MacroModel v.1.5 Demo
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Read Me file
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Thank you for opening Macromedia's MacroModel v.1.5 Demo version. This version of MacroModel is identical, in every way, to the shipping v.1.5. The only difference is that files in the demo version cannot be saved or exported. The full version of MacroModel v.1.5 for Windows includes PIXAR's RenderMan for Windows, which is a photorealistic rendering application for MacroModel models. In this demonstration kit "bmp" files created with RenderMan are included and correspond to the example models. These files may be displayed using Windows' paint program.

Macromedia shipped v.1.5 in June of 1993 on both Macintosh and Windows. To learn more about MacroModel v.1.5 please call the number listed above.

To use the MacroModel v.1.5 Demo version, please follow these instructions:

MacroModel

REQUIREMENTS
To effectively use MacroModel the following system requirements must be met:
Recommended:486/33 PC or better, 8-bit video (16-, 24-bit also supported), 16 MB RAM, Windows 3.1 and 6 MB free hard disk space
Minimum:386/25 PC w/FPU, 8-bit video, 8 MB RAM, Windows 3.1 enhanced and 6 MB free hard disk space

INSTALLATION
To use the MacroModel v.1.5 demo version the applicationhas been installed on the CD-ROM; including the MacroModel v.1.5 Demo version, Scripts folder and MacroModel demo model files to your hardisk.

DOCUMENTATION
This demonstration includes electronic demonstration documentation that will allow you to learn the basics of MacroModel. To best use the documentation, please print a copy of the file to hardcopy for reference as you follow the demonstration.
To print: Open the document in Microsoft Word v.2.0 or better and print with the "Color/Greyscale" radio button checked under the "Print" heading. This option will take longer to print but you will be able to see the images included in the document best.

SOME NOTES REGARDING MACROMODEL BASICS
Clarification of Key Use:
The Backspace & Delete keys are not interchangeable.

NOTES REGARDING LIGHTING, MATERIALS AND COLORS
Accurate colors for Colored Lights, Background Color and Background PICT will not be seen until the Render Type is set to 24-bit Z Buffer in the Render Set-Up Dialog and the monitor is set to millions of colors (if the display card in your machine is capable of displaying 16 million colors).The RenderMan presets in the

scripts folder are for the application and adjustment of shader parameters for export to the RIB format for PIXAR's RenderMan (RenderMan is a photorealistic rendering application that ships with the full version MacroModel v.1.5 for Windows). The export functions of this version are disabled and are therefore cannot be used with RenderMan.