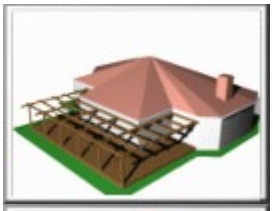
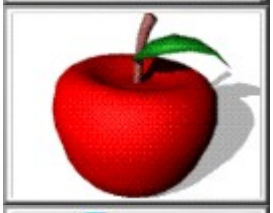
Tutorials

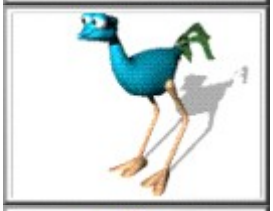
NOTE: Selecting any of the tutorials below will start **Caligari Pioneer Pro**. More tutorials will be included with the final release of **Caligari Pioneer Pro**.



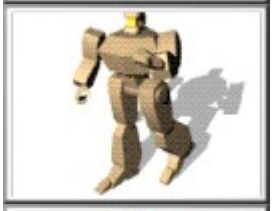
In this tutorial, a simple house is created using basic polygons, primitives, and Point Editing functions.



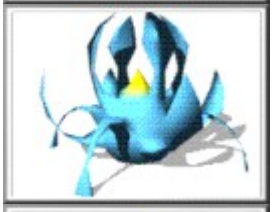
This tutorial demonstrates building a simple apple using primitives and the polygon tool. It also uses the deformation tool to give the default sphere a more apple-like shape.



This tutorial shows off the power and capabilities of the deformation tool, turning simple shapes into a "road runner".



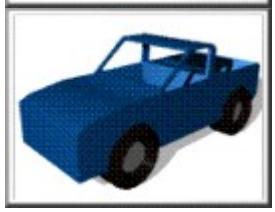
A simple, low-polygon count robot is created using the polygon, sweep, and glue-as-child tools. Since each sub-object's axis is positioned at the proper "joint", it is possible to move this robot into any desired position.



In this tutorial, a strange flower-like object is created, demonstrating the ability to select and sweep multiple faces.

An airplane is created in this tutorial by using very basic tools, including polygons, sweeping, and mirroring. It also shows how extra detail can be added to objects just by painting faces.

The lathe tool is used to create the screw threads in this tutorial. 3D Boolean subtraction is also used to cut away the slot in the screw's head. **Note:** this tutorial provides additional text information (via pop-up dialog boxes) to explain some of the steps used.



A table with four chairs is created using nothing more than primitive cubes, object copying and rotation, and 3D Booleans. **Note**: this tutorial provides additional text information (via pop-up dialog boxes) to explain some of the steps used.

This tutorial demonstrates 3D Boolean operations by cutting away parts of a truck to create windows and wheel wells. The truck's wheels also demonstrate some of the effects that the sweep tool can provide.

Information

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Copyright Information

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About Caligari

Caligari Corporation was founded in 1986 with the mission to operate and develop tools for on-line 3D worlds where people can learn, play and work. Our main assets are our proven expertise in immersive 3D interface design and our ownership of core 3D technologies, which have been developed and continuously improved over the last nine years.

After developing a series of 3D animation packages for the Amiga, we introduced **trueSpace** for Windows in April of 1994. **trueSpace** immediately garnered excellent reviews and quickly became the leading professional Windows 3Danimation package.

In June, 1995, we launched **trueSpace2** which not only added workstation-class modeling power, but also manipulation of texture-mapped 3D objects in Real-Time. Soon after this, we released **trueSpace/SE**, our first entry-level 3D graphics and animation package, costing less than $150.00.

Our company strategy is based on the conviction that the move from 2D to 3D, the growing acceptance of on-line communications, and the trend towards more realistic interfaces are paving the way for shared virtual worlds where people learn, play and work. **Caligari Pioneer** and **Caligari Pioneer Pro** are the first in a series of tools that will engage users of the World Wide Web in a highly interactive content creation process. As multi-user worlds become available, people will be able to use our tools to design their avatars, and as worlds become fully-distributed, we expect inhabitants of virtual worlds to use Caligari's authoring tools to create and modify the entire infrastructure of their on-line communities.

Credits

Concept and Design:

Roman Ormandy

Key Developers:

Bruce Walter

Peter Starke

Michael Plitkins

Maneesh Dhagat

Pavol Elias

Tutorials and Tool Help

I-Wei Huang

Documentation and Installation

Stan Ziel

Thanks to the many others who helped this program become a reality.

Contacting Caligari

If you need to contact Caligari for support, make sure that you include as much information as possible. Our support staff will need the version number of **Caligari Pioneer Pro** (found in the About box), the version of Windows you are using, and the type of graphics card you have. Caligari reserves the right to limit technical support to registered users of our products.

Since **Caligari Pioneer Pro** is designed for the Internet, the preferred method for support is through our Web page and Email address.

Caligari's Internet sites are:

- www.caligari.com
- ftp.caligari.com

Caligari's Email Addressed are:

- support@caligari.com
- sales@caligari.com

Caligari's Phone Numbers are:

- 415-390-9600
- 800-351-7620
- 415-390-9755 (FAX)

Mailing List:

Caligari maintains Worldbuilders, a VRML Internet mailing list. This mailing list is for open discussion about Caligari's Internet products, and VRML in general. For more information about this, please check the support area of our Web page, or send email to:

worldbuilders-request@caligari.com.

For the body (text) of you email, use the word HELP or INFO.