

Haines NFF Geometry Import Converter

This geometry import converter reads in Eric Haines Neutral File Format (NFF) files. This file format is primarily used with the SPD package created by Eric Haines (SPD is used to test ray tracing programs). Please note that this converter does not read in the **World Toolkit NFF** file format which is quite different from Haines NFF format, nor does it read in the ENFF format (an informal extension to the Haines NFF file format).

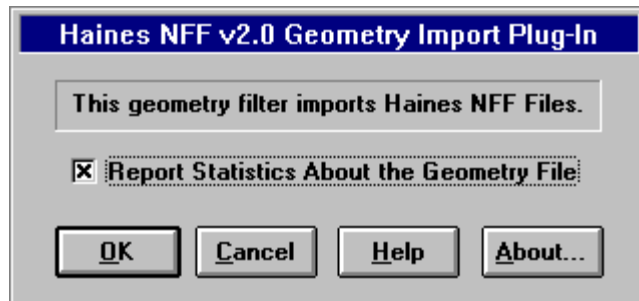
Conversion Process:

This converter reads in all information from a Haines NFF file and converts the data to internal representations. The conversions are described as follows:

- "v" - viewing vectors and angles. These parameters are converted into a camera definition.
- "l" - positional light location. This is converted into a point light source.
- "b" - background color. This is converted into a uniform color background color scheme.
- "f" - object material properties. These are converted to equivalent an equivalent material definition.
- "c" - cone or cylinder primitive. Adds either a cone or cylinder object.
- "s" - sphere primitive. Adds a sphere object.
- "p" - polygon primitive & "pp" - polygonal patch primitive. All random polygons are collected in a long list then optimized and stored as an indexed polygon mesh primitive (memory efficient).

CONVERTER OPTIONS:

The following information explains the various options on the dialog box:



Report Statistics About the Geometry File

If this checkbox is enabled then the import converter will print out the number of objects and polygons that were parsed from the file.

