 MSG-76 Subject: LW vs. Imagine

Subject: LW vs. Imagine
Date: Sunday, 05 February 1995 00:18:10
From: Charles Blaquiere <blaq@io.org>

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

From: Karl Dyson <karld@feklore.demon.co.uk>

...

I await eagerly to see Imagine used on something as public as B5.

One problem is that Impulse has never been very public about commercial uses of Imagine, unlike NewTek who have very close ties with the entertainment community and keep throwing recognizable images at us.

In all these years, I'd never seen any high-quality Imagine pictures in Impulse's ads. This has changed with Imagine L/T; its ads show, in my opinion, some quite decent images which don't make Imagine look substandard. Finally!

Just out of curiosity, does anyone know if theres going to be another Imagine version out soon on Amiga. I'm thinking of some major upgrades or perhaps an Amiga 4000 and I wanted to get Imagine for it, but if I buy v3.0 and two months later v4.0 is released I'll be annoyed.

Phone Impulse, tell them which version of Imagine you currently have, and ask them about the auto-upgrade program. Basically, the auto-upgrade program lets you pay for Imagine 4.0 right now, so you'll receive it when it's out -- but in the meantime, you also receive 4 interim versions of Imagine, so you can start playing with new features as they appear, rather than having to wait for 4.0! It's arguably the best idea

Impulse has ever come up with. It doesn't cost you any more than the regular 4.0 upgrade would've. I tell you, I have Imagine 3.1 (3.2 out RSN) and would never consider going back to 3.0 and parting with the new toys-- er, tools.

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1.80 MSG-77 Subject: Re: Ian Smiths Starfield util

Subject: Re: Ian Smiths Starfield util
Date: Sunday, 05 February 1995 03:07:01
From: IanSmith@psu.edu (Ian M. Smith)

On 03-Feb-1995, cwhite@teleport.com (Curtis White) wrote:

> Is this starfield a program or is it an Imagine object? If it is a
> program, is there a PC version?

It is currently an Amiga only program, but the starfields it produces should be able to load into the IBM version as well.

--

Ian M. Smith <IanSmith@psu.edu> -- PGP Fingerprint (Email for Key) --

581F3521 6F9D8061 0AA214C8 BE51978D

Thread 46
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1.81 MSG-78 Subject: Re: Moving cloth (fwd)

Subject: Re: Moving cloth (fwd)
Date: Sunday, 05 February 1995 05:18:30
From: Charles Blaquiere <blaq@io.org>

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

From: Lamar Milligan <lamarm@moe.coe.uga.edu>

Hey, what exactly does this Applique function do? Sounds like some sort of displacement mapping, but on a more permanent basis. (When you map an image to the object, it permanently warps the object as if it were a displacement map.)

Exactly. Applique uses the greyscale values of a 2-D image to deform an object in the Detail editor. Imagine doesn't yet offer displacement mapping, where the object is deformed in Stage; this technique allows you to set the brushmap in motion relative to the object, and have the deformations follow suit. You could do the same with States, but you'd have to create one keyframe for every frame in the final animation. It's very labor-intensive; I know, I've been sitting on the computer all day trying it out!

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1.82 MSG-79 Subject: Bouncy, bouncy, bouncy...

Subject: Bouncy, bouncy, bouncy...
Date: Sunday, 05 February 1995 06:06:56
From: Charles Blaquiere <blaq@io.org>

Seems like some users (okay, one) have received multiple copies of my UUencoded brain cell/photon torpedo. Oh dear, oh dear. If any of the more experienced users on the IML have any idea why this has happened, please enlighten me in E-mail so I can avoid this kind of embarrassment in the future. Thanks.

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1.83 MSG-80 Subject: Re: Materials

Subject: Re: Materials
Date: Sunday, 05 February 1995 06:26:17
From: Charles Blaquiere <blaq@io.org>

I'm getting somewhere with your satin project. I came up with two methods. The ripple method animates waves over your object, but the satin may penetrate the edges of the CD player; this can be remedied by landing your CD player a few units away from the satin's surface; depending on the camera angle, you could get away with it. The second method uses modelling to create several states, which can be morphed. Each state can be hand-tweaked to achieve a flat surface where the CD player will lie.

THE RIPPLE METHOD: ADDING MOTION IN THE ACTION EDITOR

- Add a primitive plane, 20x20 sections. (You can start over with a more detailed plane, when you get a feel for the

technique)

- Move its AXES ONLY to -150,70,0. Give it satin attributes and save.
- In the Action editor, set #frames to 60 and load the object. Add a Ripple FX with these settings: Start=1, End=60, Radial around Z, 60, 3, 500, 70.
- Do a wireframe preview in Stage. You'll see a still plane, then growing waves move across the surface, then the waves taper down to nothing.

PROS:

- Easy to do.
- Smoothness of wave motion does not depend on number of keyframes.

CONS:

- Waves are too regular and may not look natural enough for your taste.
- Waves occur everywhere, so you can't land the CD player exactly on the satin.

THE WAVE METHOD: ADDING MOTION IN THE DETAIL EDITOR THROUGH STATES

- Add a primitive plane, 20x20 sections. (You can start over with a more detailed plane, when you get a feel for the
-

technique)

- Rotate 90 degrees in X, then Align AXES ONLY to 0,0,0. This makes the plane horizontal, with normally-aligned axes.
- Place your CD player in its final position. You may want to replace it with a simple 1x1 plane to speed up screen redraws; all you need is to see where the player will sit.
- Using Drag Box in Hide Points mode, in the Top view hide all the points from the satin plane which lie inside the area covered by the CD player, except for one row on each side. Then enter Pick Faces mode, define a Drag Box enclosing 2 extra rows of points outside each side of the player. Fracture those faces.

What I want you to do is basically fracture the satin in the area around the CD player, to avoid having big ugly angles showing up in front of the CD player's base. But you don't need the extra faces created by fracturing under the player, where nobody will see. This is why you hid some points before.

(Isn't Imagine's modeler wonderful?)

- Create the DEFAULT state, then create STATE-1 through STATE-6 with Shape on.
 - Scale axes only to 300,30,10 and move the axes only to -150,70,0.
 - Apply Functions/Wave. You'll see your satin acquire a series of gracefully curved waves, tapering off to one corner.
-

- Scale axes only back to 50,50,32 and move the axes only back to 0,0,0. Since all states are relative to DEFAULT, any axis movement must be undone before updating a new state.
- Update STATE-1.
- Set to the DEFAULT state.
- Scale axes only to 300,30,10 and move the axes only to -140,60,0. This moves the origin of the wave effect relative to STATE-1.
- Apply Functions/Wave.
- Scale axes only back to 50,50,32 and move the axes only back to 0,0,0.
- Update STATE-2.
- Create STATE-3 through STATE-6. You don't want to create too many, because as the axis gets closer to the plane when you apply the wave effect, the waves' circular nature becomes more noticeable. (As I already stated, blowing wind tends to make gently curved waves, not circular ones)
- You can then morph between each state (starting at STATE-1 -- forget DEFAULT) to simulate a gently blowing breeze.

ADDING THE CD PLAYER LANDING STRIP <g>:

- In order to make the satin appear caught under the CD player, you need to scale all points under the player by 0 in Z. However, this would create an ugly fold; what you need is to scale points closer and closer to 0 in Z as you approach the
-

edge of the player. This is why we added all those extra faces (and points, narf) just outside the base.

In STATE-1 thru STATE-6, do the following:

- Enter Pick Points mode with Drag Box on.
- Select the area around the CD player, including all the extra points. Scale them in Z by 0.8.
- Select the previous area, minus one row of points on each side. Scale these points in Z by 0.6.
- Select the previous area, minus one row of points on each side. Scale these points in Z by 0.3.
- Finally, select the previous area, minus one row of points on each side. Scale these points in Z by zero. All the points inside this last area will lie flat at $Z=0$.

Note: my model had 4 rows of extra satin plane points around the edges of the CD player. The cumulative effect of those scaling operations will scale each row of points by 0.8, 0.5, 0.15, and 0. This gives a realistic spline curve to the area. If you have more or less than 4 rows of points surrounding the CD player, you'll need to come up with your own set of numbers. (I think the actual values are not critical. I'm being nitpicky.)

When you use Wave, you apply a radial wave, like the ripples when you drop a pebble in a pond, starting at the axis position.

The ripples diminish depending on their distance from the axis. Z size controls the maximum height of the ripples, Y size controls their frequency (how closely-spaced the ripples are), and X size controls how far away they'll have an effect on your object.

When you move the origin away from the actual object points, you only apply part of the wave pattern to you satin, so it doesn't appear like circular waves -- wind blowing across satin doesn't look like that. (Leave the axis position at the center of the plane and you'll see what I mean)

A POSTSCRIPT

After trying this myself, I found my numbers gave rise to an animation that was slightly chaotic at times. I don't know if I made a mistake while creating the states (I never touch the stuff myself), or if the numbers I've suggested are simply off a bit. (Each state's waves originate 10,10,0 units from the previous state's; perhaps I should've made that 5 units and created twice as many states -- after a while, I got a rhythm going and could create a new state in 2 minutes)

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1.84 MSG-81 Subject: Particles effect HELP!?

Subject: Particles effect HELP!?
Date: Sunday, 05 February 1995 07:08:25

From: Scott Krehbiel <scott@umbc.edu>

I'm trying to use the particles effect to simulate a block of Aluminum being pounded by a particle accelerator, to make tiny little blobs of aluminum shoot off and coat stuff. This technique is called Sputtering, and is used in depositing Al on semiconductor chips to form contact in the photolithography process.

So I created a plane, 30*30 sections, and used the particle effect on it in the stage editor. It seems that the "Distance Travelled" requestor acts strange. If I type in 150 as the distance, they move about 1000. If I type in 15, they move about 5.

It's strange... I can't seem to find the connection. I figured that either they're moving that distance over the entire length of the effect, or they move that distance each frame, but neither seems to be the case.

The REALLY annoying thing is that when I stumble on the right number to make the particles move 150 units and stop there, that's just what they do... they stop there and just hang out for a while.

How can I make my partices move 150 units over the 30 frames of my effect, (not over 5 frames, then take a coffee break) and then disappear??

Can anyone tell me how to tame this weird requestor?? By the way, I'm using the effect set to Emission.

Any suggestions would be highly appreciated... I'm supposed to turn in a finished product on Monday.

Thanks

Scott Krehbiel

scott@umbc7.umbc.edu

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1.85 MSG-82 Subject: Re: Cutting up a sphere

Subject: Re: Cutting up a sphere
Date: Sunday, 05 February 1995 09:51:10
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> As a comment, I have set "Click", "Drag" and "Lasso" as user buttons at
> the bottom of the screen. I use them so often that the gold is starting
> to wear off! B^D

Why not just use the Default Function keys F6(click), F8(drag box) & F9(lasso).

Its actually quicker than using the gadgets and leaves extra space for some other gadgets. Just my opinion, if you like using gadgets for them thats fine too..

=RRW=

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1.86 MSG-83 Subject: Fog objects and global fog

Subject: Fog objects and global fog
Date: Sunday, 05 February 1995 11:10:33
From: ROB NEILL <robn@ozemail.com.au>

I was reading through an old IML archive and saw that someone said that fog objects idn't work in global fog. Well I got news for you! It does! So I've made a little underwater scene with low rolling hills along the ocean floor and a supmarine that appears from out of the fog. OK so heres how you make a cool fog spotlight...

- Add a primitive cone (and leave it OPEN at the bottom for the best effect)
- press F1 to select it
- go into attributes
 - set the fog length to 50
 - make it bright
 - add the ghost texture with these settings:

150 fog length at T

1 T
- hit OK and OK to get back to the detail editor
- Add an axis
- select it with F1
- go into the transformation requester
- click position and type 100 in the Z box. Then OK

The axis should be sitting on the top of the cone.

- rotate it -90 degrees around the x axis so that the y axis points down into the cone.
-

- press s and scale the whole axis object by a factor of 1.56 and press space
- then press s then l then shift Y to and scale it by a factor of 2.00

The Y axis should now reach all the way down the cone.

- go into attributes
 - click light
 - click on point source, round shape, cast shadows
 - click OK
 - add a the light texture 'softedge' with default settings
 - click OK to go back to detail editor.
- select both the axis and the cone and select group
- save it

And now you have a fog spot light to rival those of Lightwave. One thing to note though is that you must keep the wide end of the object hidden in what ever you're lighting up. eg. if you are pointing it at the ground, scale it so that the wide end is underground. You can make another one which has a closed bottom but it doesn't look rounded like this one. Render two, side by side and find out.

If anyone would like a demo staging file to see what the hell I'm on about. Tell me and I'll UUencode it and send it to you.

Happy rendering!

Dylan (Not Rob) Neill

(I'm using my Dads mailing account unil I get my own :)

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1.87 MSG-84 Subject: Re: Materials

Subject: Re: Materials
Date: Sunday, 05 February 1995 13:06:13
From: Paul Rance <paul@rance.demon.co.uk>

Organization: Home

X-MailViewer: Mail 1.12

On Fri, 3 Feb 1995 07:44:04 +1300 (NZDT) Michael Hazlett <tarkin@earthlight.co.nz> said

>Guyz help...

>I'm trying to set up a scene where a cdplayer sits on a piece of satin

>and the wind blows and the satin moves...It won't move correctly!!

>

>What would be a good way to simulate satin material and move it?? I'm

>using the metal texture at the moment.

>

>Thanks.

If you have essence 2 there is another way. You can use the Seawaves texture to add a ripple texture to the cloth. All you need to do is rotate the texture 90 degrees the wrong way, so instead of the Z axis pointing out from the cloth its inline with the cloth. I've used this on many occasion to make bed sheets, curtains and it does look nice

and it animates well.

Paul

--

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

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1.88 MSG-85 Subject: Re: LW vs. Imagine

Subject: Re: LW vs. Imagine
Date: Sunday, 05 February 1995 13:51:42
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

Imagine is a great program. With that said, Lightwave is an even greater program.

I have had a chance to use Lightwave for awhile and finding a few things about it that account for its widespread commercial acceptance versus Imagine.

Imagine has a very fast rendering engine (the scanline and raytrace code), much faster than Lightwave's. But, Imagine is doing one thing that Lightwave does NOT do that is slowing Imagine waayyy down. For some reason, Imagine has to load all the objects in a scene for EVERY frame. You see this in the Stage Editor. It takes almost as long to do a wireframe preview animation in the Stage Editor as it does to do a Scanline render.

In Lightwave, the wireframe preview loads all the objects in a scene

just once. Also, the frame-to-frame redraws are very quick. There is a frame slider bar and you can just use that to move forward through the frames without having to "render" every frame like the Stage Editor in Imagine. If the objects in the wireframe preview are complex, Lightwave automatically turns them into bounding boxes. The wireframe preview render in Lightwave is hundreds of times faster than the wireframe preview render in Imagine. During the wireframe preview render in Lightwave, the scene screen redraw does not erase for every frame so you see a continual progression of the changes in the animation.

And the main reason for this difference in speed is that Imagine has to reload all the objects for every frame. If you are on a tight schedule, the wireframe preview is critical before committing to a final render.

The other thing that Lightwave does very well is scanline shadows. While Lightwave is not really good for raytracing, the ability to use scanline shadows provides a raytrace "look" without the increase in rendering time that raytracing requires.

Imagine does have a very good raytracer. In some ways, Imagine is better as a fine art tool than a production animation tool. I think that is why you don't see many commercial applications of Imagine. The setup time is too long and it takes more time and effort to achieve certain looks and effects than most commercial houses find acceptable.

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1.89 MSG-86 Subject: Sway FX

Subject: Sway FX
Date: Sunday, 05 February 1995 18:36:18
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

On the 31st Jan 95, Manjit Bedi wrote:-

- > Does anyone have documentation on the sway fx for Imagine 3.0.
- > For some reason Impulse neglected to include documentation for this FX
- > in the manual or on disk. Even with release 3.1 there was
- > documentation of the global FX but still nothing for the Sway FX.
- > I tried to use it recently and I got indeterminate results.

Hello Manjit, I've recently purchased V3.0 and page 272 of the manual says "for a complete list of effects refer to the Effects.doc found in the Imagine directory." This doc isn't on my disks, would someone care to post this information for all to see?

Bob.

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

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1.90 **MSG-87 Subject: I'm not receiving the IML**

Subject: I'm not receiving the IML
Date: Sunday, 05 February 1995 18:36:21
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello All, I have'nt received any messages from here for a week. It comes to me via dms.gate.imagine. As a matter of fact nothing is coming through dms.gate at all (about 10 groups). Could someone email a reply to me so I

can determine if it's just mail coming in and not mail going out as well.

Thanks in advance, Bob.

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

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1.91 MSG-88 Subject: Re: Particles effect HELP!?

Subject: Re: Particles effect HELP!?
Date: Sunday, 05 February 1995 20:42:48
From: RIX JAMES <99rix@lab.cc.wmich.edu>

On Sat, 4 Feb 1995, Scott Krehbiel wrote:

>
> I'm trying to use the particles effect to simulate a block of
> Aluminum being pounded by a particle accelerator, to make tiny
> little blobs of aluminum shoot off and coat stuff. This
> technique is called Sputtering, and is used in depositing Al
> on semiconductor chips to form contact in the photolithography
> process.

>

I have noticed the same effect. The only conclusion I have reached about the traveled distance is that it is somehow proportional to the length of the objects Z axis. The longer the Z axis the greater

distance the particles will move. I have not tried the following but I would guess that is probable true. If you make the Z axis 32 units long, i.e. the standard axis size, the particles will travel the distance you desire.

I wish Impulse would include a LOT more detailed information in their manuals about HOW Imagine's functions operate!

Known to the Multiverse as Gem Collector

Do you have a gem for me to collect?

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1.92 MSG-89 Subject: Imagine TIF's

Subject: Imagine TIF's
Date: Sunday, 05 February 1995 22:03:22
From: RICHMERR@ix.netcom.com (Ronald Merritt)

Greetings,

I need to get my Imagine 24 bit TIFF's from my PC to a MAC. Does anybody know what I should use to get the MAC to read my PC disk?

Thanks in advance,

Rich

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1.93 MSG-90 Subject: Re: Haitex 3-D glasses and Imagine

Subject: Re: Haitex 3-D glasses and Imagine
Date: Sunday, 05 February 1995 23:27:44
From: Imagine Mailing List <mlist@holly.cuug.ab.ca>

Excerpts from mail: 31-Jan-95 Haitex 3-D glasses and Imagine

KEN_ROBERTSON@robelle.co (815)

> The glasses use to work fine - on my old Amiga 1000. This is
> the first time that I've plugged them into the 1200.

This is from laziness on impulse's part. Instead of having the software swap pages they let the interlace flicker do it for them. This has two disadvantages: You can have stereo images that are interlaced (400+ Y resolution), and you can't view them on a flicker free computer. On my 3000T, I can flip a switch to disable the flicker fixer. I don't know if you can do that on the 1200.

> Also - I can't find the original Haitex disc or docs anywhere!

Too bad.. you need the software.

> Has anyone else any experience with these glasses? Could the interface
> component just be broken?

The best way around this problem is to render each eye as a separate picture, then join them together with the software that comes with the goggles.

This software does page flipping so you can do 640x480 plus pictures no problem and should work on any computer.

> \KenR, living in Flatland...

Greg

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1.94 MSG-91 Subject: Address needed

Subject: Address needed
Date: Monday, 06 February 1995 01:09:40
From: geoggt@deakin.edu.au (Geoff Trebilco)

Could someone please advise me of the address of the imagine list manager.

Many thanks Geoff

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1.95 MSG-92 Subject: Re: LW vs. Imagine

Subject: Re: LW vs. Imagine
Date: Monday, 06 February 1995 01:33:49
From: changc9@rpi.edu (Cedric Georges Chang)

On Feb 5, 12:55am, Ted Stethem wrote:

> And the main reason for this difference in speed is that Imagine has to
> reload all the objects for every frame. If you are on a tight schedule,
> the wireframe preview is critical before committing to a final render.

I know exactly what your talking about. I had a case where speed was crucial,
so I used Color Shade instead of Scanline for output. Imagine took just as
much time loading the objects and 1MB brushmap than to render the scene.

What I do now (if I have enough memory) is to put my objects and brushmaps in my Ram Disk. With use of assigns, I create and edit my objects saving them to my hard disk, but assign them to the Ram Disk for rendering. In some cases this can noticeably speed up projects. Of course, it would be much less hassle and more memory efficient if Imagine would do this sort of buffering for you.

Cedric

--

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

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1.96 MSG-93 Subject: Re: Cutting up a sphere

Subject: Re: Cutting up a sphere
Date: Monday, 06 February 1995 02:32:21
From: IanSmith@psu.edu (Ian M. Smith)

On 4-Feb-1995, "Randy R. Wall" <rrw@ecst.csuchico.edu> wrote:

> > As a comment, I have set "Click", "Drag" and "Lasso" as user buttons at
> > the bottom of the screen. I use them so often that the gold is starting
> > to wear off! B^D

>

> Why not just use the Default keys F6(click), F8(drag box) & F9(lasso).

I also use "Click" "Box" (Shorter!) and "Lasso" in the user gadgets.

The function keys work ok.. but by far the biggest advantage that I have found is that when you have user gadgets.. you can check with a glance and see what mode you are in! EVERY Imagine user must have experienced trying to click on an object while in Drag or Lasso mode and been confused why it didn't work before realising you are in the wrong mode. For me, it is VERY helpful to be able to see what mode I am in.

--

Ian M. Smith <IanSmith@psu.edu> -- PGP Fingerprint (Email for Key) --

581F3521 6F9D8061 0AA214C8 BE51978D

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1.97 MSG-94 Subject: Re: Imagine TIF's

Subject: Re: Imagine TIF's
Date: Monday, 06 February 1995 03:02:14
From: Robert Iacullo <eagle@cyberspace.com>

If the two computers are near each other you can use a null modem cable and transfer using modem programs on each. Null modem cables are not hard to make, or find. If you want to do this and can't find one, or how to make one, contact me and I'll look it up. I don't remember exactly, off hand. Robert Iacullo

On Sun, 5 Feb 1995, Ronald Merritt wrote:

> Greetings,

> I need to get my Imagine 24 bit TIFF's from my PC to a MAC. Does
> anybody know what I should use to get the MAC to read my PC disk?
>
> Thanks in advance,
>
> Rich
>
>
>

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1.98 MSG-95 Subject: Re: Haitex 3-D glasses and Imagine

Subject: Re: Haitex 3-D glasses and Imagine
Date: Monday, 06 February 1995 03:43:26
From: Stephen Lord <stephen@chogyam.demon.co.uk>

Hi,

Could someone let me have the instructions for joining/leaving
this mailing list.. a disk crash means I lost the original!

Thanks

Stephen Lord

stephen@chogyam.demon.co.uk

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1.99 MSG-96 Subject: Re: LW vs. Imagine

Subject: Re: LW vs. Imagine
Date: Monday, 06 February 1995 05:22:07
From: ThreeDTV@aol.com

Yes I agree that LW is great for animations requiring tight deadlines and space shots that do not require any "on screen" emotions. Imagine's primary strength is in character animation. No other tool I've worked with gives the animator as much power to create "living" objects in 3D as Imagine for the desktop. I'm probably naive but is there any program capable of delivering features like the States and Bone attributes like Imagine? Texture and Brushmap wrapping? With STATES I was able to create one robot object that could sit, crawl, standup, walk, run, jump, and do ANYTHING I wanted him to do, It took me about an hour to create this "character" with all the above mentioned attributes. Time is critical but it depends on one's perspective.

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1.100 MSG-97 Subject: Re: Cutting up a sphere

Subject: Re: Cutting up a sphere
Date: Monday, 06 February 1995 07:00:17
From: Charles Blaquiere <blaq@io.org>

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

From: Ian M. Smith <IanSmith@psu.edu>

I also use "Click" "Box" (Shorter!) and "Lasso" in the user gadgets. The function keys work ok.. but by far the biggest advantage that I have found is that when you have user gadgets.. you can check with a glance and see what mode you are in!

I actually have "Click", "Drag", "Lasso" and "HidePt" next to each other. Hide Points definitely needs a user gadget since it has no command-key equivalent, and placing it next to the pick method buttons feels quite logical to me.

One advantage user buttons have over F-keys: they're always visible, staring you in the face. I mean, until Randy reminded me, I had no recollection that Click, Drag, and Lasso were F-keys!

Anyway, let's leave it at that and bless the day Impulse decided to implement user gadgets.

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1.101 MSG-98 Subject: Aminet

Subject: Aminet
Date: Monday, 06 February 1995 07:01:29
From: IvoryMask@aol.com

I am new...so bear with me.....What is the Aminet....and how do I get access to it?

Thanx---

IvoryMask [: - })

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1.102 MSG-99 Subject: Re: LW vs. Imagine

Subject: Re: LW vs. Imagine
Date: Monday, 06 February 1995 07:34:28
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

On 5 Feb 1995, Mike Halvorson wrote:

> Ted

>

> The Amiga is a bit slow, when you put Imagine on a PC Pentium 90 all of
> the concerns that you have expressed are thrown out the window. You are right

> about the Amiga, it sorta died and we could do nothing about the speed.

>

> Mike

>

>

Mike,

Yes, the standard Amiga clock speed is slow in comparison to a 90 MHz Pentium but a 60MHz '060 is actually slightly faster than the Pentium. Even so, the 90 MHz Pentium is still only about 3X faster than a 33 MHz '040. The screen redraws are faster but the point I was making was that the screen redraw in Lightwave 3.5 on a 33 MHz accelerated Amiga are still FASTER than the screen erase/redraw in the Stage Editor of Imagine on the same machine.

And most of that seems to be due to the need to reload all the objects in the scene. Even if the CPU clock speed is much faster, it still cannot make

up for the relatively slow speed of the hard drive you are loading your objects from. The alternative is to load all the objects to RAM but that ends up putting a heavy burden on the RAM requirements, particularly if you need 4 MB just for Imagine, then however many Megs it takes to render the scene. Also, it would seem slightly redundant since if the program were written to handle the objects that way, why not load all the objects into RAM in the first place?

I am just curious why Imagine has to re-load all the objects in the scene for every frame anyway? It seems logical to just load all the objects in a scene once to RAM, then perform your calculations from there.

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1.103 MSG-100 Subject: Function Key Favorite

Subject: Function Key Favorite
Date: Monday, 06 February 1995 09:11:57
From: m.rubin9@genie.geis.com

My favorite use of function keys is as follows:

I've configured F2 as "shaded" and F3 as "newmode." To locate obscured or misaligned points within a complex object I examine the object at the appropriate angle in the perspective window in pick points mode. After locating an elusive point in "shaded" I leave the cursor on top of the point and hit F3. This allows me to pick the right point out of the maze and then delete or move it where I want it to be. This MUST be done as a Function Key to avoid the need to move the mouse.

Floater

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1.104 MSG-101 Subject: 3d job...

Subject: 3d job...
Date: Monday, 06 February 1995 09:48:24
From: plucas@vt.edu (Perry Lucas)

I picked this up off a newsgroup that some of you may be interested
in...wish I could do it myself, however, lack the expertise...

>Path:

solaris.cc.vt.edu!news.duke.edu!eff!news.kei.com!bloom-beacon.mit.edu!news.s
tarnet.net!wupost!howland.reston.ans.net!news.sprintlink.net!news1.wolfe.net
!infoman.net99.net!news.rtd.com!news.primenet.com!supreme

>From: supreme@primenet.com (Andrew Myers)

>Newsgroups: alt.3d

>Subject: -- 3D Artists Wanted For Game --

>Date: 6 Feb 1995 03:59:08 GMT

>Organization: Primenet

>Lines: 15

>Message-ID: <3h46qc\$avp@news.primenet.com>

>NNTP-Posting-Host: usr2.primenet.com

>X-Newsreader: TIN [version 1.2 PL2]

>Xref: solaris.cc.vt.edu alt.3d:11944

>

> I am looking for experienced 3D artists willing to work over the

>Internet for a newly created company called Polaris Entertainment. We
>are currently working on a Tank Simulation game that will be in the style
>of and in direct competition with CyberSled. This game will hopefully
>appear on the 3D0, Jaguar, PC, Sony PS-X, and maybe even coin-ops, by the
>2nd quarter of 1995. But not without help.

> The game will not go far without a team of artist. Right now I
>am the sole artist, and I cannot create the GFX for an entire game if it
>hopes to be released by May. Pay would be on a by-product basis.

>Royalties are included. Contact me at:

>

> supreme@primenet.com or

> supreme@jaguar.cris.com

>

> Supreme / OTM / Polaris Entertainment

--Perry

, / |

\o.O;

-----oOO=(____)=OOo-----

Perry J.Lucas

U

Emails: plucas@vt.edu

"PJ" on Diversity University

plucas@raven.cybercom.com Telnet: moo.du.org 8888

lucasp@erau.db.erau.edu

HTML Homepage: <http://erau.db.erau.edu:80/~lucasp>

Thread 2

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1.105 MSG-102 Subject: Re: Creating a good smoke effect...

Subject: Re: Creating a good smoke effect...
 Date: Monday, 06 February 1995 11:58:56
 From: cjo@esrange.ssc.se

> just wondering if anyone knew of any good ways to create a good smoke
 > effect?
 > e.g. cigarette with smoke trails rising and twirling.
 > i tried a morphing spiral-shaped object twirling on its axis with fog
 > attributes and roughness (doesn't seem to work too well...)

This is about the exact way I would have tried to do this.

Have you tried the nebula-texture?

Also, there is a great tutorial on making a torch flame in the latest issue
 of the 3D Artist magazine (it's for LightWave but it should be transferable
 to Imagine as well I suppose).

begin 666 A.TAG

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end

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1.106 MSG-103 Subject: Re: Caustic

Subject: Re: Caustic
Date: Monday, 06 February 1995 12:30:45
From: a00448@dtic.ua.es (ERNESTO POVEDA CORTES)

>

> Some time ago there was a question about where to find the "caustic"

> texture. Was there a answer i missed ?

>

Hi stranger (no name given),

i made that question and was answered by a gentle person who wrote me that
this texture and the 'purpaze' one were found in the Imagine 3.1 PC version.

:(

:(

AmIgA RuLeZ

=Tim

email: a00448@dtic.ua.es --> My Name is Ernesto, i am not a number!!!

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1.107 MSG-104 Subject: Re: LW vs. Imagine

Subject: Re: LW vs. Imagine
 Date: Monday, 06 February 1995 14:22:53
 From: Kenneth Jennings <kenneth@daffy.aatech.com>

ThreeDTV@aol.com

wrote about Re: LW vs. Imagine:

[...]

>Imagine's primary
 >strength is in character animation. No other tool I've worked with gives the
 >animator as much power to create "living" objects in 3D as Imagine for the
 >desktop. I'm probably naive but is there any program capable of delivering
 >features like the States and Bone attributes like Imagine?

I've never used it, but Hash Enterprises Playmation is billed
 as a wonderful character animation tool.

>Texture and
 >Brushmap wrapping?

Don't know what kind of texture/mapping support Playmation has,
 though the none of the images I've seen have anything remotely
 complex in the way of surface attributes.

```
+-----+ +-----+
| Kenneth Jennings, Amiga Advocate | | ===== SyntheToonz, Inc & ===== |
| "Happy I'm not a PC/Mac lemming." | | ===== Equine Video Studios ===== |
| kenneth@daffy.aatech.com | | = Ken, Computer Animation Artiste = |
| Applied Automation Techniques, Inc. | | = Lynn, Video Maven = |
```

| Obviously not the opinions of AAT. | | = Bruno The Wonder Dog = |

+-----+ +-----+

"You'd think that PC and Mac users willing to gut their systems to achieve the Amiga's level of performance would just save themselves the trouble and buy Amigas in the first place. But they don't know any better -- they read BYTE."

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1.108 MSG-105 Subject: Sorry Could Not Find Subject!

Date: Monday, 06 February 1995 19:07:06
From: imagine-relay@email.sp.paramax.com

> > just wondering if anyone knew of any good ways to create a good smoke
> > effect?
> > e.g. cigarette with smoke trails rising and twirling.
> > if anyone can help, please, please, please enlighten me...
>
> Yeh, there was a smoke tutorial on an old IML archive. And it goes like this..
.

[Smoke tutorial deleted]

This creates a HUGE object that will probably finish rendering about the time the Amiga makes it's comeback!

What I did lately was created a gentle swirly path with the spline editor in the shape of a rising smoke column in a slight breeze. In the detail editor I added a simple disk (about 6 sided) and distorted it to break the

symetry. I extruded the disk along the swirly path with lots of rotation (like 2000 degrees worth) and an increasing X/Z scaling. I made the resulting object foggy and it looks great.

The only problem is that the object is most opaque at the top where the object is widest and it should be most opaque near the bottom where the smoke source is. Anybody know how to invert the fog algorithm?

Oh well - it doesn't have to look real, it just has to look good!

Mike

--

Mike Bandy bandy@aplcomm.jhuapl.edu

Johns Hopkins University / Applied Physics Laboratory

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1.109 MSG-106 Subject: RE: LW VS. IMAGINE

Subject: RE: LW VS. IMAGINE
Date: Monday, 06 February 1995 20:55:01
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> desktop. I'm probally naive but is there any program capable of de=
liv
-> features like the States and Bone attributes like Imagine? Texture=
an
-> Brushmap wrapping? With STATES I was able to create one robot obj=
ect
-> could sit, crawl, standup,walk, run,jump, and do ANYTHING I wanted=

hi

I personally prefer Imagine only because I "know" it better, but I think

Lightwave certainly implements BONES much better and easier. In LW, all

you have to do is click from one axis to another to create a BONE then

point and drag the axis to it's new keyframe position. I still haven't

figured out how to use Bones in Imagine. :)

STATES is a life saver, however. What Imagine really needs is a series

of Video Tutorials like Lee Stranahan has done with Lightwave 3D. You could then throw away the manual!

Mike -

Email: mike.vandersommen@caddy.uu.silcom.com

BBS: GraFX Haus (Santa Barbara, Ca.) 805-683-1388 v.32 14.4 HST dual

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

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1.110 MSG-107 Subject: Re: Lha again!

Subject: Re: Lha again!
Date: Monday, 06 February 1995 20:55:24
From: Douglas Rudd <rudd@plk.af.mil>

>
>
> I tried this too!
>
>
> > Get the latest version of LHA for the PC and the rename the archive files
> >from *.lha to *.lzh(this is the extension that the PC uses) and you should
> >have no problems.
>
> > I regularly use LHA to get files from AMINET, as well as transferring back
> >and forth between my PC at home and the Amigas at school.
>
> > Kurt
>
>
Some creative soul should develop a GUI for LHa in windows much the same as
GuiArc on the Amiga. That way, you never have to worry about all those arcane
switches and in which order things go. I haven't looked at LHa in the cli in
ages.

Doug Rudd

rudd@plk.af.mil

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

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

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1.111 MSG-108 Subject: Re: LW vs. Imagine

Subject: Re: LW vs. Imagine
Date: Monday, 06 February 1995 21:19:43
From: craigh@fa.disney.com

> I'm probally naive but is there any program capable of delivering
> features like the States and Bone attributes like Imagine? Texture and
> Brushmap wrapping?

There are plenty of programs more powerful than Imagine, but at what cost?

There is Alias PowerAnimator, SoftImage and Prisms for Silicon Graphics if you want to spend over \$20,000 (at least) for software and hardware. For the PC level, the competition is tighter, but I would say that Animation Master has Imagine beat for character animation, and Lightwave has really nice motion control graphs for every "bone" and object that, depending on your project, can really add a lot of power and flexibility.

Imagine is powerful, yes, but with small changes it could be much more intuitive, faster and competitive.

Also, many animators I know hate Impulse's technical help. Maybe they have changed, but years ago they had the habit of writing horrible, confusing

documentation, and when called and asked for help, they would say "you need to experiment with it!", and be real short and unhelpful. I think this explains a

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1.113 MSG-110 Subject: Re: Lha again!

Subject: Re: Lha again!
Date: Monday, 06 February 1995 23:34:54
From: Kelly Computer Consultants <kcc@wariat.org>

On Mon, 6 Feb 1995, Douglas Rudd wrote:

> >

> Some creative soul should develop a GUI for LHa in windows much the same as
> GuiArc on the Amiga. That way, you never have to worry about all those arcane
> switches and in which order things go. I haven't looked at LHa in the cli in
> ages.

>

>

> Doug Rudd

> rudd@plk.af.mil

>

Done. Look for WinZip 5.0, shareware, most Windows-oriented sites and
mirrors. Handles ZIP, LZH and a bunch of other compression formats as well.

Doug Kelly

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1.114 MSG-111 Subject: Smoke tutorial?

Subject: Smoke tutorial?
Date: Monday, 06 February 1995 23:38:55
From: spack@mv.us.adobe.com

Hi,

Could someone please resend me the smoke tutorial posted over the weekend? I accidentally deleted it instead of printing. Thanks!

-Scott

spack@adobe.com

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1.115 MSG-112 Subject: Re[2]: Creating a good smoke effect...

Subject: Re[2]: Creating a good smoke effect...
Date: Tuesday, 07 February 1995 00:42:47
From: Alan_Gordie_at_JX2ASYS@pcmailgw.ml.com

i tried this effect (LONG render time, even on DX4-100, 16megs) and it works great for a smokestack effect or maybe a steamboat or train or something like that.

but, what about the smoke from a cigarette or a raging fire???

also, if you reverse the angle for the particles and change the attribs to that of water, you get a (you guessed it!) waterstream, with some tweaking maybe even a waterfall or water hose. (NOW we're talking render time :))...food for thought

any ideas on how to speed up rendering, guys???

pyramids(=less faces) but only a minor speed increase)

later

alan_gordie@ml.com

Reply Separator

Subject: Re: Creating a good smoke effect...

Author: Mike McCool <mikemcoo@efn.org> at PROFGTWY

Date: 2/2/95 12:27 AM

>Hey guy,

>This tutorial showed up back in October, so I'll attach it to
>the bottom of this letter. It is not by its actual author, who actually
>piped up with a correction, which I'll also post to you, along with a fog
>object.

>Do U want simulate 3d animated smoke using particles??

>Check this Tutorial out:

>-detail editor

>-add primitives: sphere

>-attributes: color 255,255,255 fog 140

>clrnoiz texture:

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1.116 MSG-113 Subject: 8-color Imagine

Subject: 8-color Imagine
Date: Tuesday, 07 February 1995 00:50:14
From: kxs156@psu.edu (Kaspar Stromme)

Just thought i'd share this neat trick with you all: (thanks to Fred Aaron)

Using a program called add44k I have been successfully running the Imagine editors in 8 color hi-res, and the updates are a lot faster than the standard 16 color setup. Only problems I have discovered so far: the grid uses color 9 so no grid. Also, the palette boxes do not work correctly. But except for that all seems well. Colors 10-16 are duplicates of 2-7 and are apparently only used for the palette boxes. Kinda silly when you think about it. It seems Impulse could easily design Imagine to run in 8-colors.

Kaspar Stromme

40mhz68030/'882;9MB;340MB

kxs156@email.psu.edu

DCTV true-color system

PC-MAC = PoliticalCorrect-MindAbsentComputing

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1.117 MSG-114 Subject: Re: More Imagine Textures

Subject: Re: More Imagine Textures
Date: Tuesday, 07 February 1995 00:56:57
From: SParker999@aol.com

Re: Essence 1 & 2

I spoke to Steve Worley last week and he said that the IBM versions of the Essence textures are about done and will be available early march. The amiga ->IBM crossover is to be about \$30 per set. I forgot to ask what the reg. price will be.

Also Understanding Imagine 3.0 will be out about the same time!!!!

Just thought you'd like to know!

Steve

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1.118 MSG-115 Subject: Imagine and lightwave

Subject: Imagine and lightwave
Date: Tuesday, 07 February 1995 01:53:25
From: w.graham6@genie.geis.com

I've taught some Imagine classes, and there are always several LW users that show up, and I've found that many of the problems they have with Imagine are conceptual. The old analogy of the difference in learning to drive on a stickshift vs. learning on an automatic seems to apply here. The fact is, Lightwave animations look like Lightwave animations, no matter who has put the piece together. This is not to say they look inferior, to the contrary they obviously look ok or they would not be on broadcast TV. But Imagine allows the flexibility to make any work look like any package's rendering, should the user choose to do so. If you have a need for flying logo's, space

ships that currently look like they were all made at the same shipyards, and things like that, then LW is probably the way to go. But serious animators come up on problems that are a bit more complicated than that. And if you are proficient with Imagine, you'll be able to figure out a way to make it happen. The transition from Imagine to LW seems a lot easier than from LW to Imagine. Hence the learning to drive analogy. Any software becomes easy to use with enough time invested in learning it.

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1.119 MSG-116 Subject: 3D Artist magazine

Subject: 3D Artist magazine
Date: Tuesday, 07 February 1995 02:11:41
From: gareth.qually@beect.iaccess.za (Gareth Qually)

Someone on the list made a reference to a magazine called 3D Artist magazine. What is this magazine about? Who publishes it, where and how much?

Could someone give me a phone/fax or email address of this magazine so I could call them up.

Thanks.

Chow...

gareth.qually@beect.iaccess.za

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1.120 MSG-117 Subject: Re: RELAY BOUNCE

Subject: Re: RELAY BOUNCE
Date: Tuesday, 07 February 1995 02:40:36
From: craigh@fa.disney.com

>

> Yes, the standard Amiga clock speed is slow in comparison to a 90 MHz

> Pentium but a 60MHz '060 is actually slightly faster than the Pentium.

>-- End of excerpt from imagine-relay@email.sp.paramax.com

What is this about a '060?!? Rumors and numbers have been flying forever!

What's the use of posting comparisons for a CPU that you can't buy?

--

Craig Hoffman	craigh@fa.disney.com	(818) 544-2179
Walt Disney Feature Animation	1420 Flower Street	Glendale, CA 91221

--

Craig Hoffman	craigh@fa.disney.com	(818) 544-2179
Walt Disney Feature Animation	1420 Flower Street	Glendale, CA 91221

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1.121 MSG-118 Subject: Re: Cutting up a sphere

Subject: Re: Cutting up a sphere
Date: Tuesday, 07 February 1995 03:12:08
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> > Why not just use the Default keys F6(click),F8(drag box) & F9(lasso).
>
> I also use "Click" "Box" (Shorter!) and "Lasso" in the user gadgets.
> The function keys work ok.. but by far the biggest advantage that I
> have founds is that when you have user gadgets.. you can check with a
> glance and see what mode you are in! EVERY Imagine user must have
> experienced trying to click on an object while in Drag or Lasso mode
> and been confused why it didn't work before realising you are in the
> wrong mode. For me, it is VERY helpfull to be able to see what mode
> I am in.

Sounds good to me, I was just making it known that there are defaults for this. I don't find I need something to remind me what mode I'm in, and would rather use the gadgets for other commands or tools..Like I said if he likes it this way, thats fine too.

Of course you could always set the F6, F8 & F9 keys to something else too. So it really makes no difference which way you go. Unless of course you like having a reference as you mentioned.

I personally find the funtion keys to be quicker to use. But this is only

my opinion, as I have already stated.

=RRW=

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1.122 MSG-119 Subject: Re: Cutting up a sphere

Subject: Re: Cutting up a sphere
Date: Tuesday, 07 February 1995 03:48:21
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> I also use "Click" "Box" (Shorter!) and "Lasso" in the user gadgets.
> The function keys work ok.. but by far the biggest advantage that I
> have founds is that when you have user gadgets.. you can check with a
> glance and see what mode you are in!
> -----
>
> I actually have "Click", "Drag", "Lasso" and "HidePt" next to each
> other. Hide Points definitely needs a user gadget since it has no
> command-key equivalent, and placing it next to the pick method buttons
> feels quite logical to me.
>
> One advantage user buttons have over F-keys: they're always visible,
> staring you in the face. I mean, until Randy reminded me, I had no
> recollection that Click, Drag, and Lasso were F-keys!

hehehe, well I geuss I'm alone in my preferences, but I do agree with the
HidePoints, I have a gadget named HD and I leave it at the end of the

row so its easy to get at. I geuss I still use the Funtion keys as a
force of habbit from the 1.x days.

> Anyway, let's leave it at that and bless the day Impulse decided to
> implement user gadgets.

Yes I must agree, that was a fine day indeed! hehehe

=RRW=

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1.123 MSG-120 Subject: Re: 3D Artist magazine

Subject: Re: 3D Artist magazine
Date: Tuesday, 07 February 1995 04:14:26
From: Shane Davison <daviso@cs.uregina.ca>

Hi everyone (first post as a list member),

Gareth Qually wrote:

> Someone on the list made a reference to a magazine called 3D Artist
> magazine. What is this magazine about? Who publishes it, where and how
> much?
> Could someone give me a phone/fax or email address of this magazine so I
> could call them up.

3D Artist magazine

Magazine for users of 3D Studio, Lightwave 3D, Topas and other

popular programs including low-cost programs. Topics includes modeling, lighting, camera work, character animation, sound, and video.

12 issues/year.

Available from

3D Artist magazine

P.O. Box 4787

Santa Fe, NM 87502

USA

Tel: (505) 982-3532

Fax: (505) 820-6929

Rates:

\$29/year in USA

\$41/year in Canada

\$46/year elsewhere

VISA/MC accepted

source of above info:

"Computer Graphics, Computational Geometry and Image Processing Journals"

--

Shane Davison (tsml)

daviso@cs.uregina.ca

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1.124 MSG-121 Subject: Re: LW vs. Imagine

Subject: Re: LW vs. Imagine
Date: Tuesday, 07 February 1995 04:28:56
From: Kenneth Jennings <kenneth@daffy.aatech.com>

craigh@fa.disney.com

wrote Re: LW vs. Imagine

[deleted -> naive question about matching Imagines's features...]

[deleted -> Craig's response...]

>Imagine is powerful, yes, but with small changes it could be much more

>intuitive, faster and competitive.

>

>Also, many animators I know hate Impulse's technical help.

Count me in with that group.

>Maybe they have

>changed, but years ago they had the habit of writing horrible, confusing

>documentation, and when called and asked for help, they would say "you need to

>experiment with it!", and be real short and unhelpful.

This, I believe, is one of the constants of the universe. Until time and space collapse back on themselves, Impulse's tech support will stink. I have had them lie to my face (on the phone that is) about the existence of a bug that I had previously reported and a magazine article corroborated. Their favorite phrase is, "I doesn't do that on any of our computers." Grrrrrrrr.

>I think this explains a

>lot of the migration to Lightwave.

I like Imagine's detail editor much more than Modeler. Lightwave renders much quicker, that's about all I like about it -- Oh, and the Arexx port, too.

>Animators will use what it takes to get the

>job done, which is not necessarily the most powerful software.

Craig Hoffman	craigh@fa.disney.com	(818) 544-2179
Walt Disney Feature Animation	1420 Flower Street	Glendale, CA 91221

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+-----+ +-----+
| Kenneth Jennings, Amiga Advocate | | ===== SyntheToonz, Inc & ===== |
| "Happy I'm not a PC/Mac lemming." | | ===== Equine Video Studios ===== |
| kenneth@daffy.aatech.com | | = Ken, Computer Animation Artiste = |
| Applied Automation Techniques, Inc. | | = Lynn, Video Maven = |
| Obviously not the opinions of AAT. | | = Bruno The Wonder Dog = |
+-----+ +-----+
    
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"You'd think that PC and Mac users willing to gut their systems to achieve the Amiga's level of performance would just save themselves the trouble and buy Amigas in the first place. But they don't know any better -- they read BYTE."

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1.125 MSG-122 Subject: Re: 3D Artist magazine

Subject: Re: 3D Artist magazine
Date: Tuesday, 07 February 1995 04:57:29
From: Kelly Computer Consultants <kcc@wariat.org>

3D Artist is edited by Bill Allen, published by Columbine, Inc., and can be reached at 505-982-3532, or via snail-mail at:

P.O. Box 4787

Santa Fe, NM 87502

Issue #18 should be coming out RSN.

Doug Kelly

(a sometime contributor to 3D Artist ;))

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1.126 MSG-123 Subject: Re: LW vs. Imagine

Subject: Re: LW vs. Imagine
Date: Tuesday, 07 February 1995 05:46:47
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

On Mon, 6 Feb 1995 craigh@fa.disney.com wrote:

> <snip>

:

> Imagine is powerful, yes, but with small changes it could be much more

> intuitive, faster and competitive.

>

"experimentation" as Impulse recommends. However, a lot of 3D animatiors don't have the luxury of 20 Pentiums with 128 MB of RAM in each machine and 20 Gigabyte harddrives, running multiple versions of Imagine textures, to have the "sufficient computing speed and power to "experiment" and find that right combination of parameters and layering, etc. and still meet deadlines.

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1.127 MSG-124 Subject: Re: RELAY BOUNCE

Subject: Re: RELAY BOUNCE
Date: Tuesday, 07 February 1995 08:21:23
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

A Cyberstorm '060/60MHz was demo'ed at World of Amiga in England in December.

It will be available soon (the delay is getting enough '060's from Motorola) and is supposed to cost less than a Warp '040/40. In addition (maybe no help on the Amiga), there is a dual '060 VME board available for OEM's. It is advertised in Electronic Engineering Times.

There have been a few benchmark studies published in a couple of places that shows the 60 MHz '060 is faster than a 90 MHz Pentium for some benchmarks. You can pick up any of several PC magazines right now on the newstands that have some benchmarks comparing 80 MHz 486 vs. 90 MHz Pentiums, and find that with several machines (depending on the manufacturer) that the 90 MHz Pentium is often only 30% faster than the 80 MHz 486.

I have found myself, running the same project on two machines, one a 25

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> --
>
>
> Craig Hoffman craigh@fa.disney.com (818) 544-2179
> Walt Disney Feature Animation 1420 Flower Street Glendale, CA 91221
>
>
>

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1.128 **MSG-125 Subject: Re: LW vs. Imagine**

Subject: Re: LW vs. Imagine
Date: Tuesday, 07 February 1995 08:48:35
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

On 6 Feb 1995, Mike Halvorson wrote:

> Ted

>

> I assume you have 3.1, it has a new feature we call quickview, it redraws
> so fast that it boggles the mind, it will not do a full object it does boundin
> g
> boxes,. but I from time to time find myself involved with a movie or a tv show
> ,
> I use this feature all the time.

>

> As far as loading the objects and other things when needed has to do with
> the memory managment going back to when a lmeg machine was all we had. WE cou
> ld
> do as you ask, but it would blow some users out of the box. We have always
> tried to take care of a broad base of users with varried machine types, runnin
> g
> from lowly 500 with no memory to machines with terrabytes of memory. So this
> is
> why we have continued on the road that we all travel. In the future I am sure
> this will change./

>

> Mike

>

>

Mike,

Yes, I know about Quickview and it is a great addition to Imagine. Not
to belabor the point, though, is that this type of mode in Lightwave is
automatic. In LW, one can go to the frame advance bar at the bottom of
the scene view and pull it across all the frames in the scene, and if the
scene contains complex objects of sufficient polygons, LW switches to the
bounding box mode automatically and one can observe the movement of
objects in real time versus having to render it as in Stage Editor. This

direct interactivity adds a lot to the immediate feedback an animator needs. I am working on a scene where a spaceship flies in from the foreground, firing lasers at a ship in the background, that is firing back, takes a hit and explodes into dozens of pieces in a flash and fireball. It is amazing to be able to take the slider bar and slide across 160 frames in real time and watch the path of the attacking ship, the laser bolts firing and the target ship blow into pieces without having to wait for individual frames to load objects, waiting for the screen to redraw, erasing the screen, advancing to the next frame, waiting for the objects to reload, waiting for the screen to redraw, etc. That real time interaction can be really exciting.

- Ted

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

1.129 MSG-126 Subject: Re: Lha again!

Subject: Re: Lha again!
Date: Tuesday, 07 February 1995 09:33:30
From: plucas@vt.edu (Perry Lucas)

The latest version of winzip 5.6b (I think) has this option...Just have to tell it where to find the executable part. I know it can be found on Compu\$erve in the shareware areas.

>Some creative soul should develop a GUI for LHa in windows much the same as
>GuiArc on the Amiga. That way, you never have to worry about all those arcane
>switches and in which order things go. I haven't looked at LHa in the cli in
>ages.

>

>

>Doug Rudd

>rudd@plk.af.mil

>-----

>The Amiga Guide to the Galaxy refers to Commodore's management as

>"A bunch of mindless jerks who will be the first to be lined up

>against the wall and shot when the revolution comes."

>-----

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

>-----

>

>

--Perry

,/ |

\o.O;

-----oOO = (___) = OOo-----

Perry J.Lucas

U

Emails: plucas@vt.edu

"PJ" on Diversity University

plucas@raven.cybercom.com Telnet: moo.du.org 8888

lucasp@erau.db.erau.edu

HTML Homepage: <http://erau.db.erau.edu:80/~lucasp>

Thread 133

--> RETURN TO CONTENTS!<--

1.130 MSG-127 Subject: Re: LW vs. Imagine

Subject: Re: LW vs. Imagine
Date: Tuesday, 07 February 1995 11:13:53
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> As far as loading the objects and other things when needed has to do
> with the memory managment going back to when a lmeg machine was all we
> had. WE could do as you ask, but it would blow some users out of the
> box. We have always tried to take care of a broad base of users with
> varried machine types, running from lowly 500 with no memory to
> machines with terrabytes of memory. So this is why we have continued
> on the road that we all travel. In the future I am sure
> this will change./

>
> Mike,

Hmmm? I don't know why but a T/F prefs setting comes to mind here, True
if you only have a small amount of ram and want to load objects for
every frame and False if you have Gigs, and Gigs of ram and don't want to
load objects for every frame..

I must admit I think reloading objects every frame is one of Imagines
weakest, and worse things it does.. especially for animators.

=RRW=

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

1.131 MSG-128 Subject: Re: Function Key Favorite

Subject: Re: Function Key Favorite
Date: Tuesday, 07 February 1995 12:40:55
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>

> My favorite use of function keys is as follows:

>

> I've configured F2 as "shaded" and F3 as "newmode." To locate obscured
> or misaligned points within a complex object I examine the object at
> the appropriate angle in the perspective window in pick points mode.
> After locating an elusive point in "shaded" I leave the cursor on top
> of the point and hit F3. This allows me to pick the right point out of
> the maze and then delete or move it where I want it to be. This MUST
> be done as a Function Key to avoid the need to move the mouse.

>

> Floater

Thats a really good use, I'll have to give it a try. I have something similar in gadgets but like the idea of not having to move the mouse. I usually manage Ok even when I do move the mouse, but your idea does sound like it would be nice.

I have a couple of favorites, but probably not as nice as yours.

In the Detial Editor I like having Shft-F9 as SetZone, Shft-F10 as ClearZone, and F10 as Quickrender, also I like F2 as MakeSubgroup and F3 as PickSubgroup (I may have to make these gadgets if I like yours) but I do find them quite handy and don't mind the gadgets I have set as you have

for your Functions keys, but I will have to try your idea. I also like F4 as Lock and Shft-F4 as QuickdrawToggle, Shft-F6 for States. I could probably move my F2 (MkSub) & F3 (PckSub) commands to shft-F7 & shft-F8. As I don't care for what I have there now to much.

I have in the Stage editor F9 for going into the Action Editor, and in the Action Editor F9 for going back into the Stage Editor and use the R/A_s key for saving before I use these. I have others but these are my favorites.

=RRW=

Thread 196
--> RETURN TO CONTENTS!<==

1.132 MSG-129 Subject: Re: Fog objects and global fog

Subject: Re: Fog objects and global fog
Date: Tuesday, 07 February 1995 13:00:30
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> I was reading through an old IML archive and saw that someone said that fog
> objects idn't work in global fog. Well I got news for you! It does! So I've
> made a little underwater scene with low rolling hills along the ocean floor and
> a supmarine that appears from out of the fog.

Well, I can tell you why you think the fog object is working and thats becuase you have the ghost texture added to it, but I can tell you if you take this texture off the object it will not render the fog thicker for the object. In fact even with the Ghost texture it still doesn't look completly correct at the edges. Try using it with a thick

global fog. and you will see what I'm talking about.

It does produce an effect similar to what one would expect, and in a light fog would probably work just fine. But I wouldn't go so far as to say fog objects do render correctly. Try a fog object with a nebula, fogtop or fog paint textures and you will see that the fog object becomes clear in spots.

Anyways, I'm not knocking your fog spotlight. It probably works great. It looks familiar to something I posted a tutorial on for 2.0 a long while back. But modified a bit for 3.0. Not that thats what you did. I'm just saying it looks familiar, but then many effects do.

But Fog objects by themself still do not make the fog thicker.

But on the other side this can produce a nice shield effect for something.

Hmmm maybe the invisible man in the fog. hehehehe!

=RRW=

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1.133 MSG-130 Subject: Disco Ball Effect

Subject: Disco Ball Effect
Date: Tuesday, 07 February 1995 19:40:08
From: Alan_Gordie_at_JX2ASYS@pcmailgw.ml.com

hello everyone...

last night i was trying to do a disco ball effect, you know like
saturday night fever :)

i made a primitive sphere and scaled and rotated selected points to
make angular patches on the sphere. then made it reflective 90% and
put it inside of a box (extruded plane) then aimed two lights from 2
angles. ok so far, but

when i render, i can see the reflection of the light on the wall in
the sphere, but the light shining off the sphere is not hitting any of
the walls...argh

is this something which imagine cannot do or am i doing something
wrong. please help!!!

thanks

alan out...

Thread 138
--> RETURN TO CONTENTS!<==

1.134 MSG-131 Subject: RE: LHA AGAIN!

Subject: RE: LHA AGAIN!
Date: Tuesday, 07 February 1995 19:52:49
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

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

-> Subject: Re: lha again!

=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 Apocalypse play golf..." =

|=3D

=3D| _____ =

|=3D

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

Thread 444

--> RETURN TO CONTENTS!<--

1.136 MSG-133 Subject: Re: Lha again!

Subject: Re: Lha again!
 Date: Tuesday, 07 February 1995 21:58:33
 From: Douglas Rudd <rudd@plk.af.mil>

>

> The latest version of winzip 5.6b (I think) has this option...Just have to
 > tell it where to find the executable part. I know it can be found on
 > Compu\$erve in the shareware areas.

>

I have an older version of this prog. The newer one can handle Lha as well

as zip? I'll have to try that. As it is, Lha at the dos prompt is no joy.
I wonder if most of the problems discussed out here might not evolve from
too many choices and too little time. Lha is complex and literal minded.

Doug Rudd

You're paid to stop a bullet. It's a soldier's job, they say.

So then you stop that bullet. And then they stop your pay.

Thread 131
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1.137 MSG-134 Subject: WANTED:F1 Car and Guitar models...

Subject: WANTED:F1 Car and Guitar models...
Date: Tuesday, 07 February 1995 23:05:01
From: James Brennan <jbrennan@alf2.tcd.ie>

As the title says I'm looking for any models of formula 1 cars or guitars.I've t
ried to do some of

my own but their crap!

Please mail any models you have of the above if you could.Thanks very much...

jbrennan@alf2.tcd.ie

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

1.138 MSG-135 Subject: Re: Disco Ball Effect

Subject: Re: Disco Ball Effect
Date: Tuesday, 07 February 1995 23:09:34
From: Curcio Nicholas <curcion@db.erau.edu>

On Tue, 7 Feb 1995 Alan_Gordie_at_JX2ASYS@pcmailgw.ml.com wrote:

> i made a primitive sphere and scaled and rotated selected points to
> make angular patches on the sphere. then made it reflective 90% and
> put it inside of a box (extruded plane) then aimed two lights from 2
> angles. ok so far, but
>
> when i render, i can see the reflection of the light on the wall in
> the sphere, but the light shining off the sphere is not hitting any of
> the walls...argh
>
> is this something which imagine cannot do or am i doing something
> wrong. please help!!!

No raytracer (that I know of) can do this. To reflect lights you need a radiosity raytracer. These aren't too common and take forever to render scenes.

What you could do is make some sort of transparency map (or use the `transpar.itx` texture with something else as I did with the underwater lighting) and put a light source inside the disco ball so that the light shines out from the ball.

Hope this helps.

Later,

Nick

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1.139 MSG-136 Subject: Re: 3D Artist magazine

Subject: Re: 3D Artist magazine
Date: Tuesday, 07 February 1995 23:09:37
From: Paul Rance <paul@rance.demon.co.uk>

Organization: Home

X-MailViewer: Mail 1.12

On Mon, 6 Feb 1995 20:43:37 -0500 (EST) Kelly Computer Consultants <kcc@wariat.org> said

>

>3D Artist is edited by Bill Allen, published by Columbine, Inc., and can
>be reached at 505-982-3532, or via snail-mail at:

>

>P.O. Box 4787

>Santa Fe, NM 87502

>

>Issue #18 should be coming out RSN.

>

Does anyone know if this magazine is available in the UK from
somewhere.

thanks

Paul

effects with several well placed lights or textures.

I suppose you could make an inner sphere with lots of holes in it. Stick a point lightsource in this and have the whole thing rotate. It wouldn't be the best method (points of light would be sharp), but it would do.

Anyone know what would happen if you made a sphere totally transparent, but totally reflective? Would a lightsource (with shadows enabled) pass through it? Would the object look like glass from the outside (because of the high reflectancy) at the same time? If so, then take your original sphere object, give it 255,255,255 filter, and 255,255,255 reflect values. Hopefully, the inner sphere will act as a gobo/cookie thing while the outer sphere gives the impression of the disco-ball glass.

Unfortunately, I've given up rendering with Imagine in favor of a more flexible renderer. I still model with Imagine, but Impulse needs to severely upgrade the quality and flexibility of both its Scanliner (!!), and Ray-Tracer to be able to compete anymore. Actually, the Ray-Tracer is fine (it just needs more flexibility), but the Scanliner is still a joke (sorry)...

J.---->

E-Mail: jgoldman@acs.bu.edu

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1.141 MSG-138 Subject: Re: Disco Ball Effect

Subject: Re: Disco Ball Effect
Date: Wednesday, 08 February 1995 00:22:13
From: craigh@fa.disney.com

Sorry, ray tracing doesn't work that way (usually)...You need radiosity. The portion of the wall will check to see if lights are pointed at it when it is being shaded, but will NOT check to see if REFLECTED light is impinging upon it.

One way to do this:

Use Scanline rendering (or ray-tracing, but make sure the new lights are outside the disco ball if using ray-tracing). Set up a cluster of multi-colored blinking spotlights inside the disco ball that rotate with it and point outward.

The original lights will illuminate the disco ball and the new lights will illuminate the wall with the spinning/blinking effect seen in your favorite disco-theque! This will also allow you to use a nice lens flare since the new spinning spot-lights will occasionally point directly at the camera!

Good luck!

-craig

--

Craig Hoffman	craigh@fa.disney.com	(818) 544-2179
Walt Disney Feature Animation	1420 Flower Street	Glendale, CA 91221

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1.142 MSG-139 Subject: Function key Favorite

Subject: Function key Favorite
 Date: Wednesday, 08 February 1995 00:40:59
 From: mrrivers@tbag.tscs.com (Mike Rivers)

RRW> >

RRW> > My favorite use of function keys is as follows:

RRW> >

RRW> > I've configured F2 as "shaded" and F3 as "newmode." To locate

RRW> obscured

Be nice if Impulse added those to the perspective view gadget as they did with A Z & P

RRW> I have a couple of favorites, but probably not as nice as yours.

RRW> In the Detial Editor I like having Shft-F9 as SetZone, Shft-F10 as

RRW> ClearZone, and F10 as Quickrender, also I like F2 as MakeSubgroup and

RRW> F3

RRW> as PickSubgroup (I may have to make these gadgets if I like yours) but

I've found the gadget setup very usefull:

Group	SubGroups	Sharp Edges	Quick Edges	Filter
[Un] [Grp]	[...Un] [Sub] [Pk]	[...Un] [Srp] [Pk]	[...Un] [Qwk]	[...Fltr]

Pk=Pick

Note: the periods above aren't displayed in the gadget, but they do cause

imagine to put a (one pixel/per period) gap between the gadgets,
which helps keep things from getting to cluttered.

I also have the Pick Groups through Pick Points, Hide Points, & Drag Points
as gadgets, but to save room I just use the first letter of each command

-----Pick-----

[G][O][F][E][P] [H][D]

r b a d o i r

o j c g i d a

u . e e n e g

p

I've shown a few people my setup, and usually the first remarks are
"What the hell are all those buttons for!?" :^), But it works for me.

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

A4000/060/90mhz WOW! this is fast.

140 Mips 50 Mflops.

Thread 144
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1.143 MSG-140 Subject: LW vs. Imagine

Subject: LW vs. Imagine
Date: Wednesday, 08 February 1995 00:59:59
From: mivers@tscs.com (Mike Rivers)

> As far as loading the objects and other things when needed has to do
> with the memory managment going back to when a lmeg machine was all we
> had. WE could do as you ask, but it would blow some users out of the
> box. We have always tried to take care of a broad base of users with
> varried machine types, running from lowly 500 with no memory to
> machines with terrabytes of memory. So this is why we have continued
> on the road that we all travel. In the future I am sure
> this will change./

Is that an official 'Impulse Excuse' (tm)?

Basically, what your saying is: if the low-end user can't run it, then
nobody can? That makes no sense!

Point A: (the impulse way)

When your upgrades consist of trivial trinkets, just so the little
guy can still run it, you alienate the high-end users who want
major upgrades. The high-end user only has one option, switch
software packages. As the low-end users become high end users,
they will also switch software.

Point B: (the newtek way)

When you do major upgrades, you will atleast please your high-end users,
and the low-enders can still use older versions of the software, as
low-end become high-end users they can upgrade to new versions.

>

> Mike,

RRW> Hmmm? I don't know why but a T/F prefs setting comes to mind here, True

RRW> if you only have a small amount of ram and want to load objects for

RRW> every frame and False if you have Gigs, and Gigs of ram and don't want

RRW> to

RRW> load objects for every frame..

This shouldn't need to be an option. Whether it loads the the objects for each frame or just loads them once, the ram requirements shouldn't be much different.

If it were up to me, I'd prefer it load all the objects as soon as you open the project, that way switching between the stage, action, and other editors would be almost instant, and the ability to share objects between the stage and the detail editor would be a big bonus.

(but, knowing Impulse, this will probably remain a dream)

RRW> I must admit I think reloading objects every frame is one of Imagines

RRW> weakest, and worse things it does.. especially for animators.

The stage editor in general is Imagine's weakest point. It is an animators night-mare. Impusle needs to take a good hard look at Lightwave.

RRW> =RRW=

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

A4000/060/90mhz WOW! this is fast.

140 Mips 50 Mflops.

Thread 184
--> RETURN TO CONTENTS!<==

1.144 MSG-141 Subject: Graphics

Subject: Graphics
Date: Wednesday, 08 February 1995 01:44:51
From: Callace@aol.com

Is anyone interested in the book of 3D Ray Traced pictures, 256 pages, the best pictures I've ever rendered. If you do e-mail to me.

Later.

Thread 60
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1.145 MSG-142 Subject: Re: WANTED:F1 Car and Guitar models...

Subject: Re: WANTED:F1 Car and Guitar models...
Date: Wednesday, 08 February 1995 02:24:09
From: Kelly Computer Consultants <kcc@wariat.org>

I believe you will find the models you want on one or all of the CD-ROMs produced by Syndesis. I know I've seen both Gibson and LesPaul(sp?) guitars listed, I seem to recall seeing race cars too.

You can reach Syndesis at 414-674-5200.

Doug Kelly

Kelly Computer Consultants

Thread 289
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1.146 MSG-143 Subject: Re: 3D Artist magazine

Subject: Re: 3D Artist magazine
Date: Wednesday, 08 February 1995 03:01:14
From: Kelly Computer Consultants <kcc@wariat.org>

On Tue, 7 Feb 1995, Paul Rance wrote:

> >

> >3D Artist is edited by Bill Allen, published by Columbine, Inc., and can

> >be reached at 505-982-3532, or via snail-mail at:

> >

> >P.O. Box 4787

> >Santa Fe, NM 87502

> >

> >Issue #18 should be coming out RSN.

> >

>

> Does anyone know if this magazine is available in the UK from

> somewhere.

>

I think it is, but you'd have to check with Bill Allen to be sure. They had a policy for a while of sending out free demo copies on request, but had to limit the offer to N. America due to postage costs.

3D Artist is also supposed to be getting it's own Internet site, 3dartist.com, also RSN. Check it now and then, maybe that will be your fastest contact.

Doug Kelly

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1.147 MSG-144 Subject: Re: Function key Favorite

Subject: Re: Function key Favorite
Date: Wednesday, 08 February 1995 03:41:21
From: IanSmith@psu.edu (Ian M. Smith)

On 7-Feb-95, mdrivers@tbag.tscs.com (Mike Rivers) wrote:

> Note: the periods above aren't displayed in the gadget, but they do cause
> imagine to put a (one pixel/per period) gap between the gadgets,
> which helps keep things from getting to cluttered.

Cool! Is this in the manual anywhere, or just another of those hidden
functions, like being able to have two lines of user gadgets?

I just added some space between gadget groups.. makes it look much better!

My setup is...

```
<Imagine Gadgets> [Click] [Box] [Lasso] [Prim] [Axis] [State]  
[Render] [Prefs] [Attrib] [Transform] [Mold] [Wire] [Wire+] [Solid] [Group] [Obj]  
(Continued) [Point] [Edge] [Face] [Hide]
```

I generally have one hand on the keyboard and one on the mouse... I find
that I don't often use the unchangable buttons that Imagine sets up. Would
be nice to be able to change ALL of them. You know, running Imagine at
700x432 means that even with the extra gadgets, I still have more room than
the default settings. :-)

--

Ian M. Smith <IanSmith@psu.edu> -- PGP Fingerprint (Email for Key) --

581F3521 6F9D8061 0AA214C8 BE51978D

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1.148 MSG-145 Subject: Re: 8-color Imagine

Subject: Re: 8-color Imagine
Date: Wednesday, 08 February 1995 04:04:35
From: IanSmith@psu.edu (Ian M. Smith)

On Feb-06-1995, kxs156@psu.edu (Kaspar Stromme) wrote:

> Using a program called add44k I have been successfully running the
> Imagine editors in 8 color hi-res, and the updates are a lot faster than
> the standard 16 color setup. [...]

This IS much faster. I think I'll be using Imagine like this until 3.2 comes out. If it runs under 256 colors, it looks like I will have to either get an A4000 or a graphics card. But 8 colors really does fly compared to 16. Two color mode is VERY fast, but totally useless. :-) I was amazed how fast directories come up in 8 vs 16 colors, and the user gadgets redraw very quickly too. Although I don't see WHY the user gadgets have to be redrawn when you switch views.. they never change between views, so Imagine really should just draw them one.. 70% of the redraw time for background stuff is the user gadgets. Flipping between views would be much nicer without the redraw.

--

Ian M. Smith <IanSmith@psu.edu> -- PGP Fingerprint (Email for Key) --

581F3521 6F9D8061 0AA214C8 BE51978D

Thread 30
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1.149 MSG-146 Subject: Re: LW vs. Imagine

Subject: Re: LW vs. Imagine
Date: Wednesday, 08 February 1995 05:57:27
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

On Tue, 7 Feb 1995, Randy R. Wall wrote:

>
> Hmmm? I don't know why but a T/F prefs setting comes to mind here, True
> if you only have a small amount of ram and want to load objects for
> every frame and False if you have Gigs, and Gigs of ram and don't want to
> load objects for every frame..
>

I agree with you completely!

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1.150 MSG-147 Subject: Re: Disco Ball Effect

Subject: Re: Disco Ball Effect
Date: Wednesday, 08 February 1995 07:02:12
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

No Imagine won't bounce light off of objects (yet). But you could probably make a good fake for it using a Sphere with the RadWind and Transpar textures. And an axis set to a point source light inside of the sphere.

I haven't tried this but am sure with some work it would shoot little squares all over your walls as you rotate your disco ball. One problem I can think of is you may not be able to have the nice reflective look that the object you have already tried. But then with the correct setting it might be possible. Maybe the metal texture set to chrome on the sphere as well might help?

I'm only gueussing with all of this but do believe the Transpar texture will be the key to success.

=RRW=

>

> last night i was trying to do a disco ball effect, you know like
> saturday night fever :)

>

> i made a primitive sphere and scaled and rotated selected points to
> make angular patches on the sphere. then made it reflective 90% and
> put it inside of a box (extruded plane) then aimed two lights from 2
> angles. ok so far, but

>

> when i render, i can see the reflection of the light on the wall in
> the sphere, but the light shining off the sphere is not hitting any of
> the walls...argh

>
> is this something which imagine cannot do or am i doing something
> wrong. please help!!!
>
> thanks
> alan out...
>
>

Thread 137
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1.151 MSG-148 Subject: Re: Function key Favorite

Subject: Re: Function key Favorite
Date: Wednesday, 08 February 1995 07:24:53
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> RRW> > I've configured F2 as "shaded" and F3 as "newmode." To locate
> RRW> obscured

>
> Be nice if Impulse added those to the perspective view gadget as they
> did with A Z & P

Not a bad idea. But I wouldn't want to much on that gadget.

>
> I've found the gadget setup very usefull:
>
> Group SubGroups Sharp Edges Quick Edges Filter
> [Un] [Grp] [...Un] [Sub] [Pk] [...Un] [Srp] [Pk] [...Un] [Qwk] [...Fltr]

>

> Pk=Pick

Well it looks nice and neat.. probably more organized than mine, but to me not all of these would be important enough to take up a gadget..

> Note: the periods above aren't displayed in the gadget, but they do cause
> imagine to put a (one pixel/per period) gap between the gadgets,
> which helps keep things from getting to cluttered.

This I already knew. But am sure some others may not..

> I also have the Pick Groups through Pick Points, Hide Points, & Drag Points
> as gadgets, but to save room I just use the first letter of each command

>

> -----Pick-----

> [G][O][F][E][P] [H][D]

> r b a d o i r

> o j c g i d a

> u . e e n e g

> p

>

> I've shown a few people my setup, and usually the first remarks are
> "What the hell are all those buttons for!?" :^) , But it works for me.

Well, most of these I definitely would not set to gadgets as there are built in hot keys for all of them but Hide Points.

R/A_1 = Pick Groups

R/A_2 = Pick Objects

R/A_3 = Pick Points

R/A_4 = Pick Edges

R/A_5 = Pick Faces

and to continue

R/A_6 = Add Points

R/A_7 = Add Edges

R/A_8 = Add Faces

R/A_9 = Add Lines

R/A_0 = Drag Point

They are quick and easy to use as well as easy to remember if you force yourself to use them for a few days. I find them indispensable.

Oh and the Menu Bar tells you what mode your in so theres no need to see the gadget selected as someone said about the Click, DragBox, and Lasso.

Anyways, I'm not knocking your method..Thats one thing thats so great about the preferences..everyone can set it up how they like it.. :)

=RRW=

Thread 150
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1.152 MSG-149 Subject: Re: LW vs. Imagine

Subject: Re: LW vs. Imagine
Date: Wednesday, 08 February 1995 07:53:43
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> RRW> Hmmmm? I don't know why but a T/F prefs setting comes to mind here, True
> RRW> if you only have a small amount of ram and want to load objects for
> RRW> every frame and False if you have Gigs, and Gigs of ram and don't want
> RRW> to
> RRW> load objects for every frame..

>

> This shouldn't need to be an option. Whether it loads the the objects for
> each frame or just loads them once, the ram requirements shouldn't be much
> different.

No argument from me, but if the reason they arn't implementing it is because
of low end users, then at least give the high end users an option. I for
one wouldn't care if there was a T/F prefs setting, it sure would be
better than having it like it is now.

> If it were up to me, I'd prefer it load all the objects as soon as you
> open the project, that way switching between the stage, action, and other
> editors would be almost instant, and the ability to share objects between
> the stage and the detail editor would be a big bonus.
> (but, knowing Impulse, this will probably remain a dream)

Well lets hope its not only a dream..

> RRW> I must admit I think reloading objects every frame is one of Imagines
> RRW> weakest, and worse things it does.. especially for animators.

>

> The stage editor in general is Imagine's weakest point. It is
> an animators night-mare. Impusle needs to take a good hard look at
> Lightwave.

Well, this is a matter of opinion. But if they are going to look elsewhere I'd prefer it if they take a long look at Wavefronts Preview, rather than Lightwave.

=RRW=

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1.153 MSG-150 Subject: Re: Function key Favorite

Subject: Re: Function key Favorite
Date: Wednesday, 08 February 1995 08:26:37
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> > Note: the periods above aren't displayed in the gadget, but they do cause
> > imagine to put a (one pixel/per period) gap between the gadgets,
> > which helps keep things from getting to cluttered.

>

> Cool! Is this in the manual anywhere, or just another of those hidden
> functions, like being able to have two lines of user gadgets?

Well, its not really hidden, if you take a close look at the default config file. it has some gadgets set up with these already.

> I generally have one hand on the keyboard and one on the mouse... I find
> that I don't often use the unchangable buttons that Imagine sets up. Would
> be nice to be able to change ALL of them. You know, running Imagine at
> 700x432 means that even with the extra gadgets, I still have more room than
> the default settings. :-)

Ya it would be nice to actually make some hot keys with Ctrl, and Amiga(Alt) keys.. I use these alot, and don't have to much trouble using one hand to do it..but then I have long fingures, so that helps quite a bit.

=RRW=

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1.154 MSG-151 Subject: Re: Function key Favorite

Subject: Re: Function key Favorite
Date: Wednesday, 08 February 1995 12:19:06
From: jamiek@hwcces.demon.co.uk (Jamie Knight)

> I've found the gadget setup very usefull:
>
> Group SubGroups Sharp Edges Quick Edges Filter
> [Un][Grp] [...Un][Sub][Pk] [...Un][Srp][Pk] [...Un][Qwk] [...Fltr]
>
> Pk=Pick
>
> Note: the periods above aren't displayed in the gadget, but they do cause
> imagine to put a (one pixel/per period) gap between the gadgets,
> which helps keep things from getting to cluttered.

I didn't know that! Thanks!

I like to get as much as possible on the gadget bar - I have all the modes (Grp, Obj, Pnt, Edg, etc) as a load of three-letter gadgets on the second line, with select mode (Cl, Dr, Ls) and zooming buttons on

the top row.

I prefer not to use the keyboard, as I can then use Imagine entirely with the mouse and hold a cup of tea with my other hand :)

```
-----+-----
Jamie Knight                | jamiiek@hwcces.demon.co.uk
Environmental Services Computer Support |
Hereford & Worcester County Council   | Place mildly amusing quote,
Worcester, UK                | phrase or opinion here..
All views are my own, etc, etc        |
```

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1.155 MSG-152 Subject: Disco Ball

Subject: Disco Ball
Date: Wednesday, 08 February 1995 13:22:50
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

Well, sense I had nothing else to do I thought I'd give a quick try at that Disco Ball and see if what I thought would work would.

I think it works pretty nice, but there were a few things I didn't try sense I wanted to post something for you before I hit the sack.

Anyways, heres what I did for a fairly simple Disco Ball, but one that stiil looks and works nice.

Add a Sphere

Load the Chrome.Attribute

Add the RadWind texture and set it to:

Radial Scale	-1.0	Color 1 R	255.0
Z Scaling	3.0	Color 1 G	0.0
Sweep Division	20.0	Color 1 B	0.0
Fraction 'On'	1.0	Color 2 R	255.0
Dist Travelled	0.0	Color 2 G	255.0
Min Spacing	0.4	Color 2 B	255.0
Max Spacing	0.4	Reflect Adj	1.0
Transparancy	0.0		

The colors can be changed to what you like, but its a good idea to have one a darker color so that when the Transpar texture lights the walls with the little squares some of them will be darker than others.. It maybe a good idea if you are going to have a couple of colored lights hitting the Disco Ball to use a grey color like 100,100,100 for the dark color and 255,255,255 for the lighter color.

Anyways on to the rest of the Disco Ball.

Now Add the Transpar texture and leave it at the defaults

Now Add an Axis to the center of the ball and set it to a Point Source Light and Cast Shodows.

Now your ready to render it.. If you don't have a lot of things to reflect or lots of glass objects you maybe able to speed things up by setting the RSDP in prefs to 2. if you do have a lot of things to render than set it to what need be. But if you want to test out the Disco ball so you can set it up how YOU like it then I would recomend putting it in

a box with an open end for viewing and set RSDP to 2. This should work fine for these test. The Ball I have explained should give you a very good starting point, if not good enough for your project?

The only thing I found I didn't like about it is the squares are all the same distance apart, but the dark and light colors help break this up a bit as well as having the windows Min & Max Spacing fairly large. You could make these smaller to make the Ball look a bit better but I didn't like the squares on the walls so close together when I did this. But then I was testing it in a fairly small box..I think in a larger box it might look quite good. Especially if there were other things in the room for the squares to interact with..Anyways something for you to play with..

Well I hope you like the looks of it. I tried the Mosaic texture on it and that looked pretty cool too, but not quite right. I think these Disc Ball actually have many different shapes on them so they produce different shapes on the ground. But the Mosaic texture was a bit too much. I was going to try a combination of a couple of textures, but thought it would take a while to play around with this and really only wanted to see how my suggestion would work since I was only guessing about it. And since it did work I figured I'll leave the playing around with the textures for you..

If you need help with these textures there's a great little program to convert your Imagine Texture and light docs into an easy to read Amiga Guide File..with pictures and all..If you have an IBM..well sorry..

The Program is called IMTguide_1a.lha and is on the Aminet in gfx/3d.

Hehehe, sorry I thought it seemed like a good time for some free advertising.

Anyways Good Luck and Enjoy!

=RRW=

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1.156 MSG-153 Subject: Tree's

Subject: Tree's
Date: Wednesday, 08 February 1995 14:43:47
From: cjo@esrange.ssc.se

We've been over this dozen's of times before, but anyway;

Have anybody ever found a decent PD tree-maker?

I've found a demo version of a commercial object modeller called
'Vertex' that seems to make very (VERY) good tree's, but no PD :-(

Conny Joensson

** .sig under reconstruction **

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1.157 MSG-154 Subject: Candle

Subject: Candle
Date: Wednesday, 08 February 1995 14:58:08
From: cjo@esrange.ssc.se

Help, I need somebody.

Help, not just anybody.

Help... ;)

This weekend I started to model a candle.

The candlestick turned out great, the candle itself was no big problem (just a tube, basically), BUT the flame...

I'm not going to use this in any animation, just a still, so the flame doesn't have to be very complex. I made an ellipsoid out of a primitive sphere, applied the 'radial' texture to make it shift colour, and made it a bit transparent. All this is simple.

The problem (at least for me) is that I want to use this candle to light my scene, ie it has to be a lightsource.

If I add an axis (and make it a light) and put it inside the flame, some of the light will "stay inside" the flame (it is not FULLY transparent, I want to SEE the flame as well) and my scene will not be as bright as I wish it to be.

If I put the light somewhere outside the flame the lighting will not originate from the correct place.

What do I do?

..you know I need someone.

He.e.e.lp...

Conny Joensson

** .sig under reconstruction **

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1.158 MSG-155 Subject: Add44k

Subject: Add44k
Date: Wednesday, 08 February 1995 16:09:44
From: cjo@esrange.ssc.se

People have been talking about a utility called 'add44k' which reduces the number of colors in Imagine and thereby speed things up.

WHERE IS IT????

Or could some nice person mail it to me (if it ain't too big).

Conny Joensson

** .sig under reconstruction **

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1.159 MSG-156 Subject: Imagine 3.2 ?

Subject: Imagine 3.2 ?
Date: Wednesday, 08 February 1995 18:32:36
From: Shane Davison <davis@cs.uregina.ca>

Hi,

Isn't Imagine 3.2 supposed to be out by now ?

So far, my \$100 has only brought me one new

(and minor) upgrade and the Constant Upgrade

period is almost over ! Any info about 3.2
is appreciated. I won't mind if they've made
it Windows compatible...

--

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

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1.160 MSG-157 Subject: Re: Tree's

Subject: Re: Tree's
Date: Wednesday, 08 February 1995 18:39:08
From: Alan_Gordie@pcmailgw.ml.com

have you tried LPARSER3.ZIP, i believe you can find it at avalon...

it lets you grow trees, ferns, bugs, fish, lobsters and anything else you can
stumble across while using it.

it works like this...you create a text file describing an L-system and you feed
it into an lparser.exe then you view the resulting volume file with lviewer.exe
no graphical interface, but i know of some people who are building a front-end
for it in Windows. it should be ready in March.

if you can't find the file, just email me and ask for the file and i'll ucode
it to you.

later, alan

p.s. thanks to everyone on the "Disco ball effect" replies...

Reply Separator

Subject: Tree's

Author: cjo@esrange.ssc.se at UNIXGTWY

Date: 2/8/95 6:49 AM

We've been over this dozen's of times before, but anyway;

Have anybody ever found a decent PD tree-maker?

I've found a demo version of a commercial object modeller called 'Vertex' that seems to make very (VERY) good tree's, but no PD :-)

Conny Joensson

** .sig under reconstruction **

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1.161 MSG-158 Subject: Thanks for help on Disco Ball Effect

Subject: Thanks for help on Disco Ball Effect

Date: Wednesday, 08 February 1995 19:46:59

From: Alan_Gordie_at_JX2ASYS@pcmailgw.ml.com

thanks to everyone who replied re: the Disco Ball... all of your suggestions work great.

and thanks also for setting me straight on this ray-tracing/radiosity thing.

it makes sense that you shouldn't be able to see the reflected light shining on other objects as raw light.

i guess radiosity would increase your rendering time by about ^100 or something outrageous like that.

anyway, thanks to everyone for all the help....BTW, any ideas on how to make chaotic cigarette smoke???

:)

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1.162 MSG-159 Subject: Imagine 3.1 states & textures

Subject: Imagine 3.1 states & textures
Date: Wednesday, 08 February 1995 20:20:18
From: Mark Reeves <markr@cs.man.ac.uk>

Well, since this is my first posting to the list, I'll try to keep it short and to the point.

I received Imagine 3.1 (Amiga, fp) last week (took ~10 days from posting), and haven't had much time to try it out, but a cursory look is giving me some problems (!)

The main problem is States & textures. Just as an experiment I have been trying to create an object (a simple sphere) and apply a texture(DinoSkin). I am then trying to morph the texture by creating a new state with slightly changed values for the texture (the size of the bumps).

So I have

state	Datatypes	Texture(bump size x,y,z)
-----	-----	-----
default	Shape,group,Tex/Brush	3,6,3
centre	group	3,6,3
newcentre	group,Tex/Brush	30,60,30

Whilst I am in the Detail editor, I can switch between states and the Texture values behave as expected. I can Tween between (say) centre and newcentre and get texture values between the above values.

BUT, when I save the object, exit the Detail editor, then reload the object, the values either default to 3,6,3 or to 30,60,30 depending on what state is current when I save.

I've also tried selecting Object Props as well as Textures/Brushes, with the same results.

What am I doing wrong?

An unrelated note, if I run MungWall (A debugging aid), when Imagine finishes rendering a frame, I get masses of errors along the line of freeing memory that shouldn't be. This occurs with a versions of Imagine I have (2.0,2.9, 3.0, 3.1). It would be nice if Imagine behaved better!

(It wasn't very short, sorry!)

Mark Reeves

A1200/GVP1230II/SCSI/8M

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1.163 MSG-160 Subject: Re: Imagine 3.2 ?

Subject: Re: Imagine 3.2 ?
Date: Wednesday, 08 February 1995 20:43:08
From: beeton@SEDSsystems.ca (Gary Beeton, beeton@SEDSsystems.ca)

>Isn't Imagine 3.2 supposed to be out by now ?
>So far, my \$100 has only brought me one new
>(and minor) upgrade and the Constant Upgrade
>period is almost over ! Any info about 3.2
>is appreciated. I won't mind if they've made
>it Windows compatible...

Shane,

I ordered the Constant Upgrade program about two weeks ago, at which time Impulse said that 3.2 would be out in about two weeks (I'm not about to hold my breath though). Impulse originally planned to release 4.0 about a year after 3.0 came out, but that looks unlikely now. Don't worry about that year running out. What you and I have paid for is 4.0 with intermediate releases thrown in for good measure.

Gary

beeton@SEDSsystems.ca

<Go Riders>

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1.164 MSG-161 Subject: RE: LW vs Imagine

Subject: RE: LW vs Imagine
Date: Wednesday, 08 February 1995 20:43:44
From: Kenneth Jennings <kenneth@daffy.aatech.com>

Mike Halvorson

wrote about Re: LW vs. Imagine

>Mr. Jennings

>

>I doubt that anyone has ever lied to you, and if so what is that they
>lied about, I wont lie to you, so why dont you tell me what this supposed bug
>is, bring out the issue based on facts, not something that a magazine might or
>might not have any idea about. I trust users but find little to trust when it
>comes to a magazine which is set up to deal only with income and advertisers,
>the rest of the magazine is devoted to filling the pulp with fiction or what
>they might call fact.

>

>I certainly dont mind that people have a difference, and you are of
>course welcome to your right to express your self in what ever manner you want.

>But you say there was "SOME" problem, what was it or what is it. I have no
>problem in dealing with what ever you have heard or think you heard. This is
>your opportunity to make a difference if you so desire, I look forward to your
>message.

>

>Mike Halvorson

After I had Imagine 2.0 for a while I saw an animation by PDI with an animated locomotive chugging through an extremely realistic forest. Close observation of the forest revealed that the trees were simple poles with images of pine branches mapped onto a few flat polygons (similar to the point of a hunting arrow.) Transparency mapping was used to blur the edges of the brush images and to make the rest of the polygons invisible -- thus a good imitation of a slab-o-tree.

I did the same thing in Imagine. With a few trees in the scene, Imagine would start rendering black rectangles when it had to trace through a few 'leaf' planes. (Actually tracing has nothing to do with it, scan-line did the same thing.) This was not a low memory or resolve depth situation either. Additionally, I discovered that the edges of the polygons were visible as thin black lines. No matter how I massaged the transparency map or messed with full/max value setting the polygon edges were still visible.

I reported this to Impulse where I was told, "It doesn't happen here." So, I thought screw it. My life didn't depend on Imagine's ability to correctly render transparent objects at that point, anyway.

(I am at work at the moment, so I'll have to get the exact issue and author tonight...)

A few months later, Amazing Computing published a *tutorial* submitted to them on realistic foliage in Imagine. In it the author documented exactly what I did to make the trees (in his case grass). The tutorial included a full color print of a 24-bit image of grasses and bushes he

had done which had the exact same black lines and black rectangles I had seen in my renderings, but much worse.

I remember the author was extremely forgiving of Imagine's rendering errors and Amazing had nothing 'editorial' to add to his comments.

```

+-----+ +-----+
| Kenneth Jennings, Amiga Advocate | | ===== SyntheToonz, Inc & ===== |
| "Happy I'm not a PC/Mac lemming." | | ===== Equine Video Studios ===== |
| kenneth@daffy.aatech.com          | | = Ken, Computer Animation Artiste = |
| Applied Automation Techniques, Inc. | | = Lynn, Video Maven = |
| Obviously not the opinions of AAT. | | = Bruno The Wonder Dog = |
+-----+ +-----+

```

"You'd think that PC and Mac users willing to gut their systems to achieve the Amiga's level of performance would just save themselves the trouble and buy Amigas in the first place. But they don't know any better -- they read BYTE."

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1.165 MSG-162 Subject: Re: Imagine 3.2 ?

Subject: Re: Imagine 3.2 ?
 Date: Wednesday, 08 February 1995 21:07:52
 From: William Eric Donoho <donoho@iglou.com>

 On Wed, 8 Feb 1995, Shane Davison wrote:

>
 > Hi,
 >

> Isn't Imagine 3.2 supposed to be out by now ?
> So far, my \$100 has only brought me one new
> (and minor) upgrade and the Constant Upgrade
> period is almost over ! Any info about 3.2
> is appreciated. I won't mind if they've made
> it Windows compatible...
>
> --
> Shane Davison (tsml)
> davis@cs.uregina.ca
>
>

Yeah, I upgraded halfway through when I heard 3.1 was out.
I wonder what the upgrade fee will be after 3.2... because you
know that 3.2 won't be out until the very end of the upgrade year.
Maybe they're working on a way to get imagine running under OS/2 ?

Eric Donoho | "Let's go to burger king and get
Louisville, KY USA | a chicken sandwich!"
donoho@iglou.com

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1.166 MSG-163 Subject: Re: Thanks for help on Disco Ball Effect

Subject: Re: Thanks for help on Disco Ball Effect
Date: Wednesday, 08 February 1995 21:55:20
From: Calvin <diavolo@engin.umich.edu>

On Wed, 8 Feb 1995 Alan_Gordie_at_JX2ASYS@pcmailgw.ml.com wrote:

> i guess radiosity would increase your rendering time by about ^100
> or something outrageous like that.

It doesn't really increase your rendering time *that* much. The advantage of radiosity is that it takes a hell of a long time to do the *first* frame. The reason why radiosity takes so long is that it's solving for every point. This means that once you render the first frame, every frame after that will be very quick! That's why a lot of architects use it for walk-through animations, rendering LIVE with radiosity. Once the first frame is rendered, you can go and do real-time walkthrough animations and stuff. Pretty cool.

o/ \o/ o <o o o o Son tutta duolo, non ho che affanni e
<| | /\ |> <|><|> <|\ mi da' morte pena crudel: e per me solo sono
/| / \ /| / \ // \ / \ tiranni gli astri, la sorte, i numi, il ciel.
"*****" Finger for PGP Public Key Block and Fingerprint

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1.167 MSG-164 Subject: I've got lots of PD XSpecs software for any who want it.

Subject: I've got lots of PD XSpecs software for any who want it.
Date: Wednesday, 08 February 1995 22:12:44
From: Charles Hymes <chymes@crew.umich.edu>

Wow, Ive' lurked here for two years, collected 8226 messages, and this is my first post.(I think)

Anyway, I have an archive of XSpecs software for any who want it.
If there is enough interest, I will make it available through WWW.
There are 3d object editors, games, development stuff, and pictures.

x-specs/disfunctional/failed_3danim
x-specs/disfunctional/XspecsPics01.lzh
x-specs/programming/x-specs_lib_C/XSpecs.LZH
x-specs/programming/x-specs_lib_C/readme
x-specs/programming/x-specs_lib_C/ThreeBallTrick
x-specs/programming/x-specs_lib_C/xspecs.h
x-specs/programming/x-specs_lib_C/xspecsglu.asm
x-specs/programming/x-specs_lib_C/xspecsglu.o
x-specs/programming/x-specs_lib_C/ThreeBallTrick.c
x-specs/programming/x-specs_lib_C/ThreeBallTrick.o
x-specs/programming/x-specs_lib_C/xspecs.library
x-specs/programming/x-specs_lib_C/XSpecs.uua
x-specs/programming/x-specs_lib_C/lattice_XSpecs.LZH
x-specs/programming/x-specs_lib_C/lattice_readme
x-specs/programming/x-specs_lib_assembly/readme
x-specs/programming/x-specs_lib_assembly/threeballs
x-specs/programming/x-specs_lib_assembly/xspecs.lib
x-specs/programming/x-specs_lib_assembly/threeballs.asm
x-specs/programming/x-specs_lib_assembly/xspeclib.lzh
x-specs/programming/x-specs_lib_assembly/xspecslib.i
x-specs/programming/x-specs_lib_assembly/xspecslib.doc
x-specs/programming/wide_bitmap/bigtest.c
x-specs/programming/wide_bitmap/smalltest.c
x-specs/programming/wide_bitmap/bigtest

x-specs/programming/wide_bitmap/lmkfile
x-specs/programming/RHornelib.lzh
x-specs/incoming/xanim.lzh
x-specs/incoming/Drive.lzh
x-specs/incoming/Drive.readme
x-specs/incoming/anim-player.lzh
x-specs/incoming/segal0.zip
x-specs/incoming/blue.box
x-specs/incoming/anim-player.readme
x-specs/incoming/readme.txt
x-specs/incoming/stereowx.gif
x-specs/incoming/stereowx.doc
x-specs/incoming/-systemfile
x-specs/incoming/-smallsys
x-specs/incoming/spssxout
x-specs/pictures/maryjane_the_cat.lzh
x-specs/pictures/rembrant_the_dog.lzh
x-specs/pictures/fruit.lzh
x-specs/pictures/kitchen.lzh
x-specs/pictures/subburbs.lzh
x-specs/pictures/SculptApple.lzh
x-specs/pictures/AcroByteLogo.lzh
x-specs/utilities/smash.lha
x-specs/utilities/smash.readme
x-specs/XDCTV/sculptapple.readme
x-specs/XDCTV/SculptAppleDCTV.xspecs
x-specs/games/RHornegames.lzh
x-specs/documents/x-specs_info
x-specs/documents/XspecsAnimFormat.txt

x-specs/documents/x-specs-text
x-specs/documents/x-specs_folk
x-specs/applications/VM3D_Demo.lzh
x-specs/applications/scene3dX.lzh

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1.168 MSG-165 Subject: Re: LW vs Imagine

Subject: Re: LW vs Imagine
Date: Wednesday, 08 February 1995 23:44:55
From: craigh@fa.disney.com

On Feb 8, 10:40am, imagine-relay@email.sp.paramax.com wrote:

>

> I did the same thing in Imagine. With a few trees in the scene,
> Imagine would start rendering black rectangles when it had to trace
> through a few 'leaf' planes. (Actually tracing has nothing to
> do with it, scan-line did the same thing.) This was not a low memory
> or resolve depth situation either. Additionally, I discovered that
> the edges of the polygons were visible as thin black lines. No matter
> how I massaged the transparency map or messed with full/max value
> setting the polygon edges were still visible.

Funny, I noticed weird things about transparency years ago, too. When putting several fully transparent things in front of each other (not touching), I got artifacts where they overlapped. It wasn't noticeable with just one object, but it was very noticeable with three or more. My friend reported it to Impulse,

but I can't remember their response. He didn't care, because his company changed over to Lightwave due to such weirdness.

Does this problem still occur?!? The problem I saw seems like a numerical precision problem.

By the way, I too got a message from Mr. Halvorson about some of my comments on this list. It was nice, but a little confrontational like yours. Whatever happened to "the customer is always right"?

It seems funny, but companies like Alias and Side Effects (both for the SGI) go out of their way to write down bugs called in by users. No confrontations; no "well, obviously you don't understand how the software works"; just "OH MY GOD! AN ERROR?!? HORRORS!! WHERE IS IT? LET ME WRITE THIS DOWN!!" Impulse expects the customer (who paid for the software) to do all of the work to get some notice and respect for their bug. And then there is never a response to let you know where it stands.

Sure, software will always have bugs, but the mark of a mature software company is how it scrambles to keep the customer happy.

--

Craig Hoffman	craigh@fa.disney.com	(818) 544-2179
Walt Disney Feature Animation	1420 Flower Street	Glendale, CA 91221

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1.169 MSG-166 Subject: Re: Thanks for help on Disco Ball Effect

Subject: Re: Thanks for help on Disco Ball Effect
Date: Thursday, 09 February 1995 00:01:01
From: craigh@fa.disney.com

>

> It doesn't really increase your rendering time *that* much. The
> advantage of radiosity is that it takes a hell of a long time to do the
> *first* frame.

>

>

>-- End of excerpt from imagine-relay@email.sp.paramax.com

This is only the case when lights don't change, only the viewpoint does. A spinning disco ball with reflections changing every frame would have to be recalculated at every frame.

Does anyone else remember something a few years back where Impulse planned on implementing some sort of radiosity?

--

Craig Hoffman
#~ ~### craigh@fa.disney.com
@ @ #?)

< /| Walt Disney Feature Animation
\'-\' /
|__/'

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1.170 **MSG-167 Subject: Re: PD XSpecs software**

Subject: Re: PD XSpecs software
Date: Thursday, 09 February 1995 00:01:26
From: beeton@SEDSsystems.ca (Gary Beeton, beeton@SEDSsystems.ca)

>Anyway, I have an archive of XSpecs software for any who want it.
>If there is enough interest, I will make it available through WWW.
>There are 3d object editors, games, development stuff, and pictures.

Yes, I am interested, but I don't have WWW access. What is your email address?

Gary

beeton@SEDSsystems.ca

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1.171 **MSG-168 Subject: Re: Imagine 3.1 states & textures**

Subject: Re: Imagine 3.1 states & textures
Date: Thursday, 09 February 1995 03:55:47
From: "Steve J. Lombardi" <stlombo@eos.acm.rpi.edu>

>
> Whilst I am in the Detail editor, I can switch between states and the Texture
> values behave as expected. I can Tween between (say) centre and newcentre and
> get texture values between the above values.
>
> BUT, when I save the object, exit the Detail editor, then reload the object,
> the values either default to 3,6,3 or to 30,60,30 depending on what state
> is current when I save.
>

This is a well known imagine problem. I know at least a few folks here on
IML have reported it to impulse. I really hope this is fixed in 3.2. and
i REALLY hope the rumored support for display database is there.

--
steve lombardi
stlombo@acm.rpi.edu

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1.172 MSG-169 Subject: Re: I've got lots of PD XSpecs software for any who want it.

Subject: Re: I've got lots of PD XSpecs software for any who want it.
Date: Thursday, 09 February 1995 05:11:03
From: Shane Davison <davis@cs.uregina.ca>

Hi,

Does this XSpecs stuff work on any PC "specs" or is it just Amiga ?

I *love* this type of 3D stuff and I'm always looking for more.

I have 3D LCD shutter glasses from 3D TV corporation and a CyberScope from Simalabim (both for the PC). I'd appreciate info from anyone else out there who is interested in this type of 3D stuff (using Imagine or whatever) and anyone else who owns similar hardware.

Thanks,

--

Shane Davison (tsml)

daviso@cs.uregina.ca

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1.173 MSG-170 Subject: Re: Where is add44k

Subject: Re: Where is add44k
Date: Thursday, 09 February 1995 05:49:16
From: kxsl56@psu.edu (Kaspar Stromme)

I don't know where the file is by itself, but I got mine from the DeluxePacMan archive (Fred Fish disk 867, available from nic.funet.fi among others)

Apparently the program was created to give games more memory (add44k), by cutting other screens in half.

Kaspar Stromme

40mhz68030/'882;9MB;340MB

kxsl56@email.psu.edu

DCTV true-color system

PC-MAC = PoliticalCorrect-MindAbsentComputing

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1.174 MSG-171 Subject: Help needed running Imagine on ATI Ultra Pro

Subject: Help needed running Imagine on ATI Ultra Pro
Date: Thursday, 09 February 1995 06:17:58
From: rhh@ct.picker.com (Randall Hopper)

I haven't had any success getting Imagine to run on my ATI Graphics Ultra Pro. Impulse says it doesn't want to run in Windows enhanced mode (something about it can't handle DPMI), but my ATI GUP drivers require enhanced mode (for all modes, high- and true-color included). I tried stepping down to the 8514/A driver and standard mode, but Imagine still won't run -- it simply ceases to print any error messages.

Has anyone been able to get Imagine to work on an ATI Mach32 card? Any responses would be appreciated. Please CC responses to "rhh@ct.picker.com" as I just recently submitted my subscription request to this mailing list and I don't think I'm "officially" on it yet. Also, if you have an e-mail address/ phone number for Impulse, I'd be interested in that as well.

More on my system configuration: 486-33 w/ 8Megs, Windows 3.1, ATI Graphics Ultra Pro 2M VLB Card (with the 68875 RAMDAC), and Mach32 windows drivers (ver 2.2). I've tried all sorts of configs, including the recommended

HIMEM.SYS only. Also, I'm trying to run the version of Imagine that comes with the book "3D Modeling Lab" (despite what the book says, I assume that this is not a fully-functional current version).

Thanks in advance for any replies.

Randall Hopper

rrh@ct.picker.com

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1.175 MSG-172 Subject: How to make a spaceship shield using Essence textures

Subject: How to make a spaceship shield using Essence textures
Date: Thursday, 09 February 1995 07:36:49
From: Charles Blaquiere <blaq@io.org>

A CompuServe user asked how to use an Essence texture, Shellturb, to simulate a photon blast on a ship. I thought my response might be of interest to the ever-sizeable spaceship fetish crowd. B^)

Stephen,

to be exact, the Essence manual mentions applying Shellturb in order to simulate a bolt of energy hitting the ship, not a ring around the ship.

To do a Star Trek-like "shield absorbs energy blast and dissipates it", you need to create a sphere for the shield. You then use Shellturb combined with SwapCRF to vary the transparency of the texture and

make the energy blast visible. Here's an example:

- Create a standard Imagine sphere. Scale in Z by 0.5.
- Give it a color of 255,255,255 and click on Bright. Add the Bandturb (not Shellturb) texture.
- Edit the texture as follows: 1st column: 0, 20, 30, 20, 10, 5, 4, 0.4 2nd column: 0.4, 0.4, 0, 0, 0, 0, 0, 0. Axis position: 110, 0, 0; alignment: 0, -90, 0
- Add the SwapCRF texture. All parameters should be 0, except Color -> N Filt which should be 1.
- Add the Solid texture. Leave all parameters at -1 and set Color to 50, 255, 200.
- The texture order should read, from top to bottom: Bandturb, SwapCRF, Solid. If not, use the Priority button to make it so. <g>
- States/Create DEFAULT, click Textures/Brushes on.
- States/Create START, click Textures/Brushes on. (This is not a typo. Unless I'm mistaken, you should refrain from using the default state in an animation, which is why I had you create an identical state. Anyone care to comment on this?)
- Change the texture: Time to 1 Fade to 1 Position to -50, 0, 0
- States/Create END.
- In Action, morph from START to END over N frames.

You'll see an energy blast hit the right side of the image, where the

ship inside the shield would presumably be pointing, and travel along the shield, dissipating as it goes along.

How does it work?

The base object is white, and gets a turbulent band of black applied to it using Bandturb. Then, SwapCRF turns this color information into `_filter_` values -- black means no filter, white means fully transparent. This makes part of the shield visible. All that's needed is to give the visible part of shield a color using Solid. Finally, we create two states, START and END, which allow the texture axis to travel from one end of the shield to the other. The END state also has Bandturb's Fade parameter set all the way to 1, so that the texture loses strength as it travels along the shield. Just add a ship inside the shield, and a starfield in the background. The effect is BEAUTIFUL.

Bug alert

Imagine 3.1 doesn't remember texture parameters and axis settings very well when you use States. Until that bug is fixed, you'll need to create two separate objects, Shield-start and shield-end, and morph from one object to the next. No big deal.

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1.176 MSG-173 Subject: Particles help!

Subject: Particles help!
Date: Thursday, 09 February 1995 08:31:30
From: Lamar Milligan <lamarm@moe.coe.uga.edu>

Well, Imagine LT got here, and I've enjoyed playing with it so far. A few notes about Imagine LT: It only comes with 2 FX (Global Lens Flare and Particles), it has only a fraction of the textures (36, and most of the interesting sounding ones are missing.), and Kinematics and Cycle Editors are missing.

This is no problem, the only thing I didn't expect to be gone were the textures & Fx. Those losses hurt. They also are the losses that I am purchasing Imagine Pro for. (Those fiendish Impulse folks. Sneaky, aren't they?) :)

Well, now for my woes: I can't seem to get particles to work for an object. Nothing in the documentation or in the readme files claims they are removed, unless (I doubt this) they are considered part of kinematics. I create a new object: a torus for example, w/ default settings. I then select that object, and click on the particles menu option (detail editor). As the manual suggests, I am in Pick Object mode, have the object selected, and then select Particles.

I have also tried this after fracturing the object, and also while in Pick faces, edges, and points mode.

The manual states that the Particles requester should pop up for me. All I get is an error saying "Invalid Object Type".

What am I doing wrong? Are particles removed from L/T, and if so, why do I have the particle F/X (which I believe are used in conjunction with particle objects, tho I may be mistaken)?

Thanks for any help you can give me, Can't wait for Imagine Pro...

Benjamin Milligan

lamarm@moe.coe.uga.edu

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1.177 MSG-174 Subject: Imagine 3.2 ? (fwd)

Subject: Imagine 3.2 ? (fwd)
Date: Thursday, 09 February 1995 08:47:30
From: Charles Blaquiere <blaq@io.org>

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

From: Shane Davison <davisos@cs.uregina.ca>

So far, my \$100 has only brought me one new
(and minor) upgrade and the Constant Upgrade
period is almost over !

Impulse has promised us 4 upgrades, leading up to and including Imagine
4.0. As for the timeline, we all know that Impulse works in dog-months.
<grin> Look at it this way; I was telling a friend the exact same thing
on the phone tonight: when you finally receive the last upgrade, would
you rather it represent two years' worth of accumulated work, or one
year's? Think about it.

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1.178 MSG-175 Subject: RE: LW VS. IMAGINE

Subject: RE: LW VS. IMAGINE
Date: Thursday, 09 February 1995 09:05:06
From: Charles Blaquiere <blaq@io.org>

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

From: Mike Vandersommen <mike.vandersommen@caddy.uu.silcom.com>

Lightwave certainly impliments BONES much better and easier. In LW, all

Although to be honest, in Lightwave you control which faces of an object are affected by a certain bone, by setting a length of influence, which defines a "cold capsule"-like region of space. Fine -- but then try to do that most basic of examples, the robot hand! As soon as one finger moves next to another, the neighboring fingers get partially stretched too. Imagine has its pluses and minuses, but I love the idea of selecting two groups of faces to define what gets affected by a bone, and what doesn't.

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1.179 MSG-176 Subject: Re: Function key Favorite

Subject: Re: Function key Favorite
Date: Thursday, 09 February 1995 09:42:43
From: Mtucibat@cris.com

On 2-8, Jamie Knight wrote:

J> I like to get as much as possible on the gadget bar - I have all the
J> modes (Grp, Obj, Pnt, Edg, etc) as a load of three-letter gadgets on

J> the second line, with select mode (Cl, Dr, Ls) and zooming buttons on
J> the top row.

=====

The user gadgets are an excellent design feature. Hard to believe we once had to get along without them... I saw Randy's comment about keeping the Perspective Window buttons to a minimum, but I could sure use one more there - "R" for Reset.

J> I prefer not to use the keyboard, as I can then use Imagine entirely
J> with the mouse and hold a cup of tea with my other hand :)

=====

Hmmm... My preferences seem to be set for Espresso. :)

-mikeT

* Offline Orbit 0.70a * ...Sleep is a poor substitute for Raytracing...

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1.180 MSG-177 Subject: Re: Imagine 3.1 states & textures

Subject: Re: Imagine 3.1 states & textures
Date: Thursday, 09 February 1995 10:12:09
From: Mtucibat@cris.com

On 2-8, Steve Lombardi

S> >

S> >Whilst I am in the Detail editor, I can switch between states and the

S> >Texture values behave as expected. I can Tween between (say) centre and

S> > newcentre and get texture values between the above values.

S> >

S> > BUT, when I save the object, exit the Detail editor, then reload the

S> >object, the values either default to 3,6,3 or to 30,60,30 depending on

S> >what state is current when I save.

S>

S> This is a well known imagine problem. I know at least a few folks here on

S>

S> IML have reported it to impulse. I really hope this is fixed in 3.2. and

S> i REALLY hope the rumored support for display database is there.

=====

It seems that this can be worked around by updating the state(s)
that get changed by the later settings. They then seem to save
corectly.

-mikeT

* Offline Orbit 0.70a * ...Amiga: Designed to break the laws of physics...

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1.181 MSG-178 Subject: Re: LW vs. Imagine

Subject: Re: LW vs. Imagine
Date: Thursday, 09 February 1995 10:34:45
From: Charles Blaquiere <blaq@io.org>

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

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

I must admit I think reloading objects every frame is one of Imagines weakest, and worse things it does.. especially for animators.

=RRW=

I agree. Here's a solution that fits within Mike's argument of "we need to support even the lowly machines":

- Load everything needed to render the first frame. Render it.
- Examine the list of objects, textures, and brushmaps needed for the second frame. Drop those which were in the first frame and are not needed anymore; conversely, load those elements from the second frame which aren't already in memory. HOWEVER, DO NOT needlessly reload those elements which had already been loaded to render the first frame! <grrr>
- Repeat until anim is done.

Imagine's strategy of "flush everything when beginning a new frame" may be easy to implement, it also stinks. A straw poll of IML users might show this to be one of the most frustrating features of the program.

And regarding those lowly machines: you still have to assume they have enough memory to load all the elements for every frame; if so, they too would benefit from smarter element management. You don't have to preload everything needed for the whole animation, although as someone else said, a Preferences T/F flag for this would be a big plus.

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1.182 MSG-179 Subject: Candle

Subject: Candle
Date: Thursday, 09 February 1995 10:36:40
From: torgeir.holm@tbc.bbs.no (TORGEIR HOLM)

[CJO's candle flame question]

I made an animation of a candle a while back, which came out pretty nice.

Take your basic candle-flame ellipsoid shape and add the following attributes:

Fog Length: 0.10

Texture: Ghost

Fog length at T: 400

T: 0.8

Texture: FogTop

Fog length at T: 200

T: 0.5

Noise Magnitude: 0

Place the axis so that the origin is in the tip of the flame,
and the bottom of the bounding box is 2/3 towards the bottom of
the flame. With the Z axis pointing up.

Texture: Fireball

Color1: 255,255,100

Color2: 200,030,000

Noise: 0

Reflect&Filter 1&2: 0

Place the axis so that the origin is in the bottom of the flame,
and the end of the Y axis is in the tip.

BTW: my object was about 60 units wide, and 150 units tall.

You can now add a child axis in the middle of your flame, and make it a
lightsource.

To animate this, make sure the Y axis points upward (Do this before
adding textures, as their placement is relative to the axis), and move
the the object up along a wavy path with conform to path. Then move the
path back down a mirror copy of itself, so that the flame stays in the
same position. Makes a really nice and realistic candle- flame

Torge!r

torgeir.holm@tbc.bbs.no

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1.183 MSG-180 Subject: Re: Thanks for help on Disco Ball Effect

Subject: Re: Thanks for help on Disco Ball Effect
Date: Thursday, 09 February 1995 10:49:53
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

>

> Does anyone else remember something a few years back where Impulse planned on
> implementing some sort of radiosity?

Yes..I believe we sould have had it with 3.0..as well as some other
things I am still waiting for.

=RRW=

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1.184 MSG-181 Subject: Re: Help needed running Imagine on ATI Ultra Pro

Subject: Re: Help needed running Imagine on ATI Ultra Pro
Date: Thursday, 09 February 1995 11:19:48
From: Shane Davison <davisos@cs.uregina.ca>

Randall Hopper wrote:

>I haven't had any success getting Imagine to run on my ATI Graphics Ultra
>Pro. Impulse says it doesn't want to run in Windows enhanced mode (something
>about it can't handle DPMS), but my ATI GUP drivers require enhanced mode (for
>all modes, high- and true-color included). I tried stepping down to the 8514/A
>driver and standard mode, but Imagine still won't run -- it simply ceases to
>print any error messages.

I used to have an ATI Graphics Ultra Plus and Imagine ran fine on it BUT...
Imagine does NOT run under Windows in any way whatsoever. You should have

no problems with DOS (you only need to run a VESA driver to show pict's)
but there is NO way that Imagine will run under anything but pure DOS.
If anyone knows different, please let me know.

Oh, and the 3D Modeling Lab book includes a fully-functional version
of Imagine 2.0 (the current version is 3.1).

--

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

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1.185 MSG-182 Subject: Re: Particles help!

Subject: Re: Particles help!
Date: Thursday, 09 February 1995 11:59:37
From: Shane Davison <davisos@cs.uregina.ca>

Well, hi !

Particles should work for your torus. Just in case there is something
wrong with the default torus settings, try starting Imagine L/T afresh
and go straight to the Detail Editor. Then add a primitive sphere
(the defaults should be 24 and 12 with the box checked, I think). Finally,
select Particles from the menu. If the Particles requester doesn't pop-up,
I'd be inclined to think Impulse has left this out (like I'd originally
thought they would) but your best bet is to call them. BTW, the actual
particles aren't visible until you render the object.

The Particles special effect is really not related that much to the Particles in the Detail Editor (although you can use them together). Despite the similar names, they both operate on a slightly different definition of Particles. Any object (particalized (?) or not) can use the Particle special effect (which, btw, I can't believe they left in Imagine L/T because it is by far the most complex and difficult to use special fx, IMO).

Regards,

--

Shane Davison (tsml)

davisos@cs.uregina.ca

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1.186 MSG-183 Subject: RE: LW vs Imagine(brushmap transparency

Subject: RE: LW vs Imagine(brushmap transparency "bug")
Date: Thursday, 09 February 1995 11:59:40
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

On Wed, 8 Feb 1995, Kenneth Jennings wrote:

>

>

> Mike Halvorson

> wrote about Re: LW vs. Imagine

>

> >Mr. Jennings

> >

> >I doubt that anyone has ever lied to you, and if so what is that they
> >lied about, I wont lie to you, so why dont you tell me what this supposed bug
> >is, bring out the issue based on facts, not something that a magazine might o
> r
> >might not have any idea about. I trust users but find little to trust when i
> t
> >comes to a magazine which is set up to deal only with income and advertisers,
> >the rest of the magazine is devoted to filling the pulp with fiction or what
> >they might call fact.

> >

> >I certainly dont mind that people have a difference, and you are of
> >course welcome to your right to express your self in what ever manner you wan
> t.
> >But you say there was "SOME" problem, what was it or what is it. I have no
> >problem in dealing with what ever you have heard or think you heard. This is
> >your opportunity to make a difference if you so desire, I look forward to your
> >message.

> >

> >Mike Halvorson

>

> After I had Imagine 2.0 for a while I saw an animation by PDI with an
> animated locomotive chugging through an extremely realistic forest.
> Close observation of the forest revealed that the trees were simple
> poles with images of pine branches mapped onto a few flat polygons
> (similar to the point of a hunting arrow.) Transparency mapping
> was used to blur the edges of the brush images and to make the rest
> of the polygons invisible -- thus a good imitation of a slab-o-tree.

>

> I did the same thing in Imagine. With a few trees in the scene,
> Imagine would start rendering black rectangles when it had to trace
> through a few 'leaf' planes. (Actually tracing has nothing to
> do with it, scan-line did the same thing.) This was not a low memory
> or resolve depth situation either. Additionally, I discovered that
> the edges of the polygons were visible as thin black lines. No matter
> how I massaged the transparency map or messed with full/max value
> setting the polygon edges were still visible.

>

> I reported this to Impulse where I was told, "It doesn't happen here."
> So, I thought screw it. My life didn't depend on Imagine's ability
> to correctly render transparent objects at that point, anyway.

>

> (I am at work at the moment, so I'll have to get
> the exact issue and author tonight...)
> A few months later, Amazing Computing published a *tutorial* submitted
> to them on realistic foliage in Imagine. In it the author documented
> exactly what I did to make the trees (in his case grass). The tutorial
> included a full color print of a 24-bit image of grasses and bushes he
> had done which had the exact same black lines and black rectangles I
> had seen in my renderings, but much worse.

>

> I remember the author was extremely forgiving of Imagine's rendering
> errors and Amazing had nothing 'editorial' to add to his comments.

>

> +-----+ +-----+

> | Kenneth Jennings, Amiga Advocate | | ===== SyntheToonz, Inc & =====
> |

> | "Happy I'm not a PC/Mac lemming." | | ===== Equine Video Studios =====
|
> | kenneth@daffy.aatech.com | | = Ken, Computer Animation Artiste =
|
> | Applied Automation Techniques, Inc. | | = Lynn, Video Maven =
|
> | Obviously not the opinions of AAT. | | = Bruno The Wonder Dog =
|
> +-----+ +-----+
+
> "You'd think that PC and Mac users willing to gut their systems to achieve the

> Amiga's level of performance would just save themselves the trouble and buy
> Amigas in the first place. But they don't know any better -- they read BYTE."

>
>

I won't comment on Mr. Halvorson's idea of customer support or netiquette. However, the problem with transparencies of brushmaps can be dealt with in a certain fashion.

There is something going on with the brushmap portion of Imagine, which I cannot define from an inner working perspective, but as a user, maybe you will remember the scanline reflection bug in 3.0 when it first came out. In this bug, a reflective object would not reflect the Global brushmap. If you had 2.9, Imagine totally lost brush transparency, which was working in 2.0. Now, something has changed again in 3.0 and 3.1. Somehow, now, the brushmap transparency is related to RSDP (Resolve Depth Parameter in preferences). In 2.0, RSDP was only supposed to affect rendering in Trace mode, oh BTW, RSDP sets the number of bounces of reflected light in a ray trace scene (this is from the 3.0 manual). And then, it has always been advised to keep this to 3 or less as it has an effect on rendering times and besides, you hardly ever need more than

three bounces to effectively simulate reflection.

Well, after all that, guess what? Now, somehow RSDP affects the transparency of brushmaps! in Scanline mode no less! Try setting your RSDP to something like 16 or more then try rendering your overlapping tree brushmaps. It will work! But not without a subsequent cost in rendering time.

Do you have a bald spot on your head where you have been scratching to figure out why Imagine is not working the way you expect or is documented to work?

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1.187 MSG-184 Subject: LW vs. Imagine

Subject: LW vs. Imagine
Date: Thursday, 09 February 1995 13:03:18
From: mdrivers@tbag.tscs.com (Mike Rivers)

> Mike Halvorson

>wrote about Re: LW vs. Imagine

>Mr. Jennings

>

>I doubt that anyone has ever lied to you, and if so what is that they

>lied about, I wont lie to you, so why dont you tell me what this supposed bug

>is, bring out the issue based on facts, not something that a magazine might

or

>might not have any idea about.

Mr. Halverson has an exceptional way of making people feel welcome.

KJ> So, I thought screw it.

Well, you not alone in that respect.

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

A4000/060/90mhz WOW! this is fast.

140 Mips 50 Mflops.

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1.188 MSG-185 Subject: Re: Function key Favorite

Subject: Re: Function key Favorite
Date: Thursday, 09 February 1995 13:30:33
From: cjo@esrange.ssc.se

Mike T wrote;

> The user gadgets are an excellent design feature. Hard to
> believe we once had to get along without them... I saw Randy's
> comment about keeping the Perspective Window buttons to a
> minimum, but I could sure use one more there - "R" for Reset.

YES, I like that idea. I seem to be resetting my perspective view
constantly.

And while we are at it, is there anyway to change the default FOV in the
perspective window. Every time you reset it FOV goes to 90 degrees. This

makes objects look somewhat distorted. Whenever I reset I usually change to 45 degrees FOV. (Hmm, "usually"? More like "every single time".)

Conny Joensson

** .sig under reconstruction **

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1.189 MSG-186 Subject: Re: Candle

Subject: Re: Candle
Date: Thursday, 09 February 1995 13:46:41
From: mrivers@tbag.tscs.com (Mike Rivers)

[...]

C> scene, ie it has to be a lightsource.

C> If I add an axis (and make it a light) and put it inside the flame, some

C> of

C> the light will "stay inside" the flame (it is not FULLY transparent, I

C> want

C> to SEE the flame as well) and my scene will not be a bright as I wish it

C> to

C> be.

[...]

C> What do I do?

Set the fog length of the object to something greater than zero.

Fog objects don't cast shadows, and if you set the Fog len to .01,

the object still appears solid.

If you have I3.X, here's a free candle tip: Make a brushmap with a vertical gradient from the white(top) to black(bottom). Then make another brushmap that is solid white. Apply the gradient map to the candle as a 'reflectivity' map and apply the solid white map as a 'reflection' map. This makes the candle stick glow like a real lit candle.

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

A4000/060/90mhz WOW! this is fast.

140 Mips 50 Mflops.

Thread 216
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1.190 MSG-187 Subject: Re: Candle

Subject: Re: Candle
Date: Thursday, 09 February 1995 14:04:02
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

In article <9502081232.aa23296@unixpc.esrange.ssc.se> Conny Joensson writes:

> Help, I need somebody.
> Help, not just anybody.
> Help... ;)
>
> This weekend I started to model a candle.

> The candlestick turned out great, the candle itself was no big problem (just
> a tube, basically), BUT the flame...

>

> I'm not going to use this in any animation, just a still, so the flame
> doesn't have to be very complex. I made an ellipsoid out of a primitive
> sphere, applied the 'radial' texture to make it shift colour, and made it a
> bit transparent. All this is simple.

>

> The problem (at least for me) is that I want to use this candle to light my
> scene, ie it has to be a lightsource.

> If I add an axis (and make it a light) and put it inside the flame, some of
> the light will "stay inside" the flame (it is not FULLY transparent, I want
> to SEE the flame as well) and my scene will not be as bright as I wish it to
> be.

> If I put the light somewhere outside the flame the lighting will not
> originate from the correct place.

>

> What do I do?

>

> ..you know I need someone.

> He.e.e.lp...

Hi Conny,

With a little help from my friends ... :-)

I can only think of one thing to try. The manual suggests either
increasing transparency, moving the light axis outside of the flame or
create a hole in the flame to let the light shine through. You might like
to try and Fracture the flame object with a value just over 1.0. This will

displace the faces slightly and create gaps for the light to shine through.
A combination of this and transparency might work. It might create
problems however, if the light source is casting shadows.

BTW - thanks for the reply regarding my not receiving the IML, it's been
sorted out :-)

What do you see when you turn out the light ...

Bye, Bob.

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

Thread 190
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1.191 MSG-188 Subject: Re: LW vs Imagine

Subject: Re: LW vs Imagine
Date: Thursday, 09 February 1995 17:21:33
From: Kenneth Jennings <kenneth@daffy.aatech.com>

Mike Rivers <mrivers@tbag.tscs.com>

wrote about: LW vs. Imagine

> Mike Halvorson

>wrote about Re: LW vs. Imagine

>>Mr. Jennings

>>

>>This is your opportunity to make a difference if you so desire,

>>I look forward to your message.

>Somehow, I seriously doubt it.

>>Mike Halvorson

>KJ> I reported this to Impulse where I was told, "It doesn't happen here."

>KJ> So, I thought screw it.

>Well, you not alone in that respect.

The problem I ran into in 2.0 had apparently been fixed (based on testimony from a few emails I received) in 3.x.

Thats all well and fine, however, the gist of the discussion was Impulse's responsiveness to users. I have bought most Impulse products since Turbo Silver and bought every collection of 3D objects, fonts, and utilities they offered. (I even bought sweatshirts.) The only thing I have ever become disappointed with was VoRecOne, because there was never a VoRecTwo.

I like Imagine. For our video work I've had to move to Lightwave for animation, but I still use Imagine, because I greatly prefer the Detail editor to Lightwave's Modeler. I don't get frustrated very easily, and I spend a great deal of time making sure I can duplicate errors and explain problems succinctly when I have to call Tech Support. (I spent a week proofreading the Imagine 0.9/1.0 manual and sent Impulse a tome [40 paragraphs] of corrections and suggestions.)

It seems to me that the only time there's any suggestion of responsiveness to the end user is when Mike Halvorson is

directly involved. Over the years, most of the other people I've talked to at Impulse Tech Support were rude, short, gruff, or insulting when discussing problems with Imagine. I know I couldn't possibly be the first person to come across every problem I document, so it's no thrill to have Tech Support use the blanket phrase, "It doesn't do that here." which translates to "I don't want to talk to you."

If the phone wasn't bad enough, they are totally unresponsive by snail-mail unless the envelope contains a check. I have previously sent back disks containing 3D object/fonts collection which I believed were missing objects. When I call to find out what's happening I'm always told they never got it. (The post office can't be that unreliable all the time.) It's a good thing I back up everything I buy, so I'm only out a couple letters in a few fonts.

Additionally, I have sent numerous sample projects, objects, and pictures to Impulse and have never received any kind of response to my problems, because (of course) the "never got" the disks. Maybe Mike H. should walk through tech support with a 2x4 and whack a few people upside the head.

Bottom line: Impulse's Imagine is wonderful. Impulse's Tech Support is not, unless you're dealing with Mike Halvorson directly.

```
+-----+ +-----+
| Kenneth Jennings, Amiga Advocate | | ===== SyntheToonz, Inc & ===== |
| "Happy I'm not a PC/Mac lemming." | | ===== Equine Video Studios ===== |
```

kenneth@daffy.aatech.com		= Ken, Computer Animation Artiste =
Applied Automation Techniques, Inc.		= Lynn, Video Maven =
Obviously not the opinions of AAT.		= Bruno The Wonder Dog =

+-----+ +-----+

"You'd think that PC and Mac users willing to gut their systems to achieve the Amiga's level of performance would just save themselves the trouble and buy Amigas in the first place. But they don't know any better -- they read BYTE."

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1.192 MSG-189 Subject: Re: Candle

Subject: Re: Candle
Date: Thursday, 09 February 1995 17:50:58
From: plucas@vt.edu (Perry Lucas)

>
>
>[CJO's candle flame question]
>
>I made an animation of a candle a while back, which came out pretty
>nice.
>
>Take your basic candle-flame ellipsoid shape and add the following
>attributes:
>
> Fog Length: 0.10
>
> Texture: Ghost

>

Over the past few days, I have noticed a bunch of people posting these howto's for simple objects (photon torpedo's, shields, etc.) Although I do not have much time in my life, I would like to put a booklet out of all these little tidbits. I can easily format them nicely through AmiPro, print them out, and get them binded down at the copy center. The only cost would be for the copying, binding, and shipping. It would be a lot nicer than the thousands of printouts that you and I have scattered about our work areas. Any thoughts?

--Perry

,/_|

\o.O;

-----oOO = (____) = OOo-----

Perry J.Lucas

U

Emails: plucas@vt.edu

"PJ" on Diversity University

plucas@raven.cybercom.com Telnet: moo.du.org 8888

lucasp@erau.db.erau.edu

HTML Hompage: <http://erau.db.erau.edu:80/~lucasp>

Thread 194

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1.193 MSG-190 Subject: Re: Candle

Subject: Re: Candle

Date: Thursday, 09 February 1995 19:46:15

From: dalamar@MIT.EDU (Craig Andera)

>Over the past few days, I have noticed a bunch of people posting these
>howto's for simple objects (photon torpedo's, shields, etc.) Although
>I do not have much time in my life, I would like to put a booklet out of
>all these little tidbits. I can easily format them nicely through AmiPro,
>print them out, and get them binded down at the copy center. The only
>cost would be for the copying, binding, and shipping. It would be a lot
>nicer than the thousands of printouts that you and I have scattered about
>our work areas. Any thoughts?

>

>--Perry

>

I think this is a great idea. As a beginning -> intermediate user, I know I usually grab anything that looks interesting off the list, save it, and try it later. I've come across quite a few things that I would never have figured out on my own this way, and quite a few others that would have taken me a long time.

Perhaps even better than binding it would be to create some sort of electronic archive. I know the archives for this list already exist, but having one that contains only the "tidbits" and "howtos" would save a lot of sifting, and provide people like me with a really information-dense jumping off point. Plus, it cuts out the printing, binding, and mailing. We just need to find some anonymous ftp site or set up some kind of auto-mailer. And it allows for frequent updates.

Maybe a WWW page? Are browsers for the Amiga widely available?

Just a few thoughts.

-Craig

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1.194 MSG-191 Subject: IMAGINE 3.2 ?

Subject: IMAGINE 3.2 ?
Date: Thursday, 09 February 1995 20:22:59
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: Shane Davison <davisos@cs.uregina.ca>

->

-> Isn't Imagine 3.2 supposed to be out by now ?

-> So far, my \$100 has only brought me one new

-> (and minor) upgrade and the Constant Upgrade

-> period is almost over ! Any info about 3.2

-> is appreciated. I won't mind if they've made

-> it Windows compatible...

=2E..this brings up a question I don't think has been answered before=

.

I'm a naturally suspicious guy...and learned never pay the mechanic

BEFORE the work is done, so I haven't joined the Impulse auto-upgrade

"deal". However, I'm curious how Impulse is going to pull this thing

off. They say for \$100 you get at least 4 updates from May to May. It =

has

been my experience that Impulse generally takes 2 years to get from o=

ne

major release to another. Also, at the rate they are going now, (v3.0=

,

=3D| "..where the 4 Horsemen of the Apocalypse play golf..." =

|=3D

=3D|_____

|=3D

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

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1.195 MSG-192 Subject: Re: LW vs. Imagine

Subject: Re: LW vs. Imagine
Date: Thursday, 09 February 1995 20:46:04
From: Douglas Rudd <rudd@plk.af.mil>

I believe Impulse may have taken a first step towards solving the problem of supporting the lowest common denominator in machines: IM L/T. Perhaps Impulse should let Imagine diverge into two separate entities -- a program for the low end that offers a lot of features for the money but will work on most machines, and a version for the high end market that costs more but offers MUCH more and requires the hardware to support it. I would prefer to remain with one program and focus my skills with that one tool, but as it stands, I must use LW for rendering and IM for modeling in order to be productive (thanking God for Interchange).

While I'm here, I'll sound off a little about the some of the whining and back biting towards Impulse. They are a small company. I've called them perhaps a dozen times and I've ended up speaking with Mike about five times. Call Alias or AutoDesk and see if you ever end up talking with the owner,

even by appointment. Impulse doesn't have the capital to support a full time service that can answer you with "Good Morning, this is Impulse. How may we help you today?" I'm sure they could provide it if we are willing to pay for it in the s/w. Impulse just doesn't have the volume to support all the extras and keep their prices down. Mike is fortunate that he didn't find his calling in the diplomatic corps -- his genius is in programing, not PR. On the other hand, we could be less confrontational. Provide inputs, and if Impulse continues to ignore them, we could look else where. That has always been an option.

For my part, I wish the IML would limit itself more to comment and info, and forget the flaming. This type of conduct on LW-ML or comp.graphics.packages.lightwave is not tolerated, and believe me, NewTek is not the most responsive company in the market place. Let's focus on what we can achieve; an exchange of information that will help us to extract as much as possible from Imagine, within its limitations. If we act responsibly, perhaps Impulse will work with us to reduce those limitations.

Doug Rudd

:-) I think I'll write a letter to my congressman.

:-| A congressman has two ends: a sitting end and a thinking end;

and since his entire future depends on his seat, why bother friend....

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1.196 MSG-193 Subject: Re: IML tidbits (was Candle)

Subject: Re: IML tidbits (was Candle)
Date: Thursday, 09 February 1995 21:24:54
From: Shane Davison <davis@cs.uregina.ca>

>Over the past few days, I have noticed a bunch of people posting these
>howto's for simple objects (photon torpedo's, shields, etc.) Although
>I do not have much time in my life, I would like to put a booklet out of
>all these little tidbits. I can easily format them nicely through AmiPro,
>print them out, and get them binded down at the copy center. The only
>cost would be for the copying, binding, and shipping. It would be a lot
>nicer than the thousands of printouts that you and I have scattered about
>our work areas. Any thoughts?

>--Perry

Well, I've collected all the step-by-step (and other significant) things to try in Imagine from all the IML archives (# 0-57). The only stuff I may have missed occasionally were "Essence-only" tidbits (because I don't own it). Now, since this was to be only for personal use, I only copied the helpful info and didn't include the author/poster. Due to school, etc, I don't have enough time to go through and attach the author to his/her useful info (which, IMO, should be done but shouldn't take too much time using text searches). If anyone is interested in this *and* would like to sort/credit/etc the text, I'd be happy to upload/mail it to you. But if others are going to make use of it, I'd really like to see the author's name included. I was quite a competent Turbo Silver user and thus was not a total Imagine newbie when I bought 3.0. But there is no question that the information contained in the IML archives was invaluable to me

and many others. I'd like to take this opportunity to thank each and every IML member who has contributed in any positive way to this list.

Regards,

--

Shane Davison (tsml)

davisos@cs.uregina.ca

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1.197 MSG-194 Subject: Re: Candle

Subject: Re: Candle
Date: Thursday, 09 February 1995 23:02:55
From: Douglas Rudd <rudd@plk.af.mil>

> Over the past few days, I have noticed a bunch of people posting these
> howto's for simple objects (photon torpedo's, shields, etc.) Although
> I do not have much time in my life, I would like to put a booklet out of
> all these little tidbits. I can easily format them nicely through AmiPro,
> print them out, and get them binded down at the copy center. The only
> cost would be for the copying, binding, and shipping. It would be a lot
> nicer than the thousands of printouts that you and I have scattered about
> our work areas. Any thoughts?

>

Why not an AmigaGuide file? Cost? Just time. Risk? None. Could be very useful.

Doug Rudd

rudd@plk.af.mil

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

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

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1.198 MSG-195 Subject: Online Docs, was RE: Candle

Subject: Online Docs, was RE: Candle
Date: Thursday, 09 February 1995 23:30:09
From: Kenneth Jennings <kenneth@daffy.aatech.com>

Craig Andera <dalar@mit.edu>

wrote about Re: Candle

>>Over the past few days, I have noticed a bunch of people posting these
>>howto's for simple objects (photon torpedo's, shields, etc.) Although
>>I do not have much time in my life, I would like to put a booklet out of
>>all these little tidbits. I can easily format them nicely through AmiPro,
>>print them out, and get them binded down at the copy center. The only
>>cost would be for the copying, binding, and shipping. It would be a lot
>>nicer than the thousands of printouts that you and I have scattered about

>>our work areas. Any thoughts?

>>

>>--Perry

>I think this is a great idea.

[...]

Dittos.

>Perhaps even better than binding it would be to create some sort of

>electronic archive.

[...]

>Maybe a WWW page?

Maybe an AmigaGuide document. That would be really useful.

>Are browsers for the Amiga widely available?

Yup. See the March 95 AmigaWhirled :-) for a description

of everything you need on the Amiga to use Mosaic.

>Just a few thoughts.

>-Craig

```
+-----+ +-----+
| Kenneth Jennings, Amiga Advocate | | ===== SyntheToonz, Inc & ===== |
| "Happy I'm not a PC/Mac lemming." | | ===== Equine Video Studios ===== |
| kenneth@daffy.aatech.com          | | = Ken, Computer Animation Artiste = |
| Applied Automation Techniques, Inc. | | = Lynn, Video Maven = |
| Obviously not the opinions of AAT. | | = Bruno The Wonder Dog = |
```

+-----+ +-----+

"You'd think that PC and Mac users willing to gut their systems to achieve the Amiga's level of performance would just save themselves the trouble and buy Amigas in the first place. But they don't know any better -- they read BYTE."

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1.199 MSG-196 Subject: Good turbulent gas effect??

Subject: Good turbulent gas effect??
Date: Thursday, 09 February 1995 23:37:35
From: Scott Krehbiel <scott@umbc.edu>

Hi Everybody,

I'm trying to make a turbulent gas effect. I tried using a fog object and the Nebula texture (came with Imagine) and I got a kinda neat effect, but it looked more like water than anything else. Actually, it looked just like the sky reflecting off the surface of turbulent water.

What I'm trying to represent is called Reactive Ion Etching, where a gas is bombarded with Radio waves, ionizing it and making it etch a surface. I'm not about to try to micro-animate this, but would like to get a nice plasma effect on the gas.

Any suggestions for getting a "dangerous gas that would etch things" effect??? I think turbulence would be good, as it would illustrate the fact that the gas is doing something... not just sitting around.

Thanks in advance,

Scott Krehbiel

scott@umbc7.umbc.edu

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1.200 MSG-197 Subject: Re: Booklet of Tidbits

Subject: Re: Booklet of Tidbits
Date: Friday, 10 February 1995 00:15:19
From: Alan_Gordie@pcmailgw.ml.com

i think this is a great idea...maybe a WWW site or maybe a compressed text file in the layout of a book(e.g. table of contents, index, etc.)

also, i would gladly offer my windows database programming experience to the cause of developing an updateable "booklet of tidbits". all of the tidbits could be formatted in ascii format such that they could be easily imported into a database. (Amiga or IBM)

just an idea, no flames please :)

later,

alan_gordie@ml.com

Reply Separator

Subject: Re: Candle

Author: dalamar@MIT.EDU (Craig Andera) at PROFGTWY

Date: 2/9/95 11:00 AM

>Over the past few days, I have noticed a bunch of people posting these
>howto's for simple objects (photon torpedo's, shields, etc.) Although
>I do not have much time in my life, I would like to put a booklet out of
>all these little tidbits. I can easily format them nicely through AmiPro,
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>our work areas. Any thoughts?

>

>--Perry

>

I think this is a great idea. As a beginning -> intermediate user, I know I usually grab anything that looks interesting off the list, save it, and try it later. I've come across quite a few things that I would never have figured out on my own this way, and quite a few others that would have taken me a long time.

Perhaps even better than binding it would be to create some sort of electronic archive. I know the archives for this list already exist, but having one that contains only the "tidbits" and "howtos" would save a lot of sifting, and provide people like me with a really information-dense jumping off point. Plus, it cuts out the printing, binding, and mailing. We just need to find some anonymous ftp site or set up some kind of auto-mailer. And it allows for frequent updates.

Maybe a WWW page? Are browsers for the Amiga widely available?

Just a few thoughts.

-Craig

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1.201 MSG-198 Subject: Re: Booklet of Tidbits

Subject: Re: Booklet of Tidbits
Date: Friday, 10 February 1995 04:23:45
From: dalamar@MIT.EDU (Craig Andera)

Well, considering the number of positive responses in the few hours since the original posts, it looks like the idea is a pretty popular one.

I just want to put in a word for the PC users, like myself: an Amiga guide file is of limited utility to us, unless anyone knows of a viewer for DOS/Windows. I realize that this list consists in large part of Amiga users (and having read for a while now, I've gained tons of respect for the Amiga), hence my comment about the availability of Amiga browsers.

Anyway, if someone does get around to organizing the tidbits, please keep the Amiga-impaired like myself in mind.

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1.202 MSG-199 Subject: Re: Online Docs, was RE: Candle

Subject: Re: Online Docs, was RE: Candle
Date: Friday, 10 February 1995 05:11:34
From: Michael Hazlett <tarkin@earthlight.co.nz>

> >I think this is a great idea.

> [...]

>

> Dittos.

>

>

> >Perhaps even better than binding it would be to create some sort of

> >electronic archive.

> [...]

> Maybe an AmigaGuide document. That would be really useful.

>

>

> >Are browsers for the Amiga widely available?

AMIGAGUIDE!! AMIGAGUIDE!! :)

MH

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1.203 MSG-200 Subject: Textures

Subject: Textures
Date: Friday, 10 February 1995 05:37:24
From: Michael Hazlett <tarkin@earthlight.co.nz>

Recently I seen some tutes on making dissapating shields....but in the tute it used the textures.....

Bandturb

SwapCRF

Solid

Ok I have Bandturb....but if the other ones are Essence textures I never got 'em....If it's legal can someone UL the textures...Solid & SwapCRF to me please...

Thanks Guyz

MH

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1.204 MSG-201 Subject: 3D Artist

Subject: 3D Artist
Date: Friday, 10 February 1995 06:08:36
From: gareth.qually@beect.iaccess.za (Gareth Qually)

Thanks to everyone for helping me out with the details of the mag.

Perry Lucas suggested a compiled book of IML tips and hints. This sounds great, i would like to get one. But being outside Perry's country inhibits my ability to send a self addressed envelope with his countrys' stamp on it. Also a small charge for the booklet would not justify the

charges I would get changing currencies (in South Africa we still have exchange controls).

What about sending it via e-mail to people who wanted it, hey Perry? I use AmiPro as well so the format wouldn't be a problem. If you can Perry I would be most grateful.

Chow...

gareth.QUALLY@BEECT.IACCESS.ZA

P.S. Is Seaquest really a commercial flop in the States?

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1.205 MSG-202 Subject: Locomotive objects

Subject: Locomotive objects
Date: Friday, 10 February 1995 06:47:57
From: peter.borcherds@beect.iaccess.za (Peter Borchers)

Hi there

I am looking for any Imagine objects of locomotives (steam or diesel) - preferably very detailed. If anyone knows of the location of such objects could they please let me know.

Another thing I have been trying - I want to model the inside of a house - complete with furniture - to help with interior design. I've tried various methods, but they have all given me problems due to speed of rendering, etc. Anyone have any ideas?

- and while I am on the subject, how can I make objects of a couch
and a TV (needs to be reasonably detailed)

I am a relative newbie to Imagine (3.0) with very little model building
experience, so any bit of help would be appreciated.

Thanks

Peter Borchards

peter.borchards@beect.iaccess.za

** UNREGISTERED EVALUATION COPY - PLEASE SUPPORT THE SHAREWARE CONCEPT **

| AmiQWK 2.3 | Help! I've fallen and I can't get down! - James Brown

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1.206 MSG-203 Subject: Re: LW vs. Imagine

Subject: Re: LW vs. Imagine
Date: Friday, 10 February 1995 07:25:08
From: ThreeDTV@aol.com

Yes I agree. Impulse is a small company and it does respond to suggestions
that ARE implemented in later versions of the software. I have talked to MH
on numerous occasions and he was always upfront and straight foward. Of
course this approach will turn off many people if they are used to
"sugarcoated" responses. My suggestion for Impulse is it is OK for Mike to be
short but it is certainly not OK for his tech staff to be gruff. They have NO
right be.

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1.207 MSG-204 Subject: Re: Candle

Subject: Re: Candle
Date: Friday, 10 February 1995 07:46:33
From: Charles Blaquiere <blaq@io.org>

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

From: Mike Rivers <mrivers@tbag.tscs.com>

If you have I3.X, here's a free candle tip: Make a brushmap with a vertical gradient from the white(top) to black(bottom).

Then make another brushmap that is solid white. Apply the gradient map to the candle as a 'reflectivity' map and apply the solid white map as a 'reflection' map. This makes the candle stick glow like a real lit candle.

Umm, wouldn't it be simpler to replace those two brushmaps with the Linear texture, fading the color to white as you get closer to the top of the candle?

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1.208 MSG-205 Subject: Re: IMAGINE 3.2 ?

Subject: Re: IMAGINE 3.2 ?
Date: Friday, 10 February 1995 07:47:43
From: ThreeDTV@aol.com

I have been informed from Impulse that the upgrade program for \$100 will get you to version 4.0 of Imagine if you have version 3.0 to start with.

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1.209 MSG-206 Subject: Re: LW vs Imagine

Subject: Re: LW vs Imagine
Date: Friday, 10 February 1995 08:17:41
From: Charles Blaquiere <blaq@io.org>

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

From: Kenneth Jennings <kenneth@daffy.aatech.com>

<Lots of horror stories about Impulse's tech support deleted>

I agree 100%. Impulse's tech support is abysmal. They promise to phone back, but never do. They promise to pass faxes on to XYZ, XYZ never gets them. You describe any problem, (my communications skills are legendary at the office and online) and they complain they can't understand, then ask you to send them a scene on disk. You send them disks -- black hole from hell.

Why do you think I became so good at solving Imagine problems? Because I never got any help from their phone line, that's what.

In all honesty, I must add that online support is much better than their phone tech line. Sometimes Mike needs a couple of messages to understand

user questions, but he often follows through with an answer.

Mike, if you're reading this, how on earth have these rude, incompetent people managed to keep their job this long? Are you really oblivious to the number of people who, through the years, have been turned off Imagine forever because of their personal tech support horror stories?

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1.210 MSG-207 Subject: Imagine tidbits

Subject: Imagine tidbits
Date: Friday, 10 February 1995 08:25:13
From: Charles Blaquiere <blaq@io.org>

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

From: Perry Lucas <plucas@vt.edu>

Over the past few days, I have noticed a bunch of people posting these howto's for simple objects (photon torpedo's, shields, etc.) Although I do not have much time in my life, I would like to put a booklet out of all these little tidbits. I can easily format them nicely through AmiPro, print them out, and get them binded down at the copy center. The only cost would be for the copying, binding, and shipping. It would be a lot nicer than the thousands of printouts that you and I have scattered about our work areas. Any thoughts?

Some would prefer a printed booklet, but I vote for the compendium to be published in electronic format. Two reasons: easier to update, and

searchable.

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1.211 MSG-208 Subject: Re: LW vs. Imagine

Subject: Re: LW vs. Imagine
Date: Friday, 10 February 1995 08:47:46
From: Robert Iacullo <eagle@cyberspace.com>

Here, here.

On Thu, 9 Feb 1995, Douglas Rudd wrote:

> I believe Impulse may have taken a first step towards solving the problem
> of supporting the lowest common denominator in machines: IM L/T. Perhaps
> Impulse should let Imagine diverge into two separate entities -- a program
> for the low end that offers a lot of features for the money but will work
> on most machines, and a version for the high end market that costs more but
> offers MUCH more and requires the hardware to support it. I would prefer
> to remain with one program and focus my skills with that one tool, but as
> it stands, I must use LW for rendering and IM for modeling in order to be
> productive (thanking God for Interchange).
>
> While I'm here, I'll sound off a little about the some of the whining and
> back biting towards Impulse. They are a small company. I've called them
> perhaps a dozen times and I've ended up speaking with Mike about five times.
> Call Alias or AutoDesk and see if you ever end up talking with the owner,
> even by appointment. Impulse doesn't have the capital to support a full time

> service that can answer you with "Good Morning, this is Impulse. How may
> we help you today?" I'm sure they could provide it if we are willing
> to pay for it in the s/w. Impulse just doesn't have the volume to support
> all the extras and keep their prices down. Mike is fortunate that he didn't
> find his calling in the diplomatic corps -- his genius is in programing,
> not PR. On the other hand, we could be less confrontational. Provide inputs,
> and if Impulse continues to ignore them, we could look else where. That has
> always been an option.

>

> For my part, I wish the IML would limit itself more to comment and info,
> and forget the flaming. This type of conduct on LW-ML or comp.graphics.
> packages.lightwave is not tolerated, and believe me, NewTek is not the
> most responsive company in the market place. Let's focus on what we can
> achieve; an exchange of information that will help us to extract as much
> as possible from Imagine, within its limitations. If we act responsibly,
> perhaps Impulse will work with us to reduce those limitations.

>

>

>

> Doug Rudd

> -----

> :-) I think I'll write a letter to my congressman.

>

> :-| A congressman has two ends: a sitting end and a thinking end;

> and since his entire future depends on his seat, why bother friend....

> -----

>

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1.212 MSG-209 Subject: RE: LW vs Imagine(brushmap transparency

Subject: RE: LW vs Imagine(brushmap transparency "bug")
Date: Friday, 10 February 1995 09:23:04
From: Charles Blaquiere <blaq@io.org>

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

From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

Well, after all that, guess what? Now, somehow RSDP affects the transparency of brushmaps! in Scanline mode no less! Try setting your RSDP to something like 16 or more then try rendering your overlapping tree brushmaps. It will work! But not without a subsequent cost in rendering time.

Do you have a bald spot on your head where you have been scratching to figure out why Imagine is not working the way you expect or is documented to work?

Ted, here's my educated guess. In 2.9, Imagine exhibited transparency bugs which, if memory serves me right, were caused by an attempt to improve the backdrop code. (Users were complaining that backdrops would not show behind transparent or semi-transparent objects)

Impulse has been working on the situation, and is actually moving towards actual alpha channel support, where your objects' opacity becomes an 8-bit greyscale image. This will allow the backdrop to show perfectly, with varying amounts depending on the cumulative opacity of

any/all objects in the scene. My guess is that the upcoming alpha channel support is the reason why Resolve Depth now affects scanline mode and transparency maps.

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1.213 MSG-210 Subject: Re: Booklet of Tidbits

Subject: Re: Booklet of Tidbits
Date: Friday, 10 February 1995 09:48:37
From: "Anime a day..." <b7655@hopi.dtcc.edu>

On Thu, 9 Feb 1995, Craig Andera wrote:

> Well, considering the number of positive responses in the few hours since
> the original posts, it looks like the idea is a pretty popular one.
>
> I just want to put in a word for the PC users, like myself: an Amiga guide
> file is of limited utility to us, unless anyone knows of a viewer for
> DOS/Windows. I realize that this list consists in large part of Amiga
> users (and having read for a while now, I've gained tons of respect for the
> Amiga), hence my comment about the availability of Amiga browsers.
>
> Anyway, if someone does get around to organizing the tidbits, please keep
> the Amiga-impaired like myself in mind.
>

You can still read the amigaguide files with any ascii text reader but you will have some delimiters scattered through it.. but the body of it

will still be usefull.. Sometimes when doing a word search I do that with an amigaguide format file just to get the info I need and print it out fast...

Bill

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1.214 MSG-211 Subject: Re: Booklet of Tidbits

Subject: Re: Booklet of Tidbits
Date: Friday, 10 February 1995 11:28:05
From: zmievski@herbie.unl.edu (Silicon)

> i think this is a great idea...maybe a WWW site or maybe a compressed
> text file in the layout of a book(e.g. table of contents, index, etc.)

I could host it at my WWW site. If someone takes time to make the initial WWW page, I can put it on my site.

Andrey

Thread 210
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1.215 MSG-212 Subject: Re: IML Tidbits

Subject: Re: IML Tidbits
Date: Friday, 10 February 1995 12:44:56
From: Shane Davison <davisoc@cs.uregina.ca>

GREG BILKE wrote:

> As an Imagine newbie, I find myself switching back and forth from the manual
> and numerous print-outs of interesting ideas and tutorials found on IML and
> other resources.

>

> I like the idea of an AmigaGuide version of tips and ideas because it would
> be able to take advantage AmigaGuide's hypertext capabilities and would be
> easy to maintain and distribute. The only problem is I would have to run
> it in the background while using Imagine and bounce back and forth between
> screens or print out the page.

>

> A small bound booklet would serve my needs best by reducing clutter from
> printouts and being in front of my face while working in Imagine's editors.

Well, I've had a few requests for my Imagine tidbits and I've come to a decision. Since I truly feel that the authors of all these great tips and hints deserve credit for them, I will go through and compile a text version of this "Imagine Compendium" which will include the authors. I will then send this via e-mail to anyone who requests it and upload it if desired. From then on, you can do with it what you will - make an AmigaGuide version, a html version, a multimedia version, a printed booklet, etc. - under one condition: that I get credit for compiling the text. Since I've spent well over 100 hours slowly reading every word of the last 58 IML archives (0-57, 13 megs, almost 10,000 msg.s) and since I'm putting in the time and effort to organize it, I think this is only fair.

Just to clarify: I don't have all the tricks, tips, hints, work-arounds,

etc. from the IML archives - there are far too many and you might as well just get all the archives and search for the desired phrase. What I do have is anything (mildly) interesting that one could try with Imagine (sort of like some of Mr. Worley's appendix notes in UI2.0). This includes tutorials, how-to's, try this, etc. If this is not what you were looking for, then someone else will have to go through all the archives and extract the desired info but you'll need a lot of luck (and time) to get them all. However, I might take requests if there's anything that's really important that I may have left out (in fact, I just did something like this a couple of weeks ago when I searched all the archives and extracted all the info related to creating realistic CD's in Imagine).

Please let me know what you think. I have some time this weekend and next week so I could get started very soon...

Regards,

--

Shane Davison (tsml)

daviso@cs.uregina.ca

Thread 230
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1.216 MSG-213 Subject: Re: LW vs. Imagine

Subject: Re: LW vs. Imagine
Date: Friday, 10 February 1995 12:49:58
From: Angus Carson <sppcarso@ultrix.uor.edu>

On Thu, 9 Feb 1995 ThreeDTV@aol.com wrote:

> course this approach will turn off many people if they are used to
> "sugarcoated" responses. My suggestion for Impulse is it is OK for Mike to be
> short but it is certainly not OK for his tech staff to be gruff. They have NO
> right be.

Short? So this means he can call people insulting names, question
thier intelligence, and claim that he's always right? Sorry, WRONG.
That's not how you represent a company much less represent yourself.

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1.217 MSG-214 Subject: Computer objects

Subject: Computer objects
Date: Friday, 10 February 1995 13:10:10
From: CaptKurt@aol.com

I am in need of computer objects. CPU cases, Monitors, keyboards, mice,
cables, disk drives. Any part or wholes that anyone may have or know of.

I have a nice Amiga 3000, and a couple of good monitors. I would like to
get a PC - type, as well as a Macintosh, and SGIs, Suns, and any other
workstation models.

Thanks,

Kurt Knippel

Creative Director

High Impact Productions

Thread 55
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1.218 MSG-215 Subject: Re: Tree's

Subject: Re: Tree's
Date: Friday, 10 February 1995 14:09:40
From: cjo@esrange.ssc.se

On my question about tree-maker's Alan Gordie answered;
>have you tried LPARSER3.ZIP, i believe you can find it at avalon...
>it lets you grow trees, ferns, bugs, fish, lobsters and anything else you
>can stumble across while using it.

Thanks! I have found it and installed here at work and it works fine.

But I would really like something for my Amiga as well.

Anyone?

Conny Joensson

Kiruna, Sweden

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1.219 MSG-216 Subject: Re: Candle

Subject: Re: Candle
Date: Friday, 10 February 1995 15:05:03
From: cjo@esrange.ssc.se

>>If you have I3.X, here's a free candle tip: Make a brushmap with

>>a vertical gradient from the white(top) to black(bottom).

>>Then make another brushmap that is solid white. Apply the gradient

>>map to the candle as a 'reflectivity' map and apply the solid white

>>map as a 'reflection' map. This makes the candle stick glow

>>like a real lit candle.

>Umm, wouldn't it be simpler to replace those two brushmaps with the

>Linear texture, fading the color to white as you get closer to the top

>of the candle?

You can't `_fade_` reflectivity or reflection in a texture, can you?

Conny Joensson

** .sig under reconstruction **

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1.220 MSG-217 Subject: Re: IML Tidbits

Subject: Re: IML Tidbits
Date: Friday, 10 February 1995 15:17:24
From: James Brooks <jamesb@clark.net>

On Thu, 9 Feb 1995, GREG BILKE wrote:

>

> As an Imagine newbie, I find myself switching back and forth from the manual

> and numerous print-outs of interesting ideas and tutorials found on IML and

> other resources.

>

> I like the idea of an AmigaGuide version of tips and ideas because it would

> be able to take advantage AmigaGuide's hypertext capabilities and would be
> easy to maintain and distribute. The only problem is I would have to run
> it in the background while using Imagine and bounce back and forth between
> screens or print out the page.

Just a thought, is there a way to 'shanghai' the screen which Imagine is
running on? I am guessing the AmigaGuide is a resizable/movable window
and it would be nice.

Like I said, just a thought. ; -)

Alex

James "Alex" Brooks	Amiga 4000/040/28MHz 20MB RAM
Lightwave 3.5 / Imagine 3.0	VideoToaster 4000 3.1
Sysquest 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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1.221 MSG-218 Subject: Re: IML Tidbits

Subject: Re: IML Tidbits
Date: Friday, 10 February 1995 15:47:11
From: cjo@esrange.ssc.se

Those of you on the IML that are interested in getting a www site or possibly a ftp archive to get the IML tidbits from;
Send me an email!!

I might (just might) be able to do something about this. But before I do I'd like to check if there is any real interest from the Imagine community.

So, if you like the idea and think that you would utilize the service, drop me a line (or two).

Conny Joensson
cjo@esrange.ssc.se

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1.222 MSG-219 Subject: PC Shareware?? other textures?

Subject: PC Shareware?? other textures?
Date: Friday, 10 February 1995 16:55:53
From: imagine <imagine@stagg.demon.co.uk>

Hi,

I have been using Imagine 3.0 on PC for a while, and apart from my gripes about not being able to get the constant upgrade in the UK (if anyone can help I would be grateful) I think that it is a wonderful product.

Quick question. There seem to be many textures available as add-ons for the amiga product. Are there any for the PC if so where can I get them ??

Best

Andrew Stagg.

--

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1.223 MSG-220 Subject: How to books (was Re: Candle

Subject: How to books (was Re: Candle
Date: Friday, 10 February 1995 17:39:09
From: Waland J F <walaj@essex.ac.uk>

plucas@vt.edu wrote

>Over the past few days, I have noticed a bunch of people posting these
>howto's for simple objects (photon torpeodo's, shields, etc.) Although
>I do not have much time in my life, I would like to put a booklet out of
>all these little tidbits. I can easily format them nicely through AmiPro,

what about the faq? or a modification of it.

jon

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1.224 MSG-221 Subject: Re: Online Docs, was RE: Candle

Subject: Re: Online Docs, was RE: Candle
Date: Friday, 10 February 1995 18:22:28
From: Michael <WCCMA1@CF.AC.UK>

> > >I think this is a great idea.
> > [...]
> >
> > Dittos.
> >
> >
> > >Perhaps even better than binding it would be to create some sort of
> > >electronic archive.
> > [...]
> > Maybe an AmigaGuide document. That would be really useful.
> >
> >
> > >Are browsers for the Amiga widely available?
>
> AMIGAGUIDE!! AMIGAGUIDE!! :)
>
> MH
>

Yes, definitely AMIGAGUIDE.

- Michael |I don't have ideas |
wccmal@cf.ac.uk | - I Imagine !! |

*** NEWS FLASH ***

.sig extension under constuction...

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1.225 MSG-222 Subject: Re: IML Tidbits

Subject: Re: IML Tidbits
Date: Friday, 10 February 1995 19:19:38
From: Michael <WCCMA1@CF.AC.UK>

hi,

Count me in for a copy, I've only had Imagine a fortnight and am willing to accept any and all tips from seasoned users.

I'm willing to proof read if this is needed.

- Michael |I don't have ideas |
wccmal@cf.ac.uk | - I Imagine !! |

*** NEWS FLASH ***

.sig extension under constuction...

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1.226 MSG-223 Subject: Imagine Cookbook

Subject: Imagine Cookbook
Date: Friday, 10 February 1995 19:30:31
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

=3D| Santa Barbara, Ca. || _____ =

|=3D

=3D| "..where the 4 Horsemen of the Apocalypse play golf..." =

|=3D

=3D|_____ =

|=3D

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

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1.227 MSG-224 Subject: Re: Booklet of Tidbits

Subject: Re: Booklet of Tidbits
 Date: Friday, 10 February 1995 20:01:43
 From: wilks@lbm.com (Stephen Wilkinson)

 Hello!

I must add my vote here for HTML. It is "portable" and easy to get viewers for different platforms. Even Unix/Linux if I need 'em :)

Stephen

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

 #define OPINION (myown)

#define COMPANYOPINION (~myown)

This message created using 87% recycled neuro-transmitters

MicroSoft(n): From latin Micro (small or tiny) and Soft (limp or flaccid)

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1.228 MSG-225 Subject: Imagine Improvements was IML Tidbits

Subject: Imagine Improvements was IML Tidbits
Date: Friday, 10 February 1995 20:14:38
From: Kenneth Jennings <kenneth@daffy.aatech.com>

James Brooks <jamesb@clark.net>

wrote about Re: IML Tidbits:

>On Thu, 9 Feb 1995, GREG BILKE wrote:

[...]

>> I like the idea of an AmigaGuide version of tips and ideas because it would
>> be able to take advantage AmigaGuide's hypertext capabilities and would be
>> easy to maintain and distribute. The only problem is I would have to run
>> it in the background while using Imagine and bounce back and forth between
>> screens or print out the page.

>Just a thought, is there a way to 'shanghai' the screen which Imagine is
>running on? I am guessing the AmigaGuide is a resizable/movable window
>and it would be nice.

>

>Like I said, just a thought. ;-)

>

>Alex

Add this to the Imagine wish-list I guess. Imagine should use a public screen. Additionally, might as well let Imagine properly observe the display/monitors database to make it easier to run Imagine on higher resolution displays (which would also facilitate running Imagine's Editors on third-party display devices without resorting to voodoo.)

```

+-----+ +-----+
| Kenneth Jennings, Amiga Advocate | | ===== SyntheToonz, Inc & ===== |
| "Happy I'm not a PC/Mac lemming." | | ===== Equine Video Studios ===== |
| kenneth@daffy.aatech.com          | | = Ken, Computer Animation Artiste = |
| Applied Automation Techniques, Inc. | | = Lynn, Video Maven = |
| Obviously not the opinions of AAT. | | = Bruno The Wonder Dog = |
+-----+ +-----+

```

"You'd think that PC and Mac users willing to gut their systems to achieve the Amiga's level of performance would just save themselves the trouble and buy Amigas in the first place. But they don't know any better -- they read BYTE."

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1.229 MSG-226 Subject: Re[2]: Booklet of Tidbits

Subject: Re[2]: Booklet of Tidbits
 Date: Friday, 10 February 1995 21:28:35
 From: Alan_Gordie_at_JX2ASYS@pcmailgw.ml.com

 who would update and format the various tidbits....

perhaps you could run some type of mailer-daemon which parsed the messages into threads based upon some keyword(s) which everyone decides upon (e.g. HowTo, WatchOutFor, AttribSettings, etc.) in the subject line.

then the www page would be dynamically built every x number of minutes by this mailer-daemon thingie..

just an idea..

:)

alan_gordie@ml.com

Reply Separator

Subject: Re: Booklet of Tidbits

Author: zmievski@herbie.unl.edu (Silicon) at PROFGTWY

Date: 2/10/95 4:12 AM

> i think this is a great idea...maybe a WWW site or maybe a compressed
> text file in the layout of a book(e.g. table of contents, index, etc.)

I could host it at my WWW site. If someone takes time to make the initial WWW page, I can put it on my site.

Andrey

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1.230 MSG-227 Subject: Ideas on how to make chaotic cigarette smoke

Subject: Ideas on how to make chaotic cigarette smoke
Date: Friday, 10 February 1995 21:28:38
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

In article <9501087922.AA792263979@pcmailgw.ml.com>

Alan_Gordie_at_JX2ASYS@pcmailgw.ml.com writes:

> thanks to everyone who replied re: the Disco Ball... all of your
> suggestions work great.
>
> <deleted>
>
> ...BTW, any ideas on how to make chaotic cigarette smoke???

Hello Allan, here's a couple of suggestions I've found, but can't take credit for. I've tested the Particles method but 1 frame took about 23 hours to render on an A3000. The texture method would be worth trying first.

SIMULATING SMOKE WITH PARTICLES

Check this Tutorial out:

-Detail Editor

-add primitives: sphere

-attributes: color 128,128,128 fog 180

CLRNOIZ TEXTURE:

color 64,64,64 r,g,b,color vary 0

-particles: cube
random align
interpolated
dimension 150 units

-save object

-Action Editor

-add particle effect to loaded sphere (to all anim frames)

(TOT == number of frames)

emission
travel distance 100 units
scaling 1
time to terminal h 2
elasticity 50
time to terminal z TOT
velocity .5
min angle x -5
max angle x 5
wind velocity 5
wind angle 33
wind start -TOT (minus TOT)
wind stop TOT
emission 95%

SET ALL OTHER VALUES TO 0

REMEMBER: add a backdrop picture, plane or something else behind the particle object because it is a fog obj!!! -- do you want see a blank/black screen?

SMOKE (GAS) USING THE NEBULAR TEXTURE

I've just been playing with the Nebular texture to create a little animated smoke. Works great, and I just thought some of you with 3.0 might make some use of this info.

Remember to render fog objects in front of a background object, and that this texture will apply to the area bounded by the texture axis, not the entire object. Scale the texture axis to affect the shape of the fog.

General Notes:

Noise 1 seems to affect the quality of the swirls. Higher numbers adjust the thickness and reduce the transparency. Noise 2 affects color transitions, color intensity of nebular color as set in texture requester, and color mixture, or grain. Grain appears as a very pointillated surface, as if there are thousands of dots of color rather than a smooth gradation or defined boundaries between object and nebula colors. Higher numbers of Noise 2 intensify the nebular color and increase grain.

Fog length and the 'T' value work together to determine amount and density of the fog appearing on the object. For stills I would set the 'T' value between .6 and .8, object fog length at .1, and adjust the 'Fog Length at T' to get the right density of fog. I would use the 'T' value combined with some of the noise values to create a fluctuating fog, or even to morph from a dense fog to one very nearly dissipated.

A nice, swirly smoke might use the following attributes in the nebular texture requester. I used these on a sphere primitive with diameter of 300, so use that number as a reference to fog length.

Object color:

R:150

G:150

B:175

Object Fog length:

.1

Nebular attributes:

Fog Length at T:500

T:.8

Noise 1 Magnitude:5.0

Noise 1 Velocity:1.0

Noise 2 Magnitude:.2

Noise 2 Velocity:10.0

R:150

G:100

B:225

The texture axis forms a square completely inside the sphere object, whose corners touch the inside surface of the sphere.

--

Happy Rendering, Bob.

: Robert (Bob) Byrne : A3000/25 : vox Ph: +61 66 864324 :

: rbyrne@3dform.edex.edu.au :

: Ballina, NSW Australia :

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1.231 MSG-228 Subject: Re[2]: Booklet of Tidbits

Subject: Re[2]: Booklet of Tidbits
Date: Friday, 10 February 1995 21:43:13
From: Alan_Gordie_at_JX2ASYS@pcmailgw.ml.com

you mentioned that the AmigaGuide format is basically an ascii text file with some delimiters...

if someone will mail me the specifications for the AmigaGuide format along with a few sample files, and a decription of how the AmigaGuide viewer operates, i should be able to build a viewer/importer/print utility for us Windoze users.

then everyone can be happy

:)

alan_gordie@ml.com

----- Reply Separator -----

Subject: Re: Booklet of Tidbits
Author: "Anime a day..." <b7655@hopi.dtcc.edu> at UNIXGTWY
Date: 2/10/95 2:27 AM

On Thu, 9 Feb 1995, Craig Andera wrote:

> Well, considering the number of positive responses in the few hours since
> the original posts, it looks like the idea is a pretty popular one.
>
> I just want to put in a word for the PC users, like myself: an Amiga guide
> file is of limited utility to us, unless anyone knows of a viewer for
> DOS/Windows. I realize that this list consists in large part of Amiga
> users (and having read for a while now, I've gained tons of respect for the
> Amiga), hence my comment about the availability of Amiga browsers.
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> Anyway, if someone does get around to organizing the tidbits, please keep
> the Amiga-impaired like myself in mind.
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You can still read the amigaguide files with any ascii text reader but
you will have some delimiters scattered through it.. but the body of it
will still be usefull.. Sometimes when doing a word search I do that with
an amigaguide format file just to get the info I need and print it out
fast...

Bill

1.232 MSG-229 Subject: Imagine Tidbit Booklet

Subject: Imagine Tidbit Booklet
Date: Friday, 10 February 1995 22:11:28
From: plucas@vt.edu (Perry Lucas)

Well there seems to have been a huge response to my posting about putting a booklet together. However, there was the question of AmigaGuide, WWW, or a booklet version of the compilation. AmigaGuide would be nice for the Amiga users, but it leaves the pc users in the dust. With WWW, not everyone has access to an HTTP: server, especially since they might be able to connect to the internet while designing a piece. The Booklet problem was that some people live in South Africa and would have rough time getting a copy of it.

So, here is the solution. I will do both WWW page and a Booklet of it. I do not know the amigaguide format, so someone would have to work with me on that. Shane Davison (tsml)@davis@cs.uregina.ca said that do to the large reponse to my previous posting he would put the IML archive tidbits together that he has. However, as he said, he would not have all of them to put together. So, I will make up a list of different object "howto's" and post them here. If you know how to make them, send me email directly.

If you also can, send me a picture of it attached as a file document. (I have the worst time with UUDECODE). I will include the pictures in the HTML version of the tidbits. I do not know how good they will look in Black and White on the document version but I will try.

As for the Author's, I would include their names within each object that they post. I had assumed this in the original post and did not

mention it. I would not take credit for work that was not my own.

So, look for a list of objects from either later today or tomorrow.

--Perry

,/|

\o.O;

-----oOO=(____)=OOo-----

Perry J.Lucas

U

Emails: plucas@vt.edu

"PJ" on Diversity University

plucas@raven.cybercom.com Telnet: moo.du.org 8888

lucasp@erau.db.erau.edu

HTML Hompag: <http://erau.db.erau.edu:80/~lucasp>

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1.233 MSG-230 Subject: Re: IML Tidbits

Subject: Re: IML Tidbits

Date: Friday, 10 February 1995 23:03:27

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

>Those of you on the IML that are interested in getting a www site or

>possibly a ftp archive to get the IML tidbits from;

>Send me an email!!

>

>I might (just might) be able to do something about this. But before I do

>I'd like to check if there is any real interest from the Imagine community.

>

>So, if you like the idea and think that you would utilize the service,
>drop me a line (or two).

>

>Conny Joensson

>cjo@esrange.ssc.se

I think that Aminet is the best place to put this file; This way, it will be visible to the entire Amiga-Imagine community(sp?) and it will be a good advertissing for the list;

By the way; I think that a plain ascii text is the best way to hold this kind of information since it's the most versatile format.

On the other way; an Imagine only FTP or WWW site (or directory) would be one the greatest things on the Net .

Patrick Sauvageau

(sauvp@citi.doc.ca)

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1.234 MSG-231 Subject: IMAGINE 3.2 ?

Subject: IMAGINE 3.2 ?
Date: Friday, 10 February 1995 23:51:57
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

Well Imagineer's, here's the response I got from my question about

|=3D

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1.235 MSG-232 Subject: RE: IMAGINE 3.2 ?

Subject: RE: IMAGINE 3.2 ?
Date: Saturday, 11 February 1995 00:03:45
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: craigh@fa.disney.com

-> I agree. Imagine is a great deal and great software. I don't thi=
nk

-> here is disputing that. I think the issue here is not one of how =
gre

-> software is, how bug free it is, or how fast new releases come out=
, b

-> one of treating the customer with respect.

I think your point is well taken. If I were Impulse, I'd much prefer
loyal customers who grumble than customers who simply frisbee their
software off a cliff and move over to a competitor. I KNOW Mike
Halvorson reads IML since I've hit a nerve more than once and got
immediate Email directly from him. I don't think any of the comments
lately can be characterized as "whining and flaming", simply loyal us=
ers

who have legitimate grievances and questions that never seem to be

1.236 MSG-233 Subject: Re: LW vs. Imagine

Subject: Re: LW vs. Imagine
Date: Saturday, 11 February 1995 02:28:08
From: Douglas Rudd <rudd@plk.af.mil>

>

> On Thu, 9 Feb 1995 10:20:00 -0700 (MST), "Douglas Rudd" <rudd@plk.af.mil> wrote:
> e:

>

> > While I'm here, I'll sound off a little about the some of the whining and
> > back biting towards Impulse.

> In what world do you live in ? This statement appears completely exaggerated to
> o

> me and I am following this list for over a year ...

A matter of perspective. I've seen cheap shots taken at Impulse and irrational
complaints aired here. You may not feel these comments were inflammatory, but
I do.

>

> > They are a small company.

> And to survive they have to adapt to their customers' needs ...

>

> > I've called them

> > perhaps a dozen times and I've ended up speaking with Mike about five times.

> Lucky you are living in the US. From abroad this is quite a different story ..
> .

You could try MH on email.

> I have sent two faxes to Mr. Halvorson without getting a reply though he told
> me before that he would answer the same day he received a message ...

(bite my tongue)

>

> > On the other hand, we could be less confrontational.

> Yes, and he too. If IMPULSE was a little more sensitive towards its own

> negligence, bugs and unfulfilled customers' expectations its customers would be

> less frustrated. I found the people on this list extremely helpful, cooperative

> and patient (exceptions rather rare).

>

> > Provide inputs,

> People on the IML do that ever since I joined it.

>

> > and if Impulse continues to ignore them, we could look elsewhere. That has

> > always been an option.

> Not quite so. If you regard only the money spent, this represents indeed a

> small loss when changing, but you invest a hell o' time LEARNING Imagine

> (which has ALWAYS been known for its STEEP, i.e. time-consuming learning curve)

> and as a professional you have that to count in, too.

>

I have spent years on IM; since ver 1.1. I have also learned LW and don't regret the time spent on either. My point was: if you are so dissatisfied with a product, buy something else. Believe me, you aren't too old to learn a new program, even if you are older than me (which I doubt).

> > For my part, I wish the IML would limit itself - and while I am on the subject ↔
, how can I make objects of a couch

-> and a TV (needs to be reasonably detailed)

I have a complete living room object that includes big screen TV, cou=

ch,

lamps, stereo etc. at GraFX Haus. (805) 683-1388

-> I am a relative newie to Imagine (3.0) with very little model build=
din

-> experience, so any bit of help would be appreciated.

First, get 3.1!! 3.0 didn't handle DXF object well at all. Second,
the best thing is to get objects already made and modify them. Much
easier and less time consuming.

/-----\
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1.237 MSG-234 Subject: Re: Imagine Tidbit Booklet

Subject: Re: Imagine Tidbit Booklet
Date: Saturday, 11 February 1995 05:01:53
From: rhh@ct.picker.com (Randall Hopper)

Perry Lucas:

> Well there seems to have been a huge response to my posting about
> putting a booklet together. However, there was the question of
> AmigaGuide, WWW, or a booklet version of the compilation. AmigaGuide
> would be nice for the Amiga users, but it leaves the pc users
> in the dust. With WWW, not everyone has access to an HTTP: server,
> especially since they might be able to connect to the internet
> while designing a piece. The Booklet problem was that some people
> live in South Africa and would have rough time getting a copy of it.

One comment about a WWW version that might help you out. Every WWW browser I've used (lynx, netscape, and mosaic included, on Unix, DOS, Windows, and FreeBSD) allow you to run the browser using a local HTML file as input. So, if everyone can download the WWW booklet file(s) onto their local hard disk, there's no reason for anyone to need an HTTP server or a network of any kind connected to their machine to access the booklet. Just use the browser like a Amiga/PC hypertext help engine.

HTML also addresses another concern I've seen posted. Most WWW browsers support exporting HTML files to Text or Postscript format, so they can be nicely printed or viewed as raw text.

I guess the question is, does there exist:

- 1) A WWW browser for the Amiga (which can operate on local HTML files), or
- 2) A decent HTML->AmigaGuide converter.

By the way, I think the booklet is a great idea. I'm new to Imagine and am looking forward to reading it.

Randall Hopper

rrh@ct.picker.com

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1.238 MSG-235 Subject: Re: Lha Archives

Subject: Re: Lha Archives
Date: Saturday, 11 February 1995 06:24:14
From: a.kasimir@magnet.at (Alexander R. Kasimir)

It seems, the files you downloades from aminet are corrupt, because they were send as 7Bit ASCII,
try to UUENCODE it before download!

Happy Imagineering !

Alex

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1.239 MSG-236 Subject: Imagine WWW site

Subject: Imagine WWW site
Date: Saturday, 11 February 1995 07:26:19
From: zmievski@herbie.unl.edu (Silicon)

Imagineers,

I am planning on creating a WWW page for Imagine users where all the important information, tips, tricks, utils and such would be hosted. What would you like to see on that page? Would that page help anyone?

Andrey

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1.240 MSG-237 Subject: Re: I've got lots of PD XSpec...

Subject: Re: I've got lots of PD XSpec...
Date: Saturday, 11 February 1995 07:38:48
From: Mike McCool <mikemcoo@efn.org>

On Fri, 10 Feb 1995 SParker999@aol.com wrote:

> That X-Specs stuff sounds great. I'd love to get some of it. But what's WWW?
> World Wide Wrestling. World Wide Widgets? :)

Wide-Winged Weasils

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1.241 MSG-238 Subject: Re: Lha Archives

Subject: Re: Lha Archives
Date: Saturday, 11 February 1995 08:38:45
From: Mike McCool <mikemcoo@efn.org>

Just a thought, you--but are you certain you're downloading your files as binaries? I sometimes forget to input the command 'bin' before I start downloading, and I get all this ascii junk. Before you type your 'get *' command, be sure to type 'bin'.

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1.242 MSG-239 Subject: Candle

Subject: Candle
Date: Saturday, 11 February 1995 09:04:32
From: mivers@tbag.tscs.com (Mike Rivers)

C> >>If you have I3.X, here's a free candle tip: Make a brushmap with
C> >>a vertical gradient from the white(top) to black(bottom).
C> >>Then make another brushmap that is solid white. Apply the gradient
C> >>map to the candle as a 'reflectivity' map and apply the solid white
C> >>map as a 'reflection' map. This makes the candle stick glow
C> >>like a real lit candle.

C> >Umm, wouldn't it be simpler to replace those two brushmaps with the
C> >Linear texture, fading the color to white as you get closer to the top
C> >of the candle?

C> You can't _fade_ reflectivity or reflection in a texture, can you?

C> Conny Joensson

C> ** .sig under reconstruction **

Yes, It would be possible to use the linear texture or any texture that supports reflecttivity mapping instead of the gradient brushmap.

I only used the gradient brush because it was simpler to explain.

But the solid white brush map is required as textures don't support 'reflection' mapping(not to be confused with reflectivity mapping).

Even though you may had read this in my other posts, what the above basically accomplishes is a psuedo-brightness mapping. you could just as easily use the above method to make windows on a spaceship simply by replacing the gradient map, with a map of bright windows.

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

A4000/060/90mhz WOW! this is fast.

140 Mips 50 Mflops.

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1.243 MSG-240 Subject: Re: Imagine Tidbit Booklet

Subject: Re: Imagine Tidbit Booklet
Date: Saturday, 11 February 1995 13:25:02
From: Robert Iacullo <eagle@cyberspace.com>

Wouldn't AmiTCP.NoNet do it?

On Fri, 10 Feb 1995, Randall Hopper wrote:

> Perry Lucas:

> > Well there seems to have been a huge response to my posting about
> > putting a booklet together. However, there was the question of
> > AmigaGuide, WWW, or a booklet version of the compilation. AmigaGuide
> > would be nice for the Amiga users, but it leaves the pc users
> > in the dust. With WWW, not everyone has access to an HTTP: server,
> > especially since they might be able to connect to the internet
> > while designing a piece. The Booklet problem was that some people
> > live in South Africa and would have rough time getting a copy of it.

>

> One comment about a WWW version that might help you out. Every WWW browser
> I've used (lynx, netscape, and mosaic included, on Unix, DOS, Windows, and
> FreeBSD) allow you to run the browser using a local HTML file as input. So, i
> f
> everyone can download the WWW booklet file(s) onto their local hard disk,
> there's no reason for anyone to need an HTTP server or a network of any
> kind connected to their machine to access the booklet. Just use the browser
> like a Amiga/PC hypertext help engine.

>

> HTML also addresses another concern I've seen posted. Most WWW browsers
> support exporting HTML files to Text or Postscript format, so they can be
> nicely printed or viewed as raw text.

>

> I guess the question is, does there exist:

>

> 1) A WWW browser for the Amiga (which can operate on local HTML files), o
> r

> 2) A decent HTML->AmigaGuide converter.

>

> By the way, I think the booklet is a great idea. I'm new to Imagine and
> am looking forward to reading it.

>

> Randall Hopper

> rhh@ct.picker.com

>

>

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1.244 MSG-241 Subject: I/O

Subject: I/O
Date: Saturday, 11 February 1995 18:53:16
From: ThreeDTV@aol.com

I have an A2000 and a pentium586. I would like to set up a direct link to
both computers so I can process images on one and send it to the other. Has
anyone ever tried this? Thanx

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1.245 MSG-242 Subject: Re: Booklet of Tidbits

Subject: Re: Booklet of Tidbits
Date: Saturday, 11 February 1995 19:05:17

From: dalamar@MIT.EDU (Craig Andera)

I for one wouldn't mind having an AmigaGuide browser that I could use in Windows. It would make looking through the IML archives a lot more pleasant.

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1.246 MSG-243 Subject: Re: IML Tidbits

Subject: Re: IML Tidbits
Date: Saturday, 11 February 1995 19:31:50
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

Hi IML,

>> Just a thought, is there a way to 'shanghai' the screen which Imagine is
>> running on? I am guessing the AmigaGuide is a resizable/movable window
>> and it would be nice.

>Too bad IM won't run on a public screen or even the WB.

I made a small program/hack that turns every screen that opens into a public screen and also sets the ShangHai bit so that when a shell/amigaguide window is opened it just opens on that screen. It is a bit dangerous because you can quit Imagine and the screen will be left open with the other application still running, if you quit it then the screen will still be open.

I'll see if I can find it in my rather dusty programmers archive, if someone wants it. If everybody wants it then I'll put it on Aminet.

Greetings Joop

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1.247 MSG-244 Subject: Re: I've got lots of PD XSpec...

Subject: Re: I've got lots of PD XSpec...
Date: Saturday, 11 February 1995 20:01:53
From: Peter Cox <pdcl94@soton.ac.uk>

>
> That X-Specs stuff sounds great. I'd love to get some of it. But what's WWW?
> World Wide Wrestling. World Wide Widgets? :)

We Want Windows.... :-)

>
> Thanks
>
> Steve

>
Peter

--

Peter Cox. pdcl94@soton.ac.uk	I'm the person your mother warned you
Part I, MEng	about.
Mechanical Engineering	
University of Southampton	I couldn't care less about apathy...

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1.248 MSG-245 Subject: Re: Booklet of Tidbits

Subject: Re: Booklet of Tidbits
Date: Saturday, 11 February 1995 20:35:13
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

Hi everyone,

>you mentioned that the AmigaGuide format is basically an ascii text file
>with some delimiters...

Yes it is but you can build pretty complex guidefiles. Just have a look at one of the last 4 IML archives. If your program could parse them then it is really good.

I and Dick have written an amigaguide parser and viewer based on the help system of Visual Basic. It works great with simple guides like AmigaReport but on the afore mentioned IML archives it just chokes.

I'm willing to improve this program and provide it to anyone who wants to use it. Just let me know.

>if someone will mail me the specifications for the AmigaGuide format along
>with a few sample files, and a decription of how the AmigaGuide viewer
>operates, i should be able to build a viewer/importer/print utility for us
>Windoze users.

>alan_gordie@ml.com

Get some IML archives from Aminet and most programs that get uploaded today do all have their documentation in guide format, like Dust (in german :().

Greetings Joop

PS: Hope this message comes through because my earlies reply seems to be lost somewhere in cyberspace.

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1.249 MSG-246 Subject: Amiga->PC textures?

Subject: Amiga->PC textures?
Date: Saturday, 11 February 1995 21:03:04
From: Locutus of Borg <locutus@dcez.com>

Hi,

I found some additional textures available for Imagine in Aminet. Can those textures be used on the PC version or is there a way to convert the textures to the PC platform?

Also, is there a PC release of DUST3?

Thanks

Locutus

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1.250 MSG-247 Subject: Re: Booklet of Tidbits

Subject: Re: Booklet of Tidbits
Date: Saturday, 11 February 1995 21:08:59
From: nehla@transport.com (Al Nehl)

Joop,

Looks like your now getting through.

>Hi everyone,

>

>>you mentioned that the AmigaGuide format is basically an ascii text file

>>with some delimiters...

--

Al Nehl

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1.251 MSG-248 Subject: Newsletter

Subject: Newsletter
Date: Sunday, 12 February 1995 02:48:18
From: "Christopher R. Cockrell" <75304.1572@compuserve.com>

Attention. Anyone interested in seeing a monthly or bimonthly Imagine specific publication please let me know. I am currently considering the publication of a small but totally Imagine only newsletter. This publication will more than likely but cross-platform (Amiga & PC). That is to say all information, articles, tech tips, texture tips, bush tips, rendering tips, etc., will be applicable to both current platform versions. It seems that most other 3D rendering programs have their own newsletter but to my knowledge Imagine does not. I feel it's about time we have one. If you are interested drop me a postcard or letter with your name and address on it. Oweing to the

responce I get will more than likely depend on the project starting.

If not many are interested there will more than likely not be one.

CHRISTOPHER COCKRELL

PO BOX 9

MANTACHIE, MS 38855

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1.252 MSG-249 Subject: Re: Imagine WWW site

Subject: Re: Imagine WWW site
Date: Sunday, 12 February 1995 05:52:04
From: zmievski@herbie.unl.edu (Silicon)

> I think this is a great idea. Can you support ftp traffic or will you
> link?

I am not yet sure if I am going to do ftp site.. But WWW page for
sure.

> A great collection of sample pic's; Key tutorials from the archives;
> samples of the stock textures; a list of known commercial examples.

Yes, I thought about this. I am going to put tutorials and stuff like
that online. What kind of commercial examples are you talking about?

> A monthly thematic contest a la PoVRay;

That is an excellent idea.

Anyway, I might get started this week on putting together the basics

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=3D| Mike van der Sommen || Email: =

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=3D| GraFX Haus BBS || mike.vandersommen@caddy.uu.silcom.com =

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=3D| "..where the 4 Horsemen of the Apocalypse play golf..." =

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1.254 MSG-251 Subject: RE: IMAGINE COOKBOOK

Subject: RE: IMAGINE COOKBOOK
 Date: Sunday, 12 February 1995 18:30:18
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: Shane Davison <davisos@cs.uregina.ca>

->

-> I was wondering what you thought about these other titles:

->

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1.255 MSG-252 Subject: Forms Editor Tutorial (was: Imagine WWW site)

Subject: Forms Editor Tutorial (was: Imagine WWW site)
Date: Monday, 13 February 1995 07:16:54
From: jgoldman@acs.bu.edu

>

>

>

> On Fri, 10 Feb 1995, Silicon wrote:

> I'd love to see some tutes on the Forms editor (I'm afraid to touch that
> thing ;)

>

> MH

>

The forms editor is the greatest tool in Imagine's arsenal!!! It's so powerful and flexible, (you can create almost anything) it's almost impossible to create an all-encompassing tutorial. Perhaps if you suggest types of objects... For instance, Creation of Humanoid Bodies and Body Parts. I dunno...

I posted a small Getting to Know the Forms Editor type of thing a while back. Let me see here... Ahhh...

---- Forms Editor thing...----

This is my advice to anyone interested in the forms editor. A lot of this may be elementary, but some info might actually be useful... This might definitely (good grammar?) get confusing... It's also rather long...

The forms editor is one of Imagine's greatest features. I find it's easier to create incredibly realistic things in the forms editor than with NURBS (ooohhh, imagine a spline based forms editor)...

Basically, when you create in the forms editor you edit an object's profile. It's sort of like MRIs (Magnetic Resonance Imaging)

A Basic Form Example-

Take a simple example, your thumb. Treat your thumb as if it were an object on an axis. Say that the Z-axis runs from the base of your thumb to the tip. The X-axis runs across the top of your thumb. The Y-axis goes through your thumb. In other words, if your thumb were an Imagine object it would be oriented as if you were viewing a painting with your thumb out in front of you...

First trace the right profile of your thumb. If you want to do this the extra step way, lay your thumb down on a piece of paper and trace it for all three views (you'll have troubles with the top view, so just eye it.). Then, just copy what you see on paper to the screen. Do this for all three views. What you get is a pretty crude looking thumb. To get a better looking thumb you have to go in and edit individual cross-sections. But first...

Remember that if the object is solid you must have a totally enclosed profile (the endpoints are separated normally. You have to

place the endpoint points at the same location. An easy way to do this is to select the cursor lock and lock the endpoints to similar grid locations).

In the case of the heart, do the same thing as the thumb...

What the Forms Editor Really Does-

It's important to understand what exactly you're doing when manipulating points in the forms editor, so go back to a simple sphere (new object and new defaults). Turn on the solid wireframe option and view the sphere object from the front. Notice how many points are on your front view profile. You will see that they equal the number of vertical sections in the wireframe object divided by two. Every point in an editor view has a twin on the opposite side of the object (except for the top view). If you add a point in the front view you will notice that two points are actually added. One on one side of the profile, and one on the other side. When altering an object's profile you actually directly manipulate a specific point, but because of the forms editor's nature it changes other points around it to tween and smooth the change.

Editing Individual Cross-Sections-

Look at a forms object like several horizontal cross-sections (which are circular by default) connected like skin. Think of the top view as the cross-section editor. By default only one cross-section can be manipulated, the top one. It can be considered a controlling, or key, cross-section. Because it is the only key cross-section defined on the object then whatever you change will affect every cross-section below it.

To have ultimate control of the individual cross-sections you have to define the cross-section you want to manipulate as a key cross-section. You do this by selecting '+ KEY' and selecting the cross-section you want to manipulate (in the front or right view). When you perform this operation (or 'Select') Imagine will display which cross-sections have been defined as key cross-sections in red. At first, you will notice that only the top cross-section is highlighted in red because no others have been selected to act as key cross-sections. Make the middle cross-section a key cross-section. The object now has two cross-sections which can be separately manipulated as keys. Use 'Select' to pick the cross-section you want to alter.

Think of key cross-sections as animation frames. In an animation you can set an initial position for an object on one frame and a final position on another frame. These two frames are now key frames. When the animation is generated the object's position will tween between the two key frames. The same process occurs with key cross-sections. All non-key cross-sections tween between key cross-sections.

Take an example of a salt shaker with a circular top and square bottom. If you create a circular key cross-section as the top of the shaker and a square key cross-section for the bottom all the cross-sections between the top and bottom will blend to form a smooth transition from circle to square.

So now you know how to alter the individual cross-sections. Remember that you can also delete key key cross-sections. Just be sure you select the appropriate cross-section. BTW, Imagine tells you what cross-section you're manipulating in the upper menu bar. Also,

remember that Imagine's cross-section tween goes from key to key in a downward order. If there is no key cross-section at the object's base Imagine will use the next highest defined key section.

So Where do the Front/Right Views Come into Play?-

If the top editor edits individual cross-sections then the front and side view editors locate the cross-sections in space. The default sphere has all the cross-sections parallel to each other. You can change the orientation of a cross-section (so that it is not parallel to the ground) by moving points on the front and right views. Basically, the front and side view alter an objects overall profile shape.

This particular explanation only really works with the default sphere, but the results can be translated to any object. The front view controls all the points along the object's x-axis. The side view controls all the points along the object's y-axis. This effectively splits the sphere into four sections; a front profile, back profile, left profile, and right profile.

In the front view select the right-most point and you'll notice that it's twin point will be highlighted on the left. These two points define the right-most and left-most points of one cross-section. Specifically, these two points represent two outermost x-axis points on the middle cross-section.

Similarly, the same two points in the side view control the farthest points on the y-axis of the middle cross-section.

You will find that by altering these you alter the orientation of the cross-section. If you raise the right-most point in the front view and lower the left-most point the middle cross-section now tilts.

What Does It All Mean?-

It's tough to explain exactly how the forms editor operates, and in particular what alters what exactly. So my greatest advice is to experiment.

The easiest way to create object was illustrated in the first section. Create profiles for the object you want to create. If you need better form edit the individual cross-section as if yo

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1.256 MSG-253 Subject: Memory problem?

Subject: Memory problem?
Date: Monday, 13 February 1995 07:25:48
From: Locutus of Borg <locutus@dcez.com>

Hi,

I'm currently working on a drum set in Imagine L/T. I started with two toms ready and everything worked fine. I just added the bass drum and when I render, most of the bass drum is missing as well as parts of the toms. Is this a memory problem? My system has 8Mb of RAM. The toms have around 20,000 faces and the bass drum must be 8,000 faces.

Is there a way to compute the RAM required to render a scene?

Thanks

Locutus

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1.257 MSG-254 Subject: Re: Memory problem?

Subject: Re: Memory problem?
Date: Monday, 13 February 1995 08:29:00
From: dalamar@MIT.EDU (Craig Andera)

>Hi,

>

>I'm currently working on a drum set in Imagine L/T. I started with two

>toms

>ready and everything worked fine. I just added the bass drum and when I

>render, most of the bass drum is missing as well as parts of the toms. Is

>this a memory problem? My system has 8Mb of RAM. The toms have around

>20,000

>faces and the bass drum must be 8,000 faces.

>Is there a way to compute the RAM required to render a scene?

>

>Thanks

>

>*Locutus*

I've noticed the same thing. I think what you're seeing happens only in the Detail or Stage Editor's Quickrender. I've noticed that when rendering complex objects made of many polygons, some of the polygons will completely fail to show up. However, when I render in the Project Editor, everything comes out fine.

Like you, I have only 8MB of memory, and I assume this is somehow related. I would love to know if this is something other people have seen, and if so, is it going to be fixed in 3.2?

While I'm on the subject, I hear 3.2 is out next week (can't find the post, but I seem to recall that: hope I'm not spreading rumors). Is that Amiga, PC or both?

-Craig

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1.258 MSG-255 Subject: Re: Locomotive objects

Subject: Re: Locomotive objects
Date: Monday, 13 February 1995 11:34:27
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

In article <9502100317111732@beect.iaccess.za>

(Peter Borchers) writes:

> I am looking for any Imagine objects of locomotives (steam or diesel)
> - preferably very detailed. If anyone knows of the location of such
> objects could they please let me know.

The only locomotive I've ever seen is on the LightROM CD

> Another thing I have been trying - I want to model the inside of a
> house - complete with furniture - to help with interior design. I've
> tried various methods, but they have all given me problems due to
> speed of rendering, etc. Anyone have any ideas?

There's not a great deal you can do, rendering times are always going to be a problem. There is also a complete room and furniture (TV, lounge etc) on the LightROM. To reduce rendering times, use scanline not trace, keep

objects as simple (low face count) as possible and keep the lighting to a minimum.

> - and while I am on the subject, how can I make objects of a couch
> and a TV (needs to be reasonably detailed)

I've made furniture and a monitor in the Forms editor. I think this editor is under-rated because of the time involved in learning its interface. Once you get a handle on what's going on in the different views you can put together very complex objects in a short time and add the fine detail such as logos and buttons in the Detail editor. The trick is not to make the whole object in one hit, make a piece at a time and then group them together in the detail editor. The best (easiest) way to do this is by using models that can be physically measured so as to keep everything in scale. There's a series of articles called "The Imagine Compendium" put together by Steve Worley, among others that have some invaluable tutorials for Imagine. You guessed it, it's on LightROM too, along with 53 archives of previous IML messages. Someone in your area may know of its whereabouts.

> I am a relative newbie to Imagine (3.0) with very little model building
> experience, so any bit of help would be appreciated.

>

> Thanks

>

> Peter Borchers

>

> peter.borchers@beect.iaccess.za

"The long and winding road"

--

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

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1.259 MSG-256 Subject: Upgrades??

Subject: Upgrades??
Date: Monday, 13 February 1995 12:23:00
From: a00448@dtic.ua.es (ERNESTO POVEDA CORTES)

Hello all imagineers,

first, i must give thanxs to all people who help me with my question
about the Constant Upgrade Program few days ago.

one of you give me the address (email) of Mike Halvorsen but i haven't
any answer from him so i put here the folowing question:

i want get the Upgrade Program, but all tries i did to get in contact
with impulse (not by voice) were no answered, so if a send a \$100 to
them will i get the Upgrades?

thanx in advance...

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

+-----+

Thread 314
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1.260 MSG-257 Subject: Re: Lha Archives

Subject: Re: Lha Archives
Date: Monday, 13 February 1995 13:12:17
From: a00448@dtic.ua.es (ERNESTO POVEDA CORTES)

>
>
> When I download Imagine objects, attributes and textures from the Aminet sites
> ,
> they are usually all archived using lha.
>
> Unfortunely when I try to decompress them, I receive error messages,
> along the lines of, "corrupted data" and "extraneous data".
>
> I am using an Amiga A1500, and lha v1.38. Other lha files I can read,
> but most of the stuff from Aminet gives me the same error messages.
>
> Can anyone help me?
>
> Jeremy
>
If you are getting the archives from 'ftp' maybe you must use 'bin' keyword
to get binary files, if not the server will try to translate the ascii
chars to the ones of your machine.

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

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1.261 MSG-258 Subject: Swirl

Subject: Swirl
Date: Monday, 13 February 1995 14:36:46
From: Daniel_Dacey@kumear.megalink.com.au (Daniel Dacey)

Hi All,

Does anyone have any suggestions about the best way to do the following:

- Have a 2D representation of a man with a IV needle in his arm.
- The drug in the IV swirling around and through the man. Think of how ink swirls through a glass of water to get the kind of look I want.

Hope this makes sense as I'm pushing up hill to meet a deadline and I'm kind of tired.

Any suggestions etc would be most appreciated. I'll post the results of any suggestions etc in a few days.

Regards

-- Via DLG Pro v1.0

~~~~~

Daniel Dacey  
Peppermint Graphics  
Newcastle  
Australia  
  
(049) 51-4926

Thread 323  
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## 1.262 MSG-259 Subject: Which PCs work

Subject: Which PCs work  
Date: Monday, 13 February 1995 14:41:08  
From: gregory denby <gdenby@twain.helios.nd.edu>

-----  
Hi all,

Since it appears that the Amiga is lost in liquidation Limbo (or Hell), I suppose I won't be seeing any better rendering engine for Imagine without buying a PC. However, I've read the comments people have made previously about Imagine working/not working on various PC set ups. Could you folks e-mail me what system configurations have worked or not worked for you. I will compile the results I receive, and post the results here for general reference.

Thanx in advance,

Greg Denby  
gdenby@darwin.cc.nd.edu

P.S. my vote for and Imagine tidbits/WWW page is "The Imaginary Toolbox."

---

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## 1.263 MSG-260 Subject: Re: Memory problem?

Subject: Re: Memory problem?  
Date: Monday, 13 February 1995 17:07:33  
From: mbc@po.CWRU.Edu (Michael B. Comet)

-----

>

>Hi,

>

>I'm currently working on a drum set in Imagine L/T. I started with two toms  
>ready and everything worked fine. I just added the bass drum and when I  
>render, most of the bass drum is missing as well as parts of the toms. Is  
>this a memory problem? My system has 8Mb of RAM. The toms have around 20,000  
>faces and the bass drum must be 8,000 faces.

>Is there a way to compute the RAM required to render a scene?

>

Yep. It's ram. When imagine runs out, parts of your objects will  
disappear. To test it, try doing a test render of just certain drums.

--

+-----+

| Michael Comet, mbc@po.CWRU.Edu - CWRU, Software Engineer/Graphics Artist |

| Graphics & Anims - <http://www.cwru.edu/0/cwrunet/homes/comet/index.html> |

+-----+

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## 1.264 MSG-261 Subject: Re: Memory problem?

Subject: Re: Memory problem?  
Date: Monday, 13 February 1995 19:47:07  
From: Locutus of Borg <locutus@dcez.com>

-----  
On Mon, 13 Feb 1995, Craig Andera wrote:

>  
> I've noticed the same thing. I think what you're seeing happens only in the  
> Detail or Stage Editor's Quickrender. I've noticed that when rendering  
> complex objects made of many polygons, some of the polygons will  
> completely fail to show up. However, when I render in the Project Editor,  
> everything comes out fine.

The problem started in the stage editor. Since then, I added some objects  
and cannot quickrender in the stage editor (not enough memory) and  
polygons are missing when I render from the project editor.  
I'll try to render the same scene this week on a 12MB system.

>  
> Like you, I have only 8MB of memory, and I assume this is somehow related.  
> I would love to know if this is something other people have seen, and if  
> so, is it going to be fixed in 3.2?  
>

I hope that they will at least display an error message or a warning.

---

\*Locutus\*

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## 1.265 MSG-262 Subject: Re: IML Tidbits

Subject: Re: IML Tidbits  
Date: Monday, 13 February 1995 19:56:46  
From: Douglas Rudd <rudd@plk.af.mil>

-----  
>  
> We should create the file in either a single format that is readable by  
> both systems, or two formats. Having just AmigaGuide may be nice and pretty  
> but leaves all PC users out in the cold.

>  
> Kurt Knippel  
> High Impact Productions  
>

I agree. The problem is that so much stuff comes out in AG format. If there were a reader for AG on the PC it would make life simpler. The AG format is rather simple and it shouldn't be too hard to develop a reader for it.

Doug Rudd

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## 1.266 MSG-263 Subject: Re[2]: IML Tidbits

Subject: Re[2]: IML Tidbits  
Date: Monday, 13 February 1995 21:58:09

---

From: Alan\_Gordie@pcmailgw.ml.com

---

as soon as i can get my hands on the AmigaGuide format and a few sample files (which "Anime a day..." <b7655@hopi.dtcc.edu> has so generously offered to send) i will begin development of a windows based viewer for AmigaGuide files.

one problem, i don't do dos. so someone else will have to do the dos based reader...if there is a need

thanks

alan\_gordie@ml.com

---

Reply Separator

---

Subject: Re: IML Tidbits

Author: Douglas Rudd <rudd@plk.af.mil> at UNIXGTWY

Date: 2/13/95 11:56 AM

>

> We should create the file in either a single format that is readable by  
> both systems, or two formats. Having just AmigaGuide may be nice and pretty  
> but leaves all PC users out in the cold.

>

> Kurt Knippel

> High Impact Productions

>

---

I agree. The problem is that so much stuff comes out in AG format. If there were a reader for AG on the PC it would make life simpler. The AG format is rather simple and it shouldn't be too hard to develop a reader for it.

Doug Rudd

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### 1.267 MSG-264 Subject: Re: IML Tidbits

Subject: Re: IML Tidbits  
Date: Monday, 13 February 1995 22:11:53  
From: Douglas Rudd <rudd@plk.af.mil>

-----  
> > We should create the file in either a single format that is readable by  
> > both systems, or two formats. Having just AmigaGuide may be nice and pretty  
> > but leaves all PC users out in the cold.

>

> Well what about when we get Ascii files off the Net, the majority hav  
> carriage returns all over it.....So I say do it in Amigaguide format PC  
> users can still read the Ascii so no problems.

>

> As for html I've never heard of it. :)

>

^^^^ html is very similar to AG. Too bad Commodore didn't use that  
as their hypertext standard. There are utilities for converting AG -> html,  
but none to go html -> AG as yet. I would recommend to Impulse that they  
incorporate AG as a hypertext help standard for Amiga AND PC versions, which

---

would eliminate this problem for good. The question is: can Impulse get the licence to do a dos version of AG? What with Commodore in a live/dead state. On the other hand, if someone does a dos version of the AG reader and releases it as pd, Impulse can release help files in AG format.

If this can't be done, then I would suggest we stay with plain ascii, so as to not alienate either segment (stuck with the lowest common denominator).

Doug Rudd

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## 1.268 MSG-265 Subject: Trace scenes wanted

Subject: Trace scenes wanted  
Date: Monday, 13 February 1995 23:23:18  
From: Hesham Amiri <hmamiri@carbon.cudenver.edu>

---

Hi all,

I'm working on this nice little game and I need 12-15 nice backdrops. The game will be 100% pd so I'm only going to accept pd images, and ofcourse I will mention the nice people that sent them to me :)

The game is for the Amiga AGA, I can accept the images in :

IFF format

impulse format

jpeg format

gif format

---

They should all HIRES & LACED, but in any case I will  
be shrinking the image to 320\*400.

email me for more info at:

hmamiri@carbon.cudenver.edu

Thanks,

Hesham Amiri

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## 1.269 MSG-266 Subject: Re: Imagine WWW site

Subject: Re: Imagine WWW site  
Date: Monday, 13 February 1995 23:28:07  
From: zmievski@herbie.unl.edu (Silicon)

---

> As for what this page should contain; well, the IML-archives, the 'tidbits'  
> from those archives, any other tutorials that you can get your hands on,  
> your (and other users) favourite images.  
> Maybe even such a 'monthly competition' as povray.org has (if you haven't  
> seen it: a new subject every month, artists post their work, a jury decides  
> wich images are best, images are put on a web-site). Have a look at  
> 'http://www.pht.com/art/art\_show.html'.  
> As I see it the problem is not WHAT to put in there. The problem  
> is making the stuff searchable, to insert references and cross-references.  
>  
> Anyways, cyaround, and drop me a line if there is anything I can do.

---

Hi!

Thanks for giving me some ideas. I will definitely get to implementing all of them. I was also going to do something like texture previewing... Description of each texture and a small image showing what the texture should look like. That should be interesting.

Who would decide which image is the best?

Andrey

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## 1.270 MSG-267 Subject: Re: Swirl

Subject: Re: Swirl  
Date: Tuesday, 14 February 1995 00:31:05  
From: "Anime a day..." <b7655@hopi.dtcc.edu>

---

On Mon, 13 Feb 1995, Daniel Dacey wrote:

> Hi All,  
>  
> Does anyone have any suggestions about the best way to do the following:  
>  
> - Have a 2D representation of a man with a IV needle in his arm.  
> - The drug in the IV swirling around and through the man. Think of how  
> ink swirls through a glass of water to get the kind of look I want.  
>  
> Hope this makes sense as I'm pushing up hill to meet a deadline and I'm  
> kind of tired.

---

Hmm.. Try roto-scoping.. :^) (couldn't resist!)

Bill

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### 1.271 MSG-268 Subject: Mouse.SYS trouble

Subject: Mouse.SYS trouble  
Date: Tuesday, 14 February 1995 00:44:12  
From: wolfram schwenzer <schwenzr@nemeter.dinoco.DE>

-----  
Hi Imagineers,

This is a follow-up to my problems with moving the camera in the Stage Editor (when the double circle has turned orange and I'll move it with the left mouse button depressed suddenly the whole system locks up forcing me to do a cold reboot).

I have the vague impression that the fault could lay in the way IMAGINE couples to the mouse driver (I use the line "DEVICEHIGH=MOUSE.SYS" in my PC's CONFIG.SYS file). Meanwhile I have tested every conceivable combination of stripping down my CONFIG.SYS files (yes, Greg Tsadilas' proposal on the IML, too), I have even changed the physical pointing device (from trackball to digitizing tablet) - everything, including drawing programs under Window3.1 and standalone DOS applications using the mouse just run fine EXCEPT the %!@\* IMAGINE3.1 in the Stage Editor (I think IMPULSE had better relied on a proven technology for implementing memory & mouse management than to develop their own - they don't even MENTION how to cope with the CONFIG.SYS obstacles in their manual ...

---

couldn't they care less ?!)

ANY hint about like troubles and how to cope with them are welcome. Until then I have stopped to fight with this stubborn piece of software (feel like the poor boy who is standing in front of the candy store with all the goodies outa reach); IMAGINE should get a prize for taxing the patience of even the hardest 3D modeling aficionado ... 8-((

Sorry, didn't want to hurt anybody's feelings about his dearest toy ;-). I know you are a resourceful bunch who has given a helping hand whenever you could ...

All the best

W.S.

--

wolfram schwenzer

Internet : schwenzr@nemeter.dinoco.DE

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## 1.272 MSG-269 Subject: Re: Ambient light

Subject: Re: Ambient light  
Date: Tuesday, 14 February 1995 01:24:50  
From: cjo@esrange.ssc.se

-----  
>When I try to add ambient light in the Action editor by choosing "Globals"  
>and set the level there to 20.0 (let's say for the blue component), save  
>the

---

>settings and return to the Stage editor to quickrender the scene the  
>ambient  
>light does not show (i.e. the scene is illuminated as before). What else do  
>I have to do to make the ambient light appear ?

Are you sure you pressed <return> after writing '20'?

Conny Joensson

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### **1.273 MSG-270 Subject: Re: Imagine WWW site**

Subject: Re: Imagine WWW site  
Date: Tuesday, 14 February 1995 01:41:17  
From: Shane Davison <davis@cs.uregina.ca>

---

Silicon wrote:

>  
> Thanks for giving me some ideas. I will definitely get to implementing  
> all of them. I was also going to do something like texture  
> previewing... Description of each texture and a small image showing  
> what the texture should look like. That should be interesting.  
>  
> Who would decide which image is the best?  
>  
> Andrey

Well, I've been slowly rendering the Imagine textures  
(in alphabetical order) at 320x240x16mil. I've just

---

used the default values and kept only the non-blank images.

If you'd like to use those, I have A-C (im-txtrs.zip)  
and D-F (im2-txtr.zip) on ftp.netnet.net in /pub/mirrors/  
truespace/textures.

Regarding the IML tidbits, I'm almost done organizing the  
items I have and I was wondering where I should upload them  
(please include 'incoming' directory). I will e-mail those  
directly who have already sent requests in personal e-mail.

Regards,

--

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

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## 1.274 MSG-271 Subject: Re: IMAGINE COOKBOOK

Subject: Re: IMAGINE COOKBOOK  
Date: Tuesday, 14 February 1995 03:10:54  
From: CaptKurt@aol.com

---

As far as naming goes. "Imagine the Possibilities" is the name of a  
software package, and is most likely protected under copyright laws.

Kurt Knippel

High Impact Productions

---

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## 1.275 MSG-272 Subject: Re: Ambient light

Subject: Re: Ambient light  
Date: Tuesday, 14 February 1995 03:41:21  
From: Roger Straub <straub@csn.org>

-----  
On Mon, 13 Feb 1995 cjo@esrange.ssc.se wrote:

> >When I try to add ambient light in the Action editor by choosing "Globals"  
> >and set the level there to 20.0 (let's say for the blue component), save  
> >the  
> >settings and return to the Stage editor to quickrender the scene the  
> >ambient  
> >light does not show (i.e. the scene is illuminated as before). What else do  
> >I have to do to make the ambient light appear ?  
>  
> Are you sure you pressed <return> after writing '20'?

Also - 20 is a VERY low value. If you actually want to SEE the ambient  
light, you might want to try a value somewhere around 75-100.

>  
> Conny Joensson  
>

See ya,

Roger

---

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## 1.276 MSG-273 Subject: Re: Imagine WWW site

Subject: Re: Imagine WWW site  
Date: Tuesday, 14 February 1995 03:58:55  
From: Roger Straub <straub@csn.org>

-----  
On Mon, 13 Feb 1995, Silicon wrote:

> Hi!

>

> Thanks for giving me some ideas. I will definitely get to implementing  
> all of them. I was also going to do something like texture  
> previewing... Description of each texture and a small image showing  
> what the texture should look like. That should be interesting.

>

> Who would decide which image is the best?

Actually, if you get the IMTguide\_la.lha file in aminet under gfx/3d, it  
will convert your texture.txt and lite.txt files into an AmigaGuide file,  
complete with example pics (just click on the [Example Object] button).

Maybe you could convert this file to html. The only problem is that the  
pictures are sometimes not exactly the best representation of the  
texture. Some, though, are SPECTACULAR. Many thanks to Doug Rudd and D.F.

Duck!

>

> Andrey

>

---

>

See ya,

Roger

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### 1.277 MSG-274 Subject: Re: Forms Editor Tutorial (was: Imagine WWW site)

Subject: Re: Forms Editor Tutorial (was: Imagine WWW site)  
Date: Tuesday, 14 February 1995 04:48:40  
From: Michael Hazlett <tarkin@earthlight.co.nz>

-----  
A LOT OF USEFUL TEXT DELETED-----

Thanks for that informative textfile :) I'll tell ya how I get on.

MH

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### 1.278 MSG-275 Subject: RE: IMAGINE 3.2 ?

Subject: RE: IMAGINE 3.2 ?  
Date: Tuesday, 14 February 1995 04:53:51  
From: William Eric Donoho <donoho@iglou.com>

-----  
On Fri, 10 Feb 1995, Mike Vandersommen wrote:

> I think your point is well taken. If I were Impulse, I'd much prefer

---

> loyal customers who grumble than customers who simply frisbee their  
 > software off a cliff and move over to a competitor. I KNOW Mike  
 > Halvorson reads IML since I've hit a nerve more than once and got  
 > immediate Email directly from him. I don't think any of the comments  
 > lately can be characterized as "whining and flaming", simply loyal users  
 > who have legitimate grievences and questions that never seem to be  
 > addressed when talking to Impulse's Tech support.

>=20

> Personally, I still use Imagine almost exclusively, and plan to in the  
 > future. I hope Impulse continues improving Imagine....and really listens  
 > to it's customers....or the very least, nods it's head once in awhile.

> \_\_\_\_\_  
 > /\_\_\_\_\_\  
 > /3D=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| Mike van der Sommen || Email: |3D  
 > =3D| GraFX Haus BBS || mike.vandersommen@caddy.uu.silcom.com |3D  
 > =3D| Santa Barbara, Ca. || \_\_\_\_\_ |3D  
 > =3D| "..where the 4 Horsemen of the Apocalypse play golf..." |3D  
 > =3D|\_\_\_\_\_ |3D

> ---

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

>=20

I use imagine excluslively. I like imagine.

... but I want more "continous" upgrades for my \$100 fee. That's all.

H\*ll, what gripes me is that they don't spell it out in plain english.



Hey, Impulse, why not say this:

\$200 for 4.0 in 1 year

-or-

\$100 for 3.1 NOW

+plus+ \$100 for 4.0 in 1 year

Eric Donoho | "Let's go to burger king and get  
Louisville, KY USA | a chicken sandwich!"  
donoho@iglou.com

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## 1.279 MSG-276 Subject: Swirl

Subject: Swirl  
Date: Tuesday, 14 February 1995 05:29:14  
From: gareth.qually@beect.iaccess.za (Gareth Qually)

---

This would probably work with particles, but a major time problem rears its ugly head.

You could probably create irregular tubes with a ghost or nebula texture attached to it. Then twist and bend the tube to make a swirl. After creating a few of these, have them twist around eachother.

I haven't tried this, so I don't know what it will turn out like. If I get some time I'll test it.

Chow...

---

gareth.ually@beect.iaccess.za

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## 1.280 MSG-277 Subject: Re: Re: Ambient light

Subject: Re: Re: Ambient light  
Date: Tuesday, 14 February 1995 06:11:30  
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

---

>

> Also - 20 is a VERY low value. If you actually want to SEE the ambient  
> light, you might want to try a value somewhere around 75-100.

>

> >

Wow! I've always gone by Steve Worley's recommendation to stick to  
about 10, 10, 10. I was using higher values but kept getting washed out  
looking pictures.

Michael North

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## 1.281 MSG-278 Subject: IML Tidbits...

Subject: IML Tidbits...  
Date: Tuesday, 14 February 1995 06:31:53  
From: plucas@vt.edu (Perry Lucas)

---

-----

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

Thanks

--Perry

\_,\_/|

\o.O;

-----oOO = (\_\_\_\_) = OOo-----

Perry J.Lucas

U

Emails: plucas@vt.edu "PJ" on Diversity University

plucas@raven.cybercom.com Telnet: moo.du.org 8888

lucasp@erau.db.erau.edu

HTML Homepage: <http://erau.db.erau.edu:80/~lucasp>

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## 1.282 MSG-279 Subject: Re: Attitudes

Subject: Re: Attitudes

Date: Tuesday, 14 February 1995 08:13:22

From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

-----

On 16 December 1994, Mike Halvorson wrote:

-----

---

>

> From: Mike Halvorson

> To: Stethem Ted

> Subject: Attitudes

> Date: Friday, December 16, 1994 8:33PM

>

> Ted,

>

> <snip...long rambling monologue about how the customer is always wrong ...>

>       As for the Constant upgrade, and bug fixes. There is something that

> you

> dont realize, our code does not, in most cases have the room to add a patch

> to

> the software, you need to have areas where the code can patch itself, we

> have

> been lucky a couple of times.

>

> <snip...more rambling monologue...snip>

>

>       Why dont you send me a list of things you want to see, how about

> some

> critical positive suggestions, how about looking to the future, or I guess

> you

> can just allow in the past, phewwww.

>

>       Mike

>

---

>

OK, Mike,

I accept your challenge to provide a list of things I would like to see, which I have already done a few times and I will refresh your memory of the responses you have provided, as well as some critical positive suggestions.

1. The spherical brushmap seam "bug": It was there in 2.0, 2.9, 3.0 and now, 3.1. You told me several months ago that it was not a bug, it was "a fundamental design flaw". Why can't you fix this?
  2. Close gadget for error requestor windows: I asked you to provide this during 2.9 and you said "the code is getting too big now and the programmers will kill me if I ask for any more". Well, you have added several new features, which must have expanded the code, but still no close gadget on the error window. I find this very irritating.
  3. Since you have such a problem with unmanageable code size, I suggested you modularize the program ala Lightwave. Lightwave and the Modeler are separate modules that can be loaded separately or from each other if need be. Your answer to this was "just start another Imagine task". This answer was really puzzling. Since you endorse the PC version so much, I wonder how you are starting several Imagine tasks from DOS, which as we all know is the only OS on the PC that Imagine will run from. Now, if you are talking about the Amiga, this is possible, but considering it takes a few megs just to load Imagine, how does this work with your policy of supporting the lowest end user? There is no real reason for Imagine to load the Detail Editor and Forms Editor with the Stage and Action Editor. If the code were modularized, this would fix
-

your problem with the code being "too huge". I often hear this from software managers that have not practiced software configuration control and it is their way of doublespeak for saying the code has grown uncontrollably and I don't have any idea what routine is calling what and I am scared that if I try to modularize at this point, it will blow up. At any rate, I am asking you to think about modularizing the Modeler section and the Staging/Action/Project section. On the Amiga, it would allow for the setting up of several rendering projects by loading several Staging/Action/Project (let's just call it the Stage module) without the overhead of the modeler code sitting in RAM. If you need the interactivity of the Modelers, just have each module have the capability to load the other module, like Lightwave does.

3. Scanline shadows: I could drag up that Impulse newsletter for 3.0 that was published over two years ago but one of the things promised was Scanline Shadows. You told me several months ago that you had tried but it slowed the program down to a crawl and that was why it wasn't provided in 2.9. I don't understand this since both Lightwave and 3D Studio have very good, effective scanline shadowing and they are both very fast renderers. Why don't you see if you can strike up a deal with their programmers for some tips on how to do fast scanline shadows?

4. True Inverse kinematics: In that same newsletter, you promised true inverse kinematics. Now, you don't seriously call the Freeze/Constrain in 3.0 to be "true" inverse kinematics? All you are doing is using the individual selection of axes for move and rotate that have always been there. True inverse kinematics provides for the motions of a child as governed by the parent. Please make some improvements to this feature.

5. Adjustable Screen Sizes: You have been monitoring this list long

---

enough to know that almost every user wants this feature. Again, 3D Studio allows screen sizes beyond the standard 640x480. Lightwave is supporting 3rd party graphics boards and already allows 800x600 on Picasso and Spectrum boards. How about some graphic board support, too, beyond the Firecracker and Opalvision? At the very least, provide some options for selectable screen sizes beyond the 640x400. Also, since some people have found this out through experimentation, how about a choice for fewer colors on the editor screens, like 2 or 4, and maybe a choice of two colors on the Project screen, or none during rendering, as many people have found this speeds rendering.

6. Documentation: Would it really kill you to provide more complete documentation on things like the Effects and new features. There has been some attempts at on-disk documentation but these have been feeble and incomplete. I don't mind them being on-disk but how about making them more informative and complete?

7. Animated Brush Map: I really wanted this feature and it was one of the main reasons I signed up for the continuing upgrade. It works but it only works for 16 color animations. I find this too restrictive and your 3.1 docs don't specify this as a limitation. You need to support Extra Half-Brite (EHB), HAM-Interlace, and HAM8 on the Amiga side, with ANIM5 and ANIM7-32 modes and even FLC for the Amiga would be a plus.

8. Texture speeds: Some of the new textures are really good, especially Fire and Clouds. But, even in Scanline, it is like my computer hits a brick wall in rendering speed when it starts rendering a textured object. And layering? forget it! Even if you did have a 100 MHz Pentium, the rendering of textured objects would still be slow. Now, Essence does not have the range of textures that have been provided with 3.0 and 3.1, but

---

Essence textures render much faster. Isn't there someway to optimize or improve the texture routines to speed them up?

That's all I have for now. Now, it is time for you, Mr. Mike Halvorson, to live up to your words. Your ad in Computer Graphics World states, "Real Support from Real People - Maybe the best reason to become an Imagine L/T user is our great customer support." This is a challenge to live up to this claim.

I have a friend, who happens to be fairly wealthy, that purchased Imagine V3.0 for the Amiga several months ago. He was sent a PAL version of the program (he lives in the US with a US address). Now, I know how to run a PAL program on my NTSC machine but he does not want to go through the hassle. So, he has asked Impulse to exchange the PAL version for the NTSC. This was several months ago and he still has not gotten the NTSC version. And before you ask, "Did he call?", yes, he did, and in fact has talked to you a couple of times. His opinion, in his words, is that you are "a flake". Now, this guy has some bucks, his Amiga has 110 Megs of RAM because he likes to do everything from RAM rather than the harddrive, and he is almost totally turned off to Impulse. If this is an example of your "great customer support", then there appears to be a disagreement in perception.

Let's see where we go from here.

Patiently awaiting Imagine V3.2.

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### **1.283 MSG-280 Subject: Re: Memory problem?**

Subject: Re: Memory problem?

Date: Tuesday, 14 February 1995 08:34:24

---

From: m.rubin9@genie.geis.com

---

MBC,

>>I'm currently working on a drum set in Imagine L/T. I started with two toms  
>>ready and everything worked fine. I just added the bass drum and when I  
>>render, most of the bass drum is missing as well as parts of the toms. Is  
>>this a memory problem? My system has 8Mb of RAM. The toms have around 20,000  
>>faces and the bass drum must be 8,000 faces.  
>>Is there a way to compute the RAM required to render a scene?

Although I've done all my "Imagining" on the Amiga, I can only recommend that you simplify your objects. Those are an awful lot of faces for 8 Mb! I find 16Mb to be just adequate for complex renderings with maps, etc. I'm just about to try out Gigamem, which is a virtual memory handler. I understand that it works quite well with Imagine and that the speed hit is pretty small.

Jon Rubin

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## **1.284 MSG-281 Subject: Re: Booklet of Tidbits (was Re: Candle)**

Subject: Re: Booklet of Tidbits (was Re: Candle)  
Date: Tuesday, 14 February 1995 09:46:41  
From: Ed Totman <etotman@gort.ucsd.edu>

---

On Fri, 10 Feb 1995 Joop.vandeWege@MEDEW.ENTO.WAU.NL wrote:

> Seems I have to spent some time on my Guide reader for MSDOS.

>

> I have a working version which reads 99% of all available AmigaReport guide

> files but on complex guide files like the last 4 IML archives it completely

> chokes. Also the links are displayed with two characters like <link>, which I

> want to change to something more button like.

>

> Sounds like a good idea ?

>

> Let me know (on the IML)

>

> Greetings Joop

A reader for the PC would be very useful. Please upload it!

Ed Totman

etotman@gort.ucsd.edu

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## 1.285 MSG-282 Subject: Exelent gifs

Subject: Exelent gifs

Date: Tuesday, 14 February 1995 10:37:56

From: Callace@aol.com

-----  
Is anybody interested in 20 best Gifs I've ever traced?

If you do let me know.

---

Later .

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## 1.286 MSG-283 Subject: Re: IML Tidbits...

Subject: Re: IML Tidbits...  
Date: Tuesday, 14 February 1995 12:41:45  
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

-----  
Good Morning,

At least in NL it is. :-)

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

>Thanks

>--Perry

I would like to help too. I willing to convert old archives so that spotting  
useful subjects and replies becomes easier. I have done a couple for myself,  
43-50. Not to mention that I have also most attachments since June 1994.

Please let me know if I can help.

Greetings Joop

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**1.287 MSG-284 Subject: Re: IML Tidbits**

Subject: Re: IML Tidbits  
Date: Tuesday, 14 February 1995 13:39:41  
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL

---

>Just a thought, is there a way to 'shanghai' the screen which Imagine is  
>running on? I am guessing the AmigaGuide is a resizable/movable window  
>and it would be nice.

Yes thats possible but should be done with care. Quitting Imagine while  
Amigaguide is still open is asking for trouble. I wrote once a small  
program/hack which declared all screens which opened afterwards as an  
public screen. It made also the last opened screen the default and set the  
Shanghai bit.

Works great, and will see if I can still find it somewhere in my dusty  
programming archives.

Greetings Joop

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**1.288 MSG-285 Subject: Re: Booklet of Tidbits (was Re: Candle)**

Subject: Re: Booklet of Tidbits (was Re: Candle)  
Date: Tuesday, 14 February 1995 14:23:22  
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL

---

Hello IML,

---

>>

>> what about us ibm/dos/windoze guys?

>>

>Good point. There should be some hypertext format such as html (similar  
>to AmigaGuide) which is pd for the windows/dos side and is not too much  
>of a pain to write. This issue of AmigaGuide files is going to keep  
>coming up and a reasonable solution is a simple hypertext program for dos.

Seems I have to spent some time on my Guide reader for MSDOS.

I have a working version which reads 99% of all available AmigaReport guide files but on complex guide files like the last 4 IML archives it completely chokes. Also the links are displayed with two characters like <link>, which I want to change to something more button like.

Sounds like a good idea ?

Let me know (on the IML)

Greetings Joop

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## 1.289 MSG-286 Subject: Re: Imagine WWW site

Subject: Re: Imagine WWW site  
Date: Tuesday, 14 February 1995 17:46:50  
From: cjo@esrange.ssc.se

-----  
Andrey Z? wrote;

---

[snip]

>> Maybe even such a 'monthly competition' as povray.org has (if you haven't  
>> seen it: a new subject every month, artists post their work, a jury  
>> decides wich images are best, images are put on a web-site).

>Thanks for giving me some ideas. I will definitely get to implementing  
>all of them. I was also going to do something like texture  
>previewing... Description of each texture and a small image showing  
>what the texture should look like. That should be interesting.

Good!

>Who would decide which image is the best?

If I remember correctly the povray-version-administator selects three people  
(I don't know how) to vote for their favourite images. Every jury-member  
selects 5 images, grades them 5, 4, 3, 2 and 1 point. The image that get's  
most points win. (Easy, isn't it?)

Conny Joensson

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## 1.290 MSG-287 Subject: Itty, bitty tidbit ...

Subject: Itty, bitty tidbit ...  
Date: Tuesday, 14 February 1995 18:56:20  
From: Steve NACAD::Sherman LKG2-A/R5 pole AA2 DTN 226-6992 14-Feb-19

-----  
Forgive me if this is mentioned elsewhere, but I didn't remember this trick

---

and didn't see it in the manual. Could be something to add to the coming hint sheet or whatever. Probably an old trick to most of you ...

If you have a sphere primitive (no faces) and want to convert it to a sphere with points and faces, use Split.

Steve

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### 1.291 MSG-288 Subject: Re: IML Tidbits

Subject: Re: IML Tidbits  
Date: Tuesday, 14 February 1995 21:23:59  
From: cjo@esrange.ssc.se

---

Hi everybody.

Remember the mail I wrote about you should send me an email if you were interested in a ftp- or web-site for the Imagine tidbits?

I wrote that last Friday, today is Tuesday, I have received 15 direct answers to that mail (even though it has been weekend, IML-activity is always low on weekends) and another 40 (about the tidbits and www...) have been posted here on the list. And considering how many of the 5-600 IML members that actually post to the list... I'd say that is enough interest that it should be a go.

There also seems to be another couple of guy's here on the IML that seems interested in administrating such a thing (Shane? Andrey?), if you please!

Also, someone (Walter Turberville) has already made a html-version of the Imagine textures description. It's available as;

---

"http://www.PrimeNet.Com:80/~wturber/imgntxtr.html". Check it out.

His homepage is one step up (is skip the "imgntxtr.html"-bit).

Conny Joensson

\*\* .sig under reconstruction \*\*

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### 1.292 MSG-289 Subject: Re: WANTED:F1 Car and Guitar models...

Subject: Re: WANTED:F1 Car and Guitar models...

Date: Tuesday, 14 February 1995 22:08:34

From: leyen@inf.ufrgs.br (Christian Leyen)

-----  
There MacLaren F1 car on Aminet.

Christian Leyen (leyen@inf.ufgrs.br)

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### 1.293 MSG-290 Subject: Re: Mouse.SYS trouble

Subject: Re: Mouse.SYS trouble

Date: Tuesday, 14 February 1995 22:46:03

From: joec@ensoniq.com (Joe Cotellese)

-----  
>ANY hint about like troubles and how to cope with them are welcome. Until then  
>I have stopped to fight with this stubborn piece of software (feel like the  
>poor boy who is standing in front of the candy store with all the goodies outa  
>reach); IMAGINE should get a prize for taxing the patience of even the hardest

---

>3D modeling aficionado ... 8-((

>

>Sorry, didn't want to hurt anybody's feelings about his dearest toy ;-). I know

>you are a resourceful bunch who has given a helping hand whenever you could ...

>

I had some trouble when I first purchased Imagine PC with the mouse as well. My system didn't reboot but the movement was very erratic. What my solution ended up being was to remove any memory managers from my system (EMM or QEMM). I created a multiboot option for Imagine. From memory my Imagine PC setup looks something like

CONFIG.SYS

device=c:\dos\himem.sys

dos=high

<cdrom driver>

AUTOEXEC.BAT

\mouse\mouse.exe

\dos\mscdex

Finally, it looks like you are using the .SYS version of your mouse driver. I am using the .EXE version of my mouse driver. I have a MS Mouse software version 9.something. Give the .EXE version of your driver a shot.

Joe C.

---

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## 1.294 MSG-291 Subject: Re: Attitudes

Subject: Re: Attitudes  
Date: Tuesday, 14 February 1995 23:55:08  
From: Douglas Rudd <rudd@plk.af.mil>

---

> On 16 December 1994, Mike Halvorson wrote:

>

> >

> > From: Mike Halvorson

> > To: Stethem Ted

> > Subject: Attitudes

> > Date: Friday, December 16, 1994 8:33PM

> >

> > Ted,

> >

> > <snip...long rambling monologue about how the customer is always wrong ...>

Rather wonder what Mike actually said. Since he didn't post this to IML, it must have been from private communication. Might have been nicer to just say <Snip> and forego the editorial.

<Snip> This one is mine.

> > <snip...more rambling monologue...snip>

Again.

> >

>

---

<Snip> Ted's comments removed: we have seen them once already.

This could be likened to what was sometimes done in the broadcast industry, when they received an open ended interview from a personality they didn't like. Since there was no opportunity for interactive rebuttal, one could have a field day with them at their expense, if so desired.

Mike Halvorson has sent me email sometimes discussing issues such as new products that I don't feel I am free to open up to the IML as I assumed the communication was confidential. Just a question of ethics.

It may seem that I'm taking sides. Not really. It is my own sense of fair play, which I know some of the more vocal on IML disagree with. So be it.

Doug Rudd

-----  
"Okay, let's take off your engineering hats, put on your management hats and make the right decision".

Morton Thiekol, O-dark hundred, 28 January 1986

-----  
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## **1.295 MSG-292 Subject: Dust?**

Subject: Dust?  
Date: Wednesday, 15 February 1995 00:07:18  
From: Mike McCool <mikemcoo@efn.org>

-----

---

Please excuse the intromission of a non-Imagine utility here--but as it does use tddd objects, I thought I might try and get away with it.

Has anybody gotten this delicious looking program to work? I thought I was home free, when it claimed that, because of all the online help being in English, I needn't worry about the German dox.

I know I'm spoiled with Imagine's friendly gui--but I think even the POVrayers might find DUST a bit enigmatic. I can't even get to first base . . .

Again, thanks for your indulgence in this only slightly Imagine-related topic.

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## 1.296 MSG-293 Subject: Re: Exelent gifs

Subject: Re: Exelent gifs  
Date: Wednesday, 15 February 1995 01:34:49  
From: Marty Nussbaum <martyn@asu.edu>

-----  
On Tue, 14 Feb 1995 Callace@aol.com wrote:

> Is anybody interested in 20 best Gifs I've ever traced?  
> If you do let me know.  
> Later .  
>

Sure, send 'em on down.

\*\*\*\*\* \_ \_ / |

---

\* ACK!! \* \ ' o . O '  
\* Hairball! \* = ( \_\_\_ ) =  
\*\*\*\*\* U

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### 1.297 MSG-294 Subject: Re: Re[2]: IML Tidbits

Subject: Re: Re[2]: IML Tidbits  
Date: Wednesday, 15 February 1995 03:04:57  
From: Lord Hades <hades@interport.NET>

-----  
Hi...if someone could get me, as alan said, ag specs + some samples, I would be willing to take a shot at a dos-based viewer...unfor. i don't have that much time, so it would have to be a 'weekend project' anyway, my email address is cfabian@cap.gwu.edu (this one at interport won't work for long)

--chris

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### 1.298 MSG-295 Subject: Bones help....

Subject: Bones help....  
Date: Wednesday, 15 February 1995 07:36:11  
From: "Bruce Marsh(ART)" <marsh@satie.arts.usf.EDU>

-----

---

Is there a good bones tutorial innexistence? I thrashed thru it last year, with about 5 calls to Impulse, and got it to work....but I've forgotten the drill and found the manual a bit confusing.....

Any help much appreciated.

Bruce.

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### 1.299 MSG-296 Subject: Re: Mouse.SYS trouble (+start-up files)

Subject: Re: Mouse.SYS trouble (+start-up files)  
Date: Wednesday, 15 February 1995 09:44:57  
From: Shane Davison <davis@cs.uregina.ca>

-----  
Joe Cotellesse wrote:

> I had some trouble when I first purchased Imagine PC with the mouse as well.  
> My system didn't reboot but the movement was very erratic. What my solution  
> ended up being was to remove any memory managers from my system (EMM or  
> QEMM). I created a multiboot option for Imagine. From memory my Imagine PC  
> setup looks something like

[snip]

It seems that quite a few Imagine PC users are using this multiboot setup. Undoubtedly, it is better than modifying the files manually before re-booting or having two separate sets of startup files but I'm wondering why very few people have mentioned a solution that allows everything to run without rebooting (Imagine, Windows, etc.). Although there have been times when it would have made things easier. I have never used this

---

multiboot facility. I have DOS 6.2 and here are the important startup lines:

CONFIG.SYS:

DEVICE=C:\DOS\HIMEM.SYS

DEVICE=C:\DOS\EMM386.EXE RAM

That's it ! And make sure you run Imagine with the -noxms switch.

I don't have anything else fancy in there and I run every application without any problems (and without rebooting). Hope it works for you.

--

Shane Davison (tsml)

davisos@cs.uregina.ca

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### 1.300 MSG-297 Subject: GVP&Imagine

Subject: GVP&Imagine  
Date: Wednesday, 15 February 1995 11:54:12  
From: m.rubin9@genie.geis.COM

-----

I've finally gotten my GVP 40Mhz '040 to work with Imagine. Unfortunately it often crashes when I'm saving an object and occasionally when I'm rendering. It's not related to object or file size. Anyone have any suggestions? A3000 w/10Megs.

Floater

---

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### 1.301 MSG-298 Subject: Re: Lha Archives

Subject: Re: Lha Archives  
Date: Wednesday, 15 February 1995 12:15:44  
From: MGL <mischa@cats.ucsc.EDU>

-----  
On Fri, 10 Feb 1995, Jeremy Peter Hopkin wrote:

>  
> When I download Imagine objects, attributes and textures from the Aminet sites  
> ,  
> they are usually all archived using lha.  
>  
> Unfortunately when I try to decompress them, I receive error messages,  
> along the lines of, "corrupted data" and "extraneous data".  
>  
> I am using an Amiga A1500, and lha v1.38. Other lha files I can read,  
> but most of the stuff from Aminet gives me the same error messages.  
>  
> Can anyone help me?  
>  
> Jeremy  
>  
>  
>

make sure you use the 'bi'nary option in your ftp.

what is an A1500?

---

you all should get amosaic and hit aminet from there- it lets you have  
a personal page of recent uploads.

the aminet search page is awesome too.

(and fast)

---

M G L

phat 3D renders

mischa@cats.ucsc.edu

---

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### **1.302 MSG-299 Subject: Thanks**

Subject: Thanks  
Date: Wednesday, 15 February 1995 12:43:59  
From: peter.borcherds@beect.iaccess.za (Peter Borcherds)

---

Hi there

This is a thank-you to all the people who replied to my request  
for locomotive objects. Unfortunately, LD phone costs are VERY  
expensive here in South Africa, so much to my dismay  
I won't be able to take up Mike van der Sommen's offer to  
call him at his GraFX Haus BBS.

So, if there are any Imagineers in South Africa who know where I

---

can get either the 3DROM #2 (from Syndesis) and/or the LightROM CD  
please let me know.

Thanks guys!

Cheers

Peter Borchers

peter.borchers@beect.iaccess.za

\*\* UNREGISTERED EVALUATION COPY - PLEASE SUPPORT THE SHAREWARE CONCEPT \*\*

---

| AmiQWK 2.3 |

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### 1.303 MSG-300 Subject: Tunnel trouble

Subject: Tunnel trouble  
Date: Wednesday, 15 February 1995 16:36:25  
From: milan@Dieppe.artmediatech.nl (Milan Polle)

-----  
Hi folks,

I am currently working on my graduation project which consists of making  
backgrounds and anims in Imagine.

I am now making the leader which has the camera flying throug a tunnel  
(no way! a tunnel? how original) backwards.

It seemed like a pretty basic anim to make, I made a twisting and turning  
tunnel by extruding a square along a handmade open spline path in detail.

I used the same path in stage for the camera motion, the camera starts

---

to move first, after that I launch a tracking axis along the same path,  
so the camera looks (sort of) in the right direction.

The problem is I cannot seem to get the motion to be smooth, occasionally  
it seems like the camera hits the walls of the tunnel (which is impossible)  
because of sudden jerks in the motion.

Well, I thought you had to put in extra effort to make 3d anims non-smooth,  
but with Imagine, the world is different, maybe we should call Imagine  
Murphy.

Any ideas on what is going on here?

Thanks in advance for any help,

greetings, Milan (reply to milan@artmediatech.nl if the reply address  
still looks odd)

---

Hey Beavis, what do you call it when a program has so many bugs in it,  
that it's almost unusable?

-Ehm ehm ehhhh... wait a minute I know ehm... IMAGINE! yeah that's it!

-Yeh! yeh! uhuhuh! huhuh! that's right... Imagine.. huhuh it sucks dude...

---

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### **1.304 MSG-301 Subject: IML Tidbits (done!).**

Subject: IML Tidbits (done!).  
Date: Wednesday, 15 February 1995 18:36:42  
From: Shane Davison <davis@cs.uregina.ca>

---

Hi everyone,

I've finished compiling the guide of IML tidbits and e-mailed it directly to those who asked for it via personal email (thanks for the support). Although there have been a number of good titles exchanged on the list, I've decided to call it "Dare to Imagine." The zipped (and uuencoded) file is 128 K and I'd prefer to upload it to an FTP site rather than email it out to the rest of the people who'd like it. And I will do so as soon as there is some consensus on which site (and the directory).

I hope the majority of you will find the collection worthwhile.

Regards,

--

Shane Davison (tsml)

daviso@cs.uregina.ca

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### **1.305 MSG-302 Subject: Re: Mouse.SYS trouble**

Subject: Re: Mouse.SYS trouble  
Date: Wednesday, 15 February 1995 19:05:27  
From: imagine <imagine@stagg.demon.co.uk>

-----  
--  
Forwarded Message.

---

:From imagine@stagg.demon.co.uk  
:Date: Tue, 14 Feb 1995 16:49:12 GMT  
:From: imagine@stagg.demon.co.uk (imagine)  
:Reply-To: imagine@stagg.demon.co.uk  
:Message-Id: <651@stagg.demon.co.uk>  
:To: schwenzr@nemeter.dinoco.de  
:Subject: Re: Mouse.SYS trouble  
:X-Mailer: FIMail V0.9d  
:X-User: Message from the desk of Andrew Stagg  
:Lines: 58

:

In your message dated Monday 13, February 1995 you wrote :

> Hi Imagineers,

>

> This is a follow-up to my problems with moving the camera in the Stage Editor  
> (when the double circle has turned orange and I'll move it with the left mouse  
> button depressed suddenly the whole system locks up forcing me to do a cold  
> reboot).

> I have the vague impression that the fault could lay in the way IMAGINE  
couples

> to the mouse driver (I use the line "DEVICEHIGH=MOUSE.SYS" in my PC's  
CONFIG.SYS

> file). Meanwhile I have tested every conceivable combination of stripping down  
> my CONFIG.SYS files (yes, Greg Tsadilas' proposal on the IML, too), I have  
> even changed the physical pointing device (from trackball to digitizing  
tablet)

> - everything, including drawing programs under Window3.1 and standalone DOS

> applications using the mouse just run fine EXCEPT the %!@\* IMAGINE3.1 in the

---

---

> Stage Editor (I think IMPULSE had better relied on a proven technology for  
> implementing memory & mouse management than to develop their own - they don't  
> even MENTION how to cope with the CONFIG.SYS obstacles in their manual ...  
> couldn't they care less ?!)

>

> ANY hint about like troubles and how to cope with them are welcome. Until then

> I have stopped to fight with this stubborn piece of software (feel like the  
> poor boy who is standing in front of the candy store with all the goodies outa  
> reach); IMAGINE should get a prize for taxing the patience of even the hardest  
> 3D modeling aficionado ... 8-((

>

> Sorry, didn't want to hurt anybody's feelings about his dearest toy ;-). I  
know

> you are a resourceful bunch who has given a helping hand whenever you could  
..

>

> All the best

>

> W.S.

>

>

>

> --

> wolfram schwenzer

> Internet : schwenzr@nemeter.dinoco.DE

>

>

---

>

I have had many troubles with IM30 and mouse and others but have generally found a way around it with juggling what goes into high and low memory etc. Can you email me your config/autoexec and what mouse/PC are you using I'll try and answer it for you

Best Andrew Stagg. ..

>

\\_/\_

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### **1.306 MSG-303 Subject: Running Imagine from Remote**

Subject: Running Imagine from Remote  
Date: Wednesday, 15 February 1995 19:33:07  
From: Cliff Lee <cel@tenet.edu>

-----  
I've not seen this mentioned and thought I'd pass this along...

One can run Imagine on a remote machine via modem. I did this last night as an experiment. I have a 486-66Mhz machine at work and a 486-33Mhz at home. Wanting to render on the faster-idle machine, I set up PCAnywhere on my machine at work. Dialing into the machine from home, I was able to launch Imagine 3.0, open a project, and start rendering. I then

---

"disconnected" leaving the machine running to check on it at a later time.  
When I called back the render was complete.

I did not go into the detail, forms, stage, or spline editors. I did go into the Action editor. These would have been completely unusable in this fashion due to the screen update speed (or lack there of). In an emergency I suppose you could use this, but you ahve to REALLY WANT to...

Keep in mind that because the intro screen is graphic, that it takes along time to get the intor screen. If you intend to do this regularly, I would rename the intro pic so that it is skipped. Also piping all the screens through 9600 buad (a limitation of PCAnywhere) makes for SLOW going.

This might be an interesting solution for those with better machines at work than at home. Worked for me!

Cliff Lee                    cel@tenet.edu

"You can always make up a class,  
You can never make up a party!"

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### **1.307    MSG-304 Subject: Re: GVP&Imagine**

Subject: Re: GVP&Imagine  
Date:     Wednesday, 15 February 1995 19:35:22  
From:     joec@ensoniq.com (Joe Cotellese)

-----  
>

>I've finally gotten my GVP 40Mhz '040 to work with Imagine.

>Unfortunately it often crashes when I'm saving an object and

---

>occasionally when I'm rendering. It's not related to object or file  
>size. Anyone have any suggestions? A3000 w/10Megs.

Possibly bad Ram chips?

Joe C.

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### 1.308 MSG-305 Subject: IML Tidbits (cont.)

Subject: IML Tidbits (cont.)  
Date: Wednesday, 15 February 1995 19:37:45  
From: davis@cs.uregina.ca (Shane Davison)

---

Hi again,

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

Also, Doug Smith, I wasn't able to send the file to you due to  
addressing problems. Could you please send me a note that I  
can reply to and include the file ?

--

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

Thread 301

---

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### 1.309 MSG-306 Subject: ATI Ultra Pro

Subject: ATI Ultra Pro  
Date: Wednesday, 15 February 1995 20:01:19  
From: Jon Bagge <jon@vestnett.no>

-----  
There was a discussion on the use of this gfx card some time ago. I was an amiga-user at the time, so I didn't pay much attention.

I'm now buying a PC, and considering this card. Will it run with Imagine under DOS? And fast too?

Replies can be done in email.

: -JOn

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### 1.310 MSG-307 Subject: IML-TIDBITS !

Subject: IML-TIDBITS !  
Date: Wednesday, 15 February 1995 21:04:27  
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-----  
-> From: Shane Davison <davis@cs.uregina.ca>

->

-> Here it is: "Dare to Imagine" (aka IML Tidbits).

->

---



Subject: POVRay competition  
Date: Wednesday, 15 February 1995 21:43:27  
From: Locutus of Borg <locutus@dcez.com>

---

I saw today in this list a couple of messages regarding the monthly competition organized by the POVRay team.

For those interested, the competition is open to everybody (not only POVRay traced pictures).

The theme for February is sound/music.

I included below a copy of the rules.

\*Locutus\*

---

#### INFORMATION

---

Every month, a new topic will be posted to comp.graphics.raytracing and the DKB listserv. Users then have one month to come up with an idea, design it, and render it. At the end of the month, all contributions will become available to everyone, and you can finally see the ideas that others came up with.

#### PURPOSE

---

This competition should accomplish two main things. First, it will give an incentive to those who are new to raytracing. Since the topic is set, all they have to do is come up with a few ideas and get started. Second, it will be interesting to see everyone's different ideas and skills at work. The reason there is one set topic is so we can compare how people

---

interpreted the topic, what they did with it, and how original their idea was. There is still the "Image of the Month" that Chris Cason selects, so this is a little different.

#### RULES

-----

IMPORTANT: You *\*Must\** upload a JPG image in order to be considered in the competition. *\*Don't\** include your .jpg file in a zip file with your scene file, etc. Make the image separate. Do not upload just source and expect everyone to trace it.

Once again, these rules are not set in stone. They have already changed a little since last time. More comments are welcome.

1. All images will be 800x600 or 640x480 in JPG format, preferably more than 256 colors. For images that may not be 4x3 aspect ratio, try to stay close to those sizes.
  2. Any tracing program may be used to create the image. People have questioned the use of 3D studio, however. Since this isn't a true raytracing package and is more advanced than the common tracing programs, this will be taken into account. If you use 3DS, your image better be *\*WAY\** better than anything else.
  3. All images must be original. You can't use someone else's drawing. You also can't pull up a drawing you made a while ago and use it. That defeats the purpose.
  4. Any objects may be used that you downloaded from an FTP site, got from another user, got off a CD, etc. But you **MUST** tell where these objects were taken from and give proper credit in your text and scene file.
-

I would prefer that all objects be original, however.

5. Your scene file should be included with the image. If you have a large include file with a triangle-mesh object, or image\_maps, or some other part of your scene that is large, you can leave those out. Just include the main scene file so everyone can see how you made your image. Zipped files that contain all include files, images, etc. are certainly welcome, however.

6. Include a text file along with your image. The file should contain your name, the file name, program(s) used, and any comments you have. It is probably best and most informative for the rest of us if you take some time to describe your image and how you went about creating it.

7. Putting your name on the image itself may be a good idea. This is not required, though.

8. There will be no set scale that should be used for all renderings. If you do model your scene to a set scale, please include the scale in your scene file. For example, a note at the top saying:

```
// Scale: 1 cm = 1 Unit
```

9. All images should be uploaded by the end of the month. While late images are certainly still welcome, they won't be considered for the prize. Try to get them in a few days before the end, too. It's easier on me :)

10. You may contribute as many images as you wish.

WHERE TO UPLOAD

-----

A special directory has been set up by Chris Cason for this competition.

---

All uploads should be made at <ftp.povray.org> in the directory  
/pub/povray/competition/current

BUT WAIT...I CAN'T FTP!

-----  
No problem. You can uuencode and mail me the finished image. My mailbox can be huge, so dont worry about filling it up. Also mail me the text file, source files, and a separate note explaining that I should upload it for the competition.

BUT WAIT...I CAN'T EVEN UUENCODE!

-----  
Okay, you have only two options left. You can

- 1) Post in <comp.graphics.raytracing> and ask if someone will trace it for you. Chances are you'll find someone.
- 2) Mail me the source code and I'll trace it. Keep in mind that I run POV on a 486 dx-33 and I have other things to do. I can't guarantee anything, but it is an option.

PRIZE!

-----  
Chris has also set aside a free Pov-Ray CD-ROM to be given to the "winner" of each month's competition. A registered copy of GUM will also be awarded. GUM is one of the best modelling programs out there, and runs in Windows.

JUDGING

-----  
Judges may vary, but at least 3 will judge each competition. Each will choose the 5 images they like most. Their first choice will be given a 5, second will be given a 4, etc. Scores will be combined to determine

---

the winner. Judges use this criteria to decide:

1. Artistic Merit
2. Originality / Concept (Based on the month's theme)
3. Technical Merit

TOPICS

-----

Please send any topic suggestions to me at mkruse@saunix.sau.edu. I already received quite a few, so all future topics will be chosen from those I got.

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### **1.312 MSG-309 Subject: Re: Tunnel trouble**

Subject: Re: Tunnel trouble  
Date: Wednesday, 15 February 1995 21:46:39  
From: cjo@esrange.ssc.se

-----  
Milan Polle wrote;

>I am now making the leader which has the camera flying throug a tunnel  
>(no way! a tunnel? how original) backwards.  
>It seemed like a pretty basic anim to make, I made a twisting and turning  
>tunnel by extruding a square along a handmade open spline path in detail.  
>I used the same path in stage for the camera motion, the camera starts  
>to move first, after that I launch a tracking axis along the same path,  
>so the camera looks (sort of) in the right direction.  
>The problem is I cannot seem to get the motion to be smooth, occasionally

---

>it seems like the camera hits the walls of the tunnel (which is impossible)  
>because of sudden jerks in the motion.

Why don't you align the camera to the path?

Conny Joensson

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### 1.313 MSG-310 Subject: Re: IML Tidbits (done!).

Subject: Re: IML Tidbits (done!).  
Date: Wednesday, 15 February 1995 23:24:18  
From: joec@ensoniq.com (Joe Cotellese)

-----  
>on which site (and the directory).

>

>I hope the majority of you will find the collection worthwhile.

Shane,

I think generally everything has been going into the gfx/3d or gfx/3dobj  
directories on Aminet.

Joe C.

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### 1.314 MSG-311 Subject: They call me ray BBS!

---

Subject: They call me ray BBS!  
Date: Wednesday, 15 February 1995 23:34:15  
From: Alan\_Gordie@pcmailgw.ml.com

---

i read that They call me ray BBS is back online...

does anybody have the new number??

if not, does anyone know of any other Imagine related BBS to call?

alan\_gordie@ml.com

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### **1.315 MSG-312 Subject: Re: IML-TIDBITS ! (Ditto)**

Subject: Re: IML-TIDBITS ! (Ditto)  
Date: Thursday, 16 February 1995 00:11:54  
From: Alan\_Gordie@pcmailgw.ml.com

---

--Boundary (ID eCWlDi/yW5haly/csoPo7g)

Content-type: TEXT/PLAIN

Content-transfer-encoding: QUOTED-PRINTABLE

ditto!

=20

looks AWESOME, loaded with never before seen stuff=20

(not by me at least)

---



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=3D| Mike van der Sommen || Email: =

|=3D=20

=3D| GraFX Haus BBS || mike.vandersommen@caddy.uu.silcom.com =

|=3D=20

=3D| Santa Barbara, Ca. || \_\_\_\_\_ =

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=3D| "..where the 4 Horsemen of the Apocalypse play golf..." =

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---

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

--Boundary (ID eCWlDi/yW5haly/csoPo7g)--

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**1.316 MSG-313 Subject: Imagine/PCI Problems**

Subject: Imagine/PCI Problems  
Date: Thursday, 16 February 1995 00:17:18  
From: Todd Brawn <tbrawn@hcirisc.cs.binghamton.edu>

-----

I have a copy of Imagine 2.0. I also have a PCI STB 864 PowerGraph Pro video card. I am unable to return from the render screen to the edit mode.

Impulse seems to think my video card does not have the right VESA emulation and to find a univesa driver. Any help in finding this driver,

-----

or in correcting my video problem would be greatly appreciated.

tbrawn@hcirisc.cs.binghamton.edu

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### 1.317 MSG-314 Subject: Re: Upgrades??

Subject: Re: Upgrades??  
Date: Thursday, 16 February 1995 01:48:25  
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

-----  
In article <9502130941.AA16333@c11.dtic.ua.es> a00448@dtic.ua.es

(ERNESTO POVEDA CORTES) writes:

> Hello all imagineers,  
>  
> first, i must give thanxs to all people who help me with my question  
> about the Constant Upgrade Program few days ago.  
>  
> one of you give me the address (email) of Mike Halvorsen but i haven't  
> any answer from him so i put here the folowing question:  
>  
> i want get the Upgrade Program, but all tries i did to get in contact  
> with impulse (not by voice) were no answered, so if a send a \$100 to  
> them .... will i get the Upgrades?  
>  
> thanx in advance...

Hello Ernesto, I sent a letter to Impulse last October to upgrade from V2 to V3 and never received a reply. There's no way I'd send money without a

---

confirmation from them first. If you do, make sure it's registered mail so you can be sure they received it.

--

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

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### 1.318 MSG-315 Subject: Tunnel trouble

Subject: Tunnel trouble  
Date: Thursday, 16 February 1995 02:41:39  
From: torgeir.holm@tbc.bbs.no (TORGEIR HOLM)

---

>The problem is I cannot seem to get the motion to be smooth, occasio  
>it seems like the camera hits the walls of the tunnel (which is imp  
>because of sudden jerks in the motion.  
>Well, I thought you had to put in extra effort to make 3d anims non-sm  
>but with Imagine, the world is different, maybe we should call Imagine  
>Murphy.  
>Any ideas on what is going on here?

I've been getting these jerks in the motion when changing the focus of the Camera when I use DOF. I looks like someone hits the camera with a baseball bat or something. If you are using DOF, this might be the problem, if not i have no Idea. Try turning off DOF, and see if it helps (might ruin the effect you are trying to accomplish though)

---

Torge!r

torgeir.holm@tbc.bbs.no

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### 1.319 MSG-316 Subject: Imagine Tips

Subject: Imagine Tips  
Date: Thursday, 16 February 1995 04:08:38  
From: Robert Iacullo <eagle@cyberspace.com>

---

How do I get the Imagine Tips file? Eagle@cyberspace.com

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### 1.320 MSG-317 Subject: Re: Good turbulent gas effect??

Subject: Re: Good turbulent gas effect??  
Date: Thursday, 16 February 1995 06:37:03  
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

---

On Thu, 9 Feb 1995, Scott Krehbiel wrote:

>

> Hi Everybody,

> I'm trying to make a turbulent gas effect. I tried using a fog

> object and the Nebula texture (came with Imagine) and I got

---

> a kinda neat effect, but it looked more like water than  
> anything else. Actually, it looked just like the sky reflecting  
> off the surface of turbulent water.  
>  
> What I'm trying to represent is called Reactive Ion Etching,  
> where a gas is bombarded with Radio waves, ionizing it and  
> making it etch a surface. I'm not about to try to micro-animate  
> this, but would like to get a nice plasma effect on the gas.  
>  
> Any suggestions for getting a "dangerous gas that would etch things"  
> effect??? I think turbulence would be good, as it would illustrate  
> the fact that the gas is doing something... not just sitting around.  
>  
> Thanks in advance,  
> Scott Krehbiel  
> scott@umbc7.umbc.edu  
>  
>  
>

Have you tried any of the animatable textures like DANCSPRK or ELECTRIC? You might also try a combination of TIEDYE with ELECTRIC. I haven't tried it myself but from the description, this might be what you are looking for. But unless you have an 80 MHz '060, be prepared for some mind-numbing render times. These new textures are cool but it is almost like the cpu has hit a brick wall especially when you layer the textures. Also, Essence has several turbulence textures. Have you checked any of these out?

Also, if you are interested, I might be able to help you out with your

---

particle thing. I have an example that is pretty close to what you are describing I think. It has been a few years since I closely observed aluminum deposition on a silicon substrate.

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### 1.321 MSG-318 Subject: Candle

Subject: Candle  
Date: Thursday, 16 February 1995 07:10:43  
From: Charles Blaquiere <blaq@io.org>

-----

C> >>If you have I3.X, here's a free candle tip: Make a brushmap with  
C> >>a vertical gradient from the white(top) to black(bottom).  
C> >>Then make another brushmap that is solid white. Apply the gradient  
C> >>map to the candle as a 'reflectivity' map and apply the solid white  
C> >>map as a 'reflection' map. This makes the candle stick glow  
C> >>like a real lit candle.

C> >Umm, wouldn't it be simpler to replace those two brushmaps with the  
C> >Linear texture, fading the color to white as you get closer to the top  
C> >of the candle?

Yes, It would be possible to use the linear texture or any texture that supports reflectivity mapping instead of the gradient brushmap. I only used the gradient brush because it was simpler to explain. But the solid white brush map is required as textures don't support 'reflection' mapping(not to be confused with reflectivity mapping).

Even though you may have read this in my other posts, what the above basically accomplishes is a pseudo-brightness mapping. you could

---

just as easily use the above method to make windows on a spaceship simply by replacing the gradient map, with a map of bright windows.

--End of quote-----

Aargh. I still don't understand. The way I see it, your gradient reflectivity brush varies reflectivity from 0% at the bottom of the candle, to 100% at the top. Then, you add a pure white reflection brush. Doesn't that create the same effect as fading the candle's color from 100% base color at the bottom, to 100% white at the top? If so, then forget all about reflection and reflectivity, and simply apply a Linear texture to fade the candle color; 0% fade at the bottom, 100% fade (to white) at the top.

What's wrong with this picture? If you were using a fancy reflection brush, I'd agree that reflectivity would give a different effect. But you use a pure solid white brush, that's where I don't see a difference.

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### 1.322 MSG-319 Subject: I/O

Subject: I/O  
Date: Thursday, 16 February 1995 07:49:56  
From: Charles Blaquiere <blaq@io.org>

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

From: ThreeDTV@aol.com

I have an A2000 and a pentium586. I would like to set up a direct link to

---

both computers so I can process images on one and send it to the other. Has anyone ever tried this? Thanx

-----

Oh yes. One way is with the old standby, the null modem cable. You can also set up a real LAN, using Ethernet or other protocols; for this, I direct you to Dale Larson at Intangible Assets Manufacturing. He's one of the original Amiga engineers, and his company keeps supporting the machine. He has written an informative book on networking for the Amiga. His Internet address is 76702.654@compuserve.com.

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### 1.323 MSG-320 Subject: Re: Re: Ambient light

Subject: Re: Re: Ambient light  
Date: Thursday, 16 February 1995 08:19:20  
From: Charles Blaquiere <blaq@io.org>

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

From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>  
Subject: Re: Re: Ambient light

>

> Also - 20 is a VERY low value. If you actually want to SEE the ambient  
> light, you might want to try a value somewhere around 75-100.

>

> >

Wow! I've always gone by Steve Worley's recommendation to stick to about 10, 10, 10. I was using higher values but kept getting washed out

---

looking pictures.

Michael North

-----

It depends what you use to display the picture. If you're using plain old HAM mode on an Amiga, it takes a lot of ambient light before you see a difference. Display the image in 24-bit mode and you can perceive much subtler effects, such as those obtained by setting ambient light to 32,32,32.

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### 1.324 MSG-321 Subject: PC Shareware?? other textures?

Subject: PC Shareware?? other textures?  
Date: Thursday, 16 February 1995 08:44:27  
From: Charles Blaquiere <blaq@io.org>

-----

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

From: imagine <imagine@stagg.demon.co.uk>

Quick question. There seem to be many textures available as add-ons for the amiga product. Are there any for the PC if so where can I get them ??

-----

From SParker999@aol.comThu Feb 9 00:30:41 1995

Date: Mon, 6 Feb 1995 15:35:53 -0500

From: SParker999@aol.com

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---

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### 1.325 MSG-322 Subject: Textures

Subject: Textures  
Date: Thursday, 16 February 1995 09:07:56  
From: Charles Blaquiere <blaq@io.org>

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

From: Michael Hazlett <tarkin@earthlight.co.nz>

Ok I have Bandturb....but if the other ones are Essence textures I never got 'em....If it's legal can someone UL the textures...Solid & SwapCRF to me please...

-----  
Sorry, Essence textures are a commercial product and sharing them is prohibited.

Can someone come up with an alternative which only uses Imagine textures?

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### 1.326 MSG-323 Subject: Swirl

Subject: Swirl  
Date: Thursday, 16 February 1995 10:18:52  
From: Charles Blaquiere <blaq@io.org>

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

From: Daniel Dacey <Daniel\_Dacey@kumear.megalink.com.au>

---

Hi All,

Does anyone have any suggestions about the best way to do the following:

- Have a 2D representation of a man with a IV needle in his arm.
- The drug in the IV swirling around and through the man. Think of how ink swirls through a glass of water to get the kind of look I want.

-----

If your man is 2-D, I assume the animation itself will have a 2-D look, i.e. the camera won't be swooping around the scene, right? If so, I would simply use my paint program to create a black-and-white image delimiting the area (IV needle, veins inside man) where I want the swirls to be visible. I would then, in Imagine, add a Bright primitive plane, add a swirly texture like Spark, and your B&W mask as a Filter map.

Stretch and position the plane so it matches the man (test renders will be faster if you don't add the Spark texture at first -- make sure when you do add the texture, its priority is lower than the filter brushmap). Make a second version of the plane (Copy/Paste) with Spark's Dist Travelled a bit higher.

Just off the top of my head, but something to get you started.

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### **1.327 MSG-324 Subject: Essence Textures V 1.0**

Subject: Essence Textures V 1.0  
Date: Thursday, 16 February 1995 11:14:40  
From: watson@IslandNet.com (David Watson)

-----

---

Can someone tell me if the Essence Textures V 1.0 for Imagine require a FP-math coprocessor. A friend is looking at purchasing these second hand but he needs to know this first. I guess the owner doesn't know either.

Thanks, David

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### 1.328 MSG-325 Subject: Re: Imagine WWW site

Subject: Re: Imagine WWW site  
Date: Thursday, 16 February 1995 11:57:31  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

---

> The only problem is that the  
> pictures are sometimes not exactly the best representation of the  
> texture. Some, though, are SPECTACULAR. Many thanks to Doug Rudd and D.F.  
> Duck!

I'm sorry for any of the sample pictures you didn't like. I'm pleased you did enjoy at least some of them. I was planning an update for these picture. I origanally was trying to stick with the defualts, which as I'm sure you know are not the best representations. Some of them I felt had to have work, and I did so...I do hope to make more of them nicer in any possible updates.

---

Hmmmmmm? I don't know if your referring to Doug Rudd as someone who had any part of making IMTguide possible. Or thanking him for helping you with something on the list. But I assure you he had nothing to do with creating IMTguide\_1a. Me and a Friend D.F. Duck, (My name being Randy R. Wall) created the rexx program and pictures, Icons, etc,etc..

Oh and thank you for the nice comment on the pictures you did like. Maybe I should jump in on my next batch for IMTguide.

=RRW=

Randy R. Wall

> > Thanks for giving me some ideas. I will definitely get to implementing  
> > all of them. I was also going to do something like texture  
> > previewing... Description of each texture and a small image showing  
> > what the texture should look like. That should be interesting.  
> >  
> > Who would decide which image is the best?  
>  
> Actually, if you get the IMTguide\_1a.lha file in aminet under gfx/3d, it  
> will convert your texture.txt and lite.txt files into an AmigaGuide file,  
> complete with example pics (just click on the [Example Object] button).  
> Maybe you could convert this file to html. The only problem is that the  
> pictures are sometimes not exactly the best representation of the  
> texture. Some, though, are SPECTACULAR. Many thanks to Doug Rudd and D.F.  
> Duck!

--> RETURN TO CONTENTS!<==

### 1.329 MSG-326 Subject: Re: Essence Textures V 1.0

Subject: Re: Essence Textures V 1.0  
Date: Thursday, 16 February 1995 13:44:44  
From: bhibbs@amiga.computek.NET (Bill Hibbs)

-----  
Hello watson, in <m0rflEz-000L3TC@island.amtsgi.bc.ca> on Feb 16 you traced:

> Can someone tell me if the Essence Textures V 1.0 for Imagine require a  
> FP-math coprocessor. A friend is looking at purchasing these second hand  
> but he needs to know this first. I guess the owner doesn't know either.

>

> Thanks, David

>

>

I also bought Essence Textures V1. I found out the hard way that they do  
require a FPU. I now have bought an excellerator with a FPU. So your answer is  
yes. IMHO it is well worth buying Essence AND an FPU.

L8r, Bill

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### 1.330 MSG-327 Subject: Re: Re: Ambient light

Subject: Re: Re: Ambient light  
Date: Thursday, 16 February 1995 15:27:56  
From: Martin Keitel <mk-tel@sik.ppoy.fi>

---

> > Also - 20 is a VERY low value. If you actually want to SEE the ambient  
> > light, you might want to try a value somewhere around 75-100.  
>  
> Wow! I've always gone by Steve Worley's recommendation to stick to  
> about 10, 10, 10. I was using higher values but kept getting washed out  
> looking pictures.  
>  
> It depends what you use to display the picture. If you're using plain  
> old HAM mode on an Amiga, it takes a lot of ambient light before you see  
> a difference. Display the image in 24-bit mode and you can perceive much  
> subtler effects, such as those obtained by setting ambient light to  
> 32,32,32.

I don't use very much ambient light because it produces a flat looking effect. It is often more convinient to add a very subtle (about 30,30,30 if you don't use diminishing intensity) light source on the side of the scene where you want the ambient (a sort of back light). You probably don't want the back light to make shadows so don't select the 'cast shadows' option in action editor.

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### **1.331 MSG-328 Subject: ATI Ultra Pro - Folowup**

Subject: ATI Ultra Pro - Folowup  
Date: Thursday, 16 February 1995 17:10:15  
From: Jon Bagge <jon@vestnett.no>

---

---

I got a bundle of mails in reply to my request. Thanks.

But everyone seems to disagree. Some says it works perfect, some says it don't work at all, some says it swaps the colour around, some says it's slow on imagine, and finally some says it's an ancient card, and I should consider something newer.

So, what's up?

:-Jon

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### **1.332 MSG-329 Subject: Re: Ambient light**

Subject: Re: Ambient light  
Date: Thursday, 16 February 1995 17:50:44  
From: "Bruce Marsh(ART)" <marsh@satie.arts.usf.edu>

---

Ambient light will allow you to make rich and subtle images if you give it a predominant color, particularly if that color is opposite the color of the other lights in a scene..... Example.... Light a scene with lights that are in the red-orange range...(warm)...perhaps set at 250,200,125. Then set ambient light to be somewhat blue-green.....(cool)....perhaps at 20,40,60. This produces an image, particularly in 24 bit color, which has warm lights and cool shadows. You can use any combinations....Yellow lights, violet shadows, or blue lights, orange shadows, etc...It's trial and error, depending on the color of your

---

objects and backgrounds, and certainly on the mood you wish to establish. Play with the settings. Look at color photography in advertising..( or Baroque Painting for that matter...) ...colored light is a powerful element in expressive images. It's also fairly cheap in rendering time...colored ambient light takes no longer than a setting of 32,32,32....which is gray..(mechanical and flat!).

Bruce.

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### 1.333 MSG-330 Subject: Re: Imagine WWW site

Subject: Re: Imagine WWW site  
Date: Thursday, 16 February 1995 18:19:17  
From: Douglas Rudd <rudd@plk.af.mil>

-----  
<Snip>

>

> Hmmmmm? I don't know if your refering to Doug Rudd as someone who had any  
> part of making IMTguide possible. Or thanking him for helping you with  
> something on the list. But I assure you he had nothing to do with creating  
> IMTguide\_1a. Me and a Friend D.F. Duck, (My name being Randy R. Wall)  
> created the rexx program and pictures, Icons, etc,etc..

>

> Oh and thank you for the nice comment on the pictures you did like. Maybe  
> I should jump in on my next batch for IMTguide.

>

> =RRW=

---

<Snip>

That puzzled me too. My only part in any of this, other than starting a ruckus by suggesting AG format, was to send out some copies of the sample.guide to some folks who are working on PC readers for the AG. I had no part in the development of the IMTguide. I DO use it and enjoy it though.

Doug Rudd

rudd@plk.af.mil

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### **1.334 MSG-331 Subject: Re: ATI Ultra Pro - Folowup**

Subject: Re: ATI Ultra Pro - Folowup  
Date: Thursday, 16 February 1995 20:32:23  
From: grieggs@netcom.com (John Grieggs)

-----  
>

>

>

> I got a bundle of mails in reply to my request. Thanks.

>

> But everyone seems to disagree. Some says it works perfect, some says it  
> don't work at all, some says it swaps the colour around, some says it's  
> slow on imagine, and finally some says it's an ancient card, and I should  
> consider something newer.

>

> So, what's up?

>

---

Maybe you should be more specific in your query. There are several versions of the GPT, with DRAM or VRAM and the mach32 or mach64 chipset.

I have a VLB version with 4 meg VRAM and the mach64 chipset, and it works absolutely great. No problems at all. Imagine runs on it with no special hacks, and it works at 1280x1024x65K @60 Hz under OS/2.

I hear tell that the mach32 version isn't so great.

> :-Jon

>

>

\_john

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### 1.335 MSG-332 Subject: Re: Tunnel trouble

Subject: Re: Tunnel trouble  
Date: Thursday, 16 February 1995 22:18:44  
From: Ed Totman <etotman@gort.ucsd.edu>

-----  
On Wed, 15 Feb 1995, Milan Polle wrote:

> I am now making the leader which has the camera flying throug a tunnel

> (no way! a tunnel? how original) backwards.

...

> The problem is I cannot seem to get the motion to be smooth, occasionally

> it seems like the camera hits the walls of the tunnel (which is impossible)

> because of sudden jerks in the motion.

---

I had this same problem with a lengthy tunnel animation last summer. I fixed it by smoothing out the turns in the tunnel/camera path. I had the camera align with a target outside the tunnel then align to the path after entering. If the turns were too sharp it looked like the camera was bouncing off the walls.

Ed Totman

etotman@gort.ucsd.edu

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### 1.336 MSG-333 Subject: Re: Imagine WWW site

Subject: Re: Imagine WWW site  
Date: Friday, 17 February 1995 01:48:34  
From: Roger Straub <straub@csn.org>

---

On Thu, 16 Feb 1995, Randy R. Wall wrote:

> > The only problem is that the  
> > pictures are sometimes not exactly the best representation of the  
> > texture. Some, though, are SPECTACULAR. Many thanks to Doug Rudd and D.F.  
> > Duck!  
>  
>snip<  
>  
> Hmmmmm? I don't know if your refering to Doug Rudd as someone who had any  
> part of making IMTguide possible. Or thanking him for helping you with  
> something on the list. But I assure you he had nothing to do with creating

---

> IMTguide\_1a. Me and a Friend D.F. Duck, (My name being Randy R. Wall)  
> created the rexx program and pictures, Icons, etc,etc..  
>

DOH! Sorry. Tlip of the Slongue there. I confused the two. Just kidding!  
Many thanks to Randy R. Wall and D.F. Duck!

>  
> =RRW=  
>  
> Randy R. Wall  
>

See ya,

Roger

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### **1.337 MSG-334 Subject: V3.1 imagine**

Subject: V3.1 imagine  
Date: Friday, 17 February 1995 03:03:20  
From: Susan Dianne Boon <sdboon@acs.ucalgary.ca>

-----  
Hi!

This may be a repeat question but does anyone have multitasking  
problems with 3.1? It seems very difficult to even move the  
mouse when rendering in 3.1. V3.0 seems to be fine. Wireframe  
updates are quick now but the mouse is slow to react when the

---

updates are in progress. Its as if Impulse has made Imagine a  
100% CPU hog.

Thanks!

--

Dr. Susan D. Boon

Department of Psychology

FAX: 403-282-8249

University of Calgary

2500 University Dr. NW

Calgary, AB T2N 1N4

CANADA

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### 1.338 MSG-335 Subject: Re: Re: Re: Ambient light

Subject: Re: Re: Re: Ambient light  
Date: Friday, 17 February 1995 03:14:11  
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

-----

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

> >

> > Also - 20 is a VERY low value. If you actually want to SEE the ambient

> > light, you might want to try a value somewhere around 75-100.

> >

> > >

>

---

> Wow! I've always gone by Steve Worley's recommendation to stick to  
> about 10, 10, 10. I was using higher values but kept getting washed out  
> looking pictures.

>

> Michael North

> -----

>

> It depends what you use to display the picture. If you're using plain  
> old HAM mode on an Amiga, it takes a lot of ambient light before you see  
> a difference. Display the image in 24-bit mode and you can perceive much  
> subtler effects, such as those obtained by setting ambient light to  
> 32,32,32.

I see. I am talking about 24-bit display on a PC. A lot also  
depends, of course, on what sort of light settings you're using.

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### 1.339 MSG-336 Subject: Re: I/O

Subject: Re: I/O  
Date: Friday, 17 February 1995 05:19:02  
From: ThreeDTV@aol.com

-----  
Thanx to all who replied. Imagineers are great.

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---

**1.340 MSG-337 Subject: Sliding smoothly in a tunnel:)**

Subject: Sliding smoothly in a tunnel:)  
Date: Friday, 17 February 1995 05:34:34  
From: w.graham6@genie.geis.com

---

Have your track axis/object follow the path as you are currently doing.  
Manually place the Camera in front of the track object. Go into the Action editor and have the Camera Track to Object. Then add an Associate bar to the Camera's timeline, defining the track object as the associated object. That's it!

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**1.341 MSG-338 Subject: THEY CALL ME RAY BBS!**

Subject: THEY CALL ME RAY BBS!  
Date: Friday, 17 February 1995 06:23:08  
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

---

-> From: Alan\_Gordie@pcmailgw.ml.com

->

-> i read that They call me ray BBS is back online...

-> does anybody have the new number??

-> if not, does anyone know of any other Imagine related BBS to =  
cal

GraFX Haus is not "Imagine Related" but is Graphics Related with a lo=  
t

of Imagine stuff (ie. objects).

---





---

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

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### 1.343 MSG-340 Subject: Essence and Garbles

Subject: Essence and Garbles  
Date: Friday, 17 February 1995 09:51:45  
From: IvoryMask@aol.com

-----  
Question Unus--What is and where can I get Essence?

Question Duo--Every once in a while a will read some mail on

The list that will be followed by some garble...

Is this a file? How do I view it?

THank You for the time.

"Easy Street is a blind alley."

IvoryMask {:-|}

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### 1.344 MSG-341 Subject: Re: V3.1 imagine

Subject: Re: V3.1 imagine  
Date: Friday, 17 February 1995 11:20:38  
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

-----  
Hello,

---

>This may be a repeat question but does anyone have multitasking  
>problems with 3.1? It seems very difficult to even move the  
>mouse when rendering in 3.1. V3.0 seems to be fine. Wireframe  
Seems like you are having problems with invalid memory accesses, which cause  
a error trapping routine to execute. Since I don't know your configuration,  
I'll give an example how I solved this on my A3000.  
If memory serves me correct I think I use a program called 'StatColRAM',  
anyway you can change some bits on how the bus controller handles static  
column rams. It also has a setting which disables the bus error handle routine.  
It should be on Aminet, but if you can't find it I'll lookit up and see if I  
still have the original archive and the correct name.

>updates are quick now but the mouse is slow to react when the  
>updates are in progress. Its as if Impulse has made Imagine a  
>100% CPU hog.

Imagine is always a CPU hog when it renders. I have it running at pri -1 so I  
can still do something else.

Greetings Joop

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### **1.345 MSG-342 Subject: RE: IMAGINE COOKBOOK**

Subject: RE: IMAGINE COOKBOOK  
Date: Friday, 17 February 1995 12:05:05  
From: Andrew D Sullivan <asulliva@uoguelph.ca>

-----  
My idea for a title is Imagine Nation

---

Sully

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### 1.346 MSG-343 Subject: Re: ATI Ultra Pro - Followup

Subject: Re: ATI Ultra Pro - Followup  
Date: Friday, 17 February 1995 17:02:21  
From: Jon Bagge <jon@vestnett.no>

---

On Thu, 16 Feb 1995, John Grieggs wrote:

> Maybe you should be more specific in your query. There are several versions  
> of the GPT, with DRAM or VRAM and the mach32 or mach64 chipset.

Hm.. seems I've got something wrong. Terrible how these people have a  
need to make stupid sound-all-the-same names for these cards.

The card I'm considering is the ATI Pro Turbo with Mach64 and 2MB VRAM.  
(Upgradable to 4MB)

This is a more expensive card than the Ultra Pro. (Hope I got it right  
this time.)

I want a fast card so that hopefully I can play animations reasonably  
fast. I'm also running Linux/X. I just sold my A4000/040, so I'm used  
to be able to play animations.

Thanks.

:-Jon

---

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### 1.347 MSG-344 Subject: IML-Tidbits.

Subject: IML-Tidbits.  
Date: Friday, 17 February 1995 17:02:28  
From: Shane Davison <daviso@cs.uregina.ca>

---

Hi IML'ers,

I would like to thank everyone for all the positive comments I received for "Dare to Imagine". It certainly makes doing things like this worthwhile. I hope everyone who requested a copy received one but if not, please send me another note and I'll get one out to you immediately. And, by all means, share it with others by uploading it to any site you like. If it's not already there, I'll upload it to Aminet later.

Thanks again for the feedback and have a great weekend !

Regards,

--

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

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### 1.348 MSG-345 Subject: Re: IML-Tidbits.

---

Subject: Re: IML-Tidbits.  
Date: Friday, 17 February 1995 18:11:09  
From: joe@ensoniq.com (Joe Cotellese)

---

>things like this worthwhile. I hope everyone who requested  
>a copy received one but if not, please send me another note  
>and I'll get one out to you immediately. And, by all means,  
>share it with others by uploading it to any site you like.

I got it, its great. Thanks for the work you put into it.

Joe C.

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### **1.349 MSG-346 Subject: Re: ATI Ultra Pro - Followup**

Subject: Re: ATI Ultra Pro - Followup  
Date: Friday, 17 February 1995 18:34:02  
From: Shane Davison <davis@cs.uregina.ca>

---

> The card I'm considering is the ATI Pro Turbo with Mach64 and 2MB VRAM.

Well, why didn't you say so in the first place ;-). I have the  
4 meg version of this card and it's \*great\* !! No problems with  
Imagine and amazing Windows performance. I would strongly  
recommend that you get that card (I'm not associated with ATI).

--

Shane Davison (tsml)

---

davis0@cs.uregina.ca

ps. BTW, the correct name is actually ATI Graphics Pro Turbo <ducking...>

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### 1.350 MSG-347 Subject: Brush wraps

Subject: Brush wraps  
Date: Friday, 17 February 1995 18:43:37  
From: amadaeus@ccwf.cc.utexas.edu

---

Hello, Everyone. I'm using Imagine 2.0, and I've been running into some problems with brush maps. I wonder if anyone else has had similar problems. What I'm trying to do is map a brush (as a reflect map) onto an object which will initially be in the shape of a sphere. The object morphs into a flat plane. The problem is figuring out how to set the brush attributes so that the brush will transform correctly through the morphing.

The only way I've gotten something remotely usable is to set the brush to flat x, flat z, even in the case of the sphere. This is kinda fake looking, though. Any suggestions would be greatly appreciated.

Chris

P.S. I'm not on the list at the moment, so please send any responses to me at my e-mail address...amadaeus@ccwf.cc.utexas.edu

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---

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### 1.351 MSG-348 Subject: V3.1 Imagine - no cpu hog

Subject: V3.1 Imagine - no cpu hog  
Date: Friday, 17 February 1995 19:45:34  
From: KEN\_ROBERTSON@robelle.com

-----  
I guess it depends on your settings...last night I was tracing (not  
\_scan\_line) and playing a non-cpu intensive game with my son at the  
same time. I had absolutely no problems multi-tasking. This is  
on an 030/33 with a 50 Mghz FPU 1200 with 10 meg ram. Could be  
you don't have too much ram left? That'd do it.

Actually, Imagine seems to be a cpu hog when it's writing to disk.  
If you are doing writes every 1/2 second or so, the system will seem  
bogged down. This might just be an Amiga DOS problem.

\KenR

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### 1.352 MSG-349 Subject: Re: ATI Ultra Pro - Followup

Subject: Re: ATI Ultra Pro - Followup  
Date: Friday, 17 February 1995 20:19:57  
From: grieggs@netcom.com (John Grieggs)

-----  
> On Thu, 16 Feb 1995, John Grieggs wrote:

>

> > Maybe you should be more specific in your query. There are several versions

---

> > of the GPT, with DRAM or VRAM and the mach32 or mach64 chipset.

>

> The card I'm considering is the ATI Pro Turbo with Mach64 and 2MB VRAM.

> (Upgradable to 4MB)

> This is a more expensive card than the Ultra Pro. (Hope I got it right

> this time.)

>

You should be ok then. Mine is the Graphics Ultra Pro Turbo, with 4 meg of VRAM and the mach64 shipset. With 2 meg instead of 4 meg, you lose some of the higher resolutions. Because these higher resolutions translate into extra VESA modes, I recommend going for the 4 meg version if you can swing it.

Mine is the VLB version. The PCI version is supposedly just a bit faster, but I don't have the PCI bus. Oh, well.

Avoid DRAM versions of the card, and the mach32 chipset, and you should be fine with it. Oh, and avoid anything that runs on an 8- or 16-bit bus, of course - stick to VLB or PCI!

> I want a fast card so that hopefully I can play animations reasonably  
> fast. I'm also running Linux/X. I just sold my A4000/040, so I'm used  
> to be able to play animations.

>

I know of at least one person using the same card for Linux/X, but have not tried it myself.

> Thanks.

>

> :-Jon

>

---

\_john

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### 1.353 MSG-350 Subject: RE: LENS FLARE

Subject: RE: LENS FLARE  
Date: Friday, 17 February 1995 20:35:18  
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

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

->

-> a few moths ago I made a starflare texture that probably does what  
-> you want, I mailed it to the list uuencoded. (<- I wrote 'moths' :=  
)

-> You apply it to a bright plane, and it will make a n-pointed  
-> starflare out of it.

Dumb question. If a starfield is being used, does this texture on the  
"bright plane" block out stars behind it? Like a square black hole? :=  
)

-> I am also working on a 3d flare (apply it to a cube) which respond=  
s  
-> to the camera. With some minor adjustments, the starflare texture  
-> could also be made to respond to the camera.

That sounds more like what I need.

-> Oh yeah, the 3d flare is finished actually, I will upload it when =

---



---

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

From: Peter Borchers <peter.borchers@beect.iaccess.za>

So, if there are any Imagineers in South Africa who know where I can get either the 3DROM #2 (from Syndesis) and/or the LightROM CD please let me know.

---

Peter, you can reach John Foust, maker of the Syndesis 3D-ROMs, at 76004.1763@compuserve.com.

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### **1.355 MSG-352 Subject: Re: ATI Ultra Pro - Followup**

Subject: Re: ATI Ultra Pro - Followup  
Date: Saturday, 18 February 1995 01:32:19  
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

---

On Fri, 17 Feb 1995, Jon Bagge wrote:

>

> I want a fast card so that hopefully I can play animations reasonably  
> fast. I'm also running Linux/X. I just sold my A4000/040, so I'm used  
> to be able to play animations.

>

> Thanks.

>

---

> :-Jon

>

Hello,

Will you post some frame rate test for us to lean on?

I'm considering a PCI bus with some fast card, maybe the above ATI,  
and was wondering what might match up to A4000 scale.

Used to have DCTV 3bit real time, 25 frames/sec 3-4million color test the  
anims, hope to find something similar (for test)

Oh CBM, when the time comes, I'll break your heart too...

TIA.

How do you come back from 3D ?

Ayalon M. Hermony           Internet: ila2024@datasrv.co.il

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## 1.356   **MSG-353 Subject: Banging into tunnel walls**

Subject: Banging into tunnel walls  
Date:     Saturday, 18 February 1995 01:56:57  
From:     w.graham6@genie.geis.com

---

If having the camera Associating/Tracking to a spline-travelling axis  
doesn't work, just reverse the process. Camera following path, tracking to  
a null-axis behind it, with the axis Associated to the camera.

---

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### 1.357 MSG-354 Subject: Imagine V.3.1

Subject: Imagine V.3.1  
Date: Saturday, 18 February 1995 10:52:00  
From: Susan Dianne Boon <sdboon@acs.ucalgary.ca>

---

Hi!

I hope I haven't caused any frustration over this V.3.1 and multitasking. i might have been a little premature with my opinion. It seems the CPU strain only occured when I rendered the new textures "fire" (or whatever its called). Any other rendering was perfectly fine.

Don't get me wrong...in my opinion, Imagine is one of the BEST renderers out on any platform, regardless of what other people are saying. I was used to SCULPT 4-D, Imagine is light years ahead, even if it has/had any bugs!

Happy rendering!

--

Dr. Susan D. Boon

Department of Psychology

FAX: 403-282-8249

University of Calgary

2500 University Dr. NW

Calgary, AB T2N 1N4

CANADA

---

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### 1.358 MSG-355 Subject: Re: Brush wraps

Subject: Re: Brush wraps  
Date: Saturday, 18 February 1995 14:22:02  
From: Martin Keitel <mk-tel@sik.ppoy.fi>

-----  
On Fri, 17 Feb 1995 amadaeus@ccwf.cc.utexas.edu wrote:

>

> Hello, Everyone. I'm using Imagine 2.0, and I've been running into some  
> problems with brush maps. I wonder if anyone else has had similar problems.  
> What I'm trying to do is map a brush (as a reflect map) onto an object which  
> will initially be in the shape of a sphere. The object morphs into a flat  
> plane. The problem is figuring out how to set the brush attributes so that  
> the brush will transform correctly through the morphing.

> The only way I've gotten something remotely usable is to set the brush  
> to flat x, flat z, even in the case of the sphere. This is kinda fake looking  
> though. Any suggestions would be greatly appreciated.

>

The best suggestion is to get Imagine 3. It has this new states system which allows you to lock brushmaps and textures onto a specific state of a morph. Of course the different states must have the same structure (same amount of points etc.). Brush locking doesn't work with altitude maps however and I haven't tried it out with reflection maps so I'm not quite sure if it works.

---

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### 1.359 MSG-356 Subject: Re: Imagine V.3.1

Subject: Re: Imagine V.3.1  
Date: Saturday, 18 February 1995 14:29:42  
From: Martin Keitel <mk-tel@sik.ppoy.fi>

---

On Fri, 17 Feb 1995, Susan Dianne Boon wrote:

> Don't get me wrong...in my opinion, Imagine is one of the BEST  
> renderers out on any platform, regardless of what other people are  
> saying. I was used to SCULPT 4-D, Imagine is light years  
> ahead, even if it has/had any bugs!  
>

Hey, don't compare Imagine to such an outdated software as Sculpt 4D! I  
too think that Imagine is best (though it DOES have a lot of bugs) but  
then again I haven't used LightWave. Have You? 3D studio on PC is also  
very good. REAL 3D is good for very photorealistic work, but is very  
difficult to use and has a lot of bugs too.

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### 1.360 MSG-357 Subject: Re: Which PC's work.

Subject: Re: Which PC's work.  
Date: Saturday, 18 February 1995 15:10:28  
From: gregory denby <gdenby@twain.helios.nd.edu>

---

Thanks to all who repoded to my questions about Imagine & PC compatability.

Here's a quick run down:

Imagine running on a Dell XPS P90 and /noxms switch.

Imagine 2 running on a system with a Farenhite 1280 + and an MS mouse.

Imagine 2 running on a system with a clone S3 graphic card and a trackball.

Imagine L/T running on a 486SLC250 with AmiBIOS, But (!) must us EM386 (!) with -noxms switch

And (this one is pretty surprising) an A2500 with a Bridge Board having a 486SX50 and an 80387SX50.

And finally, the comment that Imagine has been able to run on every PC tried as long as the system configuration is properly set. See previous posts detailing info on config.sys and VESA drivers etc.

Thanks again, I'll be glad to hear about any other systems that work/dont' work.

Hopefully, by Imagine 4, it will be a Win32 compliant app and run under Windoze 95(sooner or later) or "Warp"(now a verrrry nice OS indeed.

Bye, got to trace a batch of textured glass, so I'll be gone fer awhile.

Greg Denby

gdenby@darwin.cc.nd.edu

---

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### 1.361 MSG-358 Subject: Re: Flare

Subject: Re: Flare  
Date: Saturday, 18 February 1995 15:38:59  
From: gregory denby <gdenby@twain.helios.nd.edu>

-----  
Mike van der Sommen writes:

>...Can anyone give me Flare FX settings that might  
>duplicate the effect in Imagine? Is this possible?...

Sure, just use the Twinkle texture on a disk sized to your needs.  
Rotate the texture's Z axis towards the camera. Zero out the Ring  
settings. Make the radius for the Flare quite small, but intense.  
Zero out the Star1 settings, because that is a many pointed spike.  
Use Star2, with a radius to match the disk, and a high intensity,  
so that you get a nice fade along the four arms.

This makes a pretty good small distant twinkling star.

Hope this helps,

Greg Denby

gdenby@darwin.cc.nd.edu

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### 1.362 MSG-359 Subject: Candle

Subject: Candle  
Date: Sunday, 19 February 1995 08:36:18

---

From: mdrivers@tbag.tscs.com (Mike Rivers)

---

CB> Aargh. I still don't understand. The way I see it, your gradient  
CB> reflectivity brush varies reflectivity from 0% at the bottom of the  
CB> candle, to 100% at the top. Then, you add a pure white reflection brush.  
CB> Doesn't that create the same effect as fading the candle's color from  
CB> 100% base color at the bottom, to 100% white at the top? If so, then

Oops. I was assuming the color of the candle was white.

The gradient brush(or texture) should be the color of the candle  
at the top and fade to black at the bottom. Sorry I didn't mention  
this in my original post.

( Or you could use the greyscale gradient and apply the texture  
at the end of this message after the gradient brushmap )

CB> forget all about reflection and reflectivity, and simply apply a Linear  
CB> texture to fade the candle color; 0% fade at the bottom, 100% fade (to  
CB> white) at the top.

Although that would appear the same when the candle is in a well lit  
scene. the big difference will be when the candle is rendered in a dim  
scene.

CB> What's wrong with this picture? If you were using a fancy reflection  
CB> brush, I'd agree that reflectivity would give a different effect. But  
CB> you use a pure solid white brush, that's where I don't see a difference.

Create two candles

Candle 1: with just the color fading,

Candle 2: use the reflection/reflectivity maps as I listed previously

---

Then render them with no lights other than the flame.

The difference is that Candle 2 glows in the dark.

-----

The following texture will allow you to use a greyscale image as the brightness map for an object no matter what color the object is.

Apply it as follows:

Brightness (Reflectivity) map (the white/black gradient map in this case)

BriteHlp

Solid white reflection map

This is for the Amiga FP version.

```
begin 644 BriteHlp.lha
```

```
M(G8M;&@U+94!``"<'P`'Q71P'0`'#)$)R:71E2&QP+FET>'CW`4=B>NZQIYG_0
MS:#3;H%48%0H;QKP/4*6WDIC7&#7KKF]46BTI2P*%Y%YM[%#7=KV-`T"_'`/3%
M-M"TA$8C,8;#6JL+S"18'[U[R6B,]EL9^>NY9MR.$4+J*#T)/_F`[(-J!G"X
MYD+M<JD27,)4V:U0J=: (9K@>;_S-R'?)NRU3HTVJ>K3N+,]BE\//[ (X2)2U(J
M[0G9"-W&CQ!&\WZTP?)E@_UW0:F@B#9&0J;!HFMQQ<-5]:Q\JWN-1>=N7<#3_
MEZ_;KN?C`^\XONWY)F)<TR['LEL,2Y\Z262%,F%1JO^,3Y\Z4;7=V[NTY>-6.
M=^[CWV(^DZ4Q4WT*-!M&IB*,>/2+XXB6.183YU(CE#D'T=PD-\;/1@9B#7[V
M^6+7MG]50JK\Q6#%U[=5\??45+Z0MZ05`44#^8.Z"VFM]@'4!H@^'\V@Z:;/A
M#)H7.F'_(/[!WO,[Y?_WPP^*[])LA\O>C(:E>S7'\L-'#. # (MCMOGI4I`T,MGYC
EP,T&4B)0*P*- (QP8P(YHE%!5!B)QONZSC@.IN`MY;Q]">NYP`/GI<
```

```
``
```

```
end
```

```
size 442
```

For you PC texture programers. All this texture does is:

```
Reflect.Red = Reflect.Red * Color.Red
```

```
Reflect.Green = Reflect.Green * Color.Green
```

```
Reflect.Blue = Reflect.Blue * Color.Blue
```

```
-----  
| Commodore failure. Press mouse button to continue |
```

```
| Guru Meditation $35000000 Task : $00000CBM |  
-----
```

A4000/060/90mhz WOW! this is fast.

140 Mips 50 Mflops.

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### 1.363 MSG-360 Subject: Re: Ambient light

Subject: Re: Ambient light  
Date: Sunday, 19 February 1995 08:51:40  
From: Charles Blaquiere <blaq@io.org>

```
-----  
----- Forwarded message -----
```

From: Bruce Marsh(ART) <marsh@satie.arts.usf.edu>

Ambient light will allow you to make rich and subtle images if you give it a predominant color, particularly if that color is opposite the color of the other lights in a scene...

```
-----  
Bruce,
```

---

what a wonderful idea! I'd always idly thought, "this is neat -- bluish shadows and amber highlights" when looking at many advertising photos, but somehow this never registered strongly enough to pop back into my mind when I was working on Imagine. Thanks! Because of your message, I'll never forget it.

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### 1.364 MSG-361 Subject: Re: PC Shareware?? other textures?

Subject: Re: PC Shareware?? other textures?  
Date: Sunday, 19 February 1995 09:24:58  
From: Charles Blaquiere <blaq@io.org>

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

From: denryan@interaccess.com

Do you happen to know of any copies of "Understanding Imagine 2.0" are still available?

-----  
You can reach Steve himself at spworley@netcom.com. He'd be the best person to ask.

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### 1.365 MSG-362 Subject: Brush wraps

---

Subject: Brush wraps  
Date: Sunday, 19 February 1995 09:56:55  
From: Charles Blaquiere <blaq@io.org>

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

From: amadaeus@ccwf.cc.utexas.edu

What I'm trying to do is map a brush (as a reflect map) onto an object which will initially be in the shape of a sphere. The object morphs into a flat plane. The problem is figuring out how to set the brush attributes so that the brush will transform correctly through the morphing.

-----  
Hmmm. Somehow this doesn't sound right. Let's start from the end, shall we? You want the end object to be a flat plane with a reflection map that fits the object well. Can I assume that you simply want the brushmap to fit the flat plane, i.e. what you really need is `_color_` mapping? If using environment mapping, the final plane will reflect a tiny part of the environment. In the real world, if you hold a pocket mirror at arm's length, you'll see a tiny reflection of your eye. From the point of view of the mirror, your eye is a tiny part of the entire room. Translated into Imagine terms, in order to get decent resolution on the final reflection, the entire brushmap would need to be extremely large, probably larger than can fit in your computer's memory.

If what you want to accomplish is proper `_color_` mapping of the final plane, and you want the image to stretch naturally as the sphere morphs into the plane, then you need the latest version of Imagine. It offers a feature called States, essentially snapshots of an object in various,

well, states. One of the pluses of this function is that you can define one of the states as the base reference for brush mapping. For example, you'd add a plane, and apply the brushmap onto it. (In color mode, of course) Create a state called "END" and lock the brushmap to that state. Then Conform the object to a sphere (the back will look cruddy, so I hope you're not rotating the object) and create a state called "START". When you morph the object from "START" to "END" in the action editor, the object will start off as a sphere, with the brushmap all stretched out. The brushmap will move along with the surface, as it reshapes itself into a flat plane.

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### 1.366 MSG-363 Subject: Filter Bug?

Subject: Filter Bug?  
Date: Sunday, 19 February 1995 21:41:14  
From: Jim Shinosky <tracker@en.com>

---

I'm having a problem with Imagine 3.1 where I want an object to be fully transparent. However, I keep getting black outlines around the object almost as if it's just changing it to a wireframe. I thought I read a post earlier from someone about this but I don't remember what was said. Does anyone know anything about this?

Thanks,

Jim Shinosky

tracker@en.com

---

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### 1.367 MSG-364 Subject: Re: Being on Imagine Mail List

Subject: Re: Being on Imagine Mail List  
Date: Sunday, 19 February 1995 22:03:55  
From: Graham Dimmock <Graham.Dimmock@p39497.f8713.n48026.z20672.fidonet>

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

Please please please.

I've been using Imagine 2.0 since the Amiga Format coverdisk  
and now the PC version allows considerable quicker rendering.

Cheers, Graham :-)

Internet : graham.dimmock@raytech.co.uk

|

| Internet: Graham.Dimmock@p39497.f8713.n48026.z20672.fidonet.org

|-----|

| Gated from RAYTECH BBS - free access raytracing support in the UK |

|----- call +44 1862 83 2020 modem - 24 hours ! |

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### 1.368 MSG-365 Subject: ISL QUESTIONS.

Subject: ISL QUESTIONS.  
Date: Monday, 20 February 1995 05:58:26  
From: "Steve J. Lombardi" <stlombo@eos.acm.rpi.edu>

-----  
I guess this message is primarily intended for the author of the Imagine staging language. I would like to buy the package but don't want to download the crippled version. Please send me your mail (snail) address so I can send a check. Also, how much is the registration? Will you be supporting future changes in the staging file?

Thanks.

--

steve lombardi  
stlombo@acm.rpi.edu

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### **1.369 MSG-366 Subject: Filter Bug?**

Subject: Filter Bug?  
Date: Monday, 20 February 1995 07:25:28  
From: Charles Blaquiere <blaq@io.org>

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

From: Jim Shinosky <tracker@en.com>

I'm having a problem with Imagine 3.1 where I want an object to be fully transparent. However, I keep getting black outlines around the object

---

almost as if it's just changing it to a wireframe.

-----

Unexpected black areas often result from Imagine throwing its hands up in the air and giving up, after computing too many transparency or reflection levels, as defined by the EDLE Preferences parameter. This often happens at the edges of refractive glass spheres, where part of the light ray emitted from the virtual camera bounces around several inner surfaces. Increase your EDLE value, and I bet the black areas will shrink, if not disappear altogether -- but you'll pay the price in higher rendering times.

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### **1.370 MSG-367 Subject: Re: Filter Bug?**

Subject: Re: Filter Bug?  
Date: Monday, 20 February 1995 10:39:23  
From: Martin Keitel <mk-tel@sik.ppoy.fi>

-----

On Sun, 19 Feb 1995, Jim Shinosky wrote:

> I'm having a problem with Imagine 3.1 where I want an object to be fully  
> transparent. However, I keep getting black outlines around the object  
> almost as if it's just changing it to a wireframe. I thought I read a post  
> earlier from someone about this but I don't remember what was said. Does  
> anyone know anything about this?

>

Did you render the image in scanline or in trace? I once got rid of

---

the black areas in scanline by rendering in trace. If your object is complex the black areas probably appear where there are several faces overlapping. I have had troubles with this especially with transparent textures.

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### **1.371 MSG-368 Subject: Multiple boned objects in group of objects?**

Subject: Multiple boned objects in group of objects?  
Date: Monday, 20 February 1995 17:53:40  
From: Steve NACAD::Sherman LKG2-A/R5 pole AA2 DTN 226-6992 20-Feb-19

---

This weekend I finally spent some serious time doing bones and states animation. I feel like I'm now getting the hang of it, but ran into a situation that I suspect might be a bug.

Basically, I've got two groups of boned objects in a larger group. I tested the boned objects out individually before grouping them into the larger group. I can do states as I would expect with the larger group, but the skins on the bones no longer update automatically. If I select their individual groups and do bones updates, they update fine. But, they don't automatically update correctly when I go to different states from the top level. This means that during states animations I basically get no bones updates. (Again, this worked fine before I grouped the boned objects into the larger group.)

The boned objects \*do\* go back to DEFAULT with no problem. "Merge" and "join" from the top level doesn't appear to help much. I wind up redoing all the states at the top level, but I note that the states at the lower levels of

---

grouping appear unaffected by "merge" and "join."

I'm wondering if I'm supposed to basically clear out states on the boned objects before grouping them into the larger set of objects. Or, perhaps you can only have one boned object in a group. Or, maybe all boned objects in a group are supposed to have a single skin. I haven't tried all of these, but that's probably my next step.

Any ideas? Thanks!

Steve

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### **1.372 MSG-369 Subject: Re: Multiple boned objects in group of objects?**

Subject: Re: Multiple boned objects in group of objects?  
Date: Monday, 20 February 1995 22:11:04  
From: Martin Keitel <mk-tel@sik.ppoy.fi>

-----  
On Mon, 20 Feb 1995, Steve NACAD::Sherman LKG2-A/R5 pole AA2 DTN 226-6992 20-Feb-1995 0910 -0500 wrote:

> Basically, I've got two groups of boned objects in a larger group. I tested  
> the boned objects out individually before grouping them into the larger group.  
> I can do states as I would expect with the larger group, but the skins on the  
> bones no longer update automatically. If I select their individual groups and  
> do bones updates, they update fine. But, they don't automatically update  
> correctly when I go to different states from the top level. This means that

---

> during states animations I basically get no bones updates. (Again, this worked

> fine before I grouped the boned objects into the larger group.)

Welcome to the fantastic world of states! The problem you encountered has bothered me too. I really came to the conclusion that bones groups are supposed to be formed of a single object with elastically turning joints and (if required) other normal solid objects.

I am making a music video where I have this beautiful female figure, which has a long hair "flying" in the wind. Since the hair is a fog object, I couldn't join it with the body (it is not possible to have a fog subgroup in an object that is not fog). But the figure also has a kind of skirt that also flies in the wind. This I could join into the parent object (the body). I first made the elements of the skirt separately as bones objects with several joints. Then I grouped these separate objects into the body and joined the points too.

I had to rename a lot of subgroups and do stuff like that but it wasn't too hard. I worked in similar manner with the hair: First I made just the basic objects that goes around the figure's head and doesn't have to change shape. Then I made one "tail" with the bones and copied this several times. Then I grouped and joined all these tails (actually only six of them) with the parent object (not with the body).

So, I have two groups - the body with the skirt and the hair. First I make the different positions for the body. When it is tested and works fine, I load both the body and the hair into detail editor. The parent axis of both the objects has to be in exactly the same place. Then I set the body object to each state and move the hair into the correct positions on the head. I name the states of the hair with same names as those of the body. Now I have two states objects which have the same states and match together.

---

In stage editor I first load only the body object. When all it's positions and movement is as I want it, I load the hair. In action editor I delete the default position, alignment and size bars of the hair. Then I copy these bars from the body object. Because both objects have their parent axis in the same place, they now overlap as they should. If the body object follows a path, the position bar can be also copied to the hair objects as it is.

The benefit of this is that when I have the "blowing in the wind"-sequence for the hair I can use it over and over again for different movements in the body with only slight modifications.

Sounds complicated? It is. But it can be done and the results are often worth the effort!

Marty K

\*\*\*\*\*

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### **1.373 MSG-370 Subject: Re: Imagine WWW site**

Subject: Re: Imagine WWW site  
Date: Tuesday, 21 February 1995 07:22:23  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----  
> > Hmmmmm? I don't know if your refering to Doug Rudd as someone who had any  
> > part of making IMTguide possible. Or thanking him for helping you with  
> > something on the list. But I assure you he had nothing to do with creating

---

> > IMTguide\_1a. Me and a Friend D.F. Duck, (My name being Randy R. Wall)

> > created the rexx program and pictures, Icons, etc,etc..

> > =RRW=

> That puzzled me too. My only part in any of this, other than starting a ruckus

> by suggesting AG format, was to send out some copies of the sample.guide to

> some folks who are working on PC readers for the AG. I had no part in the

> development of the IMTguide. I DO use it and enjoy it though.

hehehe! O'well I guess its an honest mistake. I justwas a bit confused as well so I thought I should at least make some kind of comment.

I'm glad you enjoy IMTguide and I do hope to update the pictures as well as am hoping to add some tutorials to the guide as well. Hmmm, there maybe a way we can even get DareToImagine to work with it from the HD..Have to talk to Duck about that though. Just an idea...

If I were to update these pictures what format would most users of IMTguide like??

Anyways I hope the IBM guys can figure a way to make an IMTguide too.

I personally love the darn thing for its easy of use. But then I would of course have a biased opinion.

=RRW=

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**1.374 MSG-371 Subject: Re: Imagine WWW site**

Subject: Re: Imagine WWW site  
Date: Tuesday, 21 February 1995 07:44:16  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----  
> > Hmmmmmm? I don't know if your refering to Doug Rudd as someone who had any  
> > part of making IMTguide possible. Or thanking him for helping you with  
> > something on the list. But I assure you he had nothing to do with creating  
> > IMTguide\_1a. Me and a Friend D.F. Duck, (My name being Randy R. Wall)  
> > created the rexx program and pictures, Icons, etc,etc..  
> >

>  
> DOH! Sorry. Tlip of the Slongue there. I confused the two. Just kidding!  
> Many thanks to Randy R. Wall and D.F. Duck!

No problem, I do thank you for mentioning IMTguide and the fact that you like and use it. Also Thanks for mentioning me this time, I'd hate to loose any of the Fame and Fortune do me. Hehehehehe :)

Anyways thanks for the clarification.

=RRW=

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**1.375 MSG-372 Subject: Registering an already reg copy of Imagine.**

Subject: Registering an already reg copy of Imagine.  
Date: Tuesday, 21 February 1995 13:42:25  
From: Jon Bagge <jon@vestnett.no>

---

---

I have a copy of Imagine 3.0 that I bought used. I am now selling it, because I'm buying a PC, and need a PC version.

But the guy who is buying it is afraid he can't register since the registration card isn't there anymore.

There is also a chance that it has been registered by the previous owner.

Is this a problem?

Can he just call Impulse and get the copy registered on his name instead? And buy the upgrade? (which is what he wants of course)

Also, can someone tell me the phone # to Impulse? So I can call them and ask if noone knows the answer?

Thanks,

:-Jon

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### **1.376 MSG-373 Subject: Re: Imagine V.3.1**

Subject: Re: Imagine V.3.1  
Date: Tuesday, 21 February 1995 15:29:54  
From: voc0137@comune.bologna.it

---

>

>

---

---

>On Sun, 19 Feb 1995 voc0137@comune.bologna.it wrote:

>

>> I'm currently using 3D studio on PC, and I must say that I'm not very fond  
>> of it... My first raytracing program was th 3D sculpt for AMIGA, and then I  
>> got Sculpt 4D, and I loved it... When I then got to use the first Real 3D  
>> version (1.4) I learned it without any difficult whatsoever...

>

>I too was very fond of 1.4 and had no difficulties with it.

>

>> The newest version of Real 3D on the AMIGA is the \*best\* piece of software  
>> that I have ever used on any computer and of any category. It is so  
>> complete, so clever, and so freely configurable.

>

>This is something I haven't heard from anybody else, but it shows that we  
>are different. I agree that considering all the things that Real 3D 2  
>promises, it should be a hell of a package. But to me it was impossible  
>to get many of the more sophisticated features (skeleton control,  
>collision, gravity etc.) to work even when I did exactly how the manual  
>advised. I have heard the same from others. And if it worked with an  
>example, it didn't work any more after making some modifications. It may  
>be that I'm too stupid to see what I'm doing wrong with Real, but when  
>I'm using Imagine I don't feel stupid at all.

>

>> I don't think that it was hard to learn. I used to sit in front of the  
>> computer (A1200 with 50Mhz CPU and 50Mhz FPU) with the manual in my hands  
>> and just read and try out new features for months and months. Of course it  
>> takes more time to master it, but thats simply because there is more to  
learn!

---

>

>There are far more things to learn than there should be. When you define  
>mass, velocity, gravity force etc. you have to do this by typing these  
>tags and formulas that almost require high education in physics. Instead

Does these features exist in Imagine also? (Not a rhetorical question; I  
really want to know...)

>they could be controlled via an easy point and click-interface like most  
>modern software do. Also such attributes as mass should be defined in  
>the same window as color, reflectivity and so on. There are simply too  
>many menus and windows (no matter how many features the program has).

Yeah, maybe you're right, the interface was a bit crude sometimes, but what  
I appreciated so much about it was the fact that there was nothing that you  
couldn't do! In 3D studio there are forms that are simply impossible to  
create, because the programmers didn't foresee that you might want to create  
them. In REAL 3D, the programmers didn't foresee anything, they just gave you  
\*all\* the tools that exist, sometimes with a very rustic interface, but at  
least they exist...

>

>> I haven't used neither Immagine nor Lightwave (though I would be delighted  
>> to do so..) so maybe I don't know really what I'm talking about, I only know  
>> that I miss my AMIGA, and a great piece of software.

>

>What happened to your Amiga? I still have two of them.

I had to sell it 'cause I wanted to go to Italy and study history, and I  
needed the money for the voyage...

I got lucky, though, and met people here that had a PC-pentium with lots of

---

RAM and lots of hot graphics, so I try to continue working a bit with 3D studio, but a really miss a more powerful program.

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### 1.377 MSG-374 Subject: Boned object problem solved

Subject: Boned object problem solved  
Date: Tuesday, 21 February 1995 17:43:46  
From: Steve NACAD::Sherman LKG2-A/R5 pole AA2 DTN 226-6992 21-Feb-19

-----

I found there were basically two tricks to making my group of objects work with two boned objects that I added. The first trick is to join all boned objects. Their skins don't have to touch. Just join all boned objects together so that they are one object. The second challenge was getting them to operate independently. But, this was solved easily by creating a new bone for each boned object. The function of this bone was to allow me to move each whole boned object. The trick was, when assigning bone subgroups, to assign the whole boned object (that is, boned object before it was joined into one big boned object) to both small and big bone subgroups for the bone (axis). Now, things work great.

Steve

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### 1.378 MSG-375 Subject: Re: Registering an already reg copy of Imagine.

Subject: Re: Registering an already reg copy of Imagine.  
Date: Tuesday, 21 February 1995 19:56:49

---

From: Waland J F <walaj@essex.ac.uk>

---

>But the guy who is buying it is afraid he can't register since the  
>registration card isn't there anymore.  
>There is also a chance that it has been registered by the previous owner.  
>  
>Is this a problem?  
>  
>Can he just call Impulse and get the copy registered on his name  
>.instead? And buy the upgrade? (which is what he wants of course)

I don't know - I'm still waiting to change the registered address for my  
(original) copy of 3.0 (amiga). I wrote direct from here in the UK  
and I've had no response at this time.

jon

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### **1.379 MSG-376 Subject: Bones**

Subject: Bones  
Date: Tuesday, 21 February 1995 21:54:42  
From: IvoryMask@aol.com

---

Can anyone send me a text file or something to help me understand the bones  
concept? I am having quite a time grasping it... Any help would be  
appreciated. Thanks!

---

IvoryMask {:-|}

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### 1.380 MSG-377 Subject: Dxf

Subject: Dxf  
Date: Tuesday, 21 February 1995 22:02:51  
From: Mike McCool <mikemcoo@efn.org>

---

Hey y'all,

I seem to recall a reference a while back, to loading dxf objects and having them show up as nothing but an axis. I've just been doing the old round of trying to convert objects from other applications into objects that I can load into imagn, and a desk object that wouldn't load after being converted to desk.iob loaded just fine when I converted it to a dxf object.

Only it showed up as just an axis. And if the trick I tried next is old hat to you all, please excuse the redundancy. But I just started scaling the axis up, bigger and bigger, till suddenly there was my desk object.

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### 1.381 MSG-378 Subject: Re: Boned object problem solved

---

Subject: Re: Boned object problem solved  
Date: Wednesday, 22 February 1995 00:31:23  
From: Martin Keitel <mk-tel@sik.ppoy.fi>

-----  
On Tue, 21 Feb 1995, Steve NACAD::Sherman LKG2-A/R5 pole AA2 DTN 226-6992 21-Feb-1995 0856 -0500 wrote:

> I found there were basically two tricks to making my group of objects work  
> with two boned objects that I added. The first trick is to join all boned  
> objects. Their skins don't have to touch. Just join all boned objects  
> together so that they are one object. The second challenge was getting  
> them to operate independently. But, this was solved easily by creating  
> a new bone for each boned object. The function of this bone was to allow  
> me to move each whole boned object. The trick was, when assigning bone  
> subgroups, to assign the whole boned object (that is, boned object before  
> it was joined into one big boned object) to both small and big bone  
> subgroups for the bone (axis). Now, things work great.

>

> Steve

>

There's one limitation in this anyhow. Since all the groups are parts of  
the same object they also have the same attributes. You can change  
(luckily) reflectivity, filter and colour. Also you can restrict textures  
to subgroups and even lock them to a certain position (this works  
incredibly well!) but you cannot change specularity, roughness etc. I  
wonder why this is, by the way. Also you might want one or more objects  
to be made of fog (like the hair in my example).

Martin

---

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### 1.382 MSG-379 Subject: Re: Imagine V.3.1

Subject: Re: Imagine V.3.1  
Date: Wednesday, 22 February 1995 00:44:46  
From: Martin Keitel <mk-tel@sik.ppoy.fi>

---

On Tue, 21 Feb 1995 voc0137@comune.bologna.it wrote:

> >On Sun, 19 Feb 1995 voc0137@comune.bologna.it wrote:

> >This is something I haven't heard from anybody else, but it shows that we  
> >are different. I agree that considering all the things that Real 3D 2  
> >promises, it should be a hell of a package. But to me it was impossible  
> >to get many of the more sophisticated features (skeleton control,  
> >collision, gravity etc.) to work even when I did exactly how the manual  
> >advised. I have heard the same from others. And if it worked with an  
> >example, it didn't work any more after making some modifications. It may  
> >be that I'm too stupid to see what I'm doing wrong with Real, but when  
> >I'm using Imagine I don't feel stupid at all.

> >

> >There are far more things to learn than there should be. When you define  
> >mass, velocity, gravity force etc. you have to do this by typing these  
> >tags and formulas that almost require high education in physics. Instead  
>

> Does these features exist in Imagine also? (Not a rethorical question; I

---

> really want to know...)

Actually not. At least not in Imagine 3.0. That is why I was so eager about Real. Actually there is a paricle system which allows the inclusion of gravity and wind but it is rather basic. I'm sure though that it will be improved in the future versions (3.2 is coming soon).

>

> Yeah, maybe you're right, the interface was a bit crude sometimes, but what  
> I apreciated so much about it was the fact that there was nothing that you  
> couldn't do! In 3D studio there are forms that are simply impossible to  
> create, because the programmers didn't forsee that you might want to creat  
> them.

I guess I said too much about 3D studio (well, I only said it was good). I have only tried it out and I liked the interface and the way all the features are accesible through the same screen.

In REAL 3D, the programmers didn't forsee anything, they just gave you  
> \*all\* the tools that exist, sometimes with a very rustic interface, but at  
> least they exist...

For me that's not enough. If some tools are so hard to use that it takes a year to learn how to use them I'd rather wait for someone else to bring these tools with better user-friendliness (within a year someone probably will!).

Martin

**1.383 MSG-380 Subject: Re: Boned object problem solved**

Subject: Re: Boned object problem solved  
Date: Wednesday, 22 February 1995 01:04:57  
From: Martin Keitel <mk-tel@sik.ppoy.fi>

---

Another bone object solved here!

Has anyone had the problem with 3.0, that when you scale an object in the stage editor, all the textures get mixed up?

I tried hundr... well tens of methods to fix this without having to scale each state position and texture size and position separately. When I finally came up with the solution it came like out of the blue!

Let's say that you have to scale a states object to half of it's original size in the stage editor (the most common reason for having to scale down objects - I think - is to do a trace render). Well, you just load your object and scale it (preferably in action editor so that you know exactly how much you scale).

Then load that object into the detail editor, pick the parent object (the object with points) - not the group! Scale it to the opposite direction (in this example twice bigger). No select pick points mode. Select all the points and scale them back to original size. For accurate scaling use transformations (RAmiga+T). Then reposition the points so that they match the bones. Then select pick groups and save the object (you don't have to update the default state if you don't set the state to another one).

This trick scales the axis' of all the textures so that they work allright in the scaled object in stage editor. For textures whose size is determined in the textures window, you still have to scale the size values (unfortunately). It is wiser to save this modified object with

---

another name.

Martin

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### 1.384 MSG-381 Subject: XSpecs stuff held up due to security issues

Subject: XSpecs stuff held up due to security issues  
Date: Wednesday, 22 February 1995 01:29:24  
From: Charles Hymes <chymes@crew.umich.edu>

-----  
Because of the security hole in HTTPD, and unrelated hacker attacks,  
the XSpecs stuff is not currently available. When the problems are  
solved, you will be able to download the stuff from:

<ftp://crew.umich.edu/pub/users/chymes/amiga/x-specs>

You my try at random intervals to see hen it works.

Charlweed

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### 1.385 MSG-382 Subject: RE: Bones

Subject: RE: Bones  
Date: Wednesday, 22 February 1995 02:15:52  
From: Steve NACAD::Sherman LKG2-A/R5 pole AA2 DTN 226-6992 21-Feb-19

-----  
Oh, yeah. I did leave stuff out, mostly about how you need to set up

---

bones states. This is described fairly well in the manual. Coupled with the previous description, I think you should be able to figure things out. It is important that you set up the DEFAULT state for boned objects as described in the manual.

Steve

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### 1.386 MSG-383 Subject: Moving the camera in the Stage Editor

Subject: Moving the camera in the Stage Editor  
Date: Wednesday, 22 February 1995 02:15:54  
From: wolfram schwenzer <schwenzr@nemeter.dinoco.DE>

---

Hi, Imagineers,

Sorry to disturb once more, but by now I've learned one's gotta to insist to solve problems with IMAGINE ...

Like I wrote before my mouse blocks DOS 5.0 completely after making some moves in the Stage Editor. The strange thing is that everything else (like moving the perspektive, Zooing in and out etc.) works smoothly.

I have changed my CONFIG.SYS a dozen times, moving .SYS files from HIGH to LOW memory and back (seems to influence the time the mouse needs to get into blocking, though ...). Alas, I need ASPI4DOS.SYS and ASPIDISK.SYS to couple my SYQYEST removable media (where IMAGINE resides) and the HD to DOS.

Could it be that these drivers eat too much room or influence IMAGINE otherwise ? EVERYTHING ELSE (including WINDOWS 3.1, communication programs etc.)

runs just fine and without any hassles (I have thrown them all out in the

---

configuration under which I run IMAGINE).

Does anybody out there run IMAGINE from a SCSI drive ?

Did anybody experience trouble with moving the camera ?

W.S.

--

wolfram schwenzer

Internet : schwenzr@nemeter.dinoco.DE

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### 1.387 MSG-384 Subject: Re: Dxf

Subject: Re: Dxf  
Date: Wednesday, 22 February 1995 02:22:31  
From: Douglas Rudd <rudd@plk.af.mil>

>

> Hey y'all,

>

> I seem to recall a reference a while back, to loading dxf objects  
> and having them show up as nothing but an axis. I've just been doing the  
> old round of trying to convert objects from other applications into  
> objects that I can load into imagn, and a desk object that wouldn't load  
> after being converted to desk.iob loaded just fine when I converted it to  
> a dxf object.

>

> Only it showed up as just an axis. And if the trick I tried next is

---

> old hat to you all, please excuse the redundancy. But I just started  
> scaling the axis up, bigger and bigger, till suddenly there was my desk  
> object.

>  
>  
>

Or magnifying to the max. Also try the find command and look how many points,  
etc are associated with the object. Should give you an idea as to how much of  
an object you have. The old "axis problem" was 3.0 thing and went away with 3.1  
from what I can tell.

Doug Rudd

rudd@plk.af.mil

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

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

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### **1.388 MSG-385 Subject: RE: Bones**

Subject: RE: Bones

Date: Wednesday, 22 February 1995 03:15:46

From: Steve NACAD::Sherman LKG2-A/R5 pole AA2 DTN 226-6992 21-Feb-19

-----

I'm not aware of anything, but I'll take a shot at getting started. I assume that you have 3.1 and can use the "smart bones" features.

First, create your body. This can be done, as an example, by adding a bunch of disks, ripping out their centers and doing a skin on them.

Then, add an axis. Select the axis and adjust its name to something that makes sense in its attributes. Next, select all the faces that you want to be at the tip of the bone. This will be the small bone subgroup and you need to be in pick faces mode. Once these faces are selected, go into the make pulldown (under functions, as I recall) and do a make big bones subgroup. NOTE: This is a known bug in 3.1. That is, the make big bones subgroup and the make small bones subgroup functions are swapped in the menu. So, use what is marked as make big bones subgroup to set up the small bones subgroup. The prompt should now tell you to pick the bone. Pick the axis that you want to be the bone. Next, select a larger group of faces that includes both the tip of the bone as well as all the faces that you want to bend when the tip of the bone moves around. Pick the make small bones subgroup. Pick the axis. You now have a bone. The skin will respond when you do anything to the axis. You won't see the effect immediately. First, diddle with the axis, such as a rotate about its local axis (in pick objects mode). Then, pick the skin object. Go to the states menu and do an update bones. The skin should then update on the screen.

Play with the animate states button. This was pretty easy for me to follow using the manual, so I won't go into that. I use the animate states a lot in both the detail editor and the stage editor to see what's going on. The difference is that in the detail editor you need to specify how long each state will last going into the next

---

state. In the stage editor, the states animation operates according to how you've set things up in the action editor.

Steve

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### 1.389 MSG-386 Subject: Good water

Subject: Good water  
Date: Wednesday, 22 February 1995 04:07:47  
From: Ryan Johnson <SSARPJ@MVS.SAS.COM>

---

Hi all,

I am trying to achieve a decent water texture applied to a ground object.

The problem is that the waves texture produces vertical waves that go on forever.

I want a nice random rippled lake effect. Can this be achieved with the standard 3.1 textures? if so how?

Thanks in advance

Ryan.

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### 1.390 MSG-387 Subject: Re: Bones

---

Subject: Re: Bones  
Date: Wednesday, 22 February 1995 04:22:15  
From: Alan\_Gordie@pcmailgw.ml.com

-----  
i could use a little help with my bones technique as well....

thanks,

alan\_gordie@ml.com

----- Reply Separator -----

Subject: Bones  
Author: IvoryMask@aol.com at PROFGTWY  
Date: 2/21/95 1:57 PM

Can anyone send me a text file or something to help me understand the bones concept? I am having quite a time grasping it... Any help would be appreciated. Thanks!

IvoryMask {:-|}

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### **1.391 MSG-388 Subject: Sorry I'm boneheaded but...**

Subject: Sorry I'm boneheaded but...  
Date: Wednesday, 22 February 1995 05:15:50  
From: "Dr. Demento" <gchance@ecst.csuchico.edu>

---

Ok, I know this question was asked on the mailing list a while ago, and yes, its answer is probably in the IML archives somewhere. But I don't know which one, and this would be easier. :)

How would I go about retargeting Imagine to my EGS Spectrum? Any and all help on this subject would be strongly appreciated.

--

Check out my URL - <http://www2.ecst.csuchico.edu/~gchance/> for videogame info. Atari 2600, 2600 Jr., Atari 5200, Atari 7800, Intellivision, Intellivision II, Vectrex, RCA System II, Channel F, Arcadia, Aquarius, Odyssey, and Odyssey^2! 174 2600 carts and counting...only 835 left! :)

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### **1.392 MSG-389 Subject: RE: Bones**

Subject: RE: Bones  
Date: Wednesday, 22 February 1995 06:24:40  
From: Martin Keitel <mk-tel@sik.ppoy.fi>

---

On Tue, 21 Feb 1995, Steve NACAD::Sherman LKG2-A/R5 pole AA2 DTN 226-6992 21-Feb-1995 1721 -0500 wrote:

> Play with the animate states button. This was pretty easy for me to  
> follow using the manual, so I won't go into that. I use the animate  
> states a lot in both the detail editor and the stage editor to see  
> what's going on. The difference is that in the detail editor you  
> need to specify how long each state will last going into the next

---

> state. In the stage editor, the states animation operates according  
> to how you've set things up in the action editor.

>

There is also the difference (at least in 3.0) that in detail editor you don't have spline interpolation. If the movement of the bones object seems jerky when animated in detail editor, it might seem fairly smooth in stage editor if spline interpolation is selected in action editor. You have also the possibility to control acceleration and deceleration from state to state in action editor.

Martin

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### **1.393 MSG-390 Subject: Quicktime, MPEG, .AVI creators?**

Subject: Quicktime, MPEG, .AVI creators?  
Date: Wednesday, 22 February 1995 07:02:00  
From: Jim Shinosky <tracker@en.com>

-----  
I have some nice animations that I did with Imagine , but I'm not completely happy with the .FLI or .FLC animation formats for the PC. So I'm looking for a Windows program(preferably shareware) that will take a series of images and convert them to one of the following:

1. A Quicktime movie.
  2. An MPEG.
  3. An .AVI file for Windows Media Player.
-

If it's a commercial program I'd like to keep it under \$200. Thanks.

Jim Shinosky

tracker@en.com

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### **1.394 MSG-391 Subject: Re: Sorry I'm boneheaded but...**

Subject: Re: Sorry I'm boneheaded but...  
Date: Wednesday, 22 February 1995 11:23:55  
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

-----  
HI,

>Ok, I know this question was asked on the mailing list a while ago, and yes,  
>its answer is probably in the IML archives somewhere. But I don't know which  
>one, and this would be easier. :)

Yes it is in there together with lots of other very useful stuff :)

>How would I go about retargeting Imagine to my EGS Spectrum? Any and all  
>help on this subject would be strongly appreciated.

You can promote Imagine to a higher resolution but you'll get problems with refreshing the display. Clicking with the mouse to select an object gives garbage on your screen which you can remove with a refresh screen. Some people say it can't display the menu's after a while. Hacking the binary to try to open a bigger screen seems to solve the menu problem for me. The garbage on the screen is a problem caused by Imagine. Hard coded screen width and height. Terrible programming :(

---

Just in case your wondering what my setup is:

A3000 2C + 12F Kickstart 40.68 WB 40.42 and a 4MB Merlin2

Greetings Joop

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### 1.395 MSG-392 Subject: Re: Bones

Subject: Re: Bones  
Date: Wednesday, 22 February 1995 14:42:38  
From: Rodney McNeel <rodman@infinity.ccsi.com>

-----  
On Tue, 21 Feb 1995 IvoryMask@aol.com wrote:

> Can anyone send me a text file or something to help me understand the bones  
> concept? I am having quite a time grasping it... Any help would be  
> appreciated. Thanks!

>

> IvoryMask {:-|}

>

From haufler@sugar.NeoSoft.COM Tue Sep 27 23:10:32 1994

Date: Tue, 27 Sep 1994 11:47:16 -0500 (CDT) From: Wayne Haufler

<haufler@sugar.NeoSoft.COM> To: imagine@email.sp.paramax.com Subject:

Repost of Bones Tutorial (LONG)

Since many of us are interested in this Bones Tutorial, and have been asking for it, and since I found it in the archive, (thanks to the previous poster who gave a reference to it), I am posting it now for you.

---

Here it is.

To keep it short, I took the liberty of correcting the original Bones Tutorial based on the followup messages. These corrections are noted in [] brackets. I hope I did this right. I have not yet played much with bones, myself.

Thanks to Lesk, Rosario Salfi, and Drew Vogel for their parts in this.

Sorry if this long message causes any problems.

\_\_\_ \ / \ / \ // \_ Wayne A. Haufler [Christian/SW  
Engineer/XWindows/Amigan] \/--\// \//\_\_\_  
haufler@sugar.neosoft.com // Unisys Space Systems -  
Shuttle Operations Contract Hobby: "Computer  
Animations For Christian Endeavors" GodlyGraphics  
mailing list: GG-request@acs.harding.edu

-----:x Cut Here -----

From Lesk@cc.snow.edu Tue Sep 27 23:11:15 1994 Date: Fri, 13 May 1994  
16:19:34 -0700 From: Lesk <Lesk@cc.snow.edu> To:  
imagine@email.sp.paramax.com Subject: My bones trouble

I had some trouble with bones and it looks like several others had a little as well so here is my version of quick bones. I claim no writing skills or technique. This is just something some were asking about and I hope it helps

---

>Mime-Version: 1.0 >Date: Fri, 13 May 1994 08:49:29 -0700 >To:  
rosario.salfi@canrem.com (Rosario Salfi) >From: Lesk@cc.snow.edu (Lesk)  
>Subject: Re: 3.0 Textures >Cc: lesk > >>Well, why don't you just outline  
step by step the process by which you >>created your own bones object  
(let's say a finger), set up the bones, >>and then manipulated it. If  
you can, please take care to mention every >>little detail, since  
sometimes I have difficulty understanding what >>Impulse is trying to  
describe, and I too have to have two or three >>thinks about it. Many  
thanks! >> >>Paul > >If this works and it makes sense maybe I will send  
it to the IML as well. > >ok I am going to be as consistant as I can and  
for menu items I will put it >in the form of menu->selection->selection1  
and for requesters that ask for >input I will just say what needs to go  
in. > >Detail editor: >add->primitive->tube > Radius = 30  
> Height = 300 > circ sec = 12  
> vitr sec = 3 > close both bottom and top. > >I  
like to work in the front view of the four. > > > ..... >  
||||| top section note that when I refer to a >  
..... section that means the points >  
||||| mid section above and below are selected >  
..... > ||||| base section > ..... >  
> for example the top section is >  
> .....  
> |||||  
> ..... <- these points  
used > twice  
once for top >  
and once for mid > > > > >f1 select tube >mode->pickfaces  
>mode->method->drag box >shift select top section (points above and

---

---

below) > function->make->makesubgroup > enter tipl >  
deselect faces >shift select mid section (all points above and below mid  
faces) > function->make->makesubgroup > enter midl >  
deselect faces >shift select base section >  
function->make->makesubgroup > enter basel > deselect faces  
>shift select top and mid section > function->make->makesubgroup  
> enter midall > deslect faces >shift select top, mid, and  
base > function->make->makesubgroup > enter baseall  
> deselect faces > >If you think about this for a minute it will  
all make sense especially >concerning how this thing is going to bend.  
>OK next phase. > >mode->pick groups > (and go back to pick method  
points) >object->add->axis > select tha axis > select move  
> move axis to center of tipl (top section) > deslect axis  
>object->add->axis > select axis > select move >  
move axis to center of midl (mid section) > deselect axis  
>object->add->axis > select axis > select move >  
move axis to center of basel (mid section) > deselect axis > >Now  
comes the tricky part the order here is very important and you may have  
to >try this a few times until it works just right. > >use the find  
requester and choose the axis in the base section. doing it this >way  
should make make the order correct. > > [ The object at this point is to  
set the proper order ] > >mode->pickobjects > [ Corrected Order: ]  
>select axis for object > shift select axis in  
basel > states->group > deselect  
  
>select axis in basel > shift select axis in  
midl > states->group > deselect  
  
>select axis in midl > shift select axis in

---

tip1 > states->group > deselect > [ What you have done here is simply grouped your axis. You now want to make certain that these axis are in the proper order so that when you bend say your finger, they move just like your finger would top to bottom. If they are out of order it will still work but it would look like some double jointed contortionist... ] >go back to group mode and check this out, and make very certain that the >order is right. click on the tip axis and it should be the only one blue. >deselect it and click on the axis in the mid section BOTH it and tip axis >should be highlighted. deselect them and click on the axis in base1 and all >three axis should turn blue. now the hard part! go back to pick object mode >and then click on the object axis. it should be blue with a yellow line >connecting it to the base1 axis. > If none of the above is correct all progress is at a halt! go back >remove all the groups and try it again this order is IMPORTANT!

[ So either clear it all out and start the project over or go back to group mode select an axis and ungroup, repeating until everthing is ungrouped. Make sure there are no groupings at all! Then go back to object mode pick and sadly start again. You will get this, it just takes a little practice. Also this is not a replacement for the manual read through it so you have the concepts, believe me it will really help. ] > >now having that done correctly we can move on make sure nothing is selected >and go back to pick group mode. > >select axis in tip1 >

```
States->bones->subgroups > bigsub: browse->tip1
> smallsub: browse->tip1 > OK >select axis in mid1
> States->bones->subgroups > bigsub: browse->midall
> smallsub: browse->mid1 > OK >select axis in base1
> States->bones->subgroups > bigsub:
```

---

browse->baseall > smallsub: browse->base1 > OK >  
 >SAVE THAT SUCKER NOW! > If you think about this it really makes  
 sense what has happened at >this point. > > >States->states >  
 create > default > select buttons shape and grouping, the  
 book says this will be the > only place you need to have this.  
 > OK >States->states > create > start > OK  
 >deselect all >select axis tipl and rotate in the x 30 degrees. >space  
 bar >select entire object >states->bones->update >states->states >  
 create > bendtip1 > OK >select axis in tipl and rotate  
 another 30 degrees in x. >deslect all >select axis in mid1 and rotate it  
 in x 30 degrees. >select entire object >states->bones->update  
 >states->states->create > midbend > OK >deslect all >select  
 axis in tip and rotate 30 degrees in x. >select axis in mid and rotate 30  
 degrees in x. >select axis in base and rotate 30 degrees in x. >select  
 entire object >states->bones->update >states->states->create >  
 basebend > OK > >SAVE THIS AGAIN! to much work to loose.... >  
 >States->stateanim->make >OK >start >15 >bendtip >15 >midbend >15  
 >basebend >15 >start >0 >full objects >states->stateanim->play > >I sure  
 hope this works for you! and if you find any errors or things that >just  
 don't work feel free to let me know. >  
 > Render Ho!  
 > Lesk >

===== Dr  
 ew Vogel, Admissions Officer at Univ. of Cincinnati, SysOp of The Cafe' BBS (513  
 -232-4895) 1:108/245, Actor, director, Amiga fan, Imagine 3.0 user, head of BowT  
 ie Productions, documentation author, single guy, and much, much more!

This is the First tutorial that enabled me to create a bones object.

good luck

rodman@infinity.ccsi.com

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### 1.396 MSG-393 Subject: Imagine wishlist

Subject: Imagine wishlist  
Date: Wednesday, 22 February 1995 14:47:47  
From: milan@Dieppe.artmediatech.nl (Milan Polle)

---

Hi all,

while working on my graduation project I wrote down some more things I would like to see in Imagine, so here they are:

- \* Snap objects to grid, to clean things up a bit.
  - \* Copy textures/brushes in attributes requester, If I made one window for an airoplane, and would like to make twenty, I could copy the already applied brushes and move them in place. You already can save the attributs, load them again and drop any unwanted duplicates, but you lose individual face attributes while doing so.
  - \* Hide objects, in the detail editor, so I can see better what I'm doing.
  - \* In stage, when editing a path, I would like to multiselect objects that have to stay in the view, like in detail.
  - \* Replace previous bumpmap with genlocked one (make a gadget for it); completely remove existing bumpmap with the next one, except for the 0 colour (when genlock button is on)
  - \* Swap picked points, when the ones you don't want to select are easier to pick.
  - \* Select connected, a la sculpt, select one vertex and have the rest be
-

selected for you, if they are connected by edges

- \* 3 CURSORS/INTELLIGENT SELECTION !!!!!!!!!!!
- \* Merge with max distance, to clean up objects, merge points that have a certain distance also.
- \* IMPROVE THE SLICE PLEEEAAAASSSEEEEE!!!! I have to clean up by hand every time, don't slice edges with an angle of zero.
- \* When editing a path in stage with newmode, and changing the view, the axes go everywhere, but not where they should go (also in detail?)
- \* In stage: pick all and lasso/drag box, where are they?
- \* Smooth function, for paths (for my tunnel :) and better still, for objects (select points that may not move, select smooth, and have the others smooth out)
- \* Make a preview anim for one of the orthogonal view, so you see what is going on, or at least for newmode (b/w will be fine)
- \* DON'T LOAD ALL OBJECTS FOR EVERY FRAME (and I will say it again!)
- \* An X-Specs perspective mode (with newmode, perfect to see what you are doing)
- \* Cancel making a preview or animation, and still see the results!!!
- \* Cancel make anim now, and resume later, so the computer doesn't have to stay on for 8 hours rendering one hour, because you have to go.
- \* Preview rendering in ham mode, like sculpt and real, so you can spot mistakes early, use a standard palette.
- \* Copy/paste lines/points/faces copy, past, pasted are immediatly selected and move/scale/rotate them. Now I have to split and merge etc.
- \* Interactive extrude, have said it before.

Well I hope Mike will be listening and if any of you agree, say it on the list, so it will get in,

---

thanks,

Milan

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### 1.397 MSG-394 Subject: Re: Quicktime, MPEG, .AVI creators?

Subject: Re: Quicktime, MPEG, .AVI creators?  
Date: Wednesday, 22 February 1995 16:55:38  
From: mbc@po.CWRU.Edu (Michael B. Comet)

>

>2. An MPEG.

I have found a shareware program named DTA that will take a bunch of TGA's and resave them in an uncompressed tga format for a program named CMPEG that creates mpeg. Works okay.

--

+-----+  
| Michael Comet, mbc@po.CWRU.Edu - CWRU, Software Engineer/Graphics Artist |  
| Graphics & Anims - <http://www.cwru.edu/0/cwrUNET/homes/comet/index.html> |  
+-----+

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### 1.398 MSG-395 Subject: Re: Quicktime, MPEG, .AVI creators?

---

Subject: Re: Quicktime, MPEG, .AVI creators?  
Date: Wednesday, 22 February 1995 17:36:18  
From: joec@ensoniq.com (Joe Cotellese)

-----

>  
>  
>I have some nice animations that I did with Imagine , but I'm not  
>completely happy with the .FLI or .FLC animation formats for the PC. So  
>I'm looking for a Windows program(preferably shareware) that  
>will take a series of images and convert then to one of the following:  
>  
>2. An MPEG.

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

If that site is wrong let me know and I will look it up at home.

Joe C.

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### **1.399 MSG-396 Subject: Frames/speed**

Subject: Frames/speed  
Date: Wednesday, 22 February 1995 18:38:57  
From: MCADOO <MCADOO@edinboro.edu>

---

---

The problem I'm having is done on a 2000 (basic) and a 2500 (accelerator, Toaster, 20Megs of memory). Using Imagine3.1. When using the 2500 make animation with wire frame when played back 90 frames animation goes so fast can't almost tell what is going on. I have found after experimenting that 6 frames of fully rendered animation in project editor equals 1 second of true time. In other word a 60sec in real time worked out to be only 360 frames. Also it seems that it has made a loop because when playing the rendered animation in the project editor it plays twice when clicked on the play once button. The stock 2000 plays back the wireframe animation (haven't timed it) in a normal visual check.

This info I hope will help you help me. Have not put any of this to video tape just did a time watch check but I figure that putting it on tape should not change the speed.

Direct from my keyboard to your screen

mcadoo@vax.edinboro.edu

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## **1.400 MSG-397 Subject: Re: Imagine Wishlist**

Subject: Re: Imagine Wishlist  
Date: Wednesday, 22 February 1995 19:22:13  
From: KEN\_ROBERTSON@robelle.com

---

Milan wrote lots of things - I'd like to comment on a few...

(BTW, which version of Imagine do you have, Milan?)

---

>\* Copy textures/brushes in attributes requester, If I made one window  
> for an airoplane, and would like to make twenty, I could copy the  
> already applied brushes and move them in place. You already can save  
> the attributs, load them again and drop any unwanted duplicates,  
> but you lose individual face attributes while doing so.

Presumably you'd like an "apply to picked objects" some attribute file.  
I.e. pick a pile of objects, and select an object function from the  
menu "Apply Attributes", which would pop up a file requestor.

> Hide objects, in the detail editor, so I can see better what I'm doing.  
If you use quickdraw, or quick edges, you'll never need this. However,  
apply QuickDraw attribute or QuickEdges to picked objects would be neat.

> Swap picked points, when the ones you don't want to select are easier  
to pick.

Sounds fun.

> Select connected, a la sculpt, select one vertex and have the rest be  
selected for you, if they are connected by edges

Which edges? All of them? No, I don't think so. Use the lasso pick  
mode for this one, I think.

> 3 CURSORS/INTELLIGENT SELECTION !!!!!!!!!!!!!

By this, I hope that you mean - select an x direction, y direction, then  
z direction (either with drag box, lasso, or point pick mode) to  
select an x,y,z volume that contains selected points.

< IMPROVE THE SLICE PLEEEEEAAASSSEEEE!!!! I have to clean up by hand every  
time, don't slice edges with an angle of zero.

Yes.

> In stage: pick all and lasso/drag box, where are they?

Yes, I too wish for lasso/drag box in the stage.

> Smooth function, for paths (for my tunnel :) and better still, for objects

---

(select points that may not move, select smooth, and have the others smooth out)

How do you smooth a path? Provide a binomial/trinomial, etc. and smooth along that? This is do-able, I think, but pretty time consuming.

> DON'T LOAD ALL OBJECTS FOR EVERY FRAME (and I will say it again!)

Yes, I agree. One thousand percent.

> Cancel making a preview or animation, and still see the results!!!

> Cancel make anim now, and resume later, so the computer doesn't have

> to stay on for 8 hours rendering one hour, because you have to go.

I'd rather have a batch rendering system, thank you. I saw a \$100

piece of software running on the MAC that was very similar to

Vistapro, and it had a "SUSPEND/RESUME" feature. Fantastic. You

suspend rendering, save you're environment (so what if it's a meg or

so of variables? You want to suspend!) exit, go do something else,

then either re-run the program or resume the render if you're still

in it.

> Preview rendering in ham mode, like sculpt and real, so you can spot

> mistakes early, use a standard palette.

I'm not sure what you mean.

>\* Interactive extrude, have said it before.

That sounds like a fun toy!

\KenR

thanks,

Milan

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## 1.401 MSG-398 Subject: Re: Imagine WWW site

Subject: Re: Imagine WWW site  
Date: Wednesday, 22 February 1995 19:52:36  
From: Douglas Rudd <rudd@plk.af.mil>

-----  
<Snip>

> If I were to update these pictures what format would most users of  
> IMTguide like??  
>  
> Anyways I hope the IBM guys can figure a way to make an IMTguide too.  
> I personally love the darn thing for its easy of use. But then I would  
> of course have a biased opinion.  
>  
> =RRW=  
>  
>

Well, I'll be more cautious this time. I would suggest JPEG as there are several JPEG viewers out there for both platforms. If the JPEG is done with enough image quality, it would serve well. It is also more compact and preserves 24 bit data. GIF is out for obvious reasons and IFF/PCX/TIFF, etc are just too restricted to their respective platforms.

Many of us have access to graphics programs that can convert file types, and most of these support JPEG, so if JPEG isn't your favorite, convert. JPEG creates smaller files, so the files can be created in a larger format and then scaled down to screen size to reduce artifacting, though that shouldn't be a problem if image quality is held at 100-200%.

---

Any other suggestions?

Doug Rudd

-----  
:-) I think I'll write a letter to my congressman.

:-| A congressman has two ends: a sitting end and a thinking end;  
and since his entire future depends on his seat, why bother friend....  
-----

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## 1.402 MSG-399 Subject: Re: Bones

Subject: Re: Bones  
Date: Wednesday, 22 February 1995 22:33:50  
From: bmolsen@bvulads.loral.com (Brad Molsen)

-----  
> Since many of us are interested in this Bones Tutorial, and have been  
> asking for it, and since I found it in the archive, (thanks to the  
> previous poster who gave a reference to it), I am posting it now for you.

I am the previous poster referred to above. I have to add Mark Decker's  
clarification of Lesk's tute to make this complete.

From: "Decker, Mark" <Decker@segaoa.com>

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**1.403 MSG-400 Subject: Imagine 3.2**

Subject: Imagine 3.2  
Date: Wednesday, 22 February 1995 23:22:36  
From: cwhite@teleport.com (Curtis White)

-----  
Well everyone, I had my wife call Impulse today to find out when version 3.2 will be out. They told her it is shipping today and that I should have it in a couple of days. I guess we will see (seems like I have heard this one before). I sure hope so.

See ya!

Curt

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

cwhite@teleport.com

Curtis White

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**1.404 MSG-401 Subject: Dare To... apply attributes ?**

Subject: Dare To... apply attributes ?  
Date: Thursday, 23 February 1995 01:07:46  
From: Shane Davison <davis@cs.uregina.ca>

-----

---

Greetings IML,

I'm glad many of you found the tidbit collection useful.  
For my next Imagine project, I'm thinking of gathering  
a plethora (sp) of object attributes. If you think this  
would be worthwhile or have something to contribute, please  
let me know.

BTW, I do have the three attribute collections by Soren  
Wind (?) and would like to get a hold of him and anyone  
else that has a large number of object attributes.

Regards,

--

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

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## 1.405 MSG-402 Subject: Re: Imagine wishlist

Subject: Re: Imagine wishlist  
Date: Thursday, 23 February 1995 01:08:54  
From: Martin Keitel <mk-tel@sik.ppoy.fi>

-----  
On Wed, 22 Feb 1995, Milan Polle wrote:

> while working on my graduation project I wrote down some more things I  
> would like to see in Imagine, so here they are:

---

>

> \* Copy textures/brushes in attributes requester, If I made one window  
> for an airoplane, and would like to make twenty, I could copy the  
> already applied brushes and move them in place. You already can save...

Can be done with apply function as has already been stated.

> \* In stage, when editing a path, I would like to multiselect objects that  
> have to stay in the view, like in detail.

When you select edith path in the stage editor, other objects disappear only when there is a need to update the views. Select a good view of the path before editing it, so that you can see the objects you need to see. Then make the basic adjustments in the path. After that you probably don't need to see other objects any more so be free to zoom in and out.

> \* Swap picked points, when the ones you don't want to select are easier  
> to pick.

OK

> \* Select connected, a la sculpt, select one vertex and have the rest be  
> selected for you, if they are connected by edges

OK again. You should anyhow always make subgroups of the points you often need to select (use hide points for this if necessary). Make a user gadget for picking subgroups to make it faster.

> \* 3 CURSORS/INTELLIGENT SELECTION !!!!!!!!!!!

OK

> \* Merge with max distance, to clean up objects, merge points that have  
> a certain distance also.

---

OK

> \* IMPROVE THE SLICE PLEEEAAAASSSEEEEE!!!! I have to clean up by hand every  
> time, don't slice edges with an angle of zero.

I don't have anything to complain about slice since i never need it.  
There is always a tidy way (maybe a little slower I agree) of doing  
things without slice.

> \* In stage: pick all and lasso/drag box, where are they?

Good question. Where are they?

> \* Smooth function, for paths (for my tunnel :) and better still, for objects  
> (select points that may not move, select smooth, and have the others  
> smooth out)

Very good!

> \* Make a preview anim for one of the orthogonal view, so you see what is  
> going on, or at least for newmode (b/w will be fine)

Define an orthogonal view in the perspective window and adjust  
perspective to minimum.

> \* DON'T LOAD ALL OBJECTS FOR EVERY FRAME (and I will say it again!)

Use layers, man! Trie things out (or read the manual).

> \* Cancel making a preview or animation, and still see the results!!!

Very reasonable!

> \* Cancel make anim now, and resume later, so the computer doesn't have

---

> to stay on for 8 hours rendering one hour, because you have to go.

OK

> \* Preview rendering in ham mode, like sculpt and real, so you can spot

> mistakes early, use a standard palette.

What? If you don't know how to make this, ask before saying it can't be done. It is VERY easy.

> \* Copy/paste lines/points/faces copy, past, pasted are immediatly selected

> and move/scale/rotate them. Now I have to split and merge etc.

Maybe...

> \* Interactive extrude, have said it before.

Not very important.

>

> Well I hope Mike will be listening and if any of you agree, say it on the

> list, so it will get in,

>

This is a good idea. Instead of posting wishes straihgt to Impulse, let's see how many want them and by this way assure Impulse of the necessity of them! I will continue the wish list when I have the time...

Martin

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**1.406 MSG-403 Subject: Thank You**

---

Subject: Thank You  
Date: Thursday, 23 February 1995 02:07:00  
From: IvoryMask@aol.com

---

I would like to thank everyone for the great support....this is the friendliest ML I have been on...thanks again!

Faithful IvoryMask {:-|}

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### **1.407 MSG-404 Subject: Imagine 3.2**

Subject: Imagine 3.2  
Date: Thursday, 23 February 1995 05:42:13  
From: Curtis White <cwhite@teleport.com>

---

I just wanted to let everyone know that in my previous message about Imagine 3.2 being sent today, I stated that it may or may not be true. This was not meant as a bash to Impulse. I am a programmer by trade and know that completion dates can slip (even at the last minute if a bug is found). So, when I hear that a new piece of software is coming out, I am skeptical until I have it in my hands. In fact, I am very pleased with Imagine and have had no troubles with Impulse. I see many messages about people having trouble with Impulse, but I do not understand it. I have always been treated courteously any time I have called, and have always gotten responses. I received a message from Mike Halvorson confirming that Imagine 3.2 is being sent today. So all us lucky people on the upgrade program

---

will be getting a new surprise within the next couple of days. I just wanted to clarify my previous message and apologize if it sounded nasty.

Curt

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

Curtis White

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### **1.408 MSG-405 Subject: Re: Good water**

Subject: Re: Good water  
Date: Thursday, 23 February 1995 07:31:23  
From: cjo@esrange.ssc.se

-----  
Ryan Johnsson wrote;

>I am trying to achieve a decent water texture applied to a ground  
>object.

>The problem is that the waves texture produces vertical waves that  
>go on forever.

>I want a nice random rippled lake effect. Can this be achieved  
>with the standard 3.1 textures? if so how?

I have used the "crumpled"-texture with great results (at least for stills).  
Just make sure the texture doesn't effect the object's colours.

Conny Joensson

---

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

---

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#### **1.409 MSG-406 Subject: Re: Imagine WWW site**

Subject: Re: Imagine WWW site  
Date: Thursday, 23 February 1995 07:36:44  
From: cjo@esrange.ssc.se

---

>> If I were to update these pictures what format would most users of  
>> IMTguide like??

>Well, I'll be more cautious this time. I would suggest JPEG as there are  
>several JPEG viewers out there for both platforms.

I agree.

I dunno what's for PC, but the FastView utility for the Amigas work just  
great.

Just my 2c.

---

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

---

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### 1.410 MSG-407 Subject: Trouble applying brush maps

Subject: Trouble applying brush maps  
Date: Thursday, 23 February 1995 09:06:54  
From: a13321@giant.mindlink.net (Manjit Bedi)

---

Hello people,

I have been trying to do some texture mapping and the results are goofy.

I have made a shape like a wine bottle. I am trying to put a label on it. I have scaled the label down in size and positioned the axes of the map. The axes of the map is towards the front of the bottle.

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1 is an approximation of the position of the axes of the map  
in a top view of the bottle.

The map is rendering but the image is distorting.  
The edges of the texture map are getting stretched  
out. I have applied the map with flat X and wrap Z  
as the settings. The map is applied to lower part  
of the bottle where it is basically a cylinder.

The map image is of some text; the distortion  
is quite distinct. The map is 24 bit image  
made with Brilliance 2.

Any suggestions would be greatly appreciated.

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### 1.411 MSG-408 Subject: Imagine wishlist

Subject: Imagine wishlist  
Date: Thursday, 23 February 1995 09:21:57  
From: Charles Blaquiere <blaq@io.org>

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

From: Milan Polle <milan@Dieppe.artmediatech.nl>

\* Hide objects, in the detail editor, so I can see better what I'm doing.

-----

---

Until Impulse implements this, you can always use Cut to remove the objects from the screen, and Paste to bring them back. Be careful of using Cut/Copy while the hidden objects are in the buffer, and watch out for the "free cut/copy buffer before quickrender" Preferences T/F flag!

-----  
\* Swap picked points, when the ones you don't want to select are easier to pick.  
-----

In Hide Points mode, select the points you don't want selected. Then go to Pick Points mode, and Select All.

Just a couple of tips.

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## 1.412 MSG-409 Subject: Re: Imagine WWW site

Subject: Re: Imagine WWW site  
Date: Thursday, 23 February 1995 10:23:04  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----  
> >> If I were to update these pictures what format would most users of  
> >> IMTguide like??  
>  
> >Well, I'll be more cautious this time. I would suggest JPEG as there are  
> >several JPEG viewers out there for both platforms.  
>

---

> I agree.

> I dunno what's for PC, but the FastView utility for the Amigas work just  
> great.

Well, thats 3 for JPEG, 0 for all others, if you have a preference make it  
known while I'm taking count.. You can reply privately to me at:

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

or voice your opinion on the IML if you wish.

=RRW=

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### 1.413 MSG-410 Subject: Re: Imagine wishlist

Subject: Re: Imagine wishlist  
Date: Thursday, 23 February 1995 10:38:16  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----  
> >

> > Well I hope Mike will be listening and if any of you agree, say it on the  
> > list, so it will get in,

> >

> This is a good idea. Instead of posting wishes straihgt to Impulse, let's  
> see how many want them and by this way assure Impulse of the necessity  
> of them! I will continue the wish list when I have the time...

Well, I don't want to put my full wish list up but one thing I often use

---

in Wavefront is the Deformations in PointsGroup mode, and I would like to see Imagine have such a powerful set of tools (to many to mention), but basically I would be happy if Imagine would let me use Twist, Shear, Taper, Pinch, Bend and Stretch in POINT MODE in an interactive manner as with objects. I find it funny that we can do this with Rotate, Move and Scale, but not the rest of them.

I know I can use the Deformations under the Functions Menu, but an interactive method as with objects would be much nicer. Oh and what about that Shft gadget. I sure would like to see it work like the Shift key I believe it is suppose to emulate. But no I still need to use the shft key.

Maybe I'm missing something as far as the Shft gadget goes, (Please inlighten me if so), but it would be nice to press it and be able to go around selecting multiple point, faces, edges, etc.. without ever worrying about pressing the shift key..

If its going to sit there and take a gadget, then the least Impulse could do is make it work..Unless of course it does work and its just one of them things I didn't play with enough.

=RRW=

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#### **1.414 MSG-411 Subject: Windows NT Version?**

Subject: Windows NT Version?  
Date: Thursday, 23 February 1995 11:34:29  
From: Martin Keitel <mk-tel@sik.ppoy.fi>

---

---

Does anybody know if there is a Windows NT version of Imagine (for use in DEC Alpha PC)?

Thanks

Martin

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#### 1.415 MSG-412 Subject: Finnish animators?

Subject: Finnish animators?  
Date: Thursday, 23 February 1995 12:12:38  
From: Martin Keitel <mk-tel@sik.ppoy.fi>

---

(The contents of this message will possibly be sent in english at a later date. At this stage it is aimed at finnish Imagine users)

Moi kaikki suomalaiset Imaginen k{ytt}{t!

Jos olette kiinnostuneita yhteisty|st{ mahdollisen isomman 3D-animaatioprojektin toteuttamisessa, ottakaa yhteytt{. Erityisesti hahmoanimaatiota (Imaginella tai muuten) taitavia kaivataan. Jos homma n{ytt}{ lupaavalta, haetaan mukaan my|s ulkomaisia animaattoreita.

Tarkoituksena on toteuttaa animaatiota enemm{n tai v{hemm{n internetin avulla (l{hettelem{ll{ k{ss{reit{, animaatioskriptej{, kuvia, objekteja, ideoita jne.).

---



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### 1.417 MSG-414 Subject: Re: Windows NT Version?

Subject: Re: Windows NT Version?  
Date: Thursday, 23 February 1995 17:32:01  
From: joec@ensoniq.com (Joe Cotellese)

-----

>

>Does anybody know if there is a Windows NT version of Imagine (for use in  
>DEC Alpha PC)?

>

Don't I wish... (I'd even settle for OS/2).

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### 1.418 MSG-415 Subject: Re: Trouble applying brush maps

Subject: Re: Trouble applying brush maps  
Date: Thursday, 23 February 1995 18:21:50  
From: Mike Bandy <bandy@aplcomm.jhuapl.edu>

-----

On Wed, 22 Feb 1995, Manjit Bedi wrote:

> I have been trying to do some texture mapping and the  
> results are goofy.

>

> I have made a shape like a wine bottle. I am trying

---

> to put a label on it. I have scaled the label down  
> in size and positioned the axes of the map. The axes  
> of the map is towards the front of the bottle.

>  
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>  
>  
> 1 is an approximation of the position of the axes of the map  
> in a top view of the bottle.

>  
> The map is rendering but the image is distorting.  
> The edges of the texture map are getting stretched  
> out. I have applied the map with flat X and wrap Z  
> as the settings. The map is applied to lower part  
> of the bottle where it is basically a cylinder.

>  
> Any suggestions would be greatly appreciated.

>

I recently solved this very problem. I got an image of a beer label of  
off some WWW site and wanted to paste it onto a beer bottle for a scene I  
was making. It was distorted as you describe. My solution was to create

---

an image that was twice the size of the label in the horizontal and plunk the beer label into the right half of it. Then when the image was Flat X/Wrap Z color mapped around the bottle it appeared right.

BUT - the extra half of the label affected the transparency of the back of the beer bottle. So I created another map with right half full white (for completely transparent) and left half color matching the filter value of the overall bottle. I applied this brush map as a transparency map after the beer label color map. Line up the axes and stuff for both maps, of course.

It worked beautifully - now I have a rendered Red Tail Ale beer bottle.

[This is all from memory - I'm don't have access to my Amiga at the moment.]

FYI the URL for the beer labels is <http://guraldi.itn.med.umich.edu/Beer/>

Hope this helps...

Mike

--

Mike Bandy       bandy@aplcomm.jhuapl.edu

Johns Hopkins University / Applied Physics Laboratory

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## 1.419   **MSG-416 Subject: Re: Windows NT Version?**

Subject: Re: Windows NT Version?  
Date:     Thursday, 23 February 1995 21:04:51  
From:     Douglas Rudd <rudd@plk.af.mil>

-----

>

>

> Does anybody know if there is a Windows NT version of Imagine (for use in

> DEC Alpha PC)?

>

> Thanks

>

> Martin

>

>

Impulse has suggested that they "might" do an NT version of Imagine as opposed to an OS/2 or windoz version. This is probably in the gedanken stage, if at all.

They are, of course, working on several things, and it wouldn't suprise me if they have some sort of NT product in the wings.

Doug Rudd

rudd@plk.af.mil

-----  
The Amiga Guide to the Galaxy refers to Commodore's management as

"A bunch of mindless jerks who will be the first to be lined up against the wall and shot when the revolution comes."

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

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**1.420 MSG-417 Subject: Virtaul Memory with ImaginePC**

Subject: Virtaul Memory with ImaginePC  
Date: Thursday, 23 February 1995 21:07:23  
From: Jeremy Williams <Jeremy.Williams@m.cc.utah.edu>

---

A few months back we had a discussion going about virtual memory, and whether you could use it with Imagine. (For those of you that didn't see the postings, we were trying to use the hard disk in order to simulate RAM in order to have more memory to use in Imagine 3.0 for the PC.) Anyway, has anyone heard whether Impulse is working on such a thing, or whether the idea has been trashed? Of course, using the virtual memory of something like OS/2 or Windows is out of the question since Imagine won't even come close to working with either of them running in the background. I remember that you lucky Amiga people out there have a virtual memory program that works with Imagine....I only wish Impulse or somebody would come up with a viable PC solution.

Also, once Imagine 3.2 arrives, could one of you new 3.2 owners tell the rest of us just what we are missing (new goodies etc.). Thanks...

-- Jeremy Williams

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**1.421 MSG-418 Subject: Re: Trouble applying brush maps**

Subject: Re: Trouble applying brush maps  
Date: Thursday, 23 February 1995 21:16:43  
From: Douglas Rudd <rudd@plk.af.mil>

---

<Snip>

> The map is rendering but the image is distorting.  
> The edges of the texture map are getting stretched  
> out. I have applied the map with flat X and wrap Z  
> as the settings. The map is applied to lower part  
> of the bottle where it is basically a cylinder.  
>  
> The map image is of some text; the distortion  
> is quite distinct. The map is 24 bit image  
> made with Brilliance 2.  
>  
> Any suggestions would be greatly appreciated.  
>

You might consider creating a sub group defining the area you wish the  
brush to cover on the bottle, and apply your brush to that sub group.

Doug Rudd

rudd@plk.af.mil

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

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

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---

**1.422 MSG-419 Subject: Imagine 3.x**

Subject: Imagine 3.x  
Date: Thursday, 23 February 1995 22:17:30  
From: Karl Dyson <karld@feklore.demon.co.uk>

---

Hello,

Would anyone tell me what the point of the States function is?

I'm thinking of upgrading from 2.0, but I don't know what that particular function does - also, could someone translate what "allows control of movement of objects by hierarchy" with regard to Bones is?

Cheers,

Karl

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**1.423 MSG-420 Subject: Re: Virtaul Memory with ImaginePC**

Subject: Re: Virtaul Memory with ImaginePC  
Date: Friday, 24 February 1995 02:10:26  
From: Douglas Rudd <rudd@plk.af.mil>

---

<Snip>

> I remember that you lucky Amiga people out there have a virtual memory  
> program that works with Imagine....I only wish Impulse or somebody would  
> come up with a viable PC solution.

> Also, once Imagine 3.2 arrives, could one of you new 3.2 owners tell  
> the rest of us just what we are missing (new goodies etc.). Thanks...

---

>

> -- Jeremy Williams

>

Yes, a virtual memory solution for dos and Imagine would be nice. I only have 8mb on my 486 vs 52 mb on my A2000. The difference is crippling.

I find it difficult to believe that there is no dos based virtual memory program that will run with Imagine. Perhaps no one saw a need for such a program since Windows or OS/2 seemed to answer most problems -- until someone wrote a killer program that only runs in dos :-/

Doug Rudd

rudd@plk.af.mil

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

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

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#### **1.424 MSG-421 Subject: Re: Imagine 3.x**

Subject: Re: Imagine 3.x  
Date: Friday, 24 February 1995 02:11:11  
From: Scott Krehbiel <scott@umbc.edu>

-----

---

On Wed, 22 Feb 1995, Karl Dyson wrote:

> Hello,

>

> Would anyone tell me what the point of the States function is?

> I'm thinking of upgrading from 2.0, but I don't know what that particular

> function does - also, could someone translate what "allows control of

> movement of objects by hierarchy" with regard to Bones is?

>

> Cheers,

>

> Karl

>

I'd like to add a little to this question, if not answer part of it. I know that states let you tack a texture or brushmap to an object and then deform it, twisting/smashing/stretching the textures and brushes with the object. I've had some problems with states where the presence of a brushmap makes all states take on the value of the last typed in values, so I've been wondering whether the traditional method of having separate objects for each morphable state would work just as well as states.

So here it is: Is there anything that States can do that morphing across multiple objects can't do (other than texture/brush tacking??) If not, then what is the advantage of states??

I know that there's a solution for the brushmap problem... changing the order in which I apply the texture and brushmap, but I haven't had time to try this out yet.

---

Thanks

Scott Krehbiel

scott@umbc7.umbc.edu

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### 1.425 MSG-422 Subject: Re: Imagine wishlist

Subject: Re: Imagine wishlist  
Date: Friday, 24 February 1995 02:57:14  
From: jgoldman@acs.bu.edu

> >

> > \* Copy textures/brushes in attributes requester, If I made one window  
> > for an airoplane, and would like to make twenty, I could copy the  
> > already applied brushes and move them in place. You already can save...

>

> Can be done with apply function as has already been stated.

While it's true that entire attribute settings can be duplicated in this manner, I don't think that's what Milan suggested. Take his multiple brushmaps, for example.

Currently, if you have one airplane window brushmap and want to duplicate it along the length of a fuselage (say, 20 times), you have to add the brushmap to the fuselage object 20 individual times. Not very efficient (of, course I would have created a 20 window brushmap, but I digress).

What Milan suggests (I think), is an option to automatically copy the selected brushmap any number of times. For completion, why not have the

ability to replicate a desired brushmap (with translation and rotation abilities)?

> > \* DON'T LOAD ALL OBJECTS FOR EVERY FRAME (and I will say it again!)

>

> Use layers, man! Trie things out (or read the manual).

Again, I believe there's a slight breakdown in communication at work here. Whenever Imagine moves between frames, during rendering, it re-loads every object from wherever it was stored (RAM/HD/FD/etc). This causes somewhat of a slowdown in the long run. After all, why reload an object if it's already being used? Layers wouldn't solve anything.

It would be nice if the renderer examined the frame to be rendered, accounted for the objects to be used, compared the object count with the object count of the previous frame, and then loaded any discrepancies, saving previously found objects in RAM to prevent unnecessary re-loading.

> > \*Preview rendering in ham mode, like sculpt and real, so you can spot

> > mistakes early, use a standard palette.

>

> What? If you don't know how to make this, ask before saying it can't be

> done. It is VERY easy.

It can't be done... Unless you have a Firecracker24 (dunno about Opal), of which I am thankful for :)

Milan means (again, I hope), a line by line update of the rendering in progress. Not a full HAM quick-render. Not a percentage indicator.

With a Firecracker board you can see any rendering as it is being rendered; every line, every pixel.

I believe, by all means correct me if I'm wrong, that Imagine calculates everything internally in 24-bits. Therefore a line by line preview

---

(in HAM) of what is being rendered might cause things to slow down due to conversion. The FC is 24-bit so no worries.

> > \* Interactive extrude, have said it before.

>

> Not very important.

Entirely depends on what you model. It would just be one more tool. There are ways (currently) to get around an "interactive extrusion" tool, but they are very inefficient. Actually, an interactive extrude is sort of like rail extruding along multiple paths. Definitely handy...

That was just my take on it...

J.----->

E-Mail: jgoldman@acs.bu.edu

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## 1.426 MSG-423 Subject: Re: Imagine 3.x

Subject: Re: Imagine 3.x  
Date: Friday, 24 February 1995 11:26:52  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

-----  
>  
> So here it is: Is there anything that States can do that  
> morphing across multiple objects can't do (other than texture/brush  
> tacking??) If not, then what is the advantage of states??

Well, for one it can save you HD space, as well as make bones objects possible with a minimum use of HD space. If you had to save every position for say a man walking it would take a lot of HD space, but with States you only need to save the shape once in your default State and

---

only need the groups for the rest. Quite a large savings if you ask me. I did an animation once, maybe you've heard of it "Treasure Hunt". I had to do this using only morphable grouped objects, and after about 20 or 30 different figures. I started to run out of space for storing them..It almost became a big problem. But several floppies saved me.

It also make working in the stage a bit easier too. or at least more convenient.

=RRW=

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### 1.427 MSG-424 Subject: Pool-balls

Subject: Pool-balls  
Date: Friday, 24 February 1995 14:09:54  
From: tdv94mhd@cs.umu.se

-----  
Hi everyone..I've got a question (maybe silly but...)..

I'm trying to make an pool-ball an add a texture of a digit, lets say '3' with a white circle around it..But when I try to do that the brush looks very distorted. It doesn't look like a digit mapped on a ball..

Please tell me what I'm doing wrong...

Thanx in avdvance tdv94mhd@cs.umu.se

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### 1.428 MSG-425 Subject: Re: Filter Bug?

Subject: Re: Filter Bug?  
Date: Friday, 24 February 1995 17:38:05  
From: leyen@inf.ufrgs.br (Christian Leyen)

-----  
On Sun, 19 Feb 1995, Jim Shinosky wrote:

---

>> I'm having a problem with Imagine 3.1 where I want an object to be fully  
>> transparent. However, I keep getting black outlines around the object  
>> almost as if it's just changing it to a wireframe. I thought I read a post  
>> earlier from someone about this but I don't remember what was said. Does  
>> anyone know anything about this?

>>

>Did you render the image in scanline or in trace? I once got rid of  
>the black areas in scanline by rendering in trace. If your object is  
>complex the black areas probably appear where there are several faces  
>overlapping. I have had troubles with this especially with transparent  
>textures.

Try to change (increase) the "resolve depth" parameter in preferences editor  
up to 16. It works even in scanline!

Christian Leyen (leyen@inf.ufrgs.br)

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## 1.429 MSG-426 Subject: RE: Pool-balls

Subject: RE: Pool-balls  
Date: Friday, 24 February 1995 19:44:02  
From: "Ducharme, Alain: FOB" <Ducharme@fob.istc.ca>

-----  
On Friday, February 24, 1995 11:58, tdv94mhd wrote:

>-----

>Hi everyone..I've got a question (maybe silly but...)..

>

>I'm trying to make an pool-ball an add a texture of a digit, lets say  
>'3' with a white circle around it..But when I try to do that the brush  
looks  
>very distorted. It doesn't look like a digit mapped on a ball..

If you are doing a wrap -x, wrap -z, make your brush a lot bigger with the  
number and white circle centered. Think of your brush as a piece of paper,  
you want enough blank paper around the number and circle to be able to wrap  
it completely around the ball.

The easier way, however is simply to do flat-x, flat-z, since the number and  
circle don't need to wrap around the ball it gives a pretty good result.

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**1.430 MSG-427 Subject: Object attributes (Imagine).**

Subject: Object attributes (Imagine).  
Date: Saturday, 25 February 1995 01:57:18  
From: Shane Davison <davis@cs.uregina.ca>

---

Ok, there's been little interest in an object attribute collection so I guess I'll just throw something together for my own use. Perhaps there's already lots of attributes floating around and everyone has them already. If so, please let me know where I can find them (I've checked the usual places). I still have some free time before school gets demanding again so if anyone has any ideas for another similar project, please let me know. Is there something you guys have always wanted but didn't have the time to do ?

--  
Shane Davison (tsml)  
davis@cs.uregina.ca

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**1.431 MSG-428 Subject: Re: Imagine wishlist**

Subject: Re: Imagine wishlist  
Date: Saturday, 25 February 1995 02:23:45  
From: Roger Straub <straub@csn.org>

---

On Wed, 22 Feb 1995, Randy R. Wall wrote:

>  
> Maybe I'm missing something as far as the Shft gadget goes, (Please  
> enlighten me if so), but it would be nice to press it and be able to go  
> around selecting multiple point, faces, edges, etc.. without ever worrying  
> about pressing the shift key..  
>  
> If its going to sit there and take a gadget, then the least Impulse could  
> do is make it work..Unless of course it does work and its just one of them  
> things I didn't play with enough.  
>

---

Well, it's one of them things =) The Shft button is used when you want to move, scale, or rotate just an object's axis. Normally you would depress the shift key on the keyboard and type an 'M,' or press the button on the screen.

> =RRW=  
>  
>

See ya,  
Roger

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### 1.432 MSG-429 Subject: Re: Imagine WWW site

Subject: Re: Imagine WWW site  
Date: Saturday, 25 February 1995 02:24:33  
From: Roger Straub <straub@csn.org>

-----  
On Wed, 22 Feb 1995, Randy R. Wall wrote:

>  
> Well, thats 3 for JPEG, 0 for all others, if you have a prefrence make it  
> known while I'm taking count.. You can reply privately to me at:  
>  
> "Randy R. Wall" <rrw@ecst.csuchico.edu>  
>  
> or voice your opinion on the IML if you wish.

Just as an afterthought, does anyone know where I could find the JPEG  
DataType for use with AmigaDOS 3.1? I would recommend including this for  
use with the IMTGuide, as MultiView can use it w/o an external viewer.

>  
> =RRW=  
>  
>

See ya,  
Roger

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---

**1.433 MSG-430 Subject: 3.2 is here!**

Subject: 3.2 is here!  
Date: Saturday, 25 February 1995 03:00:10  
From: ThreeDTV@aol.com

---

I just had to be the first with this news. How 'bout adjustable screen resolutions? 800x600,768x1024,etc. Also 25 attribute/brushmap/texture presets that you can instantly apply with out going into the attribute requester. 32 shades of grey for backdrops in any window. Slider bar in the animation requester. new effect and texture. a ton of bug fixes and more. Happy Imagineering to all!  
(ps Impulse definitely is trying to get to 3.3 by March/April with ver 4.0 by May.....at least their trying)

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**1.434 MSG-431 Subject: Trouble w/final anim rendering**

Subject: Trouble w/final anim rendering  
Date: Saturday, 25 February 1995 06:32:39  
From: dougliu@netcom.com (Doug Liu)

---

in the stage editor, my animation runs well in wireframe mode, and each frame can be quickrendered into an appropriate image. however, when i enter the project editor, select the range of frames, and "make" the animation, the output becomes a series of images of my global background, rather than my animation imposed on the global background.

does anyone know how to fix this?  
any help would be greatly appreciated.

dougliu@netcom.com

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**1.435 MSG-432 Subject: Trouble applying brush maps**

---

Subject: Trouble applying brush maps  
 Date: Saturday, 25 February 1995 08:31:19  
 From: Charles Blaquiere <blaq@io.org>

----- Forwarded message -----  
 From: Manjit Bedi <a13321@giant.mindlink.net>

The map is rendering but the image is distorting.  
 The edges of the texture map are getting stretched  
 out. I have applied the map with flat X and wrap Z  
 as the settings. The map is applied to lower part  
 of the bottle where it is basically a cylinder.

-----  
 If there's distortion at the edges, I'll bet you that you're using  
 FlatX/FlatZ, not WrapZ. Please double-check. In addition, I have created  
 a rudimentary bottle, properly wrapped with a simple DPaint label. The  
 label can help you visualize how its edges meet when you reach the +Y  
 brush axis. I'm sending you the bottle and brush, UUencoded, in E-mail.

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### 1.436 MSG-433 Subject: Re: Pool-balls

Subject: Re: Pool-balls  
 Date: Saturday, 25 February 1995 09:29:19  
 From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> I'm trying to make an pool-ball an add a texture of a digit, lets say  
 > '3' with a white circle around it..But when I try to do that the brush looks  
 > very distorted. It doesn't look like a digit mapped on a ball..  
 >  
 > Please tell me what I'm doing wrong...

Well if your wrapping it at all this would cause a problem for such a  
 simple wrap. I would apply it as a flat wrap. Also you need to position  
 the map corectly too. Something like this:

```

      z
      |
      |-----
-----/|----- \
|   | |   | | - ball

```

```

      | | | |
      | | | |
      | | | |
      | | -----x|
brush  | \_____|/
wrap - |
      |
      |
      |
      |_____|

```

Also make sure that the Y axis only stretches as far as the center of the ball from the right view. otherwise it will show up on the back side as well.

This should do the trick.

=RRW=

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### 1.437 MSG-434 Subject: Re: Imagine wishlist

Subject: Re: Imagine wishlist  
Date: Saturday, 25 February 1995 09:42:43  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

---

> > Maybe I'm missing something as far as the Shft gadget goes, (Please  
> > enlighten me if so), but it would be nice to press it and be able to go  
> > around selecting multiple point, faces, edges, etc.. without ever worrying  
> > about pressing the shift key..  
> >  
> > If its going to sit there and take a gadget, then the least Impulse could  
> > do is make it work..Unless of course it does work and its just one of them  
> > things I didn't play with enough.  
> >  
> >  
> Well, it's one of them things =) The Shft button is used when you want to  
> move, scale, or rotate just an object's axis. Normally you would depress  
> the shift key on the keyboard and type an 'M,' or press the button on the  
> screen.

Hehehee,

Now that you mention it, I seem to recall someone at a user group meeting using it for that.. I guess I forgot about it and just never got into using it myself. I do think it would be nice to have it implemented for everything.

---

Thanks Roger,

=RRW=

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## 1.438 MSG-435 Subject: Re: Imagine TIF's

Subject: Re: Imagine TIF's  
Date: Saturday, 25 February 1995 14:30:19  
From: ROB NEILL <robn@cerebus.ozemail.com.au>

-----  
>Reply to message text:

> From: RICHMERR@ix.netcom.com (Ronald Merritt)

>Greetings,

> I need to get my Imagine 24 bit TIFF's from my PC to a MAC. Does  
>anybody know what I should use to get the MAC to read my PC disk?

Sure, we have a little program called PC exchange on our macs at school.  
It just sits in the background and reads the PC disk like a Mac disk. I'll find  
out  
if its a commercial program or not. If its not I'll send it to you if you like.

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---

**1.439 MSG-436 Subject: Re[1]: Windows NT Version?**

Subject: Re[1]: Windows NT Version?  
Date: Saturday, 25 February 1995 15:19:39  
From: ROB NEILL <robn@cerebus.ozemail.com.au>

-----  
Reply to message text:

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

>  
>  
> Does anybody know if there is a Windows NT version of Imagine (for use in  
> DEC Alpha PC)?  
>  
> Thanks  
>  
> Martin  
>  
>  
>Impulse has suggested that they "might" do an NT version of Imagine as opposed  
>to an OS/2 or windoz version. This is probably in the gedanken stage, if at  
>all.  
>They are, of course, working on several things, and it wouldn't suprise me if  
>they have some sort of NT product in the wings.

Hey cool. If they did an NT version would it only work with the Intel version  
of NT,  
or could I run it like on a Raptor (per chance I get one :)

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**1.440 MSG-437 Subject: Error: Loop in obj. Depend?**

Subject: Error: Loop in obj. Depend?

---

Date: Saturday, 25 February 1995 20:56:29  
From: amadaeus@ccwf.cc.utexas.edu

---

Has anyone ever encountered this problem?

My situation involved 3 objects: a camera, a path, and an axis.

The camera's position is independent of the other two objects.  
The path's alignment tracks the camera's position.  
The axis moves along the path.  
The camera's alignment tracks the axis's position.

Imagine 2.0 doesn't seem to like this. But logically speaking, no ambiguity should exist. Right? When an object's alignment is set to "track to object", the only necessary information required about the object to be tracked is its position, correct? If that be the case, then I don't understand why imagine is buggin' on me. It seems as if imagine's loop-detecting routine is a little trigger happy.

Ultimately, I'm trying to use this configuration to move the camera in such a way that I can easily control the location of the subject in the camera's field of vision. The subject, which is neither the path nor the axis, is initially in the center of the image. After moving the camera along a path, the subject will finally be in the center of the image, but will appear smaller because the camera is now farther away. However, if I set the camera's alignment to 'track' the subject, then the subject stays in the center of the image for the duration. This won't do. I want the position of the subject to move along a vertical path \*in the image\*. To do this requires either the earlier set-up, using a straight-line path, or some kind of path with a static alignment and a shape modified to compensate for the changing reflection of the path onto the image plane. I think it would be very difficult to understand what this path would have to look like, so I'm kind of frustrated at the prospect of having to do this. Does anyone have any other suggestions?

Chris

P.S. I'm in the process of resubscribing to the Imagine List, and I am not yet receiving its messages, so if duplicates of all replies could be mailed to my address (amadaeus@ccwf.cc.utexas.edu), I would appreciate it.

Errg...if only there was a way to create a path smooth path like:

and at X point in time I want the object HERE and at Y point in time I want it THERE and at Z point in time.... Kinda like Lightwave's Key Framing w/non-linear interpolation.

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**1.441 MSG-438 Subject: Re: Trouble w/final anim rendering**

Subject: Re: Trouble w/final anim rendering  
Date: Saturday, 25 February 1995 21:06:30  
From: Mike McCool <mikemcoo@efn.org>

-----  
Hey Doug,

That's a puzzler. The only obvious thing I can think of is that all your objects are outside 'the world.' In raytrace mode, the world size is something I had to get used to. Things show up in scanline, but disappear from the raytraced image. Weird. Check your world size.

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**1.442 MSG-439 Subject: Re: 3.2 is here!**

Subject: Re: 3.2 is here!  
Date: Saturday, 25 February 1995 22:20:49  
From: "Steve J. Lombardi" <stlombo@eos.acm.rpi.edu>

-----  
>  
> I just had to be the first with this news. How 'bout adjustable screen  
> resolutions? 800x600,768x1024,etc. Also 25 attribute/brushmap/texture presets  
> that you can instantly apply with out going into the attribute requester. 32

Are these resolutions hardcoded, or user adjustable.

> shades of grey for backdrops in any window. Slider bar in the animation  
> requester. new effect and texture. a ton of bug fixes and more. Happy

What is the animation requestor? Do you mean the playback requestor?

> (ps Impulse definitely is trying to get to 3.3 by March/April with ver 4.0 by  
> May.....at least their trying)  
>

More! More! Tell us more! I'm sure you are wrapped up in the new program,  
so how about a brief feature list for those of us who just can't wait.

-Is there any Macro support either via Arexx or an impulse specific method?

-Dragable/stretchable action bars? Action bars in the Stage?

---

Well, these would be a few of my favorite things, but let us know anything you can in terms of new features and capabilities. thanks.

--

steve lombardi  
stlombo@acm.rpi.edu

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### 1.443 MSG-440 Subject: Re: Trouble w/final anim rendering

Subject: Re: Trouble w/final anim rendering  
Date: Sat 25 Feb 19:06:30 1995:00  
From: Mike McCool <mikemcoo@efn.org>

-----  
Hey Doug,

That's a puzzler. The only obvious thing I can think of is that all your objects are outside 'the world.' In raytrace mode, the world size is something I had to get used to. Things show up in scanline, but disappear from the raytraced image. Weird. Check your world size.

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### 1.444 MSG-441 Subject: Final anim rend solution

Subject: Final anim rend solution  
Date: Sunday, 26 February 1995 03:56:17  
From: dougliu@netcom.com (Doug Liu)

-----  
i started over from scratch, and the rendering problem was resolved. thanks for the suggestions

dougliu@netcom.com

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---

**1.445 MSG-442 Subject: Underwater**

Subject: Underwater  
Date: Sunday, 26 February 1995 04:22:57  
From: El Guapo! <fubar@netcom.com>

---

I want to do an under water scene, with the the shadows of waves above projected through the scene. I think this has to do with "caustic" effects, and imagine 3.0 has a caustic lite texture that I can't get to have much effect. (and I can't find mention of it anywhere in the docs)

Will the caustic lite texture do this? And if not is there a way of faking it?

Thanks in advance.  
Cris. {fubar@netcom.com}

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**1.446 MSG-443 Subject: Re: Trouble w/final anim rendering**

Subject: Re: Trouble w/final anim rendering  
Date: Sunday, 26 February 1995 08:00:21  
From: Charles Blaquiere <blaq@io.org>

---

> From: Mike McCool <mikemcoo@efn.org>

> In raytrace mode, the world size is something I had to get used to.

Better yet, set your world size to 0,0,0 for automatic sizing, and you'll never have to worry about it again. (Until you start a new project, of course)

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**1.447 MSG-444 Subject: Underwater**

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Subject: Underwater  
Date: Sunday, 26 February 1995 08:56:54  
From: Charles Blaquiere <blaq@io.org>

---

> From: El Guapo! <fubar@netcom.com>

> I want to do an under water scene, with the the shadows  
> of waves above projected through the scene. I think this  
> has to do with "caustic" effects, and imagine 3.0 has a  
> caustic lite texture that I can't get to have much effect.  
> (and I can't find mention of it anywhere in the docs)  
>  
> Will the caustic lite texture do this? And if not is there  
> a way of faking it?

---

Here are two answers, one from me and one from CompuServe. My suggestion is to take a semitransparent plane and add a texture, like Wormvein, with the texture filter at 100%. Place the plane under your sun and trace; anything under the plane will be lit by swirls of light and shadow.

By the way, I never did find the Caustics and Purphaze textures. Can anybody refresh my memory?

Finally, the CompuServe answer.

---

#: 84774 S4/Impulse  
20-Jun-94 17:11:13  
Sb: #caustic texture  
Fm: David Hofmann 100112,3243

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## 1.448 MSG-445 Subject: Re: Underwater

Subject: Re: Underwater  
Date: Sunday, 26 February 1995 17:16:51  
From: Jerome Bellocq <Jerome.Bellocq@emi.u-bordeaux.fr>

---

> From: El Guapo! <fubar@netcom.com>  
> Subject: Underwater

---

> I want to do an under water scene, with the the shadows  
> of waves above projected through the scene. I think this  
> has to do with "caustic" effects, and imagine 3.0 has a  
> caustic lite texture that I can't get to have much effect.  
> (and I can't find mention of it anywhere in the docs)

Hi,

I made such an effect using a light source in a sphere.  
The sphere has got a 'wrinkles' texture on and a 'transparent'  
texture. (I'm not sure of the name of the later : it's the one  
that converts a color into transparency.) This works fine.

Jerome

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### 1.449 MSG-446 Subject: Loop in object depend.

Subject: Loop in object depend.  
Date: Monday, 27 February 1995 07:31:23  
From: mrivers@tbag.tscs.com (Mike Rivers)

---

A> Has anyone ever encountered this problem?

Well now I have :)

solution:

Add another Axis, call it FakeCamera.

In the action editor, some how copy only the Postion bar for  
the camera to FakeCamera's action bar.

And then have the Path track FakeCamera.

If you have a complicated position bar for the camera, and  
you're runn'n Imagine 2, your gonna have some fun!  
Would be pretty easy if you have 3.0 though.

---

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

---

A4000/060/90mhz WOW! this is fast.  
140 Mips 50 Mflops.

---

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### 1.450 MSG-447 Subject: Windows NT

Subject: Windows NT  
Date: Monday, 27 February 1995 07:52:26  
From: mdrivers@tbag.tscs.com (Mike Rivers)

-----  
RN> Hey cool. If they did an NT version would it only work with the Intel  
RN> version  
RN> of NT,  
RN> or could I run it like on a Raptor (per chance I get one :)

I wouldn't get my hopes up, seeing as they can't take advantage  
of the 5 year old 'new' features of AmigaDos 2.0 on the  
platform they've had the most time 'developing' for.  
I wouldn't be suprised if their machines still run AmigaDos1.3  
or even earlier.

So what's new in 3.2?

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

A4000/060/90mhz WOW! this is fast.  
140 Mips 50 Mflops.

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### 1.451 MSG-448 Subject: Imagine Wishlist

Subject: Imagine Wishlist  
Date: Monday, 27 February 1995 08:21:56  
From: mdrivers@tbag.tscs.com (Mike Rivers)

-----  
Well , here's my wishlist. Or should I say requirement list,  
as I don't see me upgrading without these "features".  
-----

1. Preloaded objects when a project is opened.
2. Real time Stage, go's with #1. and a slider for the frame, instead of that stupid requester that I have to type the frame number into. So unintuitive.
3. A decent lens flare, not the rock'n 'n jerk'n thing that came with 3.0.
  - And/Or -
  - visible light beams, that work correctly (ie. spot light beams won't go through objects).
4. Ability to move children objects in the stage editor (as per the noiseletter for version 3.0, anyone remeber?)

Also things that would also be nice:

Visible Edges, and Points (ala LightWave),

True brightness maps.

Real-time bones.

Do away with requesters that simply ask for a number (brush/texture priority, frame numbers etc.) and replace them with a slider or appropriate gadget.

A visible path with frame markers on it for each object in the stage editor (again a'la LW)

motion graphics, hieracry controls, pop up action bars in the stage, sound, enhanced forms editor, macros. (whow. these sound famaliar or what???)

And possibly, if all the moons of Jupiter are aligned, a Workbench 2 or 3 interface. Ofcoure a Windows (or OS/2?) interface for all you PC folks.

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

```

A4000/060/90mhz WOW! this is fast.
      140 Mips  50 Mflops.
```

```

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```

## 1.452 MSG-449 Subject: Re: 3.2 is here!

Subject: Re: 3.2 is here!  
 Date: Monday, 27 February 1995 16:09:20  
 From: William Eric Donoho <donoho@iglou.com>

-----

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

- \* Bug fixes. Yeah!
- \* New screen resolutions: 800x600,1024x768,1280x1024. All by 4 or 8 bit color. The modes are not programmable. To change res, you have to quit imagine. Also, these modes only work with a vesa compliant architecture. Impulse claims you won't see a difference in the interface between 4 and 8 bit planes. They suggest you'll see it in the backdrop images. Next point ...
- \* Backdrop images in the tri-view. In 256 color mode, you'll see 32 levels of grey.
- \* Animation playback tool: Basically impulse has added a slide bar to the anim playback... instead of having to use "stop", "forward", "back", etc.
- \* chaser texture (have not used yet)
- \* shredder effect --- have not used yet either, but is described to be similar to "explode", except that sub-groups or grouped objects stay may be kept intact. Also, lock states apply! Yeah! Lock the texture the the explosion!
- \* Quick attributes. Basically this is a user-configurable set of 25 quick attributes that can be applied to an object with only ... umm...  
... three mouse clicks?

That's all I can remember right off.

Eric Donoho | "Let's go to burger king and get  
Louisville, KY USA | a chicken sandwich!"  
donoho@iglou.com

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## 1.453 MSG-450 Subject: Re: Loop:in obj...

Subject: Re: Loop:in obj...  
Date: Monday, 27 February 1995 16:37:31  
From: gregory denby <gdenby@twain.helios.nd.edu>

---

I'm not sure I'm visualizing your scene correctly, but let me make a few guesses. I'm not sure why you would want to align a path to a camera. My experience is that the path axis would then maintain a constant relation to the attitude of the camera, which would mean that as the camera moved to track the object on the path, the path would shift position to re-align to the camera, which would re-align to the object, etc etc. I'd

---

make a separate alignment system for that camera, so the camera could pan across a background (in which one sees the moving object) and then freeze, while the object continues along in front of the camera while following its own path.

Hope this helps, getting the camera to point just right in a moving situation always seems a bit hit or miss.

Greg Denby  
(can't wait for 3.2 at my door, pant pant.....)  
gdenby@darwin.helios.nd.edu

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### 1.454 MSG-451 Subject: Re: 3.2 is here!

Subject: Re: 3.2 is here!  
Date: Monday, 27 February 1995 20:40:18  
From: changc9@rpi.edu (Cedric Georges Chang)

-----  
On Feb 27, 8:13am, William Eric Donoho wrote:

> \* New screen resolutions: 800x600,1024x768,1280x1024. All by 4 or 8 bit  
> color. The modes are not programmable. To chnage res, you have to  
> quit imagine. Also, these modes only work with a vesa compliant  
> architecture. Impulse claims you won't see a difference in the interface

Does anyone know if the Amiga and PC versions of v3.2 are shipping at the same time? Could the first person with the Amiga version please confirm that it uses the screenmode database. I'd hate to have to buy a PC in order to get a high-res version of Imagine working without screen refresh problems.

Speaking of high-res Imagine problems, I can confirm that the demo version of the CyberGraphics WB Emulator for various graphics cards has the same screen refresh problems with Imagine that EGS does. I used the cybershare4040 file found on Aminet with my Piccolo graphics card. Oh well, maybe EGS 7.2 will solve the problem, or maybe Impulse will get their act together and allow for the option of system friendly graphics calls. For now, I have to keep hitting the right-amiga-R key every few seconds.

Cedric

--

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

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## 1.455 MSG-452 Subject: Re: Re[1]: Windows NT Version?

Subject: Re: Re[1]: Windows NT Version?  
Date: Monday, 27 February 1995 21:01:46  
From: Douglas Rudd <rudd@plk.af.mil>

<Snip>

> Hey cool. If they did an NT version would it only work with the Intel version  
> of NT,  
> or could I run it like on a Raptor (per chance I get one :)  
>  
>

You know it! There is some really neat stuff showing up in NT: LightWave, Real 3D, and who knows. If you could run these on a DEC Alpha class machine, it would be to the Pentium as the Pentium is to an 8088. On the down side, there is little else you could do with that machine. Perhaps a ShaBLAMM! card? Then you could scream on rendering, and drop out of warp to do the other stuff.

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

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

Doug Rudd  
rudd@plk.af.mil

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

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

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## 1.456 MSG-453 Subject: FTP uploads

Subject: FTP uploads  
Date: Tuesday, 28 February 1995 00:54:17  
From: Andy <A.G.Thomas@durham.ac.uk>

-----

I have an object which I'd like to upload onto a FTP site. It's of an Oberth class Star Trek ship (like Grissom in STIII). Basically I'm wondering if it needs to be absolutely right before I upload it? It's as close as I can get it without using a model as a base to work from, so is it OK to upload it and allow other people to add to/alter it as they wish because it's not perfect? Also, would it be OK to put up a small animation of it doing a fly-by? If anyone could actually post instructions for uploading it to a given FTP site that would be greatly appreciated.

-----

/                   A.G.Thomas@durham.ac.uk                   \  
/                    "To boldly go where no-one has gone before..."       \  
-----

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## 1.457   MSG-454 Subject: Realistic static

Subject: Realistic static  
Date:     Tuesday, 28 February 1995 04:47:27  
From:     kxsl56@psu.edu (Kaspar Stromme)

-----

Does anybody have any good ideas how to emulate a television set in the AM hours ? :)  
My digitizer won't touch the stuff, since it's not a real signal...  
I'd hate to try to make brushmaps of the stuff, there must be an easier way?

-----

|                      |                           |
|----------------------|---------------------------|
| Kaspar Stromme       | 40mhz68030/'882;9MB;340MB |
| kxsl56@email.psu.edu | DCTV true-color system    |

PC-MAC = PoliticalCorrect-MindAbsentComputing

-----

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**1.458 MSG-455 Subject: Realistic static**

Subject: Realistic static  
Date: Tuesday, 28 February 1995 07:08:43  
From: Charles Blaquiere <blaq@io.org>

---

> From: Kaspar Stromme <kxsl56@psu.edu>

> Does anybody have any good ideas how to emulate a television set  
> in the AM hours ? :)  
> My digitizer won't touch the stuff, since it's not a real signal...  
> I'd hate to try to make brushmaps of the stuff, there must be an  
> easier way?

I don't see why creating a 16-frame animation in DPaint would be that hard. Set your palette to a single greyscale range. Pick a large airbrush. Select "Cycle" mode. Cover the screen with dots. You'll get totally random static. Repeat the process over 16 frames.

If you have rendering time to burn, use a texture instead of a precalculated brushmap, by adding a noise texture with ludicrously small scale values.

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**1.459 MSG-456 Subject: Info from CI\$.**

Subject: Info from CI\$.  
Date: Tuesday, 28 February 1995 08:31:20  
From: Shane Davison <daviso@cs.uregina.ca>

---

Hi all,

There was a request for a confirmation about receiving the Amiga version of `_Imagine_ 3.2`. Well, it looks like it won't happen for a few days. The word on Compuserve is that the Amiga version is delayed for another week or so pending a few remaining problems with certain Amy video cards.

Another little tidbit from CIS: you know how you go to check an objects geometry with the 'Check Obj' function in the Detail Editor and then you grimace with the thought of how you spent 3 hours last time clicking on the OK button until

---

you finally rebooted the machine losing all that unsaved work ? Well, GreG t., discovered that pressing left-ALT-v is the same as clicking on the OK button so you can hold down this key-combo and (hopefully) fly-through all those error messages. It has something to do with maintaining key-compatibility with Amiga programs. And, yes, I agree that there should still be a 'Cancel' button.

Regards,

--

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

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## 1.460 MSG-457 Subject: Re: Realistic static

Subject: Re: Realistic static  
Date: Tuesday, 28 February 1995 08:54:27  
From: "Anime a day..." <b7655@hopi.dtcc.edu>

-----  
On Mon, 27 Feb 1995, Kaspar Stromme wrote:

> Does anybody have any good ideas how to emulate a television set > in  
the AM hours ? :) > My digitizer won't touch the stuff, since it's not a  
real signal... > I'd hate to try to make brushmaps of the stuff, there  
must be an > easier way?

Get out Brilliance and do about 4 or 5 frames of static and you should  
have some good results. Just a couple stencils on top of some gradient  
fills and you should be on the right track.. you can still put anim brushes  
on Imagine righth?? I remember doing something like that in 1.0 a long  
time ago.. I have 3.0 but am waiting to get 3.2 for the new screen modes..

Can anyone tell me if you can force a 896x612 screen .. I saw that 800x600  
was an option but with the overscan I make mine stretch to the larger  
size..

Thanks

Bill

>

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**1.461 MSG-458 Subject: Re: FTP uploads**

Subject: Re: FTP uploads  
Date: Tuesday, 28 February 1995 11:04:50  
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

---

Hello Andy,

>I have an object which I'd like to upload onto a FTP site. It's of an  
>Oberth class Star Trek ship (like Grissom in STIII). Basically I'm  
>wondering if it needs to be absolutely right before I upload it? It's as  
>close as I can get it without using a model as a base to work from, so is  
>it OK to upload it and allow other people to add to/alter it as they wish  
>because it's not perfect?

I don't think any model is absolutely perfect unless it is a perfect copy  
right down to the nuts and bolts.

If anyone is allowed to modify and re upload your object is up to you to  
decide, just place a copyright notice in the readme stating that this or that  
is allowed/not allowed.

>Also, would it be OK to put up a small animation of it doing a fly-by? If  
>anyone could actually post instructions for uploading it to a given FTP site  
>that would be greatly appreciated.

There are anims on Aminet of ~3MB but also small ones. Try to fit it on a  
floppy so that everyone can download it and take it easily home :)

Now there is only one point left and that is: are you working on a PC or on  
an Amiga. You might in both cases upload the animation and model to Aminet  
or/and to Simtel. I don't know if Simtel has an animation/objects section but  
Aminet has for sure.

You can get upload instruction by ftp'ing to one of the Aminet sites and  
retrieving the text from either the pub/aminet dir or from pub/aminet/new dir  
Try one of the following Aminet sites:

|                      |                                            |
|----------------------|--------------------------------------------|
| ftp.doc.ic.ac.uk     | 'Doesn't have a 'new' dir as far as I know |
| ftp.uni-paderborn.de | 'Quite busy, try before 0900 CET           |
| ftp.luth.se          | 'Quite responsive all the time             |

most Aminet mirrors do have an symbolic link to the directory which can be  
found by typing: cd /pub/aminet

On how to upload to Simtel I can't tell you.

Greetings Joop

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**1.462 MSG-459 Subject: Caustic lite texture**



Subject: Imagine crashes  
Date: Wednesday, 01 March 1995 06:41:26  
From: peter.borcherds@beect.iaccess.za (Peter Borcherds)

---

Hi there

I am busy modeling a lamp with Imagine 3.0. I have done most of it already (base, neck, and shade), and am presently trying to add bones to the neck.

The neck consists of +- 50 sections, and from what I understand of bones, I need an axis for each section. However, once I have added the axes, and have joined them all hierarchically, I try to save the object. This is when Imagine crashes.

The problem is not memory - I still have +- 6mb left, and bones have always worked successfully before on other models I have made.

Is there a limit to the number of axes I can use or is there a bug in Imagine that I don't know about ?

Any ideas, guys ?

Thanks in advance

Peter Borcherds

peter.borcherds@beect.iaccess.za

\* AmyBW v2.11 \*  
... Help! I've fallen and I can't get down! - James Brown

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## 1.465 MSG-462 Subject: Sway

Subject: Sway  
Date: Wednesday, 01 March 1995 09:54:06  
From: m.rubin9@genie.geis.com

---

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

Jon Rubin

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