Objects_Database

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COLLABORATORS

	TITLE : Objects_Database		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Andy Kinsella	December 25, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Objects_Database

1.1 Imagine Objects Volume One

```
                    Welcome to Volume One of my Imagine Objects collection.

    This first disk contains the following objects(Click for more info):


            EuroFight2000

            Attack~Helicopter

            Station~Entry

            StarField

            Heavy~Mover

            Light~Mover

            COMMS~DISH

            Read This!!!
                All the Required Texture Maps have been~included.


            About
            :)


            Legal~Stuff
            :(

    If I can think of anything else then click
            HERE
```

1.2 EURO FIGHTER 2000

Object Size: 108Kb

DESCRIPTION: This is a Model for users of Imagine version 2+. It is a Model
of the EuroFighter 2000 (I think it is to replace the Tornado, right?).

 The scale of the object may be a bit dodgy! I modeled it from memory (my
own, not the Amigas'...). I caught a few minutes of an air show on BBC2, and
the EF2000 was on display. I thought it looked pretty cool, and weeks later
decided to I would like to build one in Imagine (well, I would like to have
built it in LightWave! Can someone lend me £800!?). So I did, and here it
is.

 It is rather simple, but the only reference material I had was a picture in
a local news paper. And it was a shitty picture at that. So add any
embelishments you like! And tweek the attributes some...

 The Camoflauge Brushmap you can see in the OBJECTS.iff is not included. NOT
because I don't want you to have it, but because it is to big for this
disk!! It is about 10% bigger than the Object itself. Anyway I have messed
the attributes about a bit for you (They need V3+fpu (Sorry!)).

1.3 Attack Helicopter

Object size: 95Kb

DESCRIPTION:

This is a model of a helicopter.

I wanted to Build a model of an~AH64~Apache~Gunship,~but~I~didn't~have~a~
picture of one to use as reference.~So I~made~one~up!!~It~could do~with~a~
few more things adding to it, such~as~wheels~and~a~machine~gun. All~though~
I~may have already added the gun~by~the~time~you~have read~this.

It is already quite heavily armed.
it~carries~a~rocket~pod~on~each~wing~tip.~ Each pod holds
8~rockets(not~included.~Build~your~Own!).~It~also~ carries 4~high speed Air
to~ground, Tank~Busters.~Er...~you~kill~tanks~with~ these.

There are no texture maps~included~with~this~object,~The~attributes~are~set~
to a green painted metal.~And these~look~OK.~I think~it~looks cool~with~the~
CAMO texture, which~is~supplied~with~Imagine.~For~obvious
reasons~I~havn't~included this~Texture.~But you~should~have~it~anyway.

At the Last moment I decided to apply the FROGSKIN.itx. I like it!

Oh, and I nicked a couple of missiles off my EF2000 and stuck them on the
sides of the engines (well, I think they are Engines!). And I did the
Rockets! and some wheels and stuff... Thats it.

<<<

1.4 STATION ENTRY

Object Size: 82Kb

DESCRIPTION:

This is the front end of an unfinished (very!) Babylon 5 clone. Sorry but I couldn't help it.
 Although it is FAR from completion (I am not sure if I will finish it), It is usable if you require close up shots of ships leaving a docking bay.

 That's what I use it for.

 This object uses textures suplied only with Imagine3+. The textures may also have been included with some of the ROLLING UPGRADE releases, ie. 2.9 and so on. However, if you are using a version which is not a whole number, then you are using an ILLEGAL copy. So There.

1.5 StarField

Object Size: 14Kb

DESCRIPTION:

 There have been many Alternatives to Imagines CRAP Global starfield mentioned in magazines etc... There are also a number of tools to make starfields from hundreds of disks or cones or what the hell, but these use just to many poly's for me!

 You may have seen the one on this disk before, if not, here it is.

 It is nothing more than a Primitive (not CSG) sphere with the confetti (V3+) texture applied. The sphere is scaled to 1000 units in each direction.This is just a bit less than the default world size.
 Just set your Scene inside the sphere and away you go!

Any Questions?

1.6 Heavy Frieght Mover

Object Size: 108Kb

DESCRIPTION:

 This Ship is for moving stuff around.~i.e~You~can~use~it~to~carry~Large~ items, such as fuel tanks,~large~containers~or~what~the~hell~you~like,~ between a cargo ship and a~space~station. Or~vice~versa.~Get~it?

 I suppose you could say, that~this~is~the~equivelent~of~the~Forklift truck. Er... but it's got no forks!? Instead of forks, it has got adjustable jaws, which are attached to long arms and a rotary joint. These may look a bit flimsy when compared to the forks of the forklift truck, but as Stuff in

space is comparativley weightless this don't mean shit!

 There are Two brushmaps with this object. They are:

 1. Hull-Top.bsh This is a colourmap which is used instead of the attributes
colour sliders. It is Lores 8colours, but you can change this your self if
you need to. As it's name suggests, this map is for the main body of the
ship.

 2. Hull-Top.ref This is a 16greyscale brushmap. It attempts to simulate
panels on the ships hull, by reflecting light at different intensities off
the various shades of grey. It is applied as a REFLECT map. Sadly this
doesn't work as good as the diffuse and specularity maps which you can
apply to objects in LightWave. It may be a good idea to apply this   map as
an altitude map also. NOTE: Reflect maps in Imagine will only work like
LightWaves Diffuse mapping when rendered in SCANLINE. They will reflect the
surrounding objects etc... in TRACE mode. I have since replaced this Map
with a couple of procedurals which I didn't have when I made it!
 Why is there no diffuse mapping in IMAGINE!?

 The Attribute settings for this object Could do with a little tweaking for
better results. The hull is set to green painted alluminium. The arms are
set to Graphite, but the colour could do with darkening a bit. Feel free to
alter any of these.

NOTE: Imagine 4 now supports SPECULARITY MAPPING, and I
have ditched the Reflect BrushMAPS for Procedural textures. They take
longer to render, but you have them already so I don't need to fit them on
an already packed disk!

thats it.

1.7   Light Frieght Mover

                    Object size: 51Kb

DESCRIPTION:

 I built this object quite a long time ago. January 1995 to be precise.

 This Geezer called Mojo (who I believe is or was part of Ron Thorntons'
Babylon 5 Team) ran a Tutorial or three in Amiga Shopper Magazine. Starting
in Issue 45ish. The tutorial was based around Building a small WorkPod in
LightWave. Unfortunatly I can't afford LightWave, So I built it in
IMAGINE2.0 on my old A500+ with just 2mb of ram!

 The ship is Built to perform The same tasks as the
                 HeavyFrieghtMover
                  . But
is used for transporting Smaller items.

  There are Three Brush Maps for this object. They are:

 1. new.pod.colour this is a colour map for the side of the ship.
 2. new.pod.Texture(1) This is a reflective map for the side of the ship.

  3. new.pod.panels This is a reflect map, used over various parts of the
ship.

The reflect maps for this object have also been ditched since I first wrote
this Guide. See
                  Heavy Mover
                   for more info! thats it.

 God I hate typing!!

1.8   COMMS DISH

Object Size: 15Kb

DESCRIPTION:

 Er... This is a small Rotating Radar type Antenna. It doesn't serve any
real purpose, apart from adding a bit of detail to space ships!

 Just plonk it on there, or cycle it, Whatever you like.

 It is a very simple object, and could benefit from the addition of some
wire or something.

 No maps for this one!

 Well you Know spaceships have stuff on 'em that looks good but Don't do
shit! well thats what this is for.

 Go on,put it on there!

 That it.

1.9   About Imagine Objects VOL1.

Hello there.

 All the objects in this small collection, Should be compatable with all
versions of IMAGINE from 2.0 and upwards. Although they have only been used
in 2,3 and 4

  When you Get this disk, it should contain the following stuff:

Directory <MAPS>

          Hull-Top.IFF
     New.POD.Colour

 There are other Maps, but I decided to replace them with
Imagines procedurals, as there is not enough room on this disk. You need the
FPU version of Imagine 3 or better to use these textures. If you are using

v2 or have no FPU then simply remove them in the ATTRIBUTES requester.

```
Directory <Objects>
          EuroFighter2000.iob
     AttackHelicopter.iob
          HeavyMover.iob
          LightMover.iob
          Starfield.iob
          CommsDishDish.iob
          StationEntry
```

```
 The Files:
          Objects.Guide
          ObjectsPic.pic
          Objects.lzx
```

 All the Objects Will Render straight from the Disk. If you put them on your Hard Drive, You will Need to Change the Brush Map paths.

 You May not find these object useful at all, But if you do, I would like you to send me A RENDER of what ever project you use them in. Please.

 Also I would like users to send me a postcard or something, Saying where you got this disk, and what you think of IT!

One more thing. You may edit these objects in anyway you like, but if you use them, even in edited form, or even if you only use parts, such as ARMS, then I would like to be CREDITED.

I CAN BE CONTACTED AT THE FOLLOWING ADDRESS:

 Andy Kinsella
 42 Hibernia St,
 Deane, Bolton,
 Lancs,
 BL3 5PG.

 Thanks to CU AMIGA I AM CURRENTLY USING IMAGINE 4.0. I LOVE IT!!!

 My current setUp is:

 AMIGA A1200/030@40-882@50-2+16Mb (Powered by pHASE 5!).
 Archos OverDrive PCMCIA HD 170Mb (A bit small I know!:()

 I need to Upgrade my Hard Drive Badly! Sadly I am out of work, and it will take an age to save up! Ah well.

 If you like these objects, You can send me A Blizzard 1260 with 32Mb of ram if you want!

 That all,

 Happy Rendering, Andy.

1.10 Legal Stuff

```
                    THIS IS A DISCLAIMER
                    ====================
  I WILL NOT BE HELD RESPONSIBLE FOR THE CONTENTS OF THIS DISK TURNING YOUR
AMIGA INTO A BANANA. SO THERE!!

End Disclaimer.


                     Copyright Stuff
                     ===============

The Imagine Objects, This text file, and all other items on this disk, apart
from the .info files for the Drawer Icons, are-

Copyright © Andy Kinsella 1996-97. Thats Me!

IMAGINE Copyright © of Impulse.inc
LIGHTWAVE Copyright © NewTek.
BABYLON 5 Copyright © BABYLONIAN PRODUCTIONS (I think!).


End Copyright Stuff.

                     A Message to you!
                     =================

  This Disk, well the Contents of this disk, Comes under the Banner Of

                    RENDER WARE.

    This Means If you Use the Objects, contained on it, you Will Send ME A
RENDERED Image Containing the afore mentioned Object. Please.


End Message.

                  A Message to PD companies.
                  ==========================

  If you Put this disk in you Library, You Must NOT charge more than One
pound Sterling for it. Also the contents And the documentation must remain
UNCHANGED.
  Some PD companies Rip People off.

  V12-PD is an Example of a good PD company. 1 disk 65p, Beat that!
                                          10 disks 5quid, Beat That!!!

  Yet in the same Magazine, Another company Is charging 10quid for 5 Disks
  F@#% THAT!!!

  Why?

End Message to Pd Companies.
```

                    The Rules:(
                    ===========

You may copy this disk as much as you like. You may give it to whom ever you
like. but the Contents must Remain UNCHANGED.

 I will Set a Squad of Ninjas' After you if you Break these rules!
  Although you may Own the Plastic, I own it's CONTENTS. So THERE!
 I will be CREDITED for any or parts of my objects you use.
End Rules.

That wasn't to Bad, Was it?

 Andy.

1.11 SOME STUFF

 Thanks for checking! But I have nothing else to say...

1.12 LAST MINUTE STUFF!!

 At this time I have left out the file OBJECTS.LZX because a can't
decide which ones to include. I have decided to release another Volume
in the Future.

 This disk was supposed to be out months ago!

 At the time of updating this guide (20/07/97), the Amigas' future is
looking good. pHASE 5s' PPC boards should be out now (I'll be buying one
soon), Imagine 5 is out, and news from Impulse is very exciting...

 Imagine 6! New Interface! Using real a real Amiga Interface. PPC support!
That will be way cool... REAL TIME RAYTRACED PREVIEWS!?

Incase you never read the ABOUT link, My address goes like this-

Andy Kinsella.
42 Hibernia St,
Deane,
Bolton,
Lancs,
BL3 5PG,
England,

 Regards, Andy.