

# **Amiga Clouds**

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## Chapter 1

# Amiga Clouds

### 1.1 Amiga Clouds by Krzysztof Kobus

Clouds 1.0

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Disclaimer

The Program

Additional Notes

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Orderform

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### 1.2 Disclaimer

Disclaimer

No responsibility or liability will be accepted for any damage that may appear to have resulted from use of this program. All use is at your own risk. The software is provided "as is" without any warranty implied or otherwise to the fitness or accuracy of the software and documentation. The author reserves the right to update the software and/or documentation without notice.

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## 1.3 The Program

### The Program

- Overview
- Getting started
- Parameters
- Calculating
- Menus
- ARexx

## 1.4 Overview

### 1. Overview

Clouds is the first program on Amiga platform, giving you visual modeling and realistic animation of turbulent motion of clouds. It is based on spectral synthesis method. The method employs a variety of intuitive parameters describing natural properties of clouds phenomena, as cloudiness, contrast, wind direction, strength of wind and turbulent changes. Such wide range of controls allows a creative animator to generate all kinds of clouds, gases, mists and so forth. Resulting images can then be used as backgrounds, textures in 3-D programs or alpha channel information - to mention just a few possibilities. The program has standardized user interface and is fully controlled via ARexx. Clouds is Kickstart 1.3/2.0/3.0/3.1 compatible although its all possibilities can be achieved only under 2.0+. Additionally, program takes advantage of AGA chipset.

## 1.5 Getting Started

### 2. Getting started.

#### 2.1 Size of the image.

Spectral synthesis, which the entire idea is based on, requires Fourier Transformation calculations to be made. In order not to calculate single frame by several hours, Fast Fourier Transform (FFT) has been implemented in the program, what apart from major speed up, gave rise to some restrictions concerning picture size. With FFT, only square regions can be calculated and then their width must be equal to natural power of two (16, 32, 64, 128, 256, 512, 1024 in this case).

To get rid of this limitation Clouds is equipped with Goraud scaling engine, and is able to produce smooth images of any size supported by IFF picture format. Yet, it shouldn't be forgotten that original picture is

always a square, which side's length is equal to FFT parameter, thus this is the parameter of the highest importance for detail's level of the final picture. Its value can be changed by pressing cycle gadget with FFT on it, located in the bottom part of the main screen. Size of the output picture can be defined by typing needed values in "Width" and "Height" gadgets.

In the further part of this manual the original picture will be referred to as "texture", and the final picture, defined by "Height" and "Width" simply as "the picture" or "the image".

## 2.2 The "Control" parameter.

The state of "Control" gadget determines what happens to calculated images. Actually there are three possibilities:

- Only Save : Pictures go only to the disk.
- Only Display : Pictures are displayed on the screen which opens especially for this purpose.
- Display&Save : This is the combination of above two.

## 2.3 Opening the project.

When image and texture size have been set and gadget "Control" is in required position, one can attempt to open the project. It should be stated here that as "the project" we mean not only animation, but single pictures as well. To accomplish this please select "Project/Open project" from the menu. What happens now depends mostly on text that reads on the "Control" gadget:

- Only Save. The file requester appears asking you to specify path and root filename for storing image data. This means that should select volume and drawer where you want images to be written and then type the name that is "base name" and which will be appended with frame number (according to

Config/Save format

option) when saved. Quickly after that, program starts to allocate memory required for calculations. In case of failure, message "Sorry, not enough memory..." appears. If so, you should decrease parameter FFT, as its value is strongly related to amount of used memory (the higher value the more RAM you need) and then try again to select

Project/Open project

- Only Display. Programs immediately starts to allocate needed memory, and short after that tries to open screen for graphical visualization of the calculations (this means you will see the clouds on it). If any problems occur, message "Cannot open graphics environment..." is displayed on the screen. Usually, this happens as the result of insufficient memory.

- Display&Save. Actions taken will be combination of above two.

If everything went right gadget "Calculate" becomes unghosted and "Control", "FFT", "Width", "Height" and "Quit" gadgets - ghosted (i.e. you can't change them).

## 1.6 Parameters

### 3. Parameters.

Having the project successfully opened one can proceed with settings describing directly cloud's appearance and controlling animation system.

#### 3.1 Spatial structure parameters.

##### 3.1.1 Seed.

This is the start value for random number generator. By changing this value you can obtain different shapes of basic cloud's structure.

##### 3.1.2 Roughness.

As the name indicates describes roughness level of cloud. The smaller values the stronger level of roughness and vice versa.

##### 3.1.3 Granularity.

By increasing this parameter, "water-color" effect can be achieved and clouds appear to be some more "delicate".

#### 3.2 Turbulence parameters.

##### 3.2.1 Globality.

Observations conducted in the past show that during real motion of clouds (and other gases) turbulent changes happen in the very first row to smallest eddies. All in all it wasn't so hard to notice that on cloudy and windy day, when clouds move across the sky, large structures are nearly unmodified and these are small ones that undergo changes. The "Globality" parameter is expressed in percents and specifies how big structures are to be modified in turbulent way (e.g. 5 percent means only very small ones, 100 percent - all of the structures).

##### 3.2.2 Strength.

Determines speed of turbulent changes measured in pixels of texture per frame.

##### 3.2.3 Abruptness.

Small values of this parameter additionally strengthen movement of large structures. Big ones - decrease.

#### 3.3 Wind parameters.

##### 3.3.1 Velocity.

Defines speed of translative changes. It is measured in pixels per frame and this value corresponds to the texture, not to the image defined by "Width", and "Height" parameters. For example if you specify "FFT" equal to 128, Width = 256, Height = 256 and Velocity equal to 1.00, then resulting speed on the image, measured in pixels per frame will be equal to 2.00.

##### 3.3.2 Direction.

This parameter indicates direction of translative motion. It is measured in degrees. This parameter also corresponds to texture.

---

### 3.4 Cloud parameters.

#### 3.4.1 Density.

Specifies white to blue ratio. The higher value - the more white color in the image.

#### 3.4.2 Contrast.

As the name indicates - specifies contrast of the resulting image.

## 1.7 Calculating

### 4. Calculating

Just before you start producing your images, number of frames to be generated should be specified in the "Frames" gadget. It not necessarily means that your finished animation will be of that length, because if you want to change some cloud's properties in time, you should set this field to some small value, calculate, then modify required properties (as density or speed) and calculate again, possibly changing "frames" to new value. This will result in length of your animation being a sum of specified frame values. To easily achieve interesting results we advise you to use ARexx, which greatly simplifies the process.

Depressing "Calculate" gadget starts the calculation procedure. The first frame may take longer to compute as some precalculations have to be made.

## 1.8 Menus

### 5. Menus.

#### 5.1 Project

##### 5.1.1 Open Project.

Opens project, possibly asking you for path/filename and/or opening the screen for graphics output.

##### 5.1.2 Close Project.

Closes project, frees memory and closes rendering screen if it was present.

##### 5.1.3 About.

Displays some information about Clouds' author and ARexx's port name.

##### 5.1.4 Quit.

Ends session with Clouds.

#### 5.2 Config

---



### 5.2.1 Display colors.

This allows you choose how many colors will be present in images rendered by Clouds. The option allows for 16 or 256 color screen. The 256-colors rendering is only available on AGA machines.

### 5.2.2 Save colors.

This options selects how many colors will be present in frames saved to disk. This time the 256-colors are accessible for all Amigas, moreover - it is recommended.

### 5.2.3 Save format.

Specifies format of filenames used for saving frames.

### 5.2.4 Priority.

Specifies program's task priority while calculating.

### 5.2.5 Screen mode.

This option is available only under System 2.1+. It allows you specify display screen's mode.

### 5.2.6 Load config.

Can be used to load configuration files other than "clouds.config", which is loaded automatically. File requester which will appear should be used to select file previously saved with the "Save config" option.

### 5.2.7 Save config.

Saves actual settings of config menu, and state of all other parameters including "Control" and "FFT". File requester will appear allowing you to specify configs' file name. When Clouds is invoked, it automatically looks for "clouds.config" file in the actual directory, to use it as a default config.

## 1.9 ARexx port

### ARexx

Cloud features a full ARexx interface. All functions can be controlled from ARexx, and there are even some additional commands accessible only from ARexx. There is a brief description of all available commands. Parameters given in "{}" are required, while parameters in "[]" are optional and may be omitted. Every command returns 0 in RC if everything went right, else it returns 10 in RC and short note in CLOUDS.LASTEROR prompting why an error occurred.

Following ARexx commands have identical meaning as theirs GUI equivalent described above:

```
* cl_Seed           {n}
* cl_Roughness      {n}
* cl_Granularity    {n}
* cl_Globality      {n}
* cl_Strength       {n}
* cl_Abruptness     {n}
* cl_Velocity       {n}
```

```

* cl_Direction      {n}
* cl_Density        {n}
* cl_Contrast       {n}

* cl_Frames         {n}
* cl_Width          {n}
* cl_Height         {n}
* cl_Fft            {16 | 32 | 64 | 128 | 256 | 512 | 1024}
* cl_Control        {DisplayAndSave | OnlyDisplay | OnlySave}

* cl_Quit
* cl_About

* cl_DisplayColors {16 | 256}
* cl_SaveColors    {16 | 256}

* cl_ScreenMode
* cl_Priority      {-1 | 0 | 1}
* cl_SaveFormat    {%s%d | %s%03d | %s%04d | %s.%d | %s.%03d | %s.%04d}

* cl_CloseProject

* cl_OpenProject   [filename]

* cl_LoadConfig    [filename]
* cl_SaveConfig    [filename]

* cl_Calculate
  This command can also return value 5 in RC. This case means that
  calculations have been cancelled by the user.

```

Following commands are accessible only from ARexx level:

```

* cl_QuitNow
  Causes program to quit unconditionally. No questions asked.

* cl_Information   {information}
  Brings up a text requester displaying short, one line long information.

* cl_Question      {question}
  Brings up a text requester displaying short, one line long question.
  The user will have two possible answers: 'OK' and 'Cancel'. The command
  returns 5 in RC if 'OK' was pressed, otherwise RC is equal to 0.

```

## 1.10 Additional Notes

### Additional Notes

To run Clouds v1.0 you need some libraries installed in your "LIBS:" drawer. These are:

- mathtrans.library
- asl.library (V36+, preferably V38+) required only under Kick2.0+
- req.library required under Kick1.3, not used under Kick2.0+
- rexxsyslib.library, mathieeedoubbas.library required only if you

want to take advantage of ARexx interface.

## 1.11 Acknowledgements

### Acknowledgements

The author wishes to express his thanks to Georgios Sakas for development of the method.

## 1.12 Distribution

### Distribution

Clouds v1.0 is a shareware program. You may freely distribute it as long as all of its files are included in their original form without additions, deletions, or modifications of any kind, and only a nominal fee is charged for its distribution. It cannot be distributed as a part of commercial product without author's written permission. If you like it and use it, the author encourage you to register. The shareware fee is USA \$20 or 20 DM. Registered users will be shipped a disk containing the latest release version of Clouds and also version optimized for math coprocessor. By cooperating with this concept you help to ensure continued development of this product. Please send your registration card

Orderform  
and money

(cash) to the

author

## 1.13 How to contact me

### Contact address

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71-450 Szczecin  
Poland

### E-Mail:

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## 1.14 Copyrights

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### 1.15 Cut off, fill and send this orderform

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Krzysztof Kobus	*** **	**** **	** ****	***
	** **	** ** **	** ** ** **	** **
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71-450 Szczecin	** **	** ** **	** ** ** **	** ** **
Poland	*** ****	****	****	****

\*\*\*\*\*

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_

PC: \_\_\_\_\_ Country: \_\_\_\_\_

E-Mail: \_\_\_\_\_

Config: \_\_\_\_\_

I use Clouds v \_\_\_\_ and love / hate the following things:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Shareware fee included: (  ) DM20,- or (  ) \$20,-

I have read the Copyright and Distribution notes and do agree.

Date: \_\_\_\_\_ Signature: \_\_\_\_\_