CAM Index - Amigaguide Version

	COLLABORATORS		
	TITLE : CAM Index - Amigaguide Version		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		September 4, 2024	

	REVISION HISTORY		
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

CAM Index - Amigaguide Version

1.1   Images

CAM #1 Images

Hi-Res: StarDestroyer, Robot Arm, Kodak, Jinx.
Low-res: Gorilla, PencilGraph, Ninja, Porsche, Tiga, raytrace, Yoda,
          Y-wing.
Medium Res: Saber
HAM: Checker, Glass Orbs, Wood Machine, Room, Face.

Unpack

CAM #5 Images

Middle-ages CAM tribute.

Unpack

CAM #9 Images, Animations

Images: Anenomae 3, Breakthrough 2, Cubola 2, Geoscape, Landscape 2,
         Reflecting Balls.

Aegis Animations: Juggler, Rain.

Unpack

CAM #12 Images Classiques

Renoir: Etude, The Ball, Girl&Cat, Sleeping, Dancer.
Caillebotte: Soldier, Sculls, Paris St.
Cezanne: Head, DanceClass, StillLife.
Seurat: Sunday, Ship.
Monet: TrainStation, Luncheon, Sunflowers, Promenade.

Signac: Windmill.
Cassat: Children.
Degas: Cabaret.
Zandomeneg: Portrait.
Manet: The Railroad.

Unpack

CAM #20 Images

Avion, Mirror, Femme, Football, FractalMountain, Marble, PH.rouge,
Planets & Destroyers, Toucan, Vogue.

Unpack

CAM #27 Images

Brassai, Dunes, Monument-Valley, Moonrise over Hernandez, Mormon
temple, Trembles, Yosemite. Also, Japanesque stills.

Unpack

CAM #31 Images

Avion, CD-I, Chat, Douroucouli, Fonderie, Harlequin, Hibou, Newave1,
Perroquet, Poisson, Spock.

Unpack

CAM #34 Images

Africa, Calao, Gibbon, Newave 2, Newave 3, Poisson 4, SDI, Splash!,
Toucan.

Unpack

CAM #39 Images

Attack, Bilbo, Bilbo2, Caught, Crash, Crystal, Ferry, Garion, Goblin,
Pharoh, Pirate, Sherpa, Smaug, Smaug2, Sportster, Starship, Trolls,
Venture, Warlock, Wizard.

Unpack

CAM #50 Images

Crystal Space, E-Space, Moebius Guru, Jedi Scene, Lion, Macgirl,
Marais, Meistro, Noid, Ondine, Regard, Rocker, Still Life, Trinity.

Unpack

CAM #52 Images

16 Hand Draw pictures: Amazingcover, Apple.pic, Balconys.pic,
Bathroom.pic, Bear, Bedroom.pic, City.pic, Crash, Ear, Face1.pic,
Fantasia, News3, Preview, Probe, Studio.pic, Walker.

Unpack

CAM #55 Images

13 Mathematically generated pictures: Arrow, Beach, Hermes3, Jewels,
Madonna, Mcontour, Opening, Pebbles, Rock, Violin, Vitrescence,
Volcano, Warped, Water.

Unpack

CAM #61 Images

12 Hand Draw pictures: AmigaWorld, Baldeagle, DiskGlass, Greenslade,
Jimmy, Legends, Match, Model, Modes, Myray.ilbm, Strawberry,
Watch-works

Unpack

CAM #68 Images

13 misc pictures: ATAT, Dragon, Ducklings, Ferrari, ImLate, Jackson,
Jumbodog, Liquid_Light, Photo_2, Photo_4, Terra-Firma, Torso1.pic,
Voyageurs.

Unpack

CAM #78 Images

7 Fantasy pics: Blue_dragon, Defender_Ad, Dragons_hoard, Hatchling,
Lord_and_lady, Pisces, Raise_devil.

Unpack

CAM #82 Images photographiques

17 Ham lo-res Digital pictures: JungleFever, Natassia, NeWave10,
NeWave11, NeWave12, NeWave13, NeWave14, NeWave15, NeWave16, NeWave17,
NeWave18, NeWave19, NeWave20, NeWave21, NeWave22, Pierrot1, Pierrot2.

Unpack

CAM #86a&b Newtek DemoReel 1

DemoReel1

Unpack disk A

Unpack disk B

CAM #91 Images Ray tracing

10 ray trace pics: AmiApple, CrystalBall, EmeraldCity, Rings, runner,
SPIDR2, swinger2, thinker, uni, WHIM.

Unpack

CAM #96 Images

21 misc pictures:

aero2, Airbrush.HAM, Auburn33.pic, baby.1, bluep.iff, cottage, desert2,
fantasy_rider, flpjksofa, garden, lookout, master, mouse, pic9, quest,
Roland, script, SexyRobot, SPY-III, The.Dragon, Virus.pic.

Unpack

CAM #99 Images

15 animals digitized pictures:

coccinelle,Fennec2, Gorille, grenouille, grenouille2, iiwi, lions,
Masai_bird, papillon1, papillon2, singe1, singe2, Taon_du_boeuf,
tiger.hi, uakari.

Unpack

CAM #105 Images

11 misc pictures

Aegis, BackStage, BubbleVista, door2, Gramps.pic, lightbulb, Mickey,
Nazgul, Only_Amiga, Shadows, teapot, Author, NoCycle

Unpack

CAM #111 Images 3d

11 PageRender 3d pictures:

box, bugeye, Color_ring, elbows, eye, helicoils, links, redfern,
serpents, silver_rings, tubes.

Unpack

CAM #114 Images

21 Nagel pictures:

KRISTEN, nagel-120, Nagel-51, Nagel-70, Nagel-Duran, nagel-shades,
nagel14, nagel15, nagel16, nagel17, nagel18, nagel2, nagel3, nagel4,
no.1, no.2, no.3, no.4, no.5, rio, vampyre1.

Unpack

CAM #119 Images

12 misc Pictures:

airbrush, Alien_Fires, BetterTimes.HAM, car, conan, Crystal,
CubeMaster, dragonfly, gallery, tamiya, The-Ultimate-Sandbox,
The_Beatles.

Unpack

CAM #128 Images

24 misc Pictures:

aeg.race, amiba, ASTROBOY, castle, Deer, Diver, engine, FootBall,
Honda, Lotus, marlow, newwave5, P-51, Pepsi, sailboat, saucer_attack,
Shuttle, Slayer, SpaceShuttle, Thetimemachine, Titan, WoodWitch, WYWH,
YetAnotherSpaceShip.

Unpack

CAM #134 Images

13 pictures (Drawing & Rendering):

ArchWay, Beetle, C.Rose, ExCar, Formula, Jabberwock, Moebius,
mousetrap, NewWorld, PS2.Hi, Ranger, saturn, SilverLogo3.

Unpack

CAM #139 Images

8 pictures (Photo & drawning):

hamburger, LWest_Frog, malang, mandrill_hamhii, Ostfriesland, robot,
Tsechu, Wuppertal.

Unpack

CAM #147 Illustrations

10 Pictures from Japanese best illustrators:

Chien_Fantastique, Espadrilles, Goureau_Shading, Guide_To_West-Africa,
Japon_Historique, Napoleon's_Nose, Omega_Olympic_Chronograph,
Platypus_Prehistoricus, Robot_Surf, TrekCrew.

Unpack

CAM #154 Images (Photo)

13 Photographic Pictures:

Afrique, Aigrette, asie, ATuVuLaGrenouille, Cheval,
FarmerAtWorkTuscanyALomeo, RiceTerracePhilippinesHSund, route2.

Unpack

CAM #155a&b Illustrations

13 Pictures from Japanese best illustrators:

Fujii girl, Happy birthday Amiga, Kasugai, Kodama girl II, Marilyn,
Oiseau, Poissons, Saito Sunglasses, The lion game, The santaroga
barrier, The tar-aiym krang, Thorns, Wandering world.

Unpack disk A

Unpack disk B

CAM #175 Images Ray Trace

13 Ray Trace pictures:

ArchTrace, Bfast, Bike, Eye1, harmony, LiteHse, MTV1, PoolTbl, Snack, SpaceStation, Toys, VASE3, Wraps.

Unpack

CAM #186 Images Ray Trace

10 Ray Trace pictures:

ant, Apple7.pic, Camera.pic, Dice.pic, HotDog, MtnMist.pic, PLean, tspic.3, Violin.pic, WBench.pic.

Unpack

CAM #190 Images Ray Trace

12 Ray Trace pictures:

AllCaps, Column2, Combo, Graphis, Jet1, Jet2, Lamp, OddRoom, Sampl4, sample1, Sample2, sts3D.HAM.

Unpack

CAM #200 Images 3d

10 Pictures 3d:

Doors+Window, Dunes, LampPost, OptiksCopy, RedRm, Skeleton, stpauls1, TedTurnerWine, WoodLnd, X-29.1.

Unpack

CAM #205 Images 3d

8 Pictures 3d:

Award, Balloons1, Balloons2, Balloons4, Clas, IFLogo, Paint, SLogo.

Unpack

CAM #210 Images (dessins)

19 Pictures:

BLUE SHARK, brain4, Corsair, dolores, dragoncastle, drwfac, Encounter,
farmers, FLINTSTONE, FROG.LO, GOLF PLAYER, Lamborg, num, patterns,
pianokeys8, Roger, sharp, Space Ranger, taxi.

Unpack

CAM #219 Images 3d

11 Pictures 3d:

CX-1.image, escher2.pic, FutureCar.image, Glass&Chrome.image,
Klingons!.image, Pixar.image, SkyChess.image, Smart_Bee.image,
StarBattle.image, THE GREEN TOWER, TheBoings!.image.

Unpack

CAM #226a&b Images (Photos)

16 Digiview Pictures:

Amiga 3000, balicoco, CF, Danseuses Kand, Elephanteaux, Fruit_RBrown,
Girl_MSwitzer, Guru meditation, Jidai_Matsuri, Leopard, Phare de
Talaimannar, Phra Achana, Pirogues, Tennis_SCDean, Torii Miyajima,
wettiger.

Unpack disk A

Unpack disk B

CAM #235 Images 3d

8 images 3d:

Dragonpic, DRAIN, House1, House2.ILBM, Metro, Pict.Spheres, SINK,
spider.image.

Unpack

CAM #251 Images

15 Hand drawing pictures:

48ford, AMIGA2000, AmigaTrek, Amiga_Artist, Bengal.ham, Humphrey, Kick,
King, MicroKid, MrSulu, Papillon, QueenSpades, SeaShTL, Spuds, Thai
Girl.

Unpack

CAM #252a&b Images & Animation

9 images fantastiques:

Interlace, Lady.Otway, North.Light, Serpent, The.End, The.Tower, Title,
Treasure, VIKING, Charon

Unpack disk A

Unpack disk B

CAM #258 Images Ray Trace

8 RayTrace pictures:

AmiAD.oshl, COURTYARD, creation, Ghost.Sword, glass&ball, Grecian,
Nitelite, woodland2.

Unpack

CAM #293a&b Illustrations Autos & Avions

13 reproduction des maitres Japonais de l'illustration ayant pour thème
les tranports:

Car2_SaburoNoguchi, Car2_YasuhiroKawakami, Car3_SaburoNoguchi,
Car_FujineYano, Car_HidemiMatsumoto, Car_HideoHatsugai,
Car_SaburoNoguchi, Car_YasuhiroKawakami, illus1_YasuoEhira,
Moto2_YasuhiroKawakami, Moto_FujineYano, Moto_YasuhiroKawakami.

5 scanned pictures with an Eikonix 1435 35mm slide scanner hooked up to
a Sun Microsystems workstation. The images were scanned originally at
the full resolution of the scanner, 4096x2800 pixels at 36-bits per
pixel. Converted to HAM-mode high-res by Jonathan Hue.

Unpack disk A

Unpack disk B

CAM #297a&b Images Raytraces

anamorph, Curl.image, Gallery, Glass_Cube.image, HiTech,
Oval(solid_model), Sphere(R_trace), Sphere(solid_model), Stone(trace),
STONES(solid_model), roman, spilled, Urn, Winelite

MENZIES©.pics: Fe_O.1, Fe_O.2, Fe_O.3, Fe_O.4, Fe_O.5

Unpack disk A

Unpack disk B

CAM #319a&b NewTek Demo Reel #3

Unpack disk A

Unpack disk B

CAM #347a&b Images Ray Trace

8ball

This image uses a wide selection of Silver's features. Author: James
M. Shook

Ball

Turbo Silver picture of ball on a staircase. Author: James M. Shook

COLUMNS

A Ray-traced still called "COLUMNS©", Greek temple columns. Software:
TurboSilver_SV. Author: Stephen Menzies

Combat_inegal

Sculpt Ray trace picture of a combat of Q-tips vs Scorpion. Author:
R. Forcier

FACE

A mask modeled and rendered in Impulse's TurboSilver_SV (Solid model
mode with 3D wood texture). Author: Stephen Menzies

Hole.HAM

HOLE IN THE WALL was raytraced with Turbo Silver features a Medieval
land as seen through a gaping hole in a massive brick wall. This
picture has a great Fantasy Land look to it. Author: Richard Nichol

homage

Nuclear Mystical Portrait of Salvador Dali, appearing over the Calm of
Port Ligot, among his Elements". Software: Turbo Silver. Author:
Louis Markoya

Le_repos

Sculpt Ray trace picture of stylized bug on a stylized flower. Author:
R. Forcier

LITERAIN

Literain on a pond, in a close-up view with some rock. Software:
TurboSilver_SV (in solid model mode:28min w/ GVP 030/882). Author:
Stephen Menzies

MerciGDominguez

Sculpt Ray trace picture of stylized crab looking on a mirror ball.
Author: R. Forcier

Monument

Another surrealistic Dali oriented picture. Software: Turbo Silver.
Author: Louis Markoya

Protection

Sculpt Ray trace picture of stylized crab and stilized scorpion on a
checkerboard. Author: R. Forcier

Qualite

Sculpt Ray trace picture of a glass sphere ceramic object on a
checkerboard. Author: R. Forcier

RTLou

Louis Markoya psychedelic autoportrait. Software: Turbo Silver.
Author: Louis Markoya

silver.escher

This IFF painting is from an Animation sequence-in-progress and
represent an excellent example of Turbo Silver's powerful reflection
and refraction options. The single object is surrounded by six
"mirrors" and reflected to infinity. Each painting takes approx three
hours to create on an A2000 with GVP 030 card at 30 Mhz. Escher.BLDG
object from Antic's Architectural Design object disk. Converted to
TurboSilver object via InterChange by Syndesis. Author: John Rauh

Splash

The image was inspired by a well-known high-speed photograph of a
splash of milk taken by the pioneering scientific photographer Harold
Edgerton. The original photograph was taken in a small fraction of a
second...the ray-trace took a bit longer. Software: Turbo Silver.
Author: James M. Shook

Study

Study with flies and rhinoceros horns for "Hommage a Dali". Software:
Turbo Silver. Author: Louis Markoya

TurboFan

The separate 3D elements in this scene were created in Sculpt 3D and
converted to Silver format with InterChange from Syndesis. Several IFF
texture maps were used to create the textures on the objects in the

scene. In addition, Silver's built-in 'disturbed' texture was used for
the tubular object. The parameters for the texture were arrived at
through trial and error. I also adjusted the object's filter settings
to make it semi-transparent. The objects have a high specular value
with a low hardness setting. This produces soft, diffused highlights.
Two light sources with ambient light were used. The main light source
was slightly yellow and the second light source (creating the
highlights in the lower left) was given a bluish cast. Author: James
M. Shook

Unpack disk A

Unpack disk B

CAM #352 Fractales et mandelbrot

ContinousPotentialMethod

A program to compute mandelbrots via the Continous Potential Method, as
described in the book "The Science of Fractal Images" by H. O.
Pietgen and D. Saupe. It is used to make 3-dimensional pictures of
the mandelbrot set. This is a batch mode type program so several
images can be generated, one after the other, without any human
interaction. Includes source. Author: Lars Clausen

DistanceEstimatorMethod

A program to compute mandelbrots via the Distance Estimator Method, as
described in the book "The Science of Fractal Images" by H. O.
Pietgen and D. Saupe. It is used to make high resolution
black-and-white images. This is a batch mode type program so several
images can be generated, one after the other, without any human
interaction. Includes source. Author: Lars Clausen

IFS_v1.4

An Iterated Function System viewer which graphically displays iterated
function systems and allows the user to interactively create the affine
functions that define such systems. An IFS can represent complex
pictures very compactly. Simple IFSs can describe an infinite number
of different and interesting fractal displays. Includes a number of
displays that the author and others have discovered. Version 1.4,
includes source in C. Author: Glen Fullmer

Unpack

CAM #358a&b: SlideShow Illustrations

19 illustrations, 320x400 HAM, includes Mostra (no doc):

apocalypsenow, CardGameAtLaTour, DivingHelmet, Einstein_C.Consani,
Elephant_WNelson, Fish_DMann, KingLear, MistOfAvalon, Boat_B&MKlimt,
Flag_BShaw, FootPrint_JCiss, Ouakari_CZacharow, R.Giusti,

RayTrace_Ella, Rolleiflex_SCF ,Sega, Swan_MMontgomery,Violin_IGomez,
mooth

Unpack disk A

Unpack disk B

CAM #414a & b: Images ray tracing & dessins Slideshow

20 pictures - Raytracing and hand drawing: bryce castle, DETECTIVE,
Dirk, elcap2, FractalLand, norman, Pitch, roger, stymie, sunset,
alphatst, DICE, MandelMonument, StillLife, twodice4f, Ziggurat,
Lanterns, Marble, Still_Life.

Unpack disk A

Unpack disk B

CAM #437a&b: Fractals & Mandelbrot

Fractals_v2.1

A Fractal generator that generates many different types of fractals
based on the iteration of complex-valued formulas. The program can
generate the Mandelbrot and Julia sets, as well as the sets of more
unusual formulas such as lambda*COS(Z) and Newton-R. Version 2.1,
includes source and some sample creations. Author: Ronnie Johansson.

MandAnim_v1.1

A Mandelbrot Animation program that allows you to easily generate
series of lo- res/16-color pictures. Features full mouse and/or
keyboard operation, zooms, auto- save, high (cheat) speed, iconization,
etc. The generated pictures all remember their positions and settings
so they can be re-loaded. Version 1.1, binary only. Author: Ekke
Verheul.

MandelMountains_v2.1

A program that renders three-dimensional images of blowups of the
Mandelbrot set. Includes several example images. This is version 2.1.
The most significant enhancement for this version is that is is two to
three times faster due to inclusion of a specially tuned fixed point
arithmetic package. Shareware, binary only. Author: Mathias Ortmann

MandelPAUG_v2.0

This is a fully functional implementation of the MandFXP program.
Binary only, author:Bruce Dawson and Steve Larocque

PolySys

An extended version of the 0L-system (string rewriting) described in

The Science of Fractal Images (edited by Pietgen and Saupe). The basic
algorithm has been expanded and modified extensively, and looping
commands similiar to those found in other Turtle graphics systems
(Logo, etc) have been added. Support for three- dimensional drawing,
with perspective, is also included. Version 1.0, binary only. Author:
Terry Gintz

Mandel_v1.0

There are quite a few Mandelbrot programs for Amiga, perhaps to the
extent that I should have named my program "yamb" instead of "mandel".
(Yet Another MandelBrot). Include ASM sources, author: Hannu Helminen

Unpack disk A

Unpack disk B

CAM #482a&b: Images 3d

17 images 3d :

Blender, city, F15, office, tapedeck, temp, Office, PoolBalls,
DrinkingBird, Frump, Pianoroom, Ring, RXBubb, sciam2, Tammy3, TammyFaye

Unpack disk A

Unpack disk B

CAM #546a&b Images "Ray tracing"

EXPLODED_GARDEN

Very nice Imagine rendering of a garden scene...called Exploded Garden.
Rendering by Stephen Menzies.

MirrorRoom

Room with MirrorWindows Image rendered with Imagine, light & shadow
example 320x512 HAM (PAL interlace) Author: Juha Kallioinen

park

Image rendered with Imagine, brush 24 bits mapping example. Author:
Mark Thompson

Semi-Tractor

This is a picture of Semi-Tractor Imagine object. Author: Jim McInnis

SPIRAL

Room with SpiralStaircase picture rendered with Imagine. Author: Alan
Price

STATION

This is a fun picture of my almost completed space station object.
There is slightly more detail than what you see here: you can actually
go "into" an airlock and see little features. The actual interior is
not built, though, and I don't think I'm going to do it without a very
good reason. The diamond stars were very simple objects, NOT generated
by Imagine's star density command. Author: Steve Worley

Bowling

Ray trace bowling picture by Richard Nichol

AlienChessboard

This "alien" chessboard scene was created on an accellerated Amiga
computer and rendered in 2.75 hours in 352x470 HAM resolution using
12-bit color. Author: Udo Schuermann

CastleRoom

This view of a room in a castle was created on an accellerated Amiga
computer and rendered in 5.5 hours in 352x470 HAM resolution using
12-bitcolor. Author: Udo Schuermann

HourGlass

HourGlass is my first publicly released rendering using Imagine from
Impulse. All the objects in the scene were created by myself.
Rendering time for this Hi Res Ham picture was $:59:08 (h:mm:ss).
Author: Michael W. McCormick

SunRoom

This was rendered by Imagine v1.1. Author: John Zollinger

Tardis

Here is a picture of the TARDIS object, It's 320x400 HAM. Author:
Daryl Bartley

TRAIN

This is a rendering of Glenn Lewis' steam train object. Took a couple
of hours to set up (mostly for the smoke). It's a boring scene that I
set up just so I could see what the train looks like. It's fun! Steve
Worley

TRIPLANE

This is a picture of a triplane. Author: Steve Worley

Unpack disk A

Unpack disk B

CAM #628a&b Images Ray trace

ABUG

Just a nice little Ray Trace for are Club in Butt County. ABUG stands
for Amiga Butt Users Group. Author: Randy R. Wall

AmigaJPEG_v2.0

Here are the Independent JPEG Group jpeg compress and decompressor
(version 2). cjpeg can read IFF ILBM files, including HAM and 24-bit
ILBM. djpeg can directly produce IFF ILBM output, including 24-bit,
4-bit grayscale and HAM. This port was done by Timo Rossi

ANACHRONISM

A interesting Futuristic Robot Rendering titled "ANACHRONISM" in jpeg
format.

Corinthian.iff

Architectural ray trace picture, Author: A.Price

GrecianUrns

GRECIAN URNS was raytraced with Turbo Silver using IFF brushes created
with the incredible JX-100 scanner. What a difference it makes to have
photo-realistic brushes to map to the objects. Author: Richard Nichol

HurcLamp

This is my version of the test scene used in MacWorld's Feb'92 article
on 3D rendering packages. It was rendered entirely in LightWave with
brushmaps created/manipulated in ToasterPaint, ADPro, and DPaint.
Object modeling, texture assignment, and scene layout was completed in
one evening. Final rendering with full shadowing and antialiasing took
12 hours on a 25MHz 68030 (LW2.0 will speed this up tremendously).
Author: Mark Thompson

ME.109

Me.109 plane object rendering.

MickeyMouseWatch

This is a 24bit jpeg format Imagine Quickrendering of the Micky Mouse
Wrist Watch object also found in this library. I just uploaded this to
show the power of the quickrender feature and to let you view this
object prior to downloading the rather large object file.

NightPrey

A JPEG picture of web rendering, author: Andrew Denton

P38

P38 plane object rendering.

PORCHE

A Lightwave Rendering of a Porche Showroom which took 46.5 hours using a 50mhz system.

Spitfire

Spitfire plane object rendering.

STARB

This JPEG file was produced on the Video Toaster in LightWave 2.0. It is one frame from a 3800 frame annimation I'm currently producing. Greg Heifner

SteveWorley_pics

4 images rendered by Steven Worley. They were all done with Imagine (1.0, 1.1, 2.0) on a 25Mhz A3000. 767OVERBOISE.JPEG, AMILUXO.JPEG, rough_voyage.jpeg, threepointer.jpeg.

strike

"Strike" is a raytrace by Steven Worley. I wanted to recreate a version of Steve Upstill's (of Pixar) classic bowling pin picture. I figured it would be kind of fun to set up a similar scene, and it wouldn't be too difficult. Indeed, the setup time for the picture (including digitizing the pin logos and making the alitude maps) only took three hours; there were no complex objects or anything to model. Each frame was rendered at 768 by 482, and took about 2 hours each. These were rendered on a 14M A3000, and the brushmaps took most of the memory.

t1k

t1k.ham is a HAM rendering of a "mimetic-poly-alloy" creature as its head is rising out of the floor. It was created by Blaise Tarr using Imagine.

Tyrell

JPEG rendering of a tyrell building, author: Andrew Denton

Unpack disk A

Unpack disk B

CAM #656a&b Images Ray Tracing (JPEG)

AmigaJPEG_v2.0

Here are the Independent JPEG Group jpeg compress and decompressor

(version 2), compiled for the Amiga with with SAS/C 5.10a.

jpeg-faq_29June1992

Frequently asked question about JPEG (29 june 92)

20 Ray Tracing pictures (overscan hi-res 24 bits in JPEG format):
Desert-scene, Ferarri, Glliss, Heads, Lasher7, Ollie, Parfumbttls,
Planet, Robbie, Room, Room-2, SeaLife, Space2, Space3,
StephenMenzies_pics (brightside & Darkside), Summertime, Sunday-drive,
VehicleCity, WorkStation.

Unpack disk A

Unpack disk B

CAM #661a,b&c Photos JPEG

Ces 3 disquettes contiennent 31 photos ayant pour thématique nature et
tourisme, ces images sont en format JPEG de qualité 35 selon l'échelle
TAD, de résolution 768x480x24bits. L'outil VJPEG est présent à titre
d'afficheur, car cette version préliminaire ne donne pas un rendu de
bonne qualité, Pour une utilisation professionnelle de ces images vous
devez vous référer à des outils plus adéquats soit dans le domaine
public ou commercial.

automne.jpg, cammodores.jpg, cerf.jpg, chevaux.jpg, chevaux2.jpg,
Ferry.jpg, lapin.jpg, Nénuphars.jpg, pois.jpg, primerose.jpg,
burger.jpg, cactus.jpg, canard.jpg, canard2.jpg, canyon.jpg,
cardinal.jpg, dallas.jpg, fontaine.jpg, Nénuphar2.jpg, Pêche.jpg,
Renard.jpg, tramway.jpg, chouettes.jpg, corpuschristi.jpg, dinde.jpg,
espagna.jpg, fleursdecactus.jpg, foret.jpg, heron.jpg, pecheur.jpg,
sunset.jpg.

Unpack disk A

Unpack disk B

Unpack disk C

CAM #668a&b Images Ray trace (JPEG)

23 Imagine surrealistic pictures in JPEG format by Bill Graham
including jpegviever tool with no documentation: BUTTERFLY. CHAMBER,
COLORSHIP, DANDELION, DANDELIONII, EARTH, ESCAPE, GUARDIAN, HEADS,
JUMBLE, MOODSWINGI, NEWARRIVALS, ODDJOB, SNAKEROOM, SPELLBOUND,
SPINNERS, STRANGEBREW, SUMMERTIME, TADPOLES, TAKO, TERMINATORCOW,
TIGERSHIP, TONGUEMONSTERS.

JpegFAQ

Frequently asked question about JPEG, 8 September 1992

UndrImg2.02.txt.pp

Feedbacks to Imagine Steve Worley book by Bill Graham.

Unpack disk A

Unpack disk B

CAM #691a,b&c Images Ray Trace (JPEG)

Aladdin4dPics

7 Alladdin4D pictures demo in JPEG format:

building, bumpydome, Donuts, flamegate, magnuggets, SpaceScene, spheres.

13 3d misc rendering pictures in JPEG format:

bobwan'sworld, CANNED, CAPTEL, CheckMate, CRYPT, GLD_CL, KissJPG, Orca, PORSCH, Pulchritude, Quest'sEnd, Stratocaster, TAZZI.

jpeg-faq1-11

Frequently asked question about JPEG, 1 November 1992.

Unpack disk A

Unpack disk B

Unpack disk C

CAM #714a&b Images Ray Trace JPEG

Babylon-5

2 LightWave rendering 24 bits JPEG pictures from the film Babylon-5.

Enterprise

These 5 HAM images are renderings of the Enterprise from "Star Trek: The Next Generation". The imagine object is over 1MB in size, not including the many texture maps. An Amiga 3000 with 10MB of ram was used to produce the renderings. Authors: Innovision Computer Media Inc.

fireball

This image was raytraced in Imagine. All of the surfaces and fire effects were produced with the Essence library of algorithmic textures. Author: Jeff Peterson

Forum

This image was created on an Amiga 2000 computer equipped with a 68030
accelerator and 8 megs of RAM. It was raytraced in one hour with the
Amiga program Imagine v2.0 using Steve Worley's Essence textures.
Author: Don Hirschfeld

funkybike

This is a 704x482, 24-bit, ray-traced image of a futuristic motorcycle.
It was dubbed 'funkybike' by its creator, Ernesto Rodriguez. He
rendered it with Imagine 2.0 as part of a project for a graphics course
at PSU.

HURR

Oil lamp rendering in JPEG format.

MegaPtera

Jpeg of a HumpBack Whale. Author: Andrew Denton

MetaBlob

MetaBlob is just a fun render at using some basic textures supplied
standard with Imagine 2.0. Author: Michael B. Comet

NightAir

NightAir.doc is a handdrawn picture created entirely from Light 24,
Impulses' 24 bit paint program. Author: Michael B. Comet

SpaceEarth1

Rendering of the earth from space in JPEG format. Author: Erik Flom

starland

This strange image was created on an Amiga 2000 computer equipped with
a 68030 accelerator and 8 megs of RAM. It was raytraced in one hour
with the Amiga program Imagine v2.0 using Steve Worley's Essence
textures. Author: Don Hirschfeld

Temple

Temple.jpg is an image of a fantasy shrine set in a valley. The image
was rendered entirely in Imagine and touched up in Light 24. Author:
Michael B. Comet

Vase

Vase is a test of some texture mapping and the fog object ability of
Imagine 2.0. Author: Michael B. Comet

Unpack disk A

Unpack disk B

CAM #718a&b Animations @ Images

9 Pictures are extract from "The Party 92" distribution, The Party is
an european annual event for Amiga user they have activity looking like
demo making usually related to software piracy:

-ENCOUNTER-, -SpLAsH-II-ScUBa, BISLEY'S_HoRsY5, Competition by Facet,
LydieInspirationMackMelon, PI.Murayama, PROBOTECTOR_by_TITAN_of_A,
SUNY_ANARCHY_DRAGON, WomSnake_32LO.

AmyWalks_II

This Anim is basically a shameless ad for a new Video I will be coming
out with: The Amy the Squirrel video special. The AmyWalks_2 anim
itself contains a very small portion of the work that appears in the
video itself, in looping form. Author: Eric W. Schwartz

Amy_vs_Walker_II

This is version II of Eric Schwartz Amy_vs_Walker animation.

HorseAnim

The sequence of frames from the experiment made at Palo Alto with
electrophotographic equipment in 1887 by Eadweard Muybridge. The
original aim was to settle an argument about whether or not all four
feet of a horse are off the ground at the same time. This is shown to
be true in the second frame. This also dawned a new era, action
photography. These frames were hand scanned with a golden image
scanner at 400 DPI. Animated with DPAINT 4. Author: D. Campbell

Unpack disk A

Unpack disk B

CAM #736abcd&e Animation & Images

1701D.jpg

This picture was created using a variety of Amiga programs. The
Enterprise object itself is a huge 800K Imagine object released to the
public domain by Carmen Rizzolo. (Thanks, Carmen!) It was rendered in
ray-trace mode using Imagine 2.0 on an Amiga 4000. A reddish light was
placed below the ship to make it appear as if it was being lit by the
planet below. Author: Denny Atkin

1701D_v1.2.JPG

 This is a frame of a object that was originaly a very well done
Imagine (compliments to the author!!) object. The problem was, the
Imagine object was cool, but I work with LightWave a lot. So I
converted the object with John Faust's Interchange Plus into a complex
scene file with over 140 parts for LightWave 2.0 rendering. Author:

Greg Heifner

CHIMER.JPG

Excellent rendering of two dragons in a jungle setting. Very
interesting use of textures in this image. Image was downloaded from a
local bbs and the artist is unknown. Image format is 24 bit jpeg.

jpeg-faq24January.pp

Freqent asked question about JPEG at 24 January 93.

STA3.JPG

Another frame from CENTRALpark, done with LightWave 2.0 Author: Greg
Heifner

STA4.JPG

This is a frame from a new animation produced with LightWave 2.0.
Author: Greg Heifner

Upgrade

Animation by Dr. Gandalf. The original images were generated in
Interlaced Overscan HAM mode using a Turbo Silver SV (floating point),
a commercial ray-tracing program from Impulse Software. The rendering
was done partly with and Amiga 2000 with a Commodore 14MHz 68020/68881,
and partly with a GVP 32MHz 68030/68882. The animation took about one
year from start to finish. There are over 700 images total. UPGRADE
requires *5 Megabytes* of memory, and Super Agnes, and 5 megabytes of
hard disk space to run!!

Unpack disk A

Unpack disk B

Unpack disk C

Unpack disk D

Unpack disk E

CAM #760a&b Images Ray Tracing

BathRoom

BathRoom rendering created with Imagine and Dpaint, JPEG format.
Author: Michael Comet

CFD-Bladerunner

A rendered scene from the SF-movie 'Bladerunner'. Done with the
Raytracing Program "Reflections 2.0" on an Amiga 3000/25. IFF-HAM
format and JPEG. Author: Code Factory Design

CFD-CannedDrinks

Two rendered scenes of well known drinks. Done with the Raytracing
Program "Reflections 2.0" on an Amiga 3000/25. IFF-HAM format.
Author: Code Factory Design

CFD-SpaceFight

A rendered scene from the SF-movie 'StarWars'. Done with the
Raytracing Program "Reflections 2.0" and with DPaint IV (laser-beams
and explosions) on an Amiga 3000/25. IFF-HAM format. Author: Code
Factory Design

CFD-StarWars

Three rendered StarWars scenes. Done with the Raytracing Program
"Reflections 2.0". IFF-HAM format. Author: Code Factory Design

CFD-VirtualWorld

Two rendered scenes. Done with the Raytracing Program "Reflections
2.0". JPEG format. Author: Code Factory Design

VRS_Bathroom, VRS_Bedroom

These images were raytraced in Imagine 2.0 on the Amiga and depicts
some of the objects contained within Volume 1 of VRS Media's
newly-released Master Designers' Objects Series. Bed & Bath includes
all the objects pictured here, as well as seamless texture maps for
ceramic tiles, wallpaper, and much more. Author: VRS Media

Unpack disk A

Unpack disk B

CAM #773a&b Images

BullsEye

RayTrace of a DartBoard & Darts. Format JPEG. Author: Randy R. Wall

ChicagoSubway

This image was inspired by my countless trips to and from work in
downtown Chicago. The image speaks for itself. It was taken from an
animation that I never completed. HAM format. Author: Louis Jaime

Clowns

Rendering of Clowns toys. HAM format. Author: Francesco Tomei

Creature

Pic from Mark Thompson's (RSN) SciFi anim. Format JPEG.

Furnace

Pic from Mark Thompson's latest LW anim. Format JPEG.

JPEG_FAQ_16-5-93

JPEG image compression: Frequently Asked Questions Archive-name:
jpeg-faq Last-modified: 16 May 1993 This FAQ article discusses JPEG
image compression.

Legomania

Rendering of Lego toys. HAM format. Author: Francesco Tomei

MirroredChecks

From an acrylic painting I did a few years ago. It was taken from a
series I did on how reflective surfaces can introduce a new, and at
times decieving visual perspective. Raytracing seemed like the natural
solution. HAM format. Author: Louis Jaime

Porch

Rendering of stillife. HAM format. Author: Francesco Tomei

Store

Pic from Mark Thompson's Fred Floaty anim. Format JPEG.

TankAtBay

Trace of a Desert War Tank. Format JPEG. Author: Randy R. Wall

TreasureHunt_1

Frame of TREASURE HUNT animation. Format JPEG. Author: Randy R.
Wall

TreasureHunt_2

Frame of TREASURE HUNT animation. Format JPEG. Author: Randy R.
Wall

WesternRelic

Trace of Wagon Wheel & Rattler. Format JPEG. Author: Randy R. Wall

Unpack disk A

Unpack disk B

CAM #786a,b&c Images

32dodge2

Imagine rendering of the the 32 Dodge object from ViewPoint, JPEG
format.

AlienBladder

Disgusting alien image using Essence II JPEG Alien Bladder is an image
by Bill Graham using some of Essence II's textures, notably Organic
Crust. It was rendered with Imagine on an A3000 with an 040.

Aqua_Eval

Here is an iff collage of a commercial collection of Professional Draw
clipart for use in Professional Page, Pagestream (not tested) and
Professional Draw (of course).

ARCADE

Frame 289 of an animation recently completed using LightWave 2.0.
Author: Erik Flom (ELF Works) & ICTV.

CFD-WoodLogo

RayTracing Picture made with Reflections2.0. Shows the CFD Logo made
of wood.

DFJamesPics

This is a set of four pictures in black and white, suitable for
clipart. They are beautifully done by D. F. James. Scenes include
two different barns, willow trees, and palm trees.

FirePlace

This is an image rendered on a A3000/25 Mhz. Imagine2.0 and Essence I
were used to generate this image. Total rendering time
(24bit,640*480,Trace): 2.5 Hrs. Author: Manos Paterakis

FiveNicePics

5 Misc Pictures:

BattleMech.iff - A BattleMech picture. 320x512 64col. Author:
                    Decker SCX
EddieSilver.iff - Alien picture. 640x512 16col.
Freak.iff - A mytical creature.640x512 16col. Author: Sauron/ST8
Pencil_Dragon.iff - A pencil drawing of a dragon. 320x512 64col.
TheDryads.iff - 3 golden Dryads. 320x512 64col. Author: ArchMage

Gate

This is one of my first projects with LW 3.0. I was thinking about a
nice desolute scene from Hell when I designed this. What lies beyond
the gate? The threshold of pleasure... or pain. JPEG format, Author:
Charles Lee

JPEG-FAQ

JPEG image compression: Frequently Asked Questions 16 May 1993

Lister

JPEG image rendered using an early version of LightWave 3.0 This image
shows off the new Depth-of-Field feature (which simulates the
limitations of a real camera lens).

Museum

JPEG image showing the effects of motion blur on an object in LightWave
3.0 This is an evening city-scene, with a bright red 57 Corvette
speeding by in the foreground. Museum constructed by ELF Works 3-D
Construction Co. Corvette supplied by Digital Plastic.

Orbit

Jpeg Picture of a sattelite rendered in Real 3D v2.34 by Andy Jones

PinBlur

A JPEG image showing the new motion blur feature of LightWave 3.0 This
image fairly accurately reproduces the classic image of bowling pins
being knocked over by a bowling ball that can be found on the cover of
'The RenderMan Companion'. Motion blur can be seen on many of the
objects in the scene. Author: Erik Flom - ELF Works.

Pleasure

JPEG Lightwave 3.0 3D Rendering, Author: Andrew H. Denton

SeaGlow

Glowing spheres rendered with Essence II SeaGlow is an image by Bill
Graham using some of Essence II's textures. Plasma is used for the
sphere, and Burnish produces the surface on the central pyramid. The
background uses the watery Seawave texture.

Sharks

Two Jpegs of a hammerhead shark rendered in Imagine 2.0. Shark1.jpeg
shows two views of the model. Shark2.jpeg is one frame from a motion
test anim where the shark is swimming in the water.

SpaceLab

A nice rendering of a Space Lab, HAM interlace format.

SpiderGod

A mysterious spider Lightwave 3 rendering in JPEG format.

SunSet

JPEG Whale anim frame with Particles, Author: Andrew H. Denton

Wisdom

A Fantasy Dragon rendering in JPEG format, Author: Andrew H. Denton

Unpack disk A

Unpack disk B

Unpack disk C

CAM #812a,b&c Images (Rendu 3d)

57Chevy

Real 3d rendering of the Viewpoint object Chevy 57. JPEG. Author:
Vinh Le

Ami4000

Amiga 4000 Real 3d rendering, JPEG. Author: Vinh Le

AmiReal

Magic scene featuring an Amiga 4000, rendered with Real 3d. JPEG.
Author: Vinh Le

HornLife

Imagine rendered still-life featuring a French Horn. This is a
musical/autobiographical rendering. all objects are by the author.
HAM. Author: Robert Dickow

OilLamp

Oil Lamp, rendered with Real 3d. JPEG. Author: Vinh Le

Parasaurolophus

JPEG 3d Lightwave3.0 Parasaurolophus. Author: Andrew Denton

Submarine

Imagine rendered image. This is a photorealistic undersea rendering.
Submarine object is by the author. HAM. Author: Robert Dickow

Twisted_City

Amiga raytraced pic of twisted city. Rendered with Imagine. HAM &
JPEG. Author: Steve Koren.

VP_Pics

6 Pics rendered using VistaPro 3.05. JPEG. Author: David Loyd

VRobot

2 Pics of a front and back view of a Robot, rendered with Real 3d.
JPEG. Author: Vinh Le

Unpack disk A

Unpack disk B

Unpack disk C

CAM #828 Images

01_Organic

Picture of a lake rendered in R3D v2. By Andy Jones. Winner in the
'organic' section of the recent Amiga Swapshop BBS Raytracing
Competition.

02_Photo

Picture of a drawing room in Imagine. By Paul Rance. Winner in the
'photorealistic' section of the recent Amiga Swapshop BBS Raytracing
Competition.

02_Scifi

Picture of a Toys Tea Party. By Chris Perigo. Winner in the 'scifi'
section of the recent Amiga Swapshop BBS Raytracing Competition.

03_Photo

Picture of a photographic slides. By Andy Jones. Entrant in the
'photorealistic' section of the recent Amiga Swapshop BBS Raytracing
Competition.

03_Scifi

Picture of a underwater lab (?). By Andy Jones. Entrant in the
'scifi' section of the recent Amiga Swapshop BBS Raytracing
Competition.

PanelCPU

A JPEG image showing one of the features of the Video Panel Machine: A
new Arexx script for OpalPaint 2.x. Author: Carmen Rizzolo

TheMagicOfGiving

This file was created in Imagine 2.0 in Trace Mode/Scanline. It is an
image I titled "The Magic of Giving," which was created for my annual
Christmas card. Author: Paul Marino

Unpack

CAM #849 Images

EgyptianMagic

Hand drawing picture from party 93, 352x566x32, Nefertiti Fantasy,
Author: Xay

Legion

Hand drawing picture from party 93, 640x512x16, Fantasy, Author:
Photo$

Mitra

Hand drawing picture from party 93, 320x256x64, Fantasy warrior,
Author: Kyle

Naked

Hand drawing picture from party 93, 320x256x64, Fantasy Mystical
symbol, Author: Eloy-CLX

Primal

Hand drawing picture from party 93, 320x512x64, Fantasy Bear Amazon,
Author: Duce

Ravenloft

Hand drawing picture from party 93, 640x512x512, A Fanzine Dracula,
Author: Warloor

Stormbringer

Hand drawing picture from party 93, 320x512x256, Nude girl dragon
fighter, Author: Jusaka@Tukki.jiu.fi

Taurus

Hand drawing picture from party 93, 320x256x64, A Taurus on the road.
Author: Unknow

WinterCouriers

Hand drawing picture from party 93, 352x566x64, 2 Vikings in Winter
landscape. Author: Unknow

ZyberScream

Hand drawing picture from party 93, 640x566x128, Screaming face,
Original by M. Zhouf, 100% mouse draw by Mount of Parasite

Unpack

```
CAM #867 Images

Alien

Hand draw picture of a caricatural Alien by RWO

DeliriumEagle

Hand draw picture of a stilized Eagle by JUGI

Einstein

Hand draw picture of Albert Einstein by RA

FatMan

Hand draw picture of a fat man by NOOGMAN

FutureSunset

Hand draw picture of a fantasy landscape by HAVOK

HelenaChristensen

Hand draw picture of Helena Christensen by RANK

LitoriaChloris

Hand draw picture of a frog in front of a Canyon landscape by SUMALETH

Misery2

Hand draw picture of a Movie Illustration by PEACHY

Pamaopa

Hand draw picture of a fantasy scene by RHAH

PamelaHanson

Hand draw picture of Pamela Hanson by RANK

PastelWoman

Hand draw picture of a woman illustration by ZORLAC

Pussy

Hand draw picture of a Pussy Cat by SUMALETH

Reptiles

Hand draw picture of an Escher reproduction by Z

SherylLee
```

Hand draw picture of Sheryl Lee by PEACHY

Walker

Hand draw picture of a fantastic character by NAVY

WomanSunnies

Hand draw picture of a woman with sun glass by RANK

Unpack

CAM #868 Images

Attack

Hand draw picture of a fantasy scene by GROO+RUFFERTO

Dreamchild

Hand draw picture of a fantasy scene by HOTSHOT

LeGo

Hand draw picture of a fantasy scene by RODNEY

MaximumOverscan

Hand draw picture of a fantasy scene by IRIDON

Mermaids

Hand draw picture of a fantasy scene by D-MAGE.

NymphsInNature

Hand draw picture of a fantasy scene by IRIDON

Raw5

Hand draw picture of a fantasy scene by FAIRFAX

RinkAPink

Hand draw picture of a fantasy scene by DANNY+FACET

Silkworm

Hand draw picture of a fantasy scene by FAIRFAX

Warmaster

Hand draw picture of a fantasy scene by TONIE

Unpack

CAM #883 Images

4 Imagine surrealistic pictures in JPEG format by Bill Graham: Adrift, Batworm, Braids, SpaceDragon.

Unpack

CAM #884 Images

6 Imagine surrealistic pictures in JPEG format by Bill Graham: Brainship, CaptainNed, Crossing, Fingercows, Marbles, TrickOrTreat.

Unpack

CAM #885 Images

5 Imagine surrealistic pictures in JPEG format by Bill Graham: Gardenwalk, Lilypond, Pinkscape, Pods, RunePort.

Unpack

CAM #886 Images

5 Imagine surrealistic pictures in JPEG format by Bill Graham: Bills_World, Metalpuddle, SeaSnouts, Throneroom, Visitation

Candy1&2 2 Imagine 2.0 Morphus pic of LifeSaver candy in JPEG format by Bill Graham.

Unpack

CAM #918 Images

Ancient

Hand drawing picture of a girl by Rank

DragonRider

Hand drawing picture of an erotic girl by Jugi

Feminism

Hand drawing picture of a girl by Rank

JucyLucy

Hand drawing picture of a girl popsicle by Archmage

LiquorCaza

Hand drawing picture of a girl statue by Mack

Matis7

Hand drawing picture of a girl face close up by Alex

Medusa

Hand drawing picture of a girl medusa by Mack

PrincesseDeBoheme

Hand drawing picture of a girl by Rank

Raw6

Hand drawing picture of a girl by Fairfax

SarahYama

Hand drawing picture of a girl by Mack

SilentEvening

Hand drawing picture of a girl by Rank

SpiritualMelon

Hand drawing picture of an angel girl by Mack

TheHiRes

Hand drawing picture of a girl by Mack

WhoIsFacet

Hand drawing picture of a girl by Reward (AGA)

Unpack

CAM #919 Images

Almuric

Hand drawing picture of a fantastic warrior by Rank

Daemon64

Hand drawing picture of a daemon by Trajan

Dog

Hand drawing picture of a fantastic dog by Cougar

DwarfAxe

Hand drawing picture of a dwarf

Epic

Hand drawing picture of a fantastic scene by Rank

FaceStretch

Hand drawing picture of a face stretch by Cobra

FaceStretch2

Hand drawing picture of a face stretch by Facet

MentalCorner

Hand drawing picture of a fantastic scene by Eco

Raw3

Hand drawing picture of a game titling by Mystix

Raw4

Hand drawing picture of a joker face by Facet

Raw6

Hand drawing picture of a fantastic scene by Devilstar

RedTerror

Hand drawing picture of a fantastic scene by BCR

Sanasmatron

Hand drawing picture of a fantastic locomotive by Cougar

ScienceVsNature

Hand drawing picture of a fantastic scene by Kelvin

ScreamFace

Hand drawing picture of a scream face by Ricoh

Smoker

Hand drawing picture of a smoker by Fairfax

Unpack

```
CAM #920 Images

Afri

Hand drawing illustration by Scuba

AlternativeTequila

Hand drawing illustration by Dean

Amigaga

Hand drawing illustration by Mack

Baileys

Hand drawing illustration by Scuba

ChocolateStrawberry

Hand drawing illustration by Scuba

Coin

Hand drawing illustration by Scuba

GuruShock

Hand drawing illustration by CPT

JimJack

Hand drawing illustration by Scuba

LemonSplash

Hand drawing illustration by Scuba

MegaMac

Hand drawing illustration by Scuba

MelonSlideshow

Hand drawing illustration by Mack

MilkChocolate

Hand drawing illustration by Scuba

MonsterEgg

Hand drawing illustration by Scuba
```

NeverAgain

Hand drawing illustration by Sumaleth

OrangeSlice

Hand drawing illustration by Scuba

Painting

Hand drawing illustration by Mack

ParadiseDelirium

Hand drawing illustration by Mack

PepsiTop

Hand drawing illustration by Ramjet

Rigolator

Hand drawing illustration by Scuba

SiudMacksHand

Hand drawing illustration by Mack

Trognon

Hand drawing illustration by Mack

Unpack