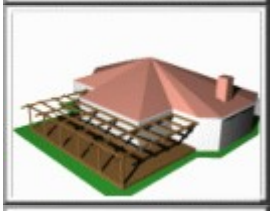
Tutorials

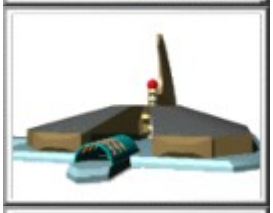
NOTE: Selecting any of the tutorials below will start **Caligari Pioneer**. More tutorials will be included with the final release of **Caligari Pioneer**.

A chess knight is created using freehand polygons and primitive cylinders.

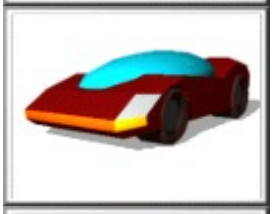
By using simple circles (polygons) and primitives, along with the sweep tool, it is possible to create a simplistic humanoid figure.



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

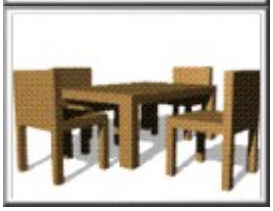


This tutorial use the same basic tools as the house to create a very different architectural design.



A very simple car is built using a few shapes. 3D Booleans are used to carve out the wheel wells.

In this tutorial, a strange abstract shape is created, demonstrating the ability to select and sweep multiple faces.



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.

A simple Alien spaceship is created using very few tools and polygons.

This is a long tutorial. It uses many different tools to create a fairly detailed star-ship.

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About the Task Tutorials

Caligari Pioneer Pro has the ability to demonstrate many of its own features through the use of Task Tutorials. Task Tutorials "take over" the interface, performing actions as if you had a real-life instructor using the program. Since Task Tutorials use the program, your current world will go away during the replay of the Task Tutorial. However, it will be saved into a temporary file so that you can restore it after the Task Tutorial replay if desired.

At any time during playback, you can stop replay by pressing and holding down the ESC key until the replay stops.

Some Task Tutorials have textual information that will appear in a small dialog box to further explain what is happening. After you have read the information, click on OK to continue the tutorial.

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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** (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** 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.