Compendium Deluxe #1 Misc Ray Tracing Archives Menu

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Chapter 1

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1.1   Misc Ray Tracing Archives

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Filename          ComandsSizeDescription
blackscr.lha        VX    6K Open A 1-plane Black Screen To Speedup
                             Imagine A Little Bit While Rendering.
freeform.lha        VX  673K FreeForm 3D Demo version - This is a
                             Bspline and NURB editor for Real3D2,
                             LightWave, Caligari and Imagine. It has a
                             realtime Perspective and Parallel view
                             interface, with points picking and bones
                             modification in all views.  In the
                             interactive modes, you can choose how your
                             object is displayed on the fly.
povray21.lha        VX 1106K Persistence of Vision Raytracer 2.1 port
                             by George Leonidas Coulouris - I have
                             merely ported the original source code to
                             SAS/C 6.3 for the Amiga.  It has not been
                             extensively tested, and is by no means
                             guaranteed to work.
pyramid2.lha        VX   50K Pyramid v2.0 By Nicolas Mougel - Have you
                             ever needed, using the POVRay raytracer a
                             program that allow you to create very
                             quickly 3D objects with repetitive parts
                             and that avoid you to tape all the lines
                             of the object itself? If the answer is yes
                             so this program may help you.
rcalc141.lha        VX   34K RenderCalc v1.41 by Daniel S. Milling Jr.
                             This program grew from my need to quickly
                             and easily calculate the number of frames
                             it would take for an object moving X miles
                             per  hour to move Y feet.  This was a
                             necessity  for some animations I was
                             creating. Now with a GUI.
shelly12.lha        VX  100K SHELLY V1.2 - A tool that generates
                             3D-Objects of various shells (Ammonites,
                             Slug-houses etc.) for: POV-V2.0, Real3DV2
                             and T3Dlib.
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