

main

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WRITTEN BY		July 10, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

main

1.1 Beauty School

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Beauty School
Hello welcome to the documentation for Beauty School.
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Introduction
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Requirements
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-*Installation*-
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How to use
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Making your own media
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Author
```

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History and bug reports
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This program is written by Kelly Samel.
Released as freeware to the Amiga community
by EmeraldImaging. Enjoy!
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```
Please check out: http://browse.to/emerald
for information about "Aqua" a new 3D rendered
adventure game for Amiga that is currently in
development.
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```
Copyright ©2000 Emerald Imaging
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1.2 Introduction

```
Introduction
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```
BeautySchool allows the user to test out many fun and
different hairstyles. It also allows changing of the
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background scenes and faces to apply the hair on.
And yes that is me in the "About" requestor!

The program can be used just for fun or as an actual hairstyle previewing system. This program was conceived after noticing a lack of such a program on the Amiga market. Well now it's here!

1.3 Requirements

Requirements

-Amiga computer with AGA and 2MB of ram
-OS3.x
-HardDrive

A Gfx card version is being considered but I need a beta tester with a CyberGrafX compatible system, if you are interested send me an email.

samel@telusplanet.net

1.4 Installation

Installation

1. Copy the drawer containing the program to your harddrive.
2. Use the included screenmode utility to select your favourite mode, "NTSC:Hires laced" or DblNTSC is the suggested setting.

Thats all!

Note: you must have a working sound datatype available.

1.5 How to use

How to use the program

When you first start the program it displays a default background, hairstyle and face.

And yes that is me in the "About" requestor!

Use the arrows on the left of the screen to scroll through the available hairstyles.

Simply click on the selected hairstyle thumbnail to put it on the face.

Description of gadgets (left to right):

1. Load new face
2. Load new background
3. Save current style as an iff file
4. Print current style
5. About this program
6. Quit

Note: While the program is printing a picture you will not be able to access the gadgets until it finishes.

Note: BeautySchool is a multitasking program so feel free to press "LeftAmiga + m" to swap back to workbench at any time.

1.6 Hints on making your own media

Hints for making your own media...

You are encouraged to create new hairstyles and faces and release them on aminet for download. These basic instructions should help anyone planning to do this.

(you may want to print this out for future reference)

All graphics for BeautySchool are stored in IFF ilbm format and are 256 colors.

When making gfx for use in BeautySchool you must remap them to the same color palette as the BeautySchool gfx use. Also ensure that the dimensions of the picture are the same as that used by the program.

1. How to make a face
Using the face template in the templates directory use a gfx program like Brilliance or ImageFX to match a face to the template for size and position. Direct forward faces are best. The original hair should be trimmed off of the face. Remember to remap the face to the BeautySchool 256 color palette before using. Save the face into the faces directory with any filename you want.

2. How to make a hairstyle
First find a suitable forward facing model with the hair you want for use

in BeautySchool. Simply trim away the unwanted face from the hair using color 0 (black). Then scale and align the hair using the included template graphic. The hairstyle can be called anything you like as long as it has a ".h" extension after the filename. Once the hair is made you will need to make a thumbnail for the program to use. Simply scale the original hair to 96x64 pixels and save with the same filename except use a ".t" extension instead of ".h". Remember to remap to BeautySchool 256 color palette before using. Also remember to have both a hairstyle and hairthumbnail saved into the "hairstyles" directory.

3. How to make a background

Just load any picture you like into a graphics program. Then scale it to 432x312 and remap it to the BeautySchool 256 color palette. You may want to use a floyd steinberg dithering to enhance the image quality. Save it into the "backgrounds" directory with any filename you want.

If you need more help or information on creating media for BeautySchool just send me an email

samel@telusplanet.net

1.7 Author

Author

This game is written by Kelly Samel.
Released by Emerald Imaging.

Send questions and comments to: samel@telusplanet.net

1.8 History and bug reports

History:

April 28 2000

V1.0: First public release

Send bug reports/suggestions to:
samel@telusplanet.net
