

## **CAM Index - Amigaguide Version**

COLLABORATORS

	TITLE : CAM Index - Amigaguide Version		
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## Chapter 1

# CAM Index - Amigaguide Version

### 1.1 3d data

CAM #208 Objets 3d

InterFont\_Sample, apple7.scene, church.scene, LBrick\_obj.scene,  
LOPS2\_scene.scene, LOPS\_scene.scene, OHIO\_obj.scene,  
PeaceSignObj.scene, Sink.scene, SuperS\_obj.scene, Terrain1.silver,  
Terrain2.silver, Waves, XObj

Unpack

CAM #234 Objets 3d

HABall2.scene, Hastings\_Object

12 objects in GEO format:

AH64Body, AH64Rotor, AratiBuilding, AratiLot, Graveyard, HauntedHouse,  
Iceberg1, Iceberg2, LeftTurnSign, Pumpkin, RightTurnSign, StopSign

Sculpt\_3d\_fonts, spider.scene, Tardis\_Object< TieFighter

XObj\_v1.1

XObj is a handy utility to convert 3D objects from VideoScape 3D file  
format or Sculpt 3D file format into Turbo Silver object files. Binary  
only, author: Phil Camp

Unpack

CAM #359a &b: Objets 3D

Amiga 1000 à l'échelle et en détails, Format Videoscape texte et Turbo  
Silver V3.0

Unpack disk A

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Unpack disk B

CAM #386a & b: Objets 3d

Animotions\_Demo

Ademo part of a mannequin script motion in sculpt format. Author: Tom Macri

Charpente\_Globe

Wood block globe in Videoscape & Turbo Silver format. Author: Jean Pepin

TurboSilver

2 objects in TurboSilver format: face.silver, trooper.silver

Amiga\_1000\_Sculpt.LZH

Sculpt version of Amiga 1000 from CAM 359, click icon for unarc in RAM:  
Author: Jean Pepin

Sculpt

17 objects in sculpt format. Author: various

Unpack disk A

Unpack disk B

CAM #457a&b: Objets 3d (Imagine)

Thirty 3-D objects in Impulse's IMAGINE format (TDDD). These were mostly converted from freely distributable objects from DEC's object archive. Author: Steve Worley

Unpack disk A

Unpack disk B

CAM #527a&b Objets Imagine etc.

aircar

The following is an object that was created using Imagine, the object is modeled after the Moller 400 in the Jan issue of Popular Mechanics. This object is set up with color and all attributes that were from the picture of the real thing. Great looking in Scan Line mode Rendering

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33 objets "Imagine" convertis du formats NFF

Apple BatWing F15e Frog Glasses Phone plant Robot Runway shuttle tire  
Voyager wheel Balloon Callipers cobra crypt dragon espresso gothic H2O  
hang jaws lamp1 lamp2 matchbox Mirror\_Ball RoboHand Robot stpauls  
temple watch x29

imagine.compendium

Article with GREAT tips for using Imagine from Impulse.

Unpack disk A

Unpack disk B

CAM #547a&b Objets "Imagine"

human

This is a detail editor object of a human-shaped figure. Author: M.  
Gibson

Plug&Outlet

Here's an electrical outlet and matching plug object for Imagine.  
Author: Carmen Rizzolo.

robot-cop

This is Mike Halvorson's Robot Cop object.

rocket

My rocket bank is from 1950's or so. You can see one just like it in  
the movie scrooged when Bill Murry visits himself as a child. I left  
the object unmerged and grouped so you can change it around. If you  
want to just select everything and join. There are no moving parts so  
it dosent matter. Author: Rob Borsari

Semi-Tractor

Here is an object I had originally modeled with Modeler-3D for  
VideoScape. It was transferred to Imagine with Interchange and  
enhanced with more parts and attributes. Author: Jim McInnis

SPACE\_STATION

This is my space station object. Use it in good health. You'll  
probably need loads of RAM (well, maybe 2 Meg) to render it. The  
station is made of about 40 grouped objects, and totals about 300K.  
Author: Steve Worley

WebbObjects

Misc Imagine objects. Authors: Steven Webb & Jessie Watson

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## WebbObjects2

Just some Legos that I made. Author: Steven Webb

## Balloons

8 dirigeable balloon, brush mapping and detailed gondola included.

## STEAMENGINE

This steam engine is a replica of the locomotive in use at Disneyland, Anaheim, CA. Author: Glenn M. Lewis

Unpack disk A

Unpack disk B

## CAM #548a&b Objets et matériel didactique pour "Imagine"

## Enterprise\_Classic

Star Trek Enterprise object.

## ImagineTutorial

### -Form\_tutorial

This is a complete tutorial describing the use of the Forms Editor in Imagine. It provides a general overview of the editor as well as descriptions of all of the menu options and some complete step-by-step examples. by Steven Worley

### -Imagine\_Compendium\_vC edited by Sandy Antunes

### -Brushmap tutorial

This is a complete tutorial describing how to map brush in Imagine.

### -Detail tutorial

This is a complete tutorial describing the use of the Detail Editor in Imagine.

### -Texture tutorial

This is a complete tutorial describing how to use texture in Imagine.

## Simpsons

Simpsons object.

## TARDIS

Here is an object of the TARDIS from Dr. Who. Author: Daryl T. Bartley

## TRANSPORT

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This is an Imagine object of a hypersonic transport. Very curvy and NASA prototype looking. Author: Steve Worley

Afga\_outline

Agfa fonts Turbo Silver objects.

BrushMap

4 24 bit repeatable brush map for Imagine 1.1. grass, lattice, sidewalk & Wave Author: Steve Worley

Imagine\_from\_LightwaveObj

The following objects were created using LightWave and converted using a beta-test version of the new LightWave converter module for InterChange. They have been converted to TS 3.0 format and should work with Imagine. Let me know how well they converted. One object, the reels for the audio tape deck, would not even convert. You are free to redistribute the objects if you include this file with them. audio.reel.to.reel, fan, fan.blades, gun, hubble.telescope, magic.marker, movie.light, movie.light.stand, rocket synth.kybd, toy.plane, toy.plane.prop, toy.train.car, toy.train.engine, zenith.star.laser. Author: Mark Thompson.

Misc

SPACE SHIP, sword, etc objects from different authors.

TRIPLANE

This is the Imagine object of the triplane. The propeller and wheels and such are grouped objects, to animating them should be easy. Author: Steve Worley

TronTank

This is the both famed & dreaded TRON TANK! object. Author: Steven Webb

Vista\_objects

Two TURBO SILVER/IMAGINE OBJECTS of a portion of a valley from the VISTA DEM(digital elevation model) landscape of El Capitan in Yosemite valley in California.

Unpack disk A

Unpack disk B

CAM #598a&b Objets Imagine

A3000

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This is a new and improved A3000 CPU Imagine Object created by Carmen Rizzolo. Also included are two keyboards. One keyboard has all the keys grouped and the other has them joined.

#### AntiqueRptrs

These are the two pistols. The objects are to a (very approximate) scale of 1 Imagine unit = 1 mm. The pepperbox is an early repeating pistol with (usually) six muzzle-loading barrels turned by pulling the (in this case) ring trigger. Noted for its inaccuracy: not much point in a front sight, is there? Caliber .36 inch (9mm). The "Volcanic" repeater was a Winchester predecessor. Most Volcanic repeaters had longer barrels than this one's 4 inches (100mm). You might consider dragging the muzzle, sight, and magazine tube out 2-4 inches (50-100mm). This object requires the "Wood" texture supplied with Imagine. Caliber .30 inch (7.62mm), low-powered since the primitive caseless ammo had only as much black powder as could be stuffed into the base of a hollow bullet. Author: Paul Weiser

#### Boing\_737

This is an Imagine BOING 737 object

#### CWRevolvers

These are the two pistols. The objects are to a (very approximate) scale of 1 Imagine unit = 1 mm. The LeMat is a remarkable and rare revolver favored by Confederate general officers. The barrel really IS half octagonal and half round. This is the "First Model," with nine shots (!) of caliber .42 inch (10.6mm) in the conventional cylinder and a .63 inch (16mm) shotgun barrel below. Starr was third in Union pistol procurement (behind Colt and Remington). The model shown is the 1858 Army in caliber .44 inch (11mm). This was a self-cocking weapon: everything happens when the trigger is pulled, but it cannot be used single-action by cocking the hammer. Squeamish users may wish to remove the tacks from the handgrip, a form of decoration allegedly practiced by Jesse James (who owned a pistol of this model) in place of cutting notches. These objects require the Wood texture included with Imagine. The LeMat also uses Grid for checkering, and the Star uses Camouflage for case-hardening on the hammer, trigger, and loading lever assembly. Author: Paul Weiser

#### DBlaszczak\_IMobj

Imagine Objects by Dale Blaszcak

#### Pencil.obj

This is a mechanical pencil and is a group object, this object is ready for tracing.

#### Compass.obj

This is a group object, ready for tracing.

#### Triangle.obj

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This object is ready for tracing.

Quill\_Pen.obj

This is a group object ready for tracing scale it as needed.

Ink\_Well.obj

This is a group object ready for tracing.

Parchment.obj.

This a parchment type scroll... the parchment IFF brush is also included. Note: the brush has already been mapped to this object. In the object brush requester just type in the path name to the Parchment.brush.

Background 'grids' :

Grid.obj

This is the 3D steel grid (checkered) floor.

Hex\_Matrix\_Grid.obj

This is a six sided 3D grid that could be used for backgrounds.

Hex\_Matrix\_Grid\_bev.obj

Same as above but has beveled edges.

Dining

These are table and chair Imagine objects. Also includes a 24-bit wood-grain brush for wrapping.

Frog

A Imagine frog object sitting on a lily pad.

Future\_Tank

This is a rendering created with Imagine 2.0 with object file included. Also included is the attributes to include a camo texture to the tank. Pieces grouped for rotation. Looks sharp! Author: Chinh Nguyen

Head

This is a detailed head for use with Imagine. Attributes are included with the object.

Humans

This is an Imagine object of a human figure.

JP\_Objects

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Some of the objects of John Porter. They are fairly detailed objects from the SF movies Star Wars & Aliens.

#### Lamp

An imagine object, One of those spring loaded desk lamps, Modeled it after the lamp on my desk. It's fully manipulatable so have a blast!

#### Phasers

These are the objects rendered in Phasers.hamin, the Star Fleet hand weapons from the original STAR TREK TV show. One of the "child" groups in Phaser.group is PHASER1, which can be separated and used as an independent weapon/object in its own right. It requires the "Grid" texture supplied with Imagine. Objects are to a scale of 1 Imagine unit = 1 mm, scaled from the STAR TREK STAR FLEET TECHNICAL MANUAL (Ballantine, 1975/1986). Author: Paul Weiser

#### Soda

Object and brush for building a soda bottle in Imagine, HAM picture rendering example included. Author: Tim Gilmore

#### Soldier

Imagine object of a toy soldier. Author: Chinh Nguyen

#### sphere-object

This object was created by a program using Glenn Lewis' TTDDD shareware package. TTDDD makes it easy to make programs to create imagine objects. TTDDD stands for Textual Three D Data Description, which is an ascii form of imagine's binary TDDD object format. I made a short program that generated a spiral path that followed the shape of a sphere, kind of like an apple peel, and then extruded a shape along that path. Author: Michael Gibson

#### SR-71

This is my quick attempt at making an SR71 object. It is not at all to scale. I just eyeballed it using a picture I have. This was done entirely in the Spacer view formes editor in Imagine 2.0. Author: Brian Ridout

#### WebbObjects\_3&4

Imagine objects converted from Sculpt. This collection of five vector objects was created by Joseph Contegiacomo of Polar Arts. The objects are all very detailed, very futuristic spacecraft. They are in Sculpt .SCENE format and can be loaded and rendered using one of the Byte By Byte Sculpt programs such as Sculpt Animate 4D. Or, by using Interchange from Syndesis you can transform them to other formats such as Turbo Silver or VideoScape. The five objects are named SatProbe.scene BD-5.scene Bomber.scene Fighter.scene Killer.scene Also included Mech robot.

#### Unpack disk A

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Unpack disk B

CAM #599a&b Objets Imagine Ligthwave et Sculpt

1701\_D

This is the 1701D by Lee Robert Willis converted in Imagine format.

BELL-X1

Here's the Bell X-1 I made with Turbo Silver. In it's current incarnation, it is a group of two objects (Fuselage and tail) so it can have two sets of attributes. It's not perfect, it currently has no brushes or even a cockpit window, but it is always slowly evolving, and when I come up with a particularly good improvement, I will make it available again. [The Bell X-1 is the plane Yaeger broke the sound barrier in, 1947.] Author: Geoffrey Noles

CameraALL

This is an object of a sony camera (camcorder). Objects for Imagine and for Lightwave are both included.

Chessboard

This is an a realistic chessboard; it is the standard array of 8x8 black and off-white squares, with a glossy surface, surrounded by gold trim and a beveled dark-grain wood border. The wood border is even cut into quarters, with the grain perpendicular at the sides! (Special thanks go to Mel Prince, who thought up the great wood modifications, and who has encouraged me to keep tracing) NOTE: This object requires the Wood texture in the Im\_Textures drawer. It is actually a grouped object consisting of five subobjects, useful for learning.

Coffee\_Cup

These are two objects I created for Imagine; it's a coffee cup and a matching coaster. Both utilize the new Phong edging ability if you have Imagine 2.0.

Enterprise

This is a very simple model of the USS Enterprise, but accurate in it's shape. (made from blueprints!). Author: Steve Worley

F18

This is an F18 constructed entirely of 3D faces and exported from the DynaCADD Amiga version to Imagine Object format. The original author is unknown.

me-109

Objects for a ME-109 of the second world war!.

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MTV

This archive contains several objects used to create an Mtv logo.

NCC\_1701D

Well, here it is. After MANY hours of tweeking, and perfecting, I have FINAlY finished my GREATEST accomplishment, the Enterprise from Star Trek The Next Generation. Author: Bob McGee

p-38

Objects for a P-38 of the second world war!

Planes\_obj

3 model planes for Imagine.

Porsche\_911

This is a an Imagine Object exported from DynaCADD.

Spider

File is a pretty nice looking Imagine spider object.

spitfire

Objects for a Spitfire of the second world war!

synth

Synth keyboard object for Imagine.

Table

A round wood end-table with Dark Glass Centerpiece created in Imagine This was created for use with my Lamp object. You'll need to edit the object's attributes and enter your directory path for the Wood Texture for this to render correctly. Author: Michael Sigalos

TieFighter

This resembles DARTH Vaders tie fighter from the movie Star Wars.  
Author: Rob Borsari

WarBird

Well, here it is. After MANY hours of tweeking, and perfecting, I have FINAlY finished my SECONd greatest accomplishment, the Romulan Warbird from Star Trek The Next Generation. Author: Bob McGee

Z\_Laser

An Imagine Object of a futuristic laser cannon. This object is called "Zenith Star Laser". Object created by Mark Thompson.

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Ligthwave

BRODWAVEengraved

BRODWAVEengraved is a 3D font for LightWave based on the font BroadwayEngraved. The sides, front and back are all independent surfaces, as well as the engravures (the recessed panels and subsequent sidewalls) so the characters may be uniquely recolored to suit your preferences.

LW\_Mannequins

These are two artist mannequins based upon the 16" models available in most art supply stores. They are Lightwave objects with parent hierarchy centered on the sphere which corresponds to the abdomen. This sphere is fused with the pelvis and hip spheres. Author: Jim Pomeroy

Metal&Glass\_Ligthwave

24 bits brush and object for chrome metallic and glass textures.  
Author: Steve Nevins

Sculpt

BellCobra

This is a model of a Bell Cobra gunship, modelled to scale with Modeler-3D. Except for the vulcan turret (done by my lame brother), everything is pretty accurate. Never got around to include the T.O.W. missile pods though. Converted and redone on Sculpt-Animate 4D.  
Author: Quang Ho

Unpack disk A

Unpack disk B

CAM #619a&b Objets Imagine, Videoscape

Apache

A Nice Apache Attack Helicopter in Imagine object format.

Castle

Castle contains the Imagine 'source' for an animation of the batguy object created by Marvin Landis.

Dancer\_Cycle

Just a simple cycle object of a dancing man created totally in IMAGINE by Randy Connell. Not a great object, but shows some of what the cycle editor can do!

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### Dulcimer

A 3-string Appalachian Mountain dulcimer in Imagine object format.  
Author: Marvin Landis

### Ferengi

The Ferengi Marauder from Star Trek The Next Generation in Imagine object format. Author: Bob McGee

### Ladybug

This is a Ladybug Insect in Imagine Object Format.

### LavaLamp

A Lava Lamp object for use with Imagine. Author: Douglas Michael Kasten

### Magiclamp

A highly detailed Magic (?) Lamp in Imagine Object Format.

### MickeyMouseWatch

A excellent Imagine Object of a Micky Mouse Wrist Watch complete with A fantastic looking dial face of Micky. This object extracts to a size of 867280.

### nautilus

A Nautilus Sea Shell in Imagine Object Format.

### polyhedra

Les 142 polyèdres de Netlib convertis en format Videoscape texte, un répertoire pour les solides et un pour NET (l'état aplati avant origamisation >) ).

### Pumpkins

2 pumpkins imagine object.

### Tomahawk

A TLAM Cruise Missile in Imagine Object Format.

### TrafficLight

A highly detailed Traffic Light in Imagine Object Format.

### USS\_RELIANT

This is the USS Reliant Federation Star ship from Star Trek the next Generation. Silver object. Author: Ken Schmitt

### wildcat

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A nice WWII US Navy Wildcat Fighter Plane in Imagine Object Format.

Unpack disk A

Unpack disk B

CAM #683a,b&c Objets Imagine

D.Disney\_ImagineObjects

20 3d objects in Imagine format, including picture example of each rendered objects: Books, CandleHolder, Clock, ChevyEmblem, DiskBoxes, EvilPacMan, FileCabinet, FishTank, MatchBox, PewterGoblet, PushPin, Shelf, Sink, Skimmer, StarTrekInsignia, Submersible, Sword, TreasureChest, TrumpCard, WorkBench. Author: David Disney

EnterpriseModeler3d

This is a Modeler 3d text format of StarTrek Enterprise ship.

StarTrek\_ImagineObjects

Cruiser

Nearly 500k in size space cruiser object. Complete with windows and other details. Warning: This thing may require 5 megs or more to render! It was not built to conserve memory, it was built to look good! Imagine 2.0 only. Comes with tutorial on a new spline based rotations technique. Author: Carmen Rizzolo

NCC-80E

Star Trek-like Shuttle craft. For Imagine 2.0 only. Comes with nifty tutorial that can help you speed up your animation creation. Author: Carmen Rizzolo

NGPhaser

These are the Star Fleet hand weapons from the TV show STAR TREK - THE NEXT GENERATION. Author: Paul Weiser

Unpack disk A

Unpack disk B

Unpack disk C

CAM #695a,b&c Objets 3d Lightwave (format WaveFront)

ViewPoint\_Objects

17 detailed objects from ViewPoint in WaveFront obj(text) format: 1932

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Dodge, 1982 Porsche 911SC, 1983 Camaro Berlinetta, 1983 Honda ATC, A Bust of Beethoven, Al (a gangster), Bell Ranger Helicopter, Cow, Dumptruck, Foot Bones, Low-top Tennis Shoe, P-51 Mustang, Spanish Galleon, Street Lamp, Tommy Gun, Triceratops Dinosaur, Violin Case.

#### MiscObjects

3 anonymous Wavefront 3d objects in text format (.obj): Plane.obj, Radar.obj, Radar2.obj.

Unpack disk A

Unpack disk B

Unpack disk C

#### CAM #706a&b Objets 3d Imagine

##### A3000\_v2

New Amiga 3000 CPU & Keyboard Imagine object by Carmen Rizzolo

##### Andrews-objs

3 misc objects in Imagine format: Plane, Desk lamp & Lemming.

##### Celtic

Celtic pattern traced from postscript clip.

##### Disintegrator

This is the Imagine 2.0 object constructed after a photograph in ZAP! RAYGUN CLASSICS by Leslie Singer. "Buck Rogers in the 25th Century" is a tm; design was by Daisy Mfg. Co., 1936. Author: Paul Weiser

##### Fubuki

This ship is an Earth defense force destroyer from the universe of the sci-fi animated classic STAR CRUISER YAMATO/STARBLAZERS, created by Yoshinobu Nishizaki, West Cape Co. Ltd; STARBLAZERS is (tm) Westchester Films, Inc.. Author: Paul Weiser

##### hourglass

Imagine object of an HourGlass, author: Kenneth F Goecke

##### Mark\_Head

This is a LightWave model of my head that was scanned on a Cyberware 3D laser scanner. The model is comprised of a 195K polygon data set and a 24bit map image (which has been jpeg compressed). Author: Mark Thompson

##### MuseumGlobe

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LightWave object of Earth.

Plant

Imagine object of a plant.

seashell

Imagine object of a seashell. Author: Jeff Saffold

Shades

Just a quick little Imagine object whipped up for a still scene. The lenses are mirrored, so try them using a global picture: neat effects!

SpaceCruiser

This ship is (I think) an Earth heavy cruiser; it is from the universe of the sci-fi animated classic STAR CRUISER YAMATO/STARBLAZERS, created by Yoshinobu Nishizaki, West Cape Co. Ltd; STARBLAZERS is (tm) Westchester Films, Inc.. Author: Paul Weiser

StarBlazers

This ship is an Earth battleship; it is from the universe of the sci-fi animated classic STAR CRUISER YAMATO/STARBLAZERS, created by Yoshinobu Nishizaki, West Cape Co. Ltd; STARBLAZERS is (tm) Westchester Films, Inc.. Author: Paul Weiser

StarCruiserYamato

This is an IMAGINE 2.0 realization of the YAMATO from the Japanese sci-fi/comic adventure "Star Cruiser Yamato" (which appeared in the U.S. as a TV show retitled "Starblazers"). As I understand it (all my literature is directly imported, and I don't read Kanji - just the pictures) this is the actual Japanese battleship, raised and refitted as a starship. A dynamite concept, and in addition to the YAMATO it produced some other visually striking starships. Author: Paul Weiser

Stratocaster

This is a GREATLY improved version of the Fender Stratocaster Guitar Lightwave object that was originally an Imagine object. Author: Erik Flom

STTNGtitle

This object is in 5 seperate parts all in their proper location to form the Star Trek: The Next Generation title. Author: Steve Lam

Sword

Imagine object of a Sword, author: Midgard Graphics

Veritech

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Imagine object by Midgard Graphics.

WarpCone

Warp Cone Object in Imagine format.

Wineglass

Wineglass in Imagine format. Author: Greg Chance

Unpack disk A

Unpack disk B

CAM #732ab&c Vistapro DEM files

27 VistaPro DEM files from USGS & NIST coordinate data Converted by Mike Bandy: Indian Hill - Colorado, Littleton - Colorado, PlatteCanyon - Colorado, Kassler - Colorado, Alma - Colorado, Anchorage - Alaska, BeverlyHills - California, Camas - Wa-Or Portland, Chapel Hill - North Carolina, Crater Lake West - Or, Eloise - Florida, Entriken - Pa, FortIrwin - California, Hogansburg - NY ON PO, Honolulu - Hawaii, Jabez - Ki, Jackson - SC-GA, NewBritain - Colorado, PhantomRanch - Arizona, Saxton - Pa, Slaton - Texas, TiefortMountains - California, TumWater - Wa, Virginia - Mn, WestPoint - NewYork, WestOfDrinkWaterLake - California, Penny - penny surface.

Unpack disk A

Unpack disk B

Unpack disk C

CAM #738a,b&c Imagine Contest (Pics & Anim)

ANIMATION CATEGORY:

1st Prize- "BulbMash" by Stephen Mund

HAM CATEGORY:

1st Prize- "Forest" by Michael Comet

2nd Prize- "Ice Cream" by Chris Hurtt

24 BIT CATEGORY:

1st Prize- "3D STUDIO" by Chris Hurtt

2nd Prize- "EYES" by Guido Rechsteiner

2nd Prize- "Alien Vacation" by Michael Comet

3rd Prize- "Science Station" by Steve Langguth

4th Prize- "EndGame" by John Humpal

5th Prize- "Witches Brew" by Randy Auschrat

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6th Prize- "Forum" by Don Hirschfeld

7th Prize- "Fishin" by Orin Palmer

Unpack disk A

Unpack disk B

Unpack disk C

CAM #739a,b&c Vistapro DEM files

23 VistaPro DEM files from USGS & NIST coordinate data - Converted by Mike Bandy:

annandale.DEM, ashbygap.DEM, bellecreek.DEM, bluemont.DEM, bountifulpeak.DEM, ennisne.DEM, fairfax.DEM, fallschurch.DEM, ftdouglas.DEM, gaithersburg.DEM, germantown.DEM, helens1.DEM, helens2.DEM, herndon.DEM, kensington.DEM, manassas.DEM, poolesville.DEM, rockville.DEM, sandyspring.DEM, seneca.DEM, sterling.DEM, vienna.DEM, washington.DEM.

MK-B

The T-4 "Bee" Imagine model uses a number of brushmaps to add detail and texture. They are included in this archive. To render properly you must assign the logical device "Brushmaps:" to the directory where you have stored these brushes. The model was designed on a 16meg A4000, but tested on a 6meg A3000. I can't be sure it will render on machines with less memory.

Mouse

This is a mouse as in furry and squeak (not computer) that I produced entirely on turbo silver 3.0. Author: Mike Wagman

Raider

This object is the Cylon Raider from the universe of the live/model action TV show BATTLESTAR GALACTICA (late 1970s). It is based upon a Monogram model; BATTLESTAR GALACTICA is (tm) Universal City Studios, Inc.. Author: Paul Weiser

SnowDome

This is a Snow dome Imagine object.

Unpack disk A

Unpack disk B

Unpack disk C

CAM #751a,b&c Objets 3d

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### ImagineOrganizer\_v1.2

Articles from Carmen Rizzolo. In here you'll find all the tips, tricks and tutorials that I have written to further help you get along with Imagine. There will be things in here to speed up your creation process, smooth out rough motion, and do things that maybe you never thought you could do with Imagine.

### ImGram\_Object

Imagine object of the Imgram a Excelsior Class Starship from Star Trek the Next Generation. Object was created by Kurt A. Suleski who indicates this is his first completed project. You need the textures from the Essence Program. Object is over 500K in size.

### NCC-1701-D

This is a 'detailed' Imagine 2.0 object of the Enterprise from the Next Generation modelled by Carmen Rizzolo. There are NO iff image maps used in this model, all detail has been modelled and only uses standard Imagine procedural textures.

### SpeakerFON\_object

This is a 'detailed' Imagine 2.0 object of SpeakerFON modelled by Carmen Rizzolo. The telephone object is divided into three main components. The BODY, the CORD, and the HANDSET.

### ViewPoint Imagine & LightWave Objects

Sample hi-quality 3D objects from ViewPoint. These objects are uploaded here in both Imagine and LightWave formats. The same objects are in each archive, just in different formats. the "IOB" archive has the Imagine objects and the "LWOB" archive has the LightWave objects. The objects are: a cartoonish Al Capone figure, a '32 Dodge, a tommygun, a lamp, a violin case, and the ViewPoint logo. These objects were handed out at the Siggraph Convention in Chicago in 1992 by ViewPoint.

### Unpack disk A

### Unpack disk B

### Unpack disk C

### CAM #767a&b Objets 3d

### Alien

Here's a SILLY and Probably Worthless 3D Model of an "Alien" for Imagine. Author: Midgard Graphics

### Bike

This is a old style "tank bicycle" The spokes and several parts are

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chrome so when you render this jewel make sure that you have some kind of ground and sky to show off the chrome. Imagine format. Author: Mike Halvorson

Bouncing

Imagine cycle object, somewhat problematic.

ConsoleTable

This is an interesting idea...this is a table object, but the table seems to be a work-table of some sort for an electronic hobby room or something. Imagine object.

DiningChair

This can be multiplied and used around a dining-room table. Imagine object.

DiningTable

And then.....

Dropship

This is an object of the Dropship from Aliens. Author unknown. Silver format.

Eagle\_1999

Space 1999 Eagle Imagine object. Author: Scott Goffman

ImagineOrganizr\_v1.38

In here you'll find all the tips, tricks and tutorials that I have written to further help you get along with Imagine. There will be things in here to speed up your creation process, smooth out rough motion, and do things that maybe you never thought you could do with Imagine. AmigaGuide format, Author: Carmen Rizzolo

LesPaul

This is a Gibson Les Paul object I made with Imagine complete with pickups and strings. Author: Richard G. L'Hommedieu

MidgardImagineObjects

20 imagine objects: Ant, Building, Castle, Cruiser, Dwing, Galileo, Head, Helm, Maska, Maskb, Maskc, Maskd, Screw, Sheath, Shield, Spot, Starship, Sthenge, Sword, Technorat. Author: Midgard Graphics

NatesObjects

A collection of 40+ LIGHTWAVE OBJECTS, without any maps, that I made. It includes some text, some useful sale words and numbers (i.e. 50% OFF), some christmas ornaments, and a bunch of other stuff that may be of value for commercial animations. Author: Nate Wahl

### PumpNateWahl

A set of Lightwave object (9) and Scene files. Makes an animated Rotary Positive-Displacement, Variable Volume, Constant Pressure Hydraulic Pump. Yields 15 and 30 frame loops, plus some still views. Subject of 'LW Spline Values' thread from AmigaVen NewTek area. Scenes will need edited to use your path, left mine in. Enjoy! Author: Nate Wahl, Emerald Video

### Runabout

It is a Shuttle type object and has landing "Feet". It looks a bit like the Craft from the TV Series Space 1999. This Runabout object is for Imagine and Requires the use of Steve Worley's Essence(copyright) package. Peter Greci

### Settee

A Lightwave object of an antique S-shaped Lovers Chair. Has about 5500 polygons, and includes a 16 color map for the upholstered seats. Took about 5 hrs to make.

### SpaceTree

This tree was made with 3D Pro and converted to Turbo Silver format using Interchange. Author: Randy Connell

### StarTrekShuttle

This is a short range shuttle craft from STNG. This is not done from a model this is done from episode clips and memory. Imagine format, Author: Mike Wagman

### Trees

A set of trees for use in outdoor landscapes. Imagine object.

### WarpBee

A MK-T6 primary warp drive trainer. This model includes a working stroblight and for Essence owners impulse thrusters with fractal flames dancing around inside the exhaust ports. The archive includes 4 Imagine objects and related brushmaps. Author: Paul Gerhardt

### Unpack disk A

### Unpack disk B

### CAM #792a,b&c Objets Imagine

### 1702D-IM

The USS Enterprise 1701D Starship. Now 1.42 megs. More efficient and faster to render. Only needs 8.4 actual RAM to render. Course, you'll

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need about 10 or 11 total to hold Imagine, etc. Still uses no brushes to conserve RAM and make things simple. Modular design for easy access to turning off windows and lights too! Author: Carmen Rizzolo

#### CAD\_3D\_Objects

Here's a small collection of PD 3D Models I converted from the Atari platform. Bskcourt, Invsbike, Mega, Piano, P\_38, Town\_sqr. From Peter Greci, Midgard Graphics

#### Corridor

Here's a Simple object of a Long Straight Corridor. The Objects on the top of the "Corridor" are Yellow Lights, that are actually Light Sources. This object is in Imagine format. From Midgard Graphics

#### Ferrari

This is a Ferrari F189 Grand Prix Race car for Imagine 2.0. It was modeled in Sculpt 3DXL and Imagine 2.0. It comes complete with outward marking brushes, and is ready to render.

#### Gears

2 simple gears object in Imagine format.

#### Hi-Rise

Nice Skyscraper model for Imagine. LARGE and fairly well detailed. Enjoy it, only thing it is missing an ENTRANCE for some reason. I guess the Creator of this model needed it only for Scenery or a Fly By.

#### Human

Humanoid Object Converted from Autocad DXF to 3D Studio 3DS file by a buddy of mine then I used Interchange Plus's 3D Studio Module to convert to Imagine Model. Decent Quality. From Midgard Graphics

#### ParkBench

A simple park bench imagine object.

#### PatioTable

Here's a nice Patio Set of Table and Chairs and even has a Baseball Bat and Ball in the scene. Converted from CAD 3D 3D2 model to Imagine using Interchange Plus from Syndesis. Midgard Graphics.

#### Room

Nice Interior model of a Room for Imagine. Converted from CAD 3D 3D2 using Interchange Plus.

#### Stingray

Slick, purple, fighter spacecraft. Only 150k small! Shareware. Including an IFF 24 bits example rendering. Author: Carmen Rizzolo

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### ViewPoint\_2\_Imagine

5 new objects from ViewPoint in Imagine format: 57chevy, Babem, Sandal, Shark, Surfbord.

### Unpack disk A

### Unpack disk B

### Unpack disk C

### CAM #799a&b Objets 3D

### 4\_LightwaveObjects

4 LIGHTWAVE OBJECTS. A SHARK A HONDA ATC 4 WHEELER a Bust of Ronald Reagan and the London Skyline. Converted using Syndesis Interchange and Modules of their Software INCLUDING their optional 3D Studio module. The ATC and Ronald Reagan Bust are converted from 3D STUDIO. Source: Compuserve, Autodesk Area

### BrainBump

A bump-map of a brain texture. Uploaded for the benefit of those looking to add some bumps to their brain. Source: Studio Amiga BBS

### BrainParts

A bump-map of a brain texture. Uploaded for the benefit of those looking to add some bumps to their brain. Source: Studio Amiga BBS

### ChiliC

VistaPro DEM of Chilicotal Mtn, Big Bend, Texas. This data is 60 meter data reduced from 30 meter USGS DEM data. This was done to give more regional coverage in a Small VistaPro DEM.

### Dakdungrn

This is a collection of objects I've created with Imagine 2.0 and Imagine PC over the past few months, all with the theme of Dungeons&Dragons. Author: Doug Kelly

### FlyingSaucer

Flying Saucer object for Imagine. Converted from CAD 3D 3D2 file using Syndesis Interchange plus. May need Recoloring.

### Glass\_Surface

LightWave Surface file and required bitmap create a fairly good looking glass for use in ornamental lamp fixtures. Author: Erik Flom

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## Golf

This file consists of two Lightwave objects, a golfball and a golf tee, as well as a simple scene of the two objects. These objects are quite dense in polygons, the ball having just under 10,000. This is what it takes to make real modelled dimples! The tee is very detailed, no edges at all will show.

## MattPk

VistaPro DEM of Matterhorn Peak, in the northern part of Yosemite National Park, in California. This is 60 meter DEM data made by reducing 30 meter USGS DEM data in order to cover a larger area with a Small VistaPro DEM file.

## MBaker

VistaPro DEM of Mt Baker, in Washington State. This file contains 60 meter DEM data which was made by reducing 30 meter USGS DEM data, in order to cover a larger area than is normally covered with a Small VistaPro DEM.

## Monitor

This is an object of Philips Monitor Model 8833 MK II commonly used with the Amiga. The object was created by Neil Miller - "Tex" using Imagine 2.0 on an Amiga 2000 '030.

## NeverS

VistaPro DEM of the Never Summer Mountains in Colorado. This file contains 60 meter DEM data which was made from 30 meter USGS DEM data in order to cover a larger region than is normally covered with a Small VistaPro DEM.

## PikePk

VistaPro DEM of Pikes Peak, Colorado. This file contains 60 meter DEM data reduced from 30 meter USGS DEM data in order to cover a larger region than is normally covered by a Small VistaPro DEM.

## Sci-Fi\_Demo

A demo of Sci-Fi Type: 14 3d fonts for Imagine and other rendering programs. Includes: Ultra (a full sample fonts), A short doc file with ordrerer info, and an iff (hi res 16 color) image depicting the rest of the set. Author: Doug Brooks

## SuperM

VistaPro DEM of the Superstition Mountains in Arizona. This file contains 30 meter USGS DEM data.

## Wilbtn

VistaPro DEM of Wilburton, Oklahoma. This file contains 30 meter USGS DEM data.

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## WsMaui

VistaPro DEM of Western Maui, Hawaii. This file contains 60 meter DEM data reduced from 30 meter USGS DEM data in order to cover a larger area than is covered with a normal Small VistaPro DEM.

## Unpack disk A

## Unpack disk B

## CAM #821a,b,c,d&e Objets 3d

## 2\_Enterprises

There are two USS Enterprise objects in this archive, in both Real 3D 1.4 and Real 3D v2 format. Author: Nik Vukovljak

## Amiga3000T

Here's an amiga 3000T object for imagine 2.0. I've tried to optimize it as much as possible to reduce unnecessary edges, which is why the size of the object is so small. Included is a dynamic hires trace of the 3000T, use viewtek to view it. Author: Greg Pringle

## ATM\_Objects

This is a collection of objects, scripts, and images for Lightwave 3.0. Some scripts use the default objects that came with lightwave, like space/randomstars, space/planet, etc. Space objects: Al's Ship 1, Al's Ship 2, Enginefire, Lazer, Station1, Thing, WeirdCone. Landscape objects: MountainCircle2, CloudCover, Sky2. Images: UDgradient.b, StationChase, PassMountains, ThingKills. Author: Alan Mackey

## CommandSequenceProcessor

This arexx program takes a shell command with special pattern codes embedded in it and issues a sequence of shell commands generated by filling in the patterns. This allows for one-line processing of a sequence of files such as LightWave image sequences. Author: Stuart H. Ferguson

## CycleObjects

3 Excellent Imagine Robot Objects. The objects in this archive all use the Essence textures. I have made a point of making it easy to remove them for people who don't have. Author: Jeff Holinski

## DungeonDoor

This is a model of an ironbound wooden door, created in Imagine PC. It is intended to be useful in modeling castles, dungeons, etc. Author: Doug Kelly

## Flame

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A flame for use in Lightwave. Author: Eric Case

#### Jupiter

Lightwave scene file for the planet Jupiter. This includes a jpeg image which will wrap seamlessly on the supplied Jupiter.lwob. The image can be used with other 3D modelling packages which support image wrapping It has been successfully used in Imagine in addition to Lightwave. The image is modified from a Voyager image of the Jupiter surface taken over a complete Jovian day. Author: Terry L. Tabor

#### LampTorchier

An imagine object of halogen "torchier" style lamps. Author: Greg Pringle

#### LW\_ConfigEditor\_v1.0

Here's 3 Modeler Arexx scripts that'll let you edit your LW-Config through Modeler's Arexx GUI. Author: Chris Hurtt

#### NewRex

This is a collection of a few new Arexx commands and Modeler 3.0 macros that are handy for those people working in the professional field. CMD: Bounding Box, Display Bounding Box info, optionally create box for standin Obj. CheckFSSeq.rexx -- Check for missing frames in sequence of FRAMESTORES. CheckSeq.rexx -- Check for missing frames in sequence. FrameRenum.rexx -- Renumber frames in sequence by adding an offset. CMD: Halve.lwm, Scale Object to half (twice) its size around its center. CMD: Make Motion, Create motion file with user-specified functions of the in each channel. CMD: Parametric Curve, Create curve object with user-specified parametric functions. CMD: Router, Bevel Polygons with multi=level bevels. CMD: Shape Text, Extrude/Bevel text or other flat objects... \_SaveMe.lwm -- A little reminder to for you save your work! Author: Arnie Cachelin

#### Shark

Scene created for NewTek to demo displacement mapping. The whole thing including scene file, shark object, and map image This scene went out to dealers but never made it into the final release. The shark object is PD and not very good, but back when I needed it. Author: Mark Thompson

#### Solar

A SIMPLISTIC model of part of our Solar System. Converted from CAD 3D 3D2 model to Imagine format using Interchange Plus.

#### SpaceStationFreedom

Very detailed space station, Complete with image maps (for lightwave). Multiple objected parented together (so you can easily make changes). Author: Michael Crumpler, Space Power Institute.

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### Sphere

Having been challenged by Imagine's "Conform to Sphere" operation, I sat down and wrote an ARexx script for Modeler 3.0 that does a similar function. I only spent a few minutes on it, so it does not have a lot of bells and whistles, but it does do essentially the desired transformation. Author: Stuart H. Ferguson

### Stapler

Imagine object of a stapler. Essence was used to create the slight rainbow effect on the metal and was also used to vary the brightness on the stapler slightly to give it a more realistic look. If you don't have essence, removing the textures won't hurt anything. Author: Greg Pringle

### TableTop

8 Imagine objects: Ashtray, Desklamp, Glassgrp, Pipe, Rod1, Rodgrp, Smoke, Smokel. Including render example. Author: Jim Medek

### The Tree

A 3-D tree w/o leaves, in Imagine format. Would look nice out on a desolate plain, maybe with a small cow skull at the base. Author: Eric Flom

### TRexxCycle

Very nice Imagine 2.0 cycle object of T-Rexx. Requires Essence I and II for skin textures, however, they can be removed. Author: James Hastings-Trew

### Unpack disk A

### Unpack disk B

### Unpack disk C

### Unpack disk D

### Unpack disk E

### CAM #831 Objets 3D

### Deb-Lw

Here's a DECENT Female 3D Model for Lightwave. From a Local IBM BBS It was originally in 3D STdio Format converted with Interchange Plus to Lightwave From Midgard Graphics

### Evob\_03

A couple of objects for Imagine. 2 pliers, 1 old grinding wheel, 1 wooden wagon wheel. Author: Paul Gluck Jr.

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## Evob\_04

A couple of Objects for use in Imagine. 1 sword, 1 halberd, 1 battle-ax, 1 knife. Author: Paul Gluck Jr.

## Nautilus

This is a model of the Nautilus from the Disney movie "20,000 Leagues Under the Sea". It uses Essence texture on the "METAL" parent piece, so if you want to remove the textures, that is where to look. Also it uses real spheres for all the light pieces and I haven't checked to see how it translate over yet. Imagine format. Author: Ben Gibson

## Nut

Imagine object of a nut (screw). I made it very detailed, so you can go real close with the camera. Author: David Hofmann

## Shroom

An Imagine mushroom object with stem, cap and gills. This is supposed to be a Fly Amanita (Amanita muscaria).

## Sonic

This archive contains a Sonic the Hedgehog object for Imagine 2.0, as featured in the Sega games. I have also included a sample jpeg 640x512 picture. Author: Andrew Nunn

## T-17\_SpaceFighter

This is a T-17 Swift as seen in Star Wars. You are free to use this object in anything you want, but LucasFilm Inc. might have a different opinion. This object was created in Imagine 2.0 AND 2.9. It uses a couple of 2.9 textures and several bitmaps (brushmaps). It can only be used with Imagine 2.9. (because of the textures). Author: James R. Walker

## Unpack

## CAM #845 Objets

## Bike

This bike has been modeled on Imagine 2.9. It requires Metal.itx texture. Since there are many small faces, rendering it in Trace mode may take a long time. Author: Stanis

## EVob\_5

Objects for use with Imagine. A tomb and a cross. Author: Paul Gluck Jr.

## Formulal

This car has been modeled from Alain Prost's Williams/Renault car. There is no texture mapping. Author: Stanis

FW14bWilliamsFormula1

This archive contains an Imagine object file, three IFF brush maps and two rendered pictures. The file FW14B+Sponsors is an Imagine object of the Williams 1992,1993 season formula one car. The file is in the standard Imagine object format, this includes all the attributes for the surfaces and the sponsorship. The files FW14B.HAM and FW14B.HAM8 are renderings of the object in (i) standard HAM 320x512 and (ii) HAM8 at 640x512 (AGA only). The drawer called Wraps contains three 4-colour brushes which are 'wrapped' onto the car to reproduce the Williams colour scheme. Author: Graham Dean

NCC\_1701D

Yet another Enterprise NCC\_1701D, but this one have the saucer section separate. Author: Scott Tracy

Unpack

CAM #946 Objets

Dragonball\_kit

I'm providing two Imagine 3.0 models of an adult Songokuu from the Dragonball Z manga/anime. The first one is a crude prototype which barely resembles the real(?) thing. From the experience of building the prototype, the second model looks much more faithful to the original character. Author: Tomwoof

Sf2\_Chunli

This is my second prototype Chun Li model for use with Imagine. It's not exactly complete and is slightly out of proportions, but all the brush maps are present and with a little work you can have a complete Chun Li for FREE! Author: Tomwoof

Sf2\_Machine

Now you can have your very own Street Fighter arcade machine absolutely free! It's not a very detailed model but it's recognizable :) You can always change the decor panels, game screen, number of buttons...etc, for a totally different machine. This one comes with brush maps for Super Street Fighter II. It's not based on any particular real world unit though. Author: Tomwoof

Unpack

CAM #952 Objets

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AliensAPC\_v3

Imagine 2.0 model of the Armoured Personnel Carrier from Aliens. Also included are some renders of other projects. Author: Simon C. Embley

Armoured\_Walker!

Imagine 2.0 cycleobject of Armoured Walker. There is neither texture nor brush applyied. This archive consists of two anims and an cycleobject. Author: Krzysztof Korsi

Unpack

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