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Listed below are the Help topics currently available for the Caligari trueClips CD-ROM.

(To learn how to use Help, press **F1** or choose **Using Help** from the Help menu)

License and Copyright Information
Objects
Textures
Contributors

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OBJECTS

How to use trueClips:

All objects are grouped together by either corporation or artist. Textures are located in the textures directory and are also located in the corresponding contributors directory (except for those listed under the *other* directory). To view the objects and textures of a particular artist or corporation simply click on the corresponding picture on the main menu screen. To copy any of the objects which follow to your hard drive, click on the individual object and it will be copied to either the default directory or any specified directory. Once objects have been copied to the hard drive they can be loaded into trueSpace by choosing **Load Object** from the trueSpace file menu. See the textures directory for help on how to load textures.

NOTE: Some of these objects are very complex and can only be used by machines with 8MB of RAM or more.

Texture Helper

Creating Materials from Texture files

NOTE!   IF A TEXTURED MATERIAL DOES NOT APPLY TO AN OBJECT,   THE OBJECT NEEDS UV PROJECTION INFORMATION TO RENDER PROPERLY.   PLEASE SEE THE FOLLOWING SECTION FOR INFORMATION ON UV SPACE.

Once a texture map has been decided upon and copied to the proper location on your hard drive,   there are a few simple steps needed in order to create a material:

*With an object highlighted,   click on any of the Paint tool group icons (pg. 219 in the manual) to bring up the Color Property, Sample Sphere,   Attributes,   and the Shader Attribute panels.
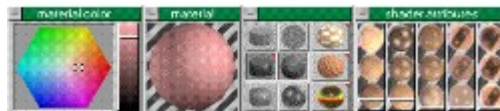
*The last column in the Attributes panel contains three rendered spheres;   a checkered sphere,   a bumpy sphere,   and a rainbow sphere.   These three spheres deal with using texture files for desired rendering effects,   respectively;   texture mapping, bump mapping,   and environment mapping.   Clicking on any of these icons will activate their respective functions with the default texture files;   checker,   orange,   and rainbow. A right click on any of the mentioned icons results in   opening the individual map panels for each attribute.

At the top left of the panel,   the name of the texture file used is shown.   To load a different a file,   click on the name of the existing texture and trueSpace will then prompt you for the name and location of the new file.   Be sure that the desired attribute is enabled, otherwise you will not see the results on the Sample Sphere panel.   The same procedure applies in all cases regarding texture,   bump,   and environment map files.
        *Warning!   If you delete texture maps from your directory,   or move them to a different place on your hard drive,   an error message will appear while rendering objects whose materials require the deleted or moved files.

Related Vocabulary:

Overlay   If the Targa or Texture image contains transparency information,   this can be used either to cause the material to become transparent in those areas (Overlay on) to reveal the local attributes of the material ,   or it can be used to make the underlying surface transparent.

U Repts   Sets the number of times the image is repeated in the horizontal dimension.

V Repts   Sets the number of times the image is repeated in the vertical direction.

U Offset   Sets the amount by which the image is offset horizontally from the start of the UV mapping space.

V Offset   Sets the amount by which the image is offset vertically from the start of the UV mapping space.

How to Assign UV Projection Space to an Object

1. Select an object, then click on the UV tool ![icon] in the Render Tools group.

2. The UV Map type panel appears with buttons for the three mapping types: Planar ![icon], Cylindrical
![icon], Spherical
![icon], plus the Apply button. Select the mapping type that most closely resembles your object shape, using the onscreen wireframe representation of the UV space as a guide. At this time you can *rotate* this space with the Object Rotate tool
![icon], and when using the Cylindrical and Spherical spaces, you can also *move* the space
![icon]. Rotation is particularly important, because it lets you place the "seam," indicated by a brown line or polygon, over which images cannot be mapped.

This step determines the shape and positioning of the UV space in which the image is to mapped. The choices are:

![icon] **Planar**

Specifies a rectangular image space, which is squashed and stretched to match the object's cross-section as it is rotated about the object. The image is projected "through" the object, and appears on the "front" and "back" sides.

![icon] **Cylindrical**

The image is mapped onto a cylindrical space, much like the label on a can of food. This space can be moved as well as rotated.

![icon] **Spherical**

The image is mapped onto a spherical space. This space can be moved as well as rotated. Spherical mapping is best for objects like planets.

3. Adjust the mapping space if necessary as described above.

4. Click on Apply. The UV mapping wireframe and panel both go away.

5. Now a material may be properly applied to the object.

Contributors

The following companies and individuals helped created this CD by allowing us to include some of their models and textures. If you like what you see, give them a call and order more!

- Acuris Inc.
- *Jacek Artymiak*
- *John Bernais*
- *Chris Caravelho*
- Computer Aided Animation
- C.E. Technology
- *Scott Dyer*
- *Dan Grinker*
- *Collen Hennen*
- Imagination Works
- Ketiv/Modern Medium
- *Jerry Lee*
- *Pat Mettes*
- Noumenon Labs
- Presentation Techniques
- Reliable Software Solutions
- Schreiber Instruments
- *Bill Stahl*
- *Dan Stiles*
- *Richard Thompson*
- *Mike Vaerka*
- Viewpoint DataLabs
- *Gianna Walker*
- *Steve Wilson*

Noumenon Labs

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Noumenon Labs specializes in the creation of quality graphics data and programming. The objects we've included in trueClips represent some of our own CD-ROM product, called "**Fuzzy Dice Included™**". As you can see, our *Real World Objects™* are created to exacting standards, offering realism in scale and detail, completeness of finishes and colors, as well as technical superiority. Another CD in our series of Real World Objects, available now, is called "**Tools for Organisms with Opposable Thumbs™**". It contains collections of musical instruments, hand tools, kitchen tools, sporting goods, bathroom accessories and other miscellaneous items.

Noumenon Labs offers custom model work, as well as design and creation of multimedia content, presentations, games, computer-aided training and catalogs. In fact, we created the Caligari trueClips CD-ROM you're now using. Our latest creations (yet to be announced) are being produced in collaboration with The Graphix Zone Inc., the creators of the Prince CD-ROM (the artist currently known as
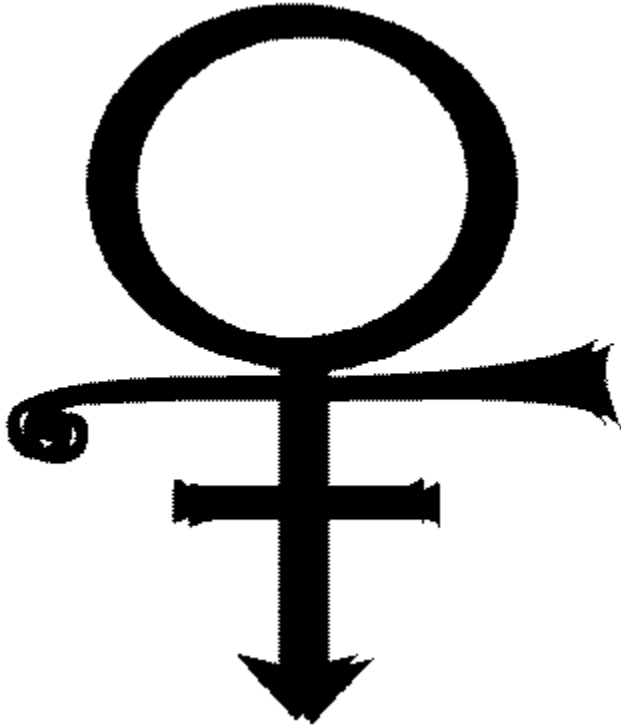
). In the past few years we've produced multimedia presentations and programming for several highly-visible corporations and agencies, including Herman Miller Inc., PageNet, Caligari, Coca-Cola, MCI, Ford Motor Company-Europe, Cray Computer, The United States Social Security Administration, The U.S. Air Force, The U.S. Information Agency, Blockbuster Entertainment, Merck & Company, The City of Ontario, Haworth, TransAmerica and many others. Call today and let us show you why **98%** of our new business consists of referrals by satisfied customers.
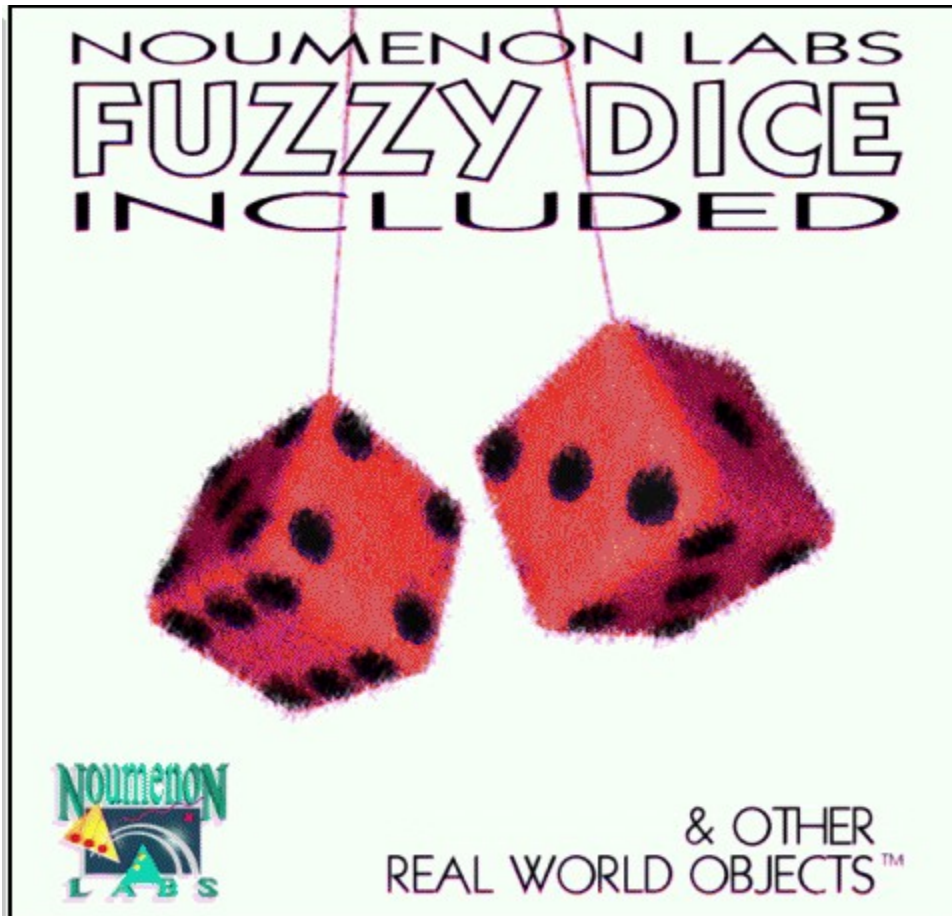
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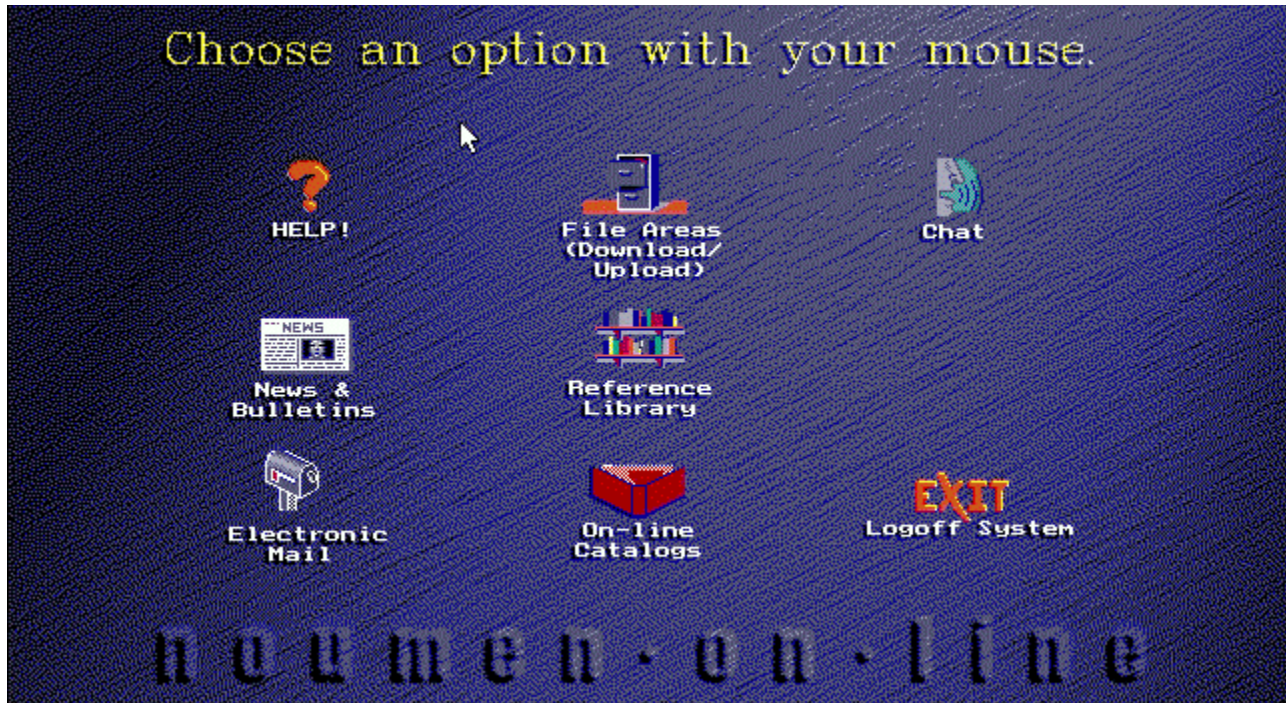
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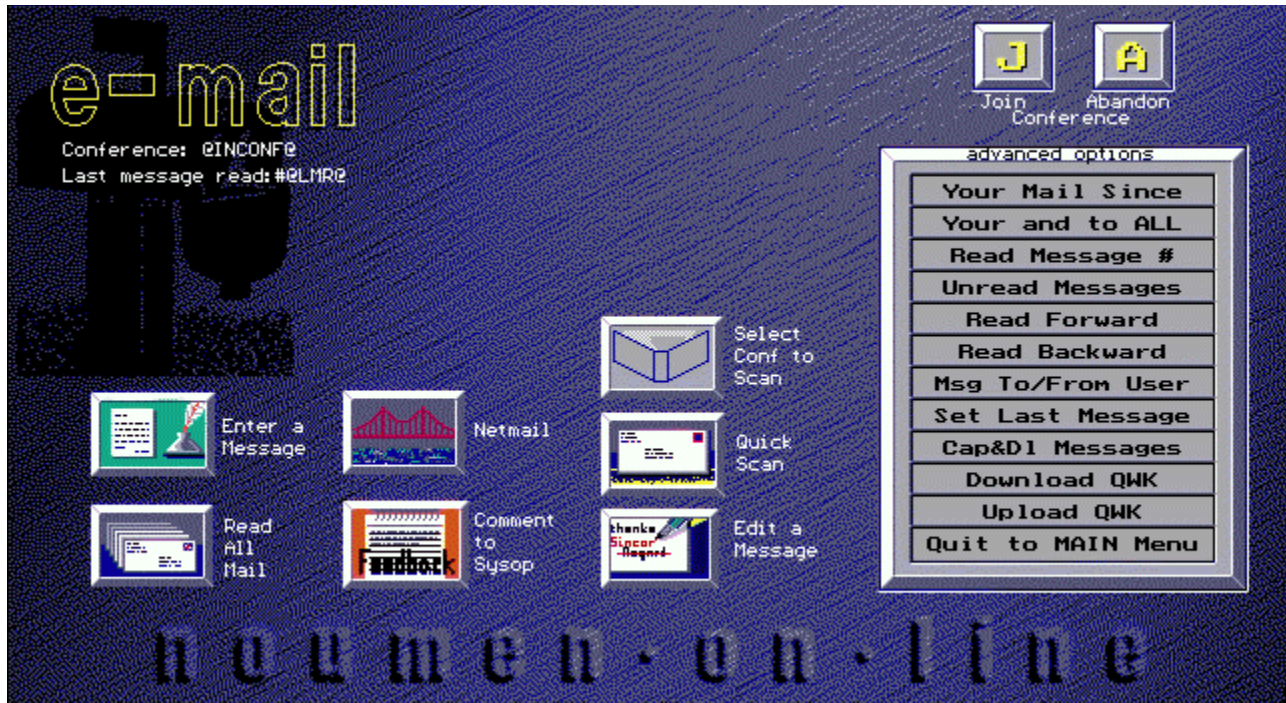
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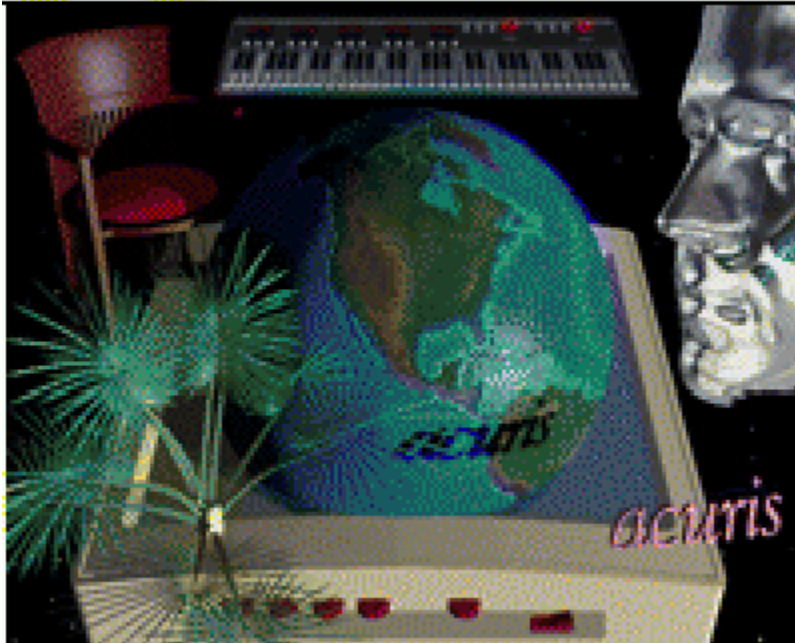
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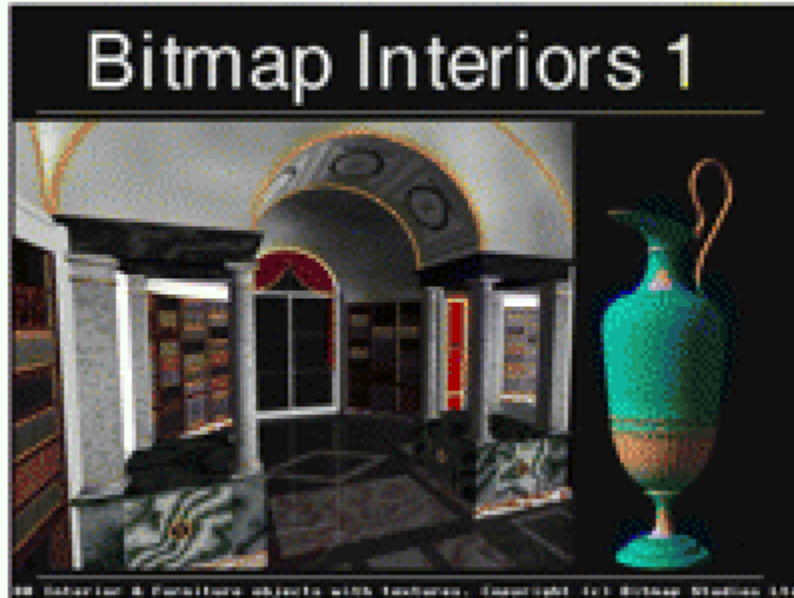
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Both colour map and bump map versions have been
included. In addition most of the maps have been
reduced by 50 and 25 percent to help the user save
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Formats: PICT, TIFF-MAC, TIFF-PC, TARGA

Hardware requirements:

Any CD-ROM drive capable of reading ISO9660 format
discs (virtually all drives sold now can read
ISO9660)

Memory: 128KB to 5MB of free memory depending on
the required image resolution.

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Phone 011-44-71-493-4244
Fax   011-44-532-460963

Files credited to Jacek Artymiak:

```
TEXT1    TGA        155,902 08-01-94   3:29a
TEXT2    TGA        226,897 08-01-94   3:30a
TEXT3    TGA        462,007 08-01-94   3:33a
TEXT4    TGA        235,252 08-01-94   3:37a
PAPER1   BMP        308,278 08-05-94   4:55p
PAPER2   BMP        308,278 08-05-94   5:00p
PAPER3   BMP        308,278 08-05-94   5:03p
PAPER4   BMP        308,278 08-05-94   5:06p
PAPER5   BMP        308,278 08-05-94   5:10p
BTEXT1   TGA         48,572 08-01-94   3:40a
BTEXT2   TGA         78,579 08-01-94   3:40a
BTEXT3   TGA        153,050 08-01-94   3:41a
BTEXT4   TGA         77,850 08-01-94   3:42a
AS_CHR01 COB        100,030 08-08-94   9:33a
```

CAA

These files contain high quality bathroom items
CAA is owner of all models. There are no rights on this models.
The distribution is free - except the selling of the models

CAA   Computer Aided Animation GmbH
Hans-Peter Schmidt
Kennerweg 15
D 72622 Nuertingen
Germany

T: 0049/7022/95 77-0
F: 0049/7022/56 758

```
HP_BATH   COB       432,904 08-22-94   3:04p
HP_SHWR   COB       307,206 08-22-94   3:06p
HP_SHW2   COB       330,794 08-22-94   3:10p
HP_BLND   COB       647,828 08-22-94   3:15p
HP_CBNT   COB       794,738 08-22-94   3:24p
HP_TLT    COB       288,448 08-22-94   3:28p
```

RSS

Reliable Software Solutions, Inc.

RSS is a Systems Integrator -- developing systems based entirely around
trueSpace for Windows. We have a background in 3D modeling, animation, and
ray tracing, so we're users like yourselves. (With hundreds and hundreds of
hours in trueSpace!) We just don't sell trueSpace -- we use it too. That's
why we can provide a very unique support value to our customers. We can see
it from your "perspective".

Below, you'll find out about our trueSpace workStations, our support offerings,
a list of the textures we've provided on this CD, and how to reach us.

Your trueSpace "Warehouse"!
----
*   RSS now has a fully scalable set of trueSpace workStations, that range from
    Intel DX2/66, to Pentiums (even dual processors), etc. (MIPS RISC & DEC
    Alpha Axp systems are being developed..)
*   All of our systems come in a *HUGE* tower with 11 drive bays, 300w power
    supply, & casters. Both side panels open for easy access. Case, Keyboard, &
    Mouse are colored black (standard -- we offer the ol' computer-beige color
    too), and proudly display the "trueSpace workStation" emblem.
*   You have the option of either Enhanced IDE or Wide (Fast) SCSI on highly
    optimized hard drive controller cards.
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*   Systems come standard with high-end Windows Accelerated video cards,
    including options for MATROX, ATI (Mach64), and DIAMOND models.
*   Many monitor options: from 15" SONY Trinitron, to various 17" and 20" models.
*   All systems ship with software pre-loaded, tested, and optimized. This
    includes all custom video and controller card drivers, MS Windows, Video for
    Windows (runtime), any "bundled" software ordered with the system, (image
    editors, etc.) and of course trueSpace.
*   All "V" Series workstations have video output capabilities via the Digital
    Processing Systems' "Personal Animation Recorder". Options exist for either
    a 1.0GB or 1.7GB storage device, which regulates the maximum recording time.

CompuServe Support!

RSS is responsible for supporting trueSpace on CompuServe. We support trueSpace
in the following capacities:
        .   GRAPHDEV forum: Sysops of the trueSpace Users Group. Great place to
            share some great objects/scenes/textures, and share techniques!
        .   GRVENC forum: Sysops of the trueSpace Technical Support area. Bring
            any technical support issues (as opposed to "usability") to this
            forum. Issues are handled daily by RSS, and if needed, can be
            forwarded directly to the Caligari development staff.
        .   Contacts: Terry Cotant (CIS ID=70313,1103), Jeff Carlin (74263,3144)

The following is a list of the textures provided by RSS and their descriptions:

RSSTXR1.BMP   Emerald Bumps
RSSTXR3.BMP   Fire Chains
RSSTXR4.BMP   Violet Marble

```
RSSTXR5.BMP        Wiffle
RSSTXR6.BMP        Blue Bumpies
RSSTXR7.BMP        Electric Fire
RSSTXR8.BMP        Jade Streaks
RSSTXR9.BMP        Torn Alien Skin
RSSTXR10.BMP       B/W Wiffle
RSSTXR11.BMP       Emerald Stars
RSSTXR12.BMP       Gray Wavy
RSSTXR13.BMP       "Tie" Dye
RSSTXR14.BMP       Electric Lightning
RSSTXR15.BMP       Golden Rods
RSSTXR16.BMP       Rainbow Storm
RSSTXR17.BMP       Redwood
RSSTXR18.BMP       Panneling
RSSTXR19.BMP       Cherry Wood
RSSTXR20.BMP       Fire1
RSSTXR21.BMP       Blue Fire
RSSTXR22.BMP       Oh!
RSSTXR23.BMP       Ball & Chain
RSSTXR24.BMP       Lava on Fire
RSSTXR25.BMP       Fire Storm
RSSTXR26.BMP       Big Flame
RSSTXR27.BMP       Peach on Fire
RSSTXR28.BMP       Teal Flames
RSSTXR29.BMP       Dark Blue Flames
RSS_1.TXR          Plasma Field (All .txr's contain transparency)
RSS_2.TXR          Electric Plasma
PLASMA1A.TXR       Plasma Light
PLASMA3.TXR        Yellow Plasma
PLASMA5.TXR        Plasma Mist
```

How to reach us:

Since we strive to provide excellent support services for our direct customers, we provide limited call-back support. (Please call for details.)

For information on our products and services, you can also call the "trueSpace HOTLINE" number: 1-810-704-0189. You'll go into a queue, and will be given a chance to leave your information for call-back support:
*   If you're a new customer or simply require information on our products and
    services, please leave your name and phone number.
*   If you're an existing customer, please leave your name, phone number,
    customer#, and hours you can be reached near the computer.

The next available technician will promptly return your call. (Average time is approx. 1/2 hour to an hour -- most have been "immediate" call-back.)

Our mailing address is:
Reliable Software Solutions, Inc.
P.O. Box 530715
Livonia, MI 48153-0655
U.S.A.

```
 Volume in drive D is CDROM
 Volume Serial Number is 2019-11F1
 Directory of D:\TEXTURES\ELEMENTS

.            <DIR>         08-15-94   8:54a
..           <DIR>         08-15-94   8:54a
BEEKER   BMP     73,380 08-08-94   9:25p
FOG      BMP     46,378 08-15-94  10:32a
QUARTER  BMP     41,080 08-08-94   9:05p
QUATERBK BMP     41,080 08-08-94   9:07p
RBOW     BMP     46,378 08-15-94  10:35a
ROAD     BMP     46,378 08-15-94  10:35a
SPACE    BMP     46,378 08-15-94  10:38a
TOWEL    BMP    135,954 08-15-94  10:38a
FIELD    BMP     46,378 08-15-94  10:40a
CLOUD    BMP    306,054 08-01-94  10:39a
CUMCLOUD BMP    313,254 08-01-94  10:40a
$100BILL BMP     77,878 08-01-94  10:37a
100BILL2 BMP    313,254 08-01-94  11:02a
WRLDBUMP BMP    135,954 08-01-94  11:11a
WORLD    BMP    176,454 08-01-94  11:10a
CLOUDS   BMP    921,656 07-13-94   6:38p
CLOUDS2  BMP    921,656 07-13-94   6:40p
GLASSY   TGA    480,028 07-06-94   4:23p
SLIME    BMP    135,954 08-21-94  12:29p
SLIME2   BMP    135,954 08-21-94  12:30p
SLIME3   BMP    135,954 08-21-94  12:30p
REDS     BMP    135,954 08-21-94  12:31p
       24 file(s)      4,713,388 bytes
                     636,076,032 bytes free
```

John Bernais

John Bernais
4119 Moraga St.
San Francisco,   CA 94122

Tel/Fax   415-731-8591

John Bernais is credited with the following objects in the "other" directory:

```
JB_CUP   COB       231,869 08-08-94  10:53a
JB_LMP1  COB       238,775 08-08-94  10:56a
JB_LMP2  COB       286,849 08-08-94  10:58a
JB_STL   COB         3,668 08-08-94  10:59a
JB_TBL1  COB        16,777 08-08-94  11:01a
JB_TBL2  COB        19,672 08-08-94  11:08a
JB_TLT   COB       353,702 08-08-94  11:10a
```

Pat Mettes

Pat Mettes
 510-838-8143

Pat Mettes is credited with the following textures in the "Textures" directory:

```
LEATH     BMP       46,378 08-12-94   3:21p
ALUM      BMP       64,080 08-08-94   9:18p
TILY      BMP       46,448 08-08-94   9:22p
FIELD     BMP       80,852 08-08-94   8:35p
FOG       BMP       60,228 08-08-94   8:48p
BEEKER    BMP       73,380 08-08-94   9:25p
MOONY     BMP       17,464 08-08-94   8:46p
WOODY     BMP      164,792 08-08-94   9:00p
NAPKN     BMP       23,880 08-08-94   9:00p
PANEL     BMP       54,768 08-08-94   9:02p
QUARTER   BMP       41,080 08-08-94   9:05p
QUATERBK  BMP       41,080 08-08-94   9:07p
RBOW      BMP       64,680 08-08-94   9:10p
ROAD      BMP       43,188 08-08-94   8:52p
SCREEN    BMP       16,540 08-08-94   8:50p
SCRN      BMP       44,860 08-08-94   8:46p
SPACE     BMP       77,880 08-08-94   8:42p
TILY2     BMP       63,676 08-08-94   8:39p
TILY3     BMP       62,872 08-08-94   8:58p
TOWEL     BMP      188,056 08-08-94   8:32p
WATCH     BMP       40,532 08-08-94   9:12p
WOODFL    BMP       64,800 08-08-94   8:37p
WAVES     BMP       40,168 08-08-94   9:27p
WAVES2    BMP       40,164 08-08-94   9:29p
PANEL2    BMP       23,880 08-08-94   9:31p
NOISE     BMP      120,056 08-08-94   9:36p
WEIRD     BMP      120,056 08-08-94   9:37p
GREYTILE  BMP       18,108 08-08-94   9:40p
```

Presentation Techniques

Hello from Presentation Techniques!

From: Richard J. Wendrick   Graphic Specialist & Artist
Mark D. Swidler   Pres. (Technical Support)
Lee Swidler   Vice Pres.

Presentation Techniques, Inc.
2497 Parliament Dr.
Sterling Heights, Michigan   48310

Phone: (810)-543-0055

BRUSH2   paint brush
CAN   paint can
CHAMGLAS   champain glass
GLASS   water glass
KICHFAUS   kitchen faucet
PROLLER   paint roller
BATH   bathroom
CALKITCH   kitchen scene (actual kitchen scene is used as map on faucet)

Enjoy!,
        Mark, Rick & Lee

Scott Dyer

Scott Dyer
117 Jackson Ave.
Madison, Alabama 35758

If you would like to discuss any questions about Scott Dyer's models please call him at:
205-772-0091

```
SD_HOUS  COB       85,846 07-12-94    7:55a
SD_TOW   COB      117,001 07-13-94   10:52a
SD_HOUS2 COB      269,012 07-13-94    9:00a
SD_BALS  COB      241,749 07-13-94   10:46a
SD_WIND  COB      129,777 07-13-94   10:50a
         8 file(s)        843,385 bytes
                      659,570,688 bytes free
```

Steve Wilson

Steve Wilson

Phone 818-718-4200

Steve Wilson is credited with the following objects in the "Other" directory:

```
SW_SP1    COB         867,560 07-16-94   11:23a
SW_SP2    COB         508,572 07-17-94    2:33p
SW_CHP1   COB          26,959 06-28-94    6:43p
SW_CHP2   COB          30,783 06-28-94    6:37p
SW_CHP3   COB          52,511 06-28-94    7:09p
SW_CHP4   COB          52,511 06-29-94    6:04p
SW_SP3    COB         134,574 07-28-94    9:47a
SW_SP4    COB         291,233 07-28-94    9:47a
SW_SP5    COB          60,529 07-28-94    9:48a
SW_SP6    COB          83,293 07-28-94    9:48a
SW_SP7    COB         143,330 08-08-94   12:57p
```

Steve Wilson is credited with the following textures in the "Textures" directory:

```
B3        COB       1,239,201 08-07-94    2:15p
A4        BMP          97,256 08-07-94   11:36a
B4        BMP          97,256 08-07-94   11:36a
C4        BMP          97,256 08-07-94   11:36a
D4        BMP          97,256 08-07-94   12:29p
E4        BMP          97,256 08-07-94   11:37a
F4        BMP          97,256 08-07-94   11:37a
N4        BMP          97,256 08-07-94   12:23p
H4        BMP          97,256 08-07-94   11:37a
I4        BMP          97,256 08-07-94   11:37a
J4        BMP          97,256 08-07-94   11:38a
K4        BMP          97,256 08-07-94   11:38a
L4        BMP          97,256 08-07-94   11:38a
G4        BMP          97,256 08-07-94   12:20p
D4A       BMP          97,256 08-07-94   12:50p
G4A       BMP          97,256 08-07-94    1:00p
N4A       BMP          97,256 08-07-94    1:01p
COLOR     BMP           5,078 03-10-92    3:10a
A         BMP          97,256 07-29-94    7:38a
MI        BMP          62,264 07-27-94    6:52p
MI2       BMP          62,264 07-27-94    6:49p
MI3       BMP          62,264 07-27-94    6:51p
Z         BMP          97,256 07-28-94    6:03p
Z1        BMP          97,256 07-28-94    6:03p
Z2        BMP          97,256 07-28-94    6:04p
B         BMP          97,256 07-30-94    8:56a
F         BMP          97,256 07-30-94   10:13a
D         BMP          97,256 07-30-94    8:57a
E         BMP          97,256 07-30-94    8:57a
GOLD      BMP          97,256 07-30-94   10:54a
G         BMP          97,256 07-30-94    9:56a
H         BMP          97,256 07-30-94    9:57a
C         BMP          97,256 07-30-94   10:49a
M2        BMP          97,256 07-30-94   10:57a
```

```
M4        BMP        97,256 07-30-94   11:39a
M3        BMP        97,256 07-30-94   11:05a
M4A       BMP        97,256 07-30-94   11:48a
M5        BMP        97,256 07-30-94   11:31a
B2        BMP        97,256 08-01-94   12:47p
J         BMP        97,256 07-30-94   12:10p
K         BMP        97,256 07-30-94   12:11p
L         BMP        97,256 07-30-94    1:41p
H1        BMP        97,256 07-30-94    1:50p
A3        BMP        97,256 08-01-94    5:48p
C1        BMP        97,256 07-31-94    3:55p
I         BMP        97,256 07-31-94    4:39p
D1        BMP        97,256 07-31-94    8:15a
A1        BMP        97,256 08-01-94    5:44p
F1        BMP        97,256 08-01-94    6:22p
G1        BMP        97,256 08-01-94    6:48p
I1        BMP        97,256 07-31-94   11:08a
J1        BMP        97,256 07-31-94   11:09a
N         BMP        97,256 07-31-94   11:58a
L1        BMP        97,256 07-31-94   11:09a
M1        BMP        97,256 07-31-94   11:09a
K1        BMP        97,256 07-31-94   11:49a
N1        BMP        97,256 07-31-94   11:59a
O         BMP        97,256 07-31-94   12:04p
O1        BMP        97,256 07-31-94   12:04p
SQ        BMP        97,256 07-31-94   12:08p
P         BMP        97,256 07-31-94   12:30p
P1        BMP        97,256 07-31-94    1:39p
R         BMP        97,256 07-31-94    2:04p
R1        BMP        97,256 07-31-94    2:04p
S         BMP        97,256 07-31-94    2:05p
B1        BMP        97,256 07-31-94    3:53p
C2        BMP        97,256 08-01-94   12:48p
D2        BMP        97,256 08-01-94    1:30p
E2        BMP        97,256 08-01-94    1:30p
A2        BMP        97,256 08-01-94    5:27p
F2        BMP        97,256 08-01-94    5:27p
D3        BMP        97,256 08-01-94    6:02p
H2        BMP        97,256 08-01-94    5:37p
I2        BMP        97,256 08-01-94    5:38p
E1        BMP        97,256 08-01-94    5:42p
B3        BMP        97,256 08-01-94    5:54p
G2        BMP        97,256 08-01-94    5:58p
S1        BMP        97,256 08-01-94    6:23p
T         BMP        97,256 08-01-94    6:26p
T1        BMP        97,256 08-01-94    6:28p
W         BMP        97,256 08-01-94    6:34p
W1        BMP        97,256 08-01-94    6:46p
X         BMP        97,256 08-01-94    6:51p
X1        BMP        97,256 08-01-94    6:53p
STONE1    BMP        27,702 01-24-80   12:00a
STONE10   BMP        27,702 01-24-80   12:00a
STONE11   BMP        27,702 01-24-80   12:00a
STONE12   BMP        27,702 01-24-80   12:00a
STONE2    BMP        27,702 01-24-80   12:00a
STONE3    BMP        27,702 01-24-80   12:00a
STONE5    BMP        27,702 01-24-80   12:00a
```

```
STONE6    BMP         27,702 01-10-80   12:00a
STONE7    BMP         27,702 01-10-80   12:00a
STONE8    BMP         27,702 01-10-80   12:00a
STONE9    BMP         27,702 01-10-80   12:00a
DIAMONDB  BMP         49,208 07-16-94   10:05a
DUAL10    BMP         27,702 01-07-80   12:00a
DUAL11    BMP         27,702 01-07-80   12:00a
DUAL14    BMP         27,702 01-10-80   12:00a
DUAL15    BMP         27,702 01-10-80   12:00a
DUAL17    BMP         27,702 01-10-80   12:00a
DUAL2     BMP         27,414 01-07-80   12:00a
DUAL3     BMP         27,702 01-07-80   12:00a
DUAL6     BMP         27,702 01-07-80   12:00a
DUAL7     BMP         27,702 01-07-80   12:00a
DUAL8     BMP         27,414 01-07-80   12:00a
DUAL9     BMP         27,414 01-07-80   12:00a
LAVA      BMP        921,656 07-16-94    9:15a
CLOUDS    BMP        921,656 07-13-94    6:38p
CLOUDS2   BMP        921,656 07-13-94    6:40p
CHROME1   BMP        921,656 07-16-94    9:37a
ASH       BMP        921,656 07-16-94    9:37a
BRICKS    BMP         49,208 07-16-94   10:14a
BLUMAR    BMP        921,656 06-26-94    1:33p
```

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```
VP_DOLL   COB        96,358 08-08-94    2:29p
VP_GOLF   COB       496,402 08-08-94    2:33p
VP_DINO   COB       230,293 08-08-94    2:35p
VP_BEN    COB       310,566 08-08-94    2:27p
VP_DEER   COB       244,883 08-08-94    2:34p
VP_FISH   COB       177,118 08-08-94    2:39p
VP_PLNE   COB       107,604 08-08-94    2:36p
VT_BTL    COB       176,092 08-08-94    2:37p
```

Viewpoint DataLabs
625 S. State St.
Orem, Utah   84058
Phone 801-229-3000
Fax 801-229-3300

Bill Stahl Animations

Bill Stahl Animations
(408) 248-2969

Bill Stahl Animations is credited with the following objects in the "Other" directory:


```
BS_BEN   COB        103,093 07-27-94  12:17p
BS_BEN2  COB        261,277 07-27-94  12:19p
BS_BOW   COB         60,497 07-27-94  12:01p
BS_BUCK  COB         29,068 07-27-94  12:02p
BS_CATA  COB        245,356 07-27-94  12:03p
BS_CHE   COB         11,799 07-27-94  12:03p
BS_DOLLH COB      2,413,668 07-27-94  12:13p
BS_GAME  COB        929,454 08-08-94  12:33p
BS_HC    COB        630,643 07-27-94  12:07p
BS_LIG   COB         60,179 07-27-94  12:16p
BS_LIG2  COB        251,187 08-08-94  12:32p
BS_MARI2 COB        138,097 08-08-94  12:25p
BS_MARIN COB        617,399 07-27-94  12:05p
BS_SHEL  COB         14,564 08-08-94  12:32p
```

C. R. Caravalho

C.R. Caravalho
1129 Littleoak Drive
San Jose,   CA 95129

408-257-4222

C.R. Caravalho is credited with the following objects in the "other" directory:

```
CC_COF   COB      577,674 08-08-94   1:01p
CC_CHAR  COB        7,780 08-08-94   1:02p
CC_BEAT  COB      394,546 08-08-94   1:04p
CC_HAM   COB       44,250 08-08-94   1:07p
CC_LIG3  COB      368,375 08-08-94   1:10p
CC_BLG2  COB       23,144 08-08-94   1:13p
CC_ORN   COB      285,906 08-08-94   1:14p
CC_TILE  COB        6,644 08-08-94   1:15p
CC_TROPH COB       63,865 08-08-94   1:17p
```

C. E. Technology

C.E. TECHNOLOGY
3630 Ballina Canyon Rd.
Encino, CA 91436
(818) 981-4121

C.E. Technology specializes in creating 3D Animations, Interactive Multimedia presentations and Video Production.   They have a product called "3D-ON-CD" which includes:
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        Backgrounds, layering or as Animated 3D Clip Art in Computer Presentations.
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```
CE_BULD   COB          35,104 08-09-94   3:39p
CE_BLMP   COB         255,515 08-09-94   3:40p
CE_CASH   COB         106,763 08-09-94   3:41p
CE_MICR   COB         337,046 08-09-94   4:02p
CE_NSEW   COB          62,930 08-09-94   4:09p
CE_FNCE   COB          50,217 08-09-94   4:14p
CE_TOWN   COB             179 08-10-94   8:29a
CE_BIPL   COB         244,557 08-10-94   9:22a
CE_VIDO   COB       1,145,695 08-10-94   9:26a
CE_CLMN   COB         254,044 08-10-94   9:40a
```

Collen Hennen

Collen Hennen
43442 Bryant street
Fremont ,   ca 94539

phone 510 651 5225

Collen Hennen is credited with the following objects and textures;

ch_bot1.cob
ch_bot2.cob
ch_clf.cob
ch_cube.cob
ch_cact.cob
ch_leaf.cob
ch_leaf2.cob
ch_leaf3.cob
ch_leaf4.cob
fabric.bmp
fogpat.bmp
frumps.bmp
leaf.bmp
squigl.bmp
walltex.bmp

Dan Grinker

Dan Grinker
Master Modelers
1541 Vista Club Circle
suite 301
Santa Clara ,   CA 95054

phone (408) 988 5883

fax   (408) 988 5884

Dan Grinker is credited with the following objects in the "other" directory;

dg_ros.cob
dg_lost.cob

Dan Stiles

Objects and Animations in the "dstiles" directory were created by Dan Stiles:

Dan Stiles
1141 Douglass Road
Huntsville, AL. 35806

I have been generating simulations and animations for the professional market for more than nine years. I have extensive experience in the fields of 3D modeling, raster editing, animation, and video production. I enjoy creating animation and evaluation of software for all types of computer graphics applications as a hobby and my profession. Hope you enjoy the samples of my experience with Caligari's trueSpace.

```
GEARMESH AVI       685,560 08-16-94   9:59p
GLOBEM   AVI     1,213,950 08-14-94   2:35p
MIRRBALL AVI     1,821,776 08-18-94  10:09a
ORBITFLY AVI       124,358 08-14-94  10:08p
ROBGOLD  AVI     1,392,222 08-18-94   4:27p
TEAFLAT  AVI       457,052 08-14-94   2:25p
TEAWARP  AVI       554,946 08-14-94   2:23p
TSLOGO   AVI     1,198,402 08-14-94   2:18p
ARMROBMV COB        31,898 08-18-94   1:42a
BRANDY   COB        25,347 06-03-94   2:52p
BRANDY2  COB        26,112 06-06-94  11:22a
DIAMOND  COB         4,564 08-15-94  10:05p
GEAR1    COB        26,108 08-15-94  10:17p
GEAR2    COB        16,374 08-15-94  10:17p
SATELITE COB       132,088 08-16-94  10:48p
SPACSHIP COB       367,018 07-13-94  10:31p
COLORBAR TGA       230,418 08-16-94  11:05p
COLORBOW TGA       311,058 08-16-94  10:55p
FIRE     TGA        96,546 08-16-94  11:02p
GOLDLEAF TGA        57,618 07-18-94   9:55p
SMOKE    TGA       480,018 08-16-94  10:56p
SPECK    TGA       270,338 05-19-94  12:11a
STARMAP  TGA       921,618 08-16-94  10:57p
USFLAG   TGA        18,318 08-16-94  10:55p
WORLDMAP TGA       309,618 08-16-94  10:58p
```

Gianna Walker

Gianna Walker
Trance Imaging

408-434-0500 x 8251
Gianna Walker is credited with the following objects in the "other" directory.

```
GW_CHS2  COB        82,651 08-01-94  12:32p
GW_CHS5  COB        80,996 08-01-94  12:31p
GW_CHS1  COB        41,870 08-01-94  12:31p
GW_CHS3  COB        32,548 08-01-94  12:30p
GW_CHS4  COB        26,094 08-01-94  12:29p
GW_CHS6  COB        21,782 08-01-94  12:29p
```

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We can be reached by writing to: Imagination Works
                                      644 N. Santa Cruz Ave., Suite 12
                                      Los Gatos, CA 95030
                                      (408) 354-5067 Voice/Fax


```
IM_HMN3  COB     510006 07-20-94    9:50a
IM_CAR   COB     524860 07-20-94    9:52a
IM_HMN2  COB      70827 07-20-94    9:53a
IM_WMN1  COB     602489 08-18-94    8:36a
IM_HMN1  COB     519734 07-20-94    9:56a
IM_MAN1  COB     344669 07-20-94    9:49a
```

Jerry Lee

3D Artist: Jerry Lee

Northlight Studios
7104 Coronado Drive
San Jose, CA 95129
(408) 257-1512

Jerry Lee is credited with the following objects in the "other" directory:

Jl_book.cob
jl_dino.cob
jl_din2.cob
jl_help.cob

Ketiv

Blocks & Materials (TM)

Blocks & Materials is a trademark and a product of KETIV Technologies, Inc., and Modern Medium Inc.

Blocks & Materials includes 600 3D models and 400 2D textures for use with rendering. All models are available as 3DS, DWG, and DXF file, and all textures are available as 24-bit TGA and 8-bit GIF file. Over 200 of the material textures are seamlessly tileable. This means that they will repeat accross surfaces without showing any seams. All 600 3D models and all 400 textures are available for a single low price. There is NO charge per model. Please contact KETIV or Modern Medium for current pricing.

The material textures have been pre-linked to the 3D objects. This makes Blocks & Materials extremely easy to use. Just insert a 3D model in TrueSpace, place a light source, and render!

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Blocks & Materials is the first 3D library that covers a complete range of objects necessary for 3D modeling and visualization. Because of the large variety of 3D blocks, Blocks & Materials is a must for Architects, Interior Designers, Landscape Architects, Civil Engineers, Industrial Designers, and anybody else who creates 3D models. Blocks & Materials comes on CD-ROM and all 3D objects and textures can be used directly from the CD without using a single Megabyte of hard disk space.

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Seamlessly Tileable Textures (210) and Bitmapped 3D Objects (120): Animals (7) Bouquet (1), Brick Walls (9), Bush (2), Clock, Clouds, Fabric (28), Fireplace Flag, Floor Tiles and Laminates (31), Flower Fields (5), Granite (14), Laminates (10), Lamp, Marbles (10), People (20), Persian Rugs (21), Plant Fields (14), Plants (15), Rock and Pebbles Surfaces (5), Roof Tiling (6) Soil, Stone Surface (29), Trees (41), Wallpaper and Wall structures (26), Water Surfaces (3), Wire Fence, Wood (14), Wooden Fence.

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For more information, or to order Blocks & Materials please contact:

USA\Canada: International:
KETIV Technologies, Inc   Modern Medium Inc.
6601 NE 78th. Ct, Suite A-8 580 West 8th. Avenue
Portland, OR 97218   Eugene, OR 97401

Tol Free:1-800-458-0690   Phone: (503)343-4281
Phone: (503)252-3230   Fax: (503)343-4325
Fax: (503)252-3668

Ketiv is credited with the following objects and textures:

```
KE_PLN    COB         53,239 08-01-94    3:55p
KE_HELI   COB        350,768 08-01-94    3:56p
KE_CAR2   COB        266,636 08-01-94    3:56p
KE_CAR1   COB        449,891 08-01-94    3:57p
KE_WOM    COB         59,561 08-01-94    3:57p
KE_MAN    COB         35,519 08-01-94    3:58p
KE_VAN    COB        154,295 08-01-94    3:59p
KE_BOT    COB         80,366 08-01-94    4:00p
KE_COM    COB        129,328 08-01-94    4:01p
KE_PHN    COB         28,267 08-08-94   10:29a
KE_COF    COB         38,245 08-01-94    4:01p
KE_CHR    COB         20,379 08-08-94   10:24a
KE_PNO    COB         15,382 08-01-94    4:03p
KE_TLT    COB         25,285 08-08-94   10:30a

BRICKS    BMP        135,954 08-01-94    4:12p
FABRIC    BMP        135,954 08-01-94    4:13p
FENCE     BMP        135,954 08-01-94    4:13p
FLAG      BMP        135,954 08-01-94    4:08p
GRANITE2  BMP        135,954 08-01-94    4:15p
LAND      BMP        135,954 08-01-94    4:15p
MARBLY    BMP        135,954 08-01-94    4:16p
PEOPLE    BMP        135,954 08-01-94    4:09p
RUG       BMP        135,954 08-01-94    4:09p
SWAN      BMP        135,954 08-01-94    4:06p
TILE      BMP        135,954 08-01-94    4:14p
TREE      BMP        135,954 08-01-94    4:10p
WOODSY    BMP        135,954 08-01-94    4:17p
```

Mike Vaerka

Mike Vaerka
Fluid Motion
4310 Albany Drive #K-202
San Jose, CA   95129

Phone   408-244-5080

Mike Vaerka is credited with the objects in the "other" directory as:

mv_bb.cob   Basketball Court
mv_gun.cob   Old Style Revolver
mv_ves.cob   Old Sea Vessel

Richard Thompson

Richard Thompson
Sweet Motion's
Animations, Graphics, Multimedia, Consulting
2029 Shady Tree Lane
Encinitas,   CA 92024

800-773-ANIM
619-632-5022
619-462-1606

Richard Thompson is credited with the following objects in the "Other" directory:

```
RT_COUCH COB         21,619 08-10-94    2:52p
RT_CURT  COB         11,299 08-10-94    2:53p
RT_CPU   COB        153,999 08-10-94    2:54p
RT_747   COB        198,624 08-10-94    2:55p
RT_CASS  COB         21,185 08-10-94    2:56p
RT_BAL1  COB        198,040 08-10-94    2:57p
RT_CAPA  COB         60,735 08-10-94    2:58p
RT_BINO  COB         72,968 08-10-94    3:07p
RT_CAND  COB         16,415 08-10-94    3:08p
RT_CANNO COB        116,179 08-10-94    3:09p
RT_CIRCU COB        426,461 08-10-94    3:19p
RT_COLU  COB         90,017 08-10-94    3:26p
RT_COMP  COB         33,313 08-10-94    3:29p
RT_CLWN  COB        702,397 08-10-94    3:36p
RT_COTTA COB        421,940 08-10-94    3:38p
RT_CPU2  COB        355,749 08-10-94    3:41p
RT_HOUS2 COB        408,333 08-10-94    3:47p
RT_ROKT  COB         70,278 08-10-94    3:53p
RT_GUN   COB        288,391 08-10-94    3:55p
RT_CASS2 COB         34,364 08-10-94    3:59p
```

Richard Thompson is credited with the following textures in the "Textures and Elements" directories:

$100BILL.BMP
BLUEGRAN.BMP
CHERRYWO.BMP
COULD.BMP
CUMCLOUD.BMP
MARBLE1.BMP
MARBLE2.BMP
MARBLE3.BMP
100BILL2.BMP
GRANITE.BMP
GRANITE2.BMP
PARCHMEN.BMP
MARBLE4.BMP
SLANTMET.BMP
WOOD.BMP
WOOD2.BMP

WORLD.BMP
WRLDBUMP.BMP

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```
SC_GLF2  COB      1,185,931 07-27-94   3:39p
SC_GLF1  COB        208,898 08-08-94   1:24p
SC_LIG   COB         26,897 07-27-94   3:43p
SC_TREE  COB      2,155,648 07-27-94   3:46p
```