

## **IMAGINE MAILING LIST**

<b>COLLABORATORS</b>
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	TITLE : IMAGINE MAILING LIST	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		April 16, 2022
		<i>SIGNATURE</i>

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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MSG- 53 Subject: Amiga->pc upgrades

Click-->  
54  
MSG- 54 Subject: Pick/select bug!?

Click-->  
55  
MSG- 55 Subject: Re: transparent or Genlock

Click-->  
56  
MSG- 56 Subject: Imagine 4.0

Click-->  
57  
MSG- 57 Subject: Re: TEXTURE-STUDIO

Click-->  
58  
MSG- 58 Subject: Re: Imagine for Windows II

Click-->  
59

---

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MSG- 59 Subject: Re: Imagine Documentation  
Click--> 60

MSG- 60 Subject: Essence PC Textures  
Click--> 61

MSG- 61 Subject: Re: Impulse Gazette and Wasted Bandwidth.  
Click--> 62

MSG- 62 Subject: Metaballs?  
Click--> 63

MSG- 63 Subject: ESSENCE PC  
Click--> 64

MSG- 64 Subject: Rayman/Renderman?  
Click--> 65

MSG- 65 Subject: Re: Essence PC Textures  
Click--> 66

MSG- 66 Subject: Re: Tutorials! we need more of them  
Click--> 67

MSG- 67 Subject: Neon?  
Click--> 68

MSG- 68 Subject: Re: Imagine Documentation  
Click--> 69

MSG- 69 Subject: TextureStudio and Bricks.itx and Dots.itx  
Click--> 70

MSG- 70 Subject: Amiga->pc upgrades  
Click--> 71

MSG- 71 Subject: Re: Imagemaster R/t  
Click--> 72

MSG- 72 Subject: Iterated Systems  
Click--> 73

MSG- 73 Subject: New Web Page and Programs  
Click--> 74

MSG- 74 Subject: Re: Imagine Documentation  
Click--> 75

MSG- 75 Subject: Re: Imagine Documentation  
Click--> 76

MSG- 76 Subject: Re: Impulse Gazette and Wasted Bandwidth.  
Click--> 77

MSG- 77 Subject: Font Objects  
Click--> 78

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MSG- 78 Subject: Modelling Bike Parts  
Click-->

79  
MSG- 79 Subject: Morphing  
Click-->

80  
MSG- 80 Subject: Morphing...  
Click-->

81  
MSG- 81 Subject: Re: Morphing...  
Click-->

82  
MSG- 82 Subject: Re: Double your RAM!!!  
Click-->

83  
MSG- 83 Subject: Object speed  
Click-->

84  
MSG- 84 Subject: How to make a lake on PC?  
Click-->

85  
MSG- 85 Subject: PC 2 Amiga redux...  
Click-->

86  
MSG- 86 Subject: Rayman/Renderman?  
Click-->

87  
MSG- 87 Subject: Re: OBJECTS.  
Click-->

88  
MSG- 88 Subject: Star Trek - Generations  
Click-->

89  
MSG- 89 Subject: Re: Double your RAM!!!  
Click-->

90  
MSG- 90 Subject: TextureStudio and Bricks.itx and Dots.itx  
Click-->

91  
MSG- 91 Subject: Transparent or Genlock  
Click-->

92  
MSG- 92 Subject: Binaries to the IML  
Click-->

93  
MSG- 93 Subject: Wine  
Click-->

94  
MSG- 94 Subject: Re: Iterated Systems  
Click-->

95  
MSG- 95 Subject: Re: Tutorials! we need more of them  
Click-->

96  
MSG- 96 Subject: Re: Wine  
Click-->

97

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MSG- 97 Subject: Re: Glass texture  
Click-->

98  
MSG- 98 -----=> Sorry NO Subject!  
Click-->

99  
MSG- 99 Subject: Re: Imagine Documentation  
Click-->

100  
MSG- 100 Subject: Copy Protection  
Click-->

101  
MSG- 101 Subject: Re: Neon?  
Click-->

102  
MSG- 102 Subject: Re: Wine  
Click-->

103  
MSG- 103 Subject: Duh! (was Re:Imagine for WindowsII)  
Click-->

104  
MSG- 104 Subject: Suggestion for a project  
Click-->

105  
MSG- 105 Subject: Re: Neon?  
Click-->

106  
MSG- 106 -----=> Sorry NO Subject!  
Click-->

107  
MSG- 107 Subject: Re: your mail  
Click-->

108  
MSG- 108 Subject: Re: Imagine Documentation  
Click-->

109  
MSG- 109 Subject: IMAGINE  
Click-->

110  
MSG- 110 Subject: WWW Imagine page  
Click-->

111  
MSG- 111 Subject: Re: Metaballs?  
Click-->

112  
MSG- 112 Subject: Re: Rayman/Renderman?  
Click-->

113  
MSG- 113 Subject: Re: Imagine Documentation  
Click-->

114  
MSG- 114 Subject: Re: How to make a lake on PC?  
Click-->

115  
MSG- 115 Subject: Font Objects in 2.0  
Click-->

116

---

MSG- 116 Subject: WWW-Site  
Click-->

117  
MSG- 117 Subject: Re: Tutorials! we need more of them  
Click-->

118  
MSG- 118 Subject: Imagine 3.0 Fonts (fwd)  
Click-->

119  
MSG- 119 Subject: Re: How to make a lake on PC?  
Click-->

120  
MSG- 120 Subject: Re: Star Trek - Generations  
Click-->

121  
MSG- 121 Subject: Re: Double your RAM!!!  
Click-->

122  
MSG- 122 Subject: Font Objects in 2.0  
Click-->

123  
MSG- 123 Subject: Re: Double your RAM!!!  
Click-->

124  
MSG- 124 Subject: Re: Double your RAM!!!  
Click-->

125  
MSG- 125 Subject: A500Prob  
Click-->

126  
MSG- 126 Subject: Cool coolfir effect  
Click-->

127  
MSG- 127 Subject: Re: Copy Protection  
Click-->

128  
MSG- 128 Subject: Re: How to make a lake on a PC?  
Click-->

129  
MSG- 129 Subject: Re: How to make a lake on PC?  
Click-->

130  
MSG- 130 Subject: Re: Impulse Gazette and Wasted Bandwidth.  
Click-->

131  
MSG- 131 Subject: IML DIGEST  
Click-->

132  
MSG- 132 Subject: Re: How to make a lake on PC?  
Click-->

133  
MSG- 133 Subject: Re: IML DIGEST  
Click-->

134  
MSG- 134 Subject: Re: IML DIGEST  
Click-->

135

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MSG- 135 Subject: Re: Binaries to the IML  
Click-->  
136  
MSG- 136 Subject: Re: Duh! (was Re:Imagine for WindowsII)  
Click-->  
137  
MSG- 137 Subject: Re: Glass texture  
Click-->  
138  
MSG- 138 Subject: Re: unsubscribe  
Click-->  
139  
MSG- 139 Subject: More On IML Digest  
Click-->  
140  
MSG- 140 Subject: Re: Mirroring Objects  
Click-->  
141  
MSG- 141 Subject: Inspiration  
Click-->  
142  
MSG- 142 Subject: Re: IML DIGEST  
Click-->  
143  
MSG- 143 -----=> Sorry NO Subject!  
Click-->  
144  
MSG- 144 Subject: Re: Star Trek - Generations  
Click-->  
145  
MSG- 145 Subject: Re:Re:OBJ  
Click-->  
146  
MSG- 146 Subject: About Particles  
Click-->  
147  
MSG- 147 Subject: IML digest--are you folks really that bored?  
Click-->  
148  
MSG- 148 Subject: Re: IML DIGEST  
Click-->  
149  
MSG- 149 Subject: Imagine DIGEST  
Click-->  
150  
MSG- 150 Subject: I don't have a d key  
Click-->  
151  
MSG- 151 Subject: Re: Inspiration  
Click-->  
152  
MSG- 152 Subject: Imagine 3.0 Fonts  
Click-->  
153  
MSG- 153 Subject: Re:TextureStudio problems fixed  
Click-->  
154

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MSG- 154 Subject: Imagine Newsgroup  
Click-->  
155  
MSG- 155 Subject: Re: Imagine Newsgroup  
Click-->  
156  
MSG- 156 Subject: Upgrade fees  
Click-->  
157  
MSG- 157 Subject: Re: I don't have a d key  
Click-->  
158  
MSG- 158 Subject: Re: IML DIGEST  
Click-->  
159  
MSG- 159 Subject: Re: Imagine 3.0 Fonts  
Click-->  
160  
MSG- 160 Subject: Latest version of TextureStudio  
Click-->  
161  
MSG- 161 Subject: Re: Latest version of TextureStudio  
Click-->  
162  
MSG- 162 Subject: Re: Questions  
Click-->  
163  
MSG- 163 Subject: Re: Questions  
Click-->  
164  
MSG- 164 Subject: Questions  
Click-->  
165  
MSG- 165 Subject: TextureStudio  
Click-->  
166  
MSG- 166 Subject: IM 3.1-3.2 Textures  
Click-->  
167  
MSG- 167 Subject: Re: IML DIGEST  
Click-->  
168  
MSG- 168 Subject: Re: PC hotkeys (Was: Ids and Imagine ↩  
newsletter)  
Click-->  
169  
MSG- 169 Subject: Re: object speed  
Click-->  
170  
MSG- 170 Subject: Objects  
Click-->  
171  
MSG- 171 Subject: Impulse's address  
Click-->  
172  
MSG- 172 Subject: Re: How to make a lake on PC?  
Click-->

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173  
MSG- 173 Subject: Re: TextureStudio  
Click-->

174  
MSG- 174 Subject: Re: Impulse's address  
Click-->

175  
MSG- 175 Subject: Impulse's address  
Click-->

176  
MSG- 176 Subject: TextureStudio  
Click-->

177  
MSG- 177 Subject: 3.x addendums  
Click-->

178  
MSG- 178 Subject: WWW Page  
Click-->

179  
MSG- 179 Subject: Re: Imagine Newsgroup  
Click-->

180  
MSG- 180 Subject: Re: Tutorials! we need more of them  
Click-->

181  
MSG- 181 Subject: Re: Questions  
Click-->

182  
MSG- 182 Subject: Cool coolfir effect  
Click-->

183  
MSG- 183 Subject: Re: Genlock button  
Click-->

184  
MSG- 184 Subject: Re: Questions  
Click-->

185  
MSG- 185 Subject: Re: Imagine Documentation  
Click-->

186  
MSG- 186 Subject: IML digest--are you folks really that bored?  
Click-->

187  
MSG- 187 Subject: TextureStudio and blank menus  
Click-->

188  
MSG- 188 Subject: Lumbient  
Click-->

189  
MSG- 189 Subject: Re: Star Trek - Generations  
Click-->

190  
MSG- 190 Subject: Suggestion for a project  
Click-->

191  
MSG- 191 Subject: TIP #0001, Ummm...Water.  
Click-->

---

192  
MSG- 192 Subject: TIP #0001, Ummm...Water.  
Click-->

193  
MSG- 193 Subject: Re: Star Trek - Generations  
Click-->

194  
MSG- 194 Subject: Re: WHAT THE F\*CK....  
Click-->

195  
MSG- 195 Subject: Re: Tutorials! we need more of them  
Click-->

196  
MSG- 196 -----=> Sorry NO Subject!  
Click-->

197  
MSG- 197 Subject: Re: Imagine Documentation  
Click-->

198  
MSG- 198 Subject: Re: Imagine Documentation  
Click-->

199  
MSG- 199 Subject: Re: Star Trek - Generations  
Click-->

200  
MSG- 200 Subject: Re:WINE  
Click-->

201  
MSG- 201 Subject: Re: Star Trek - Generations  
Click-->

202  
MSG- 202 Subject: TextureStudio  
Click-->

203  
MSG- 203 Subject: Re: Suggestion for a project  
Click-->

204  
MSG- 204 Subject: Re: Suggestion for a project  
Click-->

205  
MSG- 205 Subject: Re: Suggestion for a project  
Click-->

206  
MSG- 206 Subject: Re: Star Trek - Generations  
Click-->

207  
MSG- 207 Subject: Re: Suggestion for a project  
Click-->

208  
MSG- 208 Subject: Re: Suggestion for a project  
Click-->

209  
MSG- 209 Subject: Re: Morphing  
Click-->

210  
MSG- 210 Subject: Re: Imagine Newsgroup  
Click-->

---

211  
MSG- 211 Subject: Re: WHAT THE F\*CK....  
Click-->

212  
MSG- 212 Subject: Re: Glass  
Click-->

213  
MSG- 213 Subject: Rendering Prices?  
Click-->

214  
MSG- 214 Subject: IMLarc60+61 text & guide format on Aminet  
Click-->

215  
MSG- 215 Subject: Re: Apex (was Yo- Kelly)  
Click-->

216  
MSG- 216 Subject: RSDP settings  
Click-->

217  
MSG- 217 Subject: Re: rendering price.  
Click-->

218  
MSG- 218 Subject: Rendering Prices?  
Click-->

219  
MSG- 219 Subject: RSDP settings  
Click-->

220  
MSG- 220 Subject: Re: Star Trek - Generations  
Click-->

221  
MSG- 221 Subject: Re: WHAT THE F\*CK....  
Click-->

222  
MSG- 222 Subject: Coolfir effect cool!  
Click-->

223  
MSG- 223 Subject: Re: RSDP settings  
Click-->

224  
MSG- 224 Subject: Re[2]: Newsgroup ? TempStorage  
Click-->

225  
MSG- 225 Subject: Re: Newsgroup ? TempStorage  
Click-->

226  
MSG- 226 Subject: Re: IM 3.1-3.2 Textures  
Click-->

227  
MSG- 227 Subject: Re: Glass etc  
Click-->

228  
MSG- 228 Subject: Texturemapping  
Click-->

229  
MSG- 229 Subject: PC Imagine: Hardware Incompatibilities?  
Click-->

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230  
MSG- 230 Subject: Moving ground  
Click-->

231  
MSG- 231 Subject: Re: RSDP settings  
Click-->

232  
MSG- 232 Subject: Re: RSDP settings  
Click-->

233  
MSG- 233 Subject: Re: IM 3.1-3.2 Textures  
Click-->

234  
MSG- 234 Subject: Re: RSDP settings  
Click-->

235  
MSG- 235 Subject: Re: Star Trek - Generations  
Click-->

236  
MSG- 236 Subject: Nobody  
Click-->

237  
MSG- 237 Subject: About Particles  
Click-->

238  
MSG- 238 Subject: Re: moving ground  
Click-->

239  
MSG- 239 Subject: Re: texturemapping  
Click-->

240  
MSG- 240 Subject: Re: Star Trek - Generations  
Click-->

241  
MSG- 241 Subject: Re: texturemapping  
Click-->

242  
MSG- 242 Subject: Re: object speed  
Click-->

243  
MSG- 243 Subject: Re: texturemapping  
Click-->

244  
MSG- 244 Subject: 3D Site - A 3D WWW page  
Click-->

245  
MSG- 245 Subject: Re: moving ground  
Click-->

246  
MSG- 246 Subject: Re[2]: IM 3.1-3.2 Textures  
Click-->

247  
MSG- 247 Subject: Re[2]: moving ground  
Click-->

248  
MSG- 248 Subject: Particles with Dust2  
Click-->

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249  
MSG- 249 Subject: Shredder  
Click-->

250  
MSG- 250 Subject: Re: moving ground  
Click-->

251  
MSG- 251 Subject: Re: texturemapping  
Click-->

252  
MSG- 252 Subject: TextureStudio v1.0.2  
Click-->

253  
MSG- 253 Subject: Threat  
Click-->

254  
MSG- 254 Subject: IMAGINE NEWSGROUP  
Click-->

255  
MSG- 255 Subject: Re: texturemapping  
Click-->

256  
MSG- 256 -----=> Sorry NO Subject!  
Click-->

257  
MSG- 257 -----=> Sorry NO Subject!  
Click-->

258  
MSG- 258 Subject: Depth of brush maps  
Click-->

259  
MSG- 259 Subject: Re: Moving Ground  
Click-->

260  
MSG- 260 Subject: Moving Ground  
Click-->

261  
MSG- 261 -----=> Sorry NO Subject!  
Click-->

262  
MSG- 262 Subject: Re: Rendering Prices?  
Click-->

263  
MSG- 263 Subject: Fwd: texturemapping  
Click-->

264  
MSG- 264 -----=> Sorry NO Subject!  
Click-->

265  
MSG- 265 -----=> Sorry NO Subject!  
Click-->

266  
MSG- 266 -----=> Sorry NO Subject!  
Click-->

267  
MSG- 267 Subject: Pages in a book  
Click-->

---

268  
MSG- 268 -----=> Sorry NO Subject!  
Click-->

269  
MSG- 269 Subject: Re: Depth of brush maps  
Click-->

270  
MSG- 270 Subject: Re: Babylon-5 Jumpgate  
Click-->

271  
MSG- 271 Subject: Re: TextureStudio v1.0.2  
Click-->

272  
MSG- 272 Subject: Jabber  
Click-->

273  
MSG- 273 Subject: Missing faces  
Click-->

274  
MSG- 274 Subject: Re: Babylon-5 Jumpgate  
Click-->

275  
MSG- 275 Subject: Babylon-5 Jumpgate  
Click-->

276  
MSG- 276 Subject: Help!  
Click-->

277  
MSG- 277 Subject: Visible Light Prob  
Click-->

278  
MSG- 278 Subject: Digital Portfolios  
Click-->

279  
MSG- 279 Subject: Re: Babylon-5 Jumpgate  
Click-->

280  
MSG- 280 Subject: Re: Babylon-5 Jumpgate  
Click-->

281  
MSG- 281 Subject: Imagine Crashes!! mem problems?  
Click-->

282  
MSG- 282 Subject: Dare to Imagine Queries  
Click-->

283  
MSG- 283 Subject: Re: jabber  
Click-->

284  
MSG- 284 Subject: Re:Visible Light Prob  
Click-->

285  
MSG- 285 -----=> Sorry NO Subject!  
Click-->

286  
MSG- 286 Subject: Re:Babylon5 jumpgate  
Click-->

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287  
MSG- 287 Subject: Re: Babylon5 jumpgate  
Click-->

288  
MSG- 288 Subject: Imagine 2.0 Crashes, Expanded Mem Probelms?  
Click-->

289  
MSG- 289 Subject: Re: TextureStudio v1.0.2  
Click-->

290  
MSG- 290 Subject: How do you make trees ?  
Click-->

291  
MSG- 291 Subject: Re: How do you make trees ?  
Click-->

292  
MSG- 292 Subject: Rendering Prices Posts  
Click-->

293  
MSG- 293 Subject: Babylon-5 Jumpgate  
Click-->

294  
MSG- 294 Subject: Fwd: texturemapping  
Click-->

295  
MSG- 295 Subject: How do you make trees ?  
Click-->

296  
MSG- 296 Subject: Moving ground  
Click-->

297  
MSG- 297 Subject: Moving Ground  
Click-->

298  
MSG- 298 Subject: Re: RSDP settings  
Click-->

299  
MSG- 299 Subject: Re: Star Trek - Generations  
Click-->

300  
MSG- 300 Subject: Re: How do you make trees ?  
Click-->

301  
MSG- 301 Subject: ClipTran texture  
Click-->

302  
MSG- 302 Subject: Multiple copies of mails...  
Click-->

303  
MSG- 303 Subject: Re: Babylon5 jumpgate  
Click-->

304  
MSG- 304 Subject: Date & Time stamp  
Click-->

305  
MSG- 305 Subject: DAre 2 Imagine Info  
Click-->

---

306  
MSG- 306 Subject: Babylon5 Jumpgate.  
Click-->

307  
MSG- 307 Subject: Re: Date & Time stamp  
Click-->

308  
MSG- 308 Subject: Re: How do you make trees.  
Click-->

309  
MSG- 309 Subject: Form\_Tutorial.lzh  
Click-->

310  
MSG- 310 Subject: Screen Size hack for 3.2  
Click-->

311  
MSG- 311 Subject: Quickies!  
Click-->

312  
MSG- 312 Subject: Re: Screen Size hack for 3.2  
Click-->

313  
MSG- 313 Subject: Transparent decal?  
Click-->

314  
MSG- 314 Subject: Moving Ground  
Click-->

315  
MSG- 315 Subject: Re: How do you make trees ?  
Click-->

316  
MSG- 316 Subject: Transparent decal?  
Click-->

317  
MSG- 317 Subject: Re: How do you make trees.  
Click-->

318  
MSG- 318 Subject: Freelancers needed  
Click-->

319  
MSG- 319 Subject: Re: Transparent decal?  
Click-->

320  
MSG- 320 Subject: LightROM Vol 1 CD  
Click-->

321  
MSG- 321 -----=> Sorry NO Subject!  
Click-->

322  
MSG- 322 Subject: WTB: Pagoda object  
Click-->

323  
MSG- 323 Subject: About un/subscribing  
Click-->

324  
MSG- 324 Subject: Re: Quickies  
Click-->

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325  
MSG- 325 Subject: Re: Transparent decal?  
Click-->

326  
MSG- 326 Subject: Re: Transparent decal?  
Click-->

327  
MSG- 327 Subject: Transparent decal?  
Click-->

328  
MSG- 328 Subject: Re: How do you make trees.  
Click-->

329  
MSG- 329 Subject: Re: Babylon5 jumpgate  
Click-->

330  
MSG- 330 Subject: Re: Date & Time stamp (fwd)  
Click-->

331  
MSG- 331 Subject: Re: About un/subscribing  
Click-->

332  
MSG- 332 Subject: Re: Transparent decal?  
Click-->

333  
MSG- 333 Subject: Quickies - Hack Trees  
Click-->

334  
MSG- 334 Subject: Re: Transparent decal?  
Click-->

335  
MSG- 335 Subject: Re: Transparent decal?  
Click-->

336  
MSG- 336 Subject: Re: About un/subscribing  
Click-->

337  
MSG- 337 Subject: Re: Quickies  
Click-->

338  
MSG- 338 Subject: Re: TextureStudio v1.0.2  
Click-->

339  
MSG- 339 Subject: Re: Transparent decal?  
Click-->

340  
MSG- 340 Subject: Transparent decal?  
Click-->

341  
MSG- 341 -----=> Sorry NO Subject!  
Click-->

342  
MSG- 342 Subject: Re: your mail  
Click-->

343  
MSG- 343 Subject: Re: UNSUBSCRIBE  
Click-->

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344  
MSG- 344 Subject: Babylon/Star Trek Texture  
Click-->

345  
MSG- 345 Subject: Re:BABYLON 5 objects  
Click-->

346  
MSG- 346 Subject: Transparent decal?  
Click-->

347  
MSG- 347 Subject: Re:your mail  
Click-->

348  
MSG- 348 Subject: Re: Transparent decal?  
Click-->

349  
MSG- 349 Subject: Re:BABYLON 5 objects  
Click-->

350  
MSG- 350 Subject: Re: Transparent decal?  
Click-->

351  
MSG- 351 Subject: IM 3.0 Drive Wipes (long msg, 1 tip)  
Click-->

352  
MSG- 352 Subject: Babylon 5 converted objects  
Click-->

353  
MSG- 353 Subject: Re: Transparent decal?  
Click-->

354  
MSG- 354 Subject: Lightwave OBJs and Bab5.  
Click-->

355  
MSG- 355 Subject: Imagine textures  
Click-->

356  
MSG- 356 Subject: Font objects  
Click-->

357  
MSG- 357 Subject: Lightning and other Natural Phenomena  
Click-->

358  
MSG- 358 Subject: Re: Project render date bug  
Click-->

359  
MSG- 359 Subject: Finding postscript fonts  
Click-->

360  
MSG- 360 Subject: Re: object speed  
Click-->

361  
MSG- 361 Subject: Re: Transparent decal?  
Click-->

362  
MSG- 362 Subject: Re: Neon?  
Click-->

---

363  
MSG- 363 Subject: Decals  
Click-->

364  
MSG- 364 Subject: Re: Date & Time stamp  
Click-->

365  
MSG- 365 Subject: Re: No subject given, but could we include one ←  
?  
Click-->

366  
MSG- 366 Subject: Re: Finding postscript fonts  
Click-->

367  
MSG- 367 Subject: Re[2]: Neon?  
Click-->

368  
MSG- 368 Subject: ?????  
Click-->

369  
MSG- 369 Subject: Atilla's Forms Editor  
Click-->

370  
MSG- 370 -----=> Sorry NO Subject!  
Click-->

371  
MSG- 371 Subject: Re: Neon?  
Click-->

372  
MSG- 372 Subject: Re: Finding postscript fonts  
Click-->

373  
MSG- 373 Subject: Re: Imagine Hater  
Click-->

374  
MSG- 374 Subject: Re: decals  
Click-->

375  
MSG- 375 Subject: Decals  
Click-->

376  
MSG- 376 Subject: Re: Finding postscript fonts  
Click-->

377  
MSG- 377 Subject: Re:font objects  
Click-->

378  
MSG- 378 Subject: Brush Tacking  
Click-->

379  
MSG- 379 Subject: Re: decals  
Click-->

380  
MSG- 380 Subject: Decals  
Click-->

381  
MSG- 381 Subject: Re:font objects

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Click-->  
382  
MSG- 382 Subject: Re: DATE & TIME STAMP

Click-->  
383  
MSG- 383 Subject: Excommunicated

Click-->  
384  
MSG- 384 Subject: Re: Help!

Click-->  
385  
MSG- 385 Subject: PSfonts

Click-->  
386  
MSG- 386 Subject: Re: Project render date bug (fwd)

Click-->  
387  
MSG- 387 Subject: Re: Finding postscript fonts (fwd)

Click-->  
388  
MSG- 388 Subject: Imagine's future... hmmm

Click-->  
389  
MSG- 389 Subject: Re: Brush Tacking

Click-->  
390  
MSG- 390 Subject: No subject

Click-->  
391  
MSG- 391 Subject: TIP...OCTREES

Click-->  
392  
MSG- 392 Subject: Re: Transparent decal?

Click-->  
393  
MSG- 393 Subject: Lightning and other Natural Phenomena

Click-->  
394  
MSG- 394 Subject: Digest

Click-->  
395  
MSG- 395 Subject: Re: TIP #0001, Ummm...Water.

Click-->  
396  
MSG- 396 Subject: Black triangles

Click-->  
397  
MSG- 397 Subject: Re: Re[2]: Newsgroup ? TempStorage

Click-->  
398  
MSG- 398 Subject: Re: About Particles

Click-->  
399  
MSG- 399 Subject: Re: object speed

Click-->  
400  
MSG- 400 Subject: Re: font objects

---



Click-->  
401  
MSG- 401 Subject: Brush Tacking

Click-->  
402  
MSG- 402 Subject: Multimail

Click-->  
403  
MSG- 403 Subject: >Dave Wickard (612) 456-2783 "It's not the ←  
SIZE of your ima

Click-->  
404  
MSG- 404 Subject: Re: flc-scr/imaginesvga/interchange

Click-->  
405  
MSG- 405 Subject: Lost Mail

Click-->  
406  
MSG- 406 Subject: States bug! and fix

Click-->  
407  
MSG- 407 Subject: Viewmodes

Click-->  
408  
MSG- 408 Subject: Flc-scr/imaginesvga/interchange

Click-->  
409  
MSG- 409 Subject: Re: About Particles

Click-->  
410  
MSG- 410 Subject: Re: flc-scr/imaginesvga/interchange

Click-->  
411  
MSG- 411 Subject: Re: About Particles

Click-->  
412  
MSG- 412 Subject: Re: Black triangles

Click-->  
413  
MSG- 413 Subject: Re: Help!

Click-->  
414  
MSG- 414 Subject: Re: object speed

Click-->  
415  
MSG- 415 Subject: Re: Viewmodes

Click-->  
416  
MSG- 416 Subject: SOS - HELP!!

Click-->  
417  
MSG- 417 Subject: Probs With Attributes

Click-->  
418  
MSG- 418 Subject: Re: Probs With Attributes

Click-->  
419

---

MSG- 419 Subject: Displaying text in spline editor--help  
Click-->  
420  
MSG- 420 Subject: Re: flc-scr/imagne-svga/interchange  
Click-->  
421  
MSG- 421 Subject: Re: Suggestion for a project  
Click-->  
422  
MSG- 422 Subject: Re: Displaying text in spline editor--help  
Click-->  
423  
MSG- 423 Subject: Re: Lightning and other Natural Phenomena  
Click-->  
424  
MSG- 424 Subject: Probs With Attributes  
Click-->  
425  
MSG- 425 Subject: No subject  
Click-->  
426  
MSG- 426 Subject: Re: Black triangles  
Click-->  
427  
MSG- 427 Subject: Re: Displaying text in spline editor--help  
Click-->  
428  
MSG- 428 Subject: Re: Probs With Attributes  
Click-->  
429  
MSG- 429 Subject: Creating faces in the spline editor  
Click-->  
430  
MSG- 430 Subject: Crestline Software  
Click-->  
431  
MSG- 431 Subject: Re: Imagine's future  
Click-->  
432  
MSG- 432 Subject: Particles  
Click-->  
433  
MSG- 433 Subject: Re: Displaying text in spline editor--help  
Click-->  
434  
MSG- 434 Subject: Re: Displaying text in spline editor...  
Click-->  
435  
MSG- 435 Subject: Re: Displaying text in spline editor--help  
Click-->  
436  
MSG- 436 Subject: Re: particles  
Click-->  
437  
MSG- 437 Subject: Re: Displaying text in spline editor--help  
Click-->  
438

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MSG- 438 Subject: Re: Creating faces in the spline editor  
Click-->  
439  
MSG- 439 Subject: Re: Creating faces in the spline editor  
Click-->  
440  
MSG- 440 Subject: Re: Displaying text in spline editor--help  
Click-->  
441  
MSG- 441 Subject: Re: Creating faces in the spline editor  
Click-->  
442  
MSG- 442 Subject: Re:Crestline Fax  
Click-->  
443  
MSG- 443 Subject: Spike Fx Prob (PC)  
Click-->  
444  
MSG- 444 Subject: Adding brushes/Edit Axis  
Click-->  
445  
MSG- 445 Subject: Re: Postscript fonts  
Click-->  
446  
MSG- 446 Subject: Re: Black triangles  
Click-->  
447  
MSG- 447 Subject: Babylon 5 .iob's  
Click-->  
448  
MSG- 448 Subject: Phone  
Click-->  
449  
MSG- 449 Subject: Spline editor  
Click-->  
450  
MSG- 450 Subject: Re: Black triangles  
Click-->  
451  
MSG- 451 Subject: Re: Imagine's future  
Click-->  
452  
MSG- 452 Subject: Re: Displaying text in spline editor--help  
Click-->  
453  
MSG- 453 Subject: TEXTURES...  
Click-->  
454  
MSG- 454 Subject: Re: Digimax WAS: Imagine's future  
Click-->  
455  
MSG- 455 Subject: Re: phone  
Click-->  
456  
MSG- 456 Subject: Re: Black triangles  
Click-->  
457

---

MSG- 457 Subject: Re: Displaying text in spline editor--help  
Click-->  
458  
MSG- 458 Subject: Re: Displaying text in spline editor--help  
Click-->  
459  
MSG- 459 Subject: Re: Postscript fonts  
Click-->  
460  
MSG- 460 Subject: Re: Digimax WAS: Imagine's future  
Click-->  
461  
MSG- 461 Subject: Re: How do you make trees ?  
Click-->  
462  
MSG- 462 Subject: Re: How do you make trees.  
Click-->  
463  
MSG- 463 Subject: Re: Quickies (snow)  
Click-->  
464  
MSG- 464 Subject: Re: Quickies (snow)  
Click-->  
465  
MSG- 465 Subject: Programming Textures  
Click-->  
466  
MSG- 466 Subject: Trees and stuff  
Click-->  
467  
MSG- 467 -----=> Sorry NO Subject!  
Click-->  
468  
MSG- 468 -----=> Sorry NO Subject!  
Click-->  
469  
MSG- 469 -----=> Sorry NO Subject!  
Click-->  
470  
MSG- 470 Subject: VISTA PRO3 and TOASTER on PC  
Click-->  
471  
MSG- 471 Subject: Re: Digimax  
Click-->  
472  
MSG- 472 Subject: MovingTheAxis  
Click-->  
473  
MSG- 473 Subject: Re: Programming Textures  
Click-->  
474  
MSG- 474 Subject: Re: How do you make trees ?  
Click-->  
475  
MSG- 475 Subject: Re: How do you make trees.  
Click-->  
476

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MSG- 476 Subject: Re: About Particles  
Click-->  
477  
MSG- 477 Subject: Is it soup yet?  
Click-->  
478  
MSG- 478 Subject: Re: phone  
Click-->  
479  
MSG- 479 Subject: FAQ and question  
Click-->  
480  
MSG- 480 Subject: Re: About Particles  
Click-->  
481  
MSG- 481 Subject: COOL PIC's  
Click-->  
482  
MSG- 482 Subject: Re: FAQ and question  
Click-->  
483  
MSG- 483 Subject: Phone  
Click-->  
484  
MSG- 484 Subject: Re: telephone (fwd)  
Click-->  
485  
MSG- 485 Subject: Re: Moving Axis - Thanks  
Click-->  
486  
MSG- 486 Subject: Quickies!  
Click-->  
487  
MSG- 487 Subject: FAQ and question  
Click-->  
488  
MSG- 488 Subject: Re: About Particles  
Click-->  
489  
MSG- 489 Subject: Another possible bug (3.2)  
Click-->  
490  
MSG- 490 Subject: Re: About Particles  
Click-->  
491  
MSG- 491 Subject: Re: Brush Tacking  
Click-->  
492  
MSG- 492 Subject: Decals  
Click-->  
493  
MSG- 493 Subject: Displaying text in spline editor--help  
Click-->  
494  
MSG- 494 Subject: Re: FAQ and question  
Click-->  
495

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Click--> MSG- 495 Subject: Re: Displaying text in spline editor--help  
496  
Click--> MSG- 496 Subject: Imagine's future... hmmm  
497  
Click--> MSG- 497 Subject: Lightning and other Natural Phenomena  
498  
Click--> MSG- 498 Subject: Re: Lightning and other Natural Phenomena  
499  
Click--> MSG- 499 Subject: Re: particles  
500  
Click--> MSG- 500 Subject: States bug! and fix  
501  
Click--> MSG- 501 Subject: TIP...OCTREES  
502  
Click--> MSG- 502 Subject: Transparent decal?  
503  
Click--> MSG- 503 Subject: Re: Transparent decal?  
504  
Click--> MSG- 504 Subject: Quickies!  
505  
Click--> MSG- 505 Subject: Is it soup yet?  
506  
Click--> MSG- 506 Subject: Amiga&PC in class  
507  
Click--> MSG- 507 Subject: Re: Lightning and other Natural Phenomena  
508  
Click--> MSG- 508 Subject: Re: Rendering times  
509  
Click--> MSG- 509 Subject: Amiga&PC in class  
510  
Click--> MSG- 510 Subject: Quickies!  
511  
Click--> MSG- 511 Subject: Impulse's Phone&Fax Numbers  
512  
Click--> MSG- 512 Subject: Re:Amiga&PC in class  
513  
Click--> MSG- 513 Subject: Latest ESCOM news  
514

---

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MSG- 514 Subject: Re: Fonts and eps files  
Click-->  
515  
MSG- 515 Subject: 1950  
Click-->  
516  
MSG- 516 Subject: Re[2]: Amiga&PC in class  
Click-->  
517  
MSG- 517 Subject: Displaying text in spline  
Click-->  
518  
MSG- 518 Subject: Re: Displaying text in spline editor--help  
Click-->  
519  
MSG- 519 Subject: Re: Brush Tacking  
Click-->  
520  
MSG- 520 Subject: Rendering times  
Click-->  
521  
MSG- 521 Subject: Re[2]: How do you make trees.  
Click-->  
522  
MSG- 522 Subject: Workbench 3.1 upgrades?  
Click-->  
523  
MSG- 523 Subject: Re: Brush Tacking  
Click-->  
524  
MSG- 524 Subject: Re: Brush Tacking  
Click-->  
525  
MSG- 525 Subject: Re: Brush Tacking  
Click-->  
526  
MSG- 526 Subject: Re: Amiga&PC in class  
Click-->  
527  
MSG- 527 Subject: Fonts and eps files  
Click-->  
528  
MSG- 528 Subject: Re:Amiga&PC in class  
Click-->  
529  
MSG- 529 Subject: IM  
Click-->  
530  
MSG- 530 Subject: Questions...  
Click-->  
531  
MSG- 531 Subject: Upgrade Program  
Click-->  
532  
MSG- 532 Subject: Re: FAQ and question  
Click-->  
533

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MSG- 533 Subject: Realistic Render  
Click-->

534  
MSG- 534 Subject: Brush Tacking  
Click-->

535  
MSG- 535 Subject: Re: Rendering times  
Click-->

536  
MSG- 536 Subject: Re[3]: How do you make trees.  
Click-->

537  
MSG- 537 Subject: Organic Modelling  
Click-->

538  
MSG- 538 Subject: Blackbelt address  
Click-->

539  
MSG- 539 Subject: Re: States bug! and fix  
Click-->

540  
MSG- 540 Subject: Re: Amiga&PC in class  
Click-->

541  
MSG- 541 Subject: Re: Realistic Render  
Click-->

542  
MSG- 542 Subject: Re: Imagine's future... hmmm  
Click-->

543  
MSG- 543 Subject: Re: Fonts and eps files  
Click-->

544  
MSG- 544 Subject: PC reads Amiga Disks (Wanted)  
Click-->

545  
MSG- 545 Subject: Editor color preferences  
Click-->

546  
MSG- 546 Subject: FastROM/VMM render speedup?  
Click-->

547  
MSG- 547 Subject: Re: Displaying text in spline editor--help  
Click-->

548  
MSG- 548 Subject: Re: Brush Tacking  
Click-->

549  
MSG- 549 Subject: Re: Amiga&PC in class  
Click-->

550  
MSG- 550 Subject: Re: Editor color preferences  
Click-->

551  
MSG- 551 Subject: Re: Rendering times  
Click-->

552

---



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MSG- 552 Subject: Re: Amiga&PC in class  
Click-->

553  
MSG- 553 Subject: Steve Worley email address  
Click-->

554  
MSG- 554 Subject: OBJECTS&ATTRIBUTES  
Click-->

555  
MSG- 555 Subject: FONT TROUBLE  
Click-->

556  
MSG- 556 Subject: Showcase on SGI  
Click-->

557  
MSG- 557 Subject: Re: Organic Modeling  
Click-->

558  
MSG- 558 Subject: Re: Editor color preferences  
Click-->

559  
MSG- 559 Subject: Re: Steve Worley email address  
Click-->

560  
MSG- 560 Subject: Re: Rendering times  
Click-->

561  
MSG- 561 Subject: Re: Rendering times  
Click-->

562  
MSG- 562 Subject: Re: Organic Modeling  
Click-->

563  
MSG- 563 Subject: Re: Steve Worley email address  
Click-->

564  
MSG- 564 Subject: FONT TROUBLE  
Click-->

565  
MSG- 565 Subject: Re: FastROM/VMM render speedup?  
Click-->

566  
MSG- 566 Subject: Re: How do you make trees.  
Click-->

567  
MSG- 567 Subject: Fire and quilt textures  
Click-->

568  
MSG- 568 Subject: Re: OBJECTS&ATTRIBUTES  
Click-->

569  
MSG- 569 Subject: Re:FONT TROUBLE.....  
Click-->

570  
MSG- 570 Subject: Re:MY HOMEPAGE  
Click-->

571

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MSG- 571 Subject: Re: Steve Worley email address  
Click-->

572  
MSG- 572 Subject: Re:FONT TROUBLE.....  
Click-->

573  
MSG- 573 Subject: Re: Rendering times  
Click-->

574  
MSG- 574 Subject: Re: Latest ESCOM news  
Click-->

575  
MSG- 575 Subject: Re: FastROM/VMM render speedup?  
Click-->

576  
MSG- 576 Subject: Re: FastROM/VMM render speedup?  
Click-->

577  
MSG- 577 Subject: Re:FONT TROUBLE.....  
Click-->

578  
MSG- 578 Subject: Old Antialias Switch?  
Click-->

579  
MSG- 579 Subject: Re: Brush Tacking  
Click-->

580  
MSG- 580 Subject: Displaying text in spline  
Click-->

581  
MSG- 581 Subject: Editor color preferences  
Click-->

582  
MSG- 582 Subject: Tom's Homepage  
Click-->

583  
MSG- 583 Subject: Re: Realistic Render  
Click-->

584  
MSG- 584 Subject: Tom's Homepage  
Click-->

585  
MSG- 585 Subject: Re: Imagine's future... hmmm  
Click-->

586  
MSG- 586 Subject: Re: Brush Tacking  
Click-->

587  
MSG- 587 Subject: Re[2]: Displaying text in spline editor--help  
Click-->

588  
MSG- 588 Subject: Re: Brush Tacking  
Click-->

589  
MSG- 589 Subject: DANDREA: about Dust2.lha  
Click-->

590

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MSG- 590 Subject: FW: States bug! and fix  
Click-->

591  
MSG- 591 Subject: Re: Brush Tacking  
Click-->

592  
MSG- 592 Subject: Re: Brush Tacking  
Click-->

593  
MSG- 593 Subject: Spline Editors  
Click-->

594  
MSG- 594 Subject: Tom's Homepage  
Click-->

595  
MSG- 595 Subject: Fountain-Particles  
Click-->

596  
MSG- 596 Subject: TIP...LIGHT!!!  
Click-->

597  
MSG- 597 Subject: TIP...LIGHT!!!  
Click-->

598  
MSG- 598 Subject: Two things  
Click-->

599  
MSG- 599 Subject: Re[2]: brush tacking  
Click-->

600  
MSG- 600 Subject: ReversePath'sDirection?  
Click-->

601  
MSG- 601 Subject: Re: Brush Tacking  
Click-->

602  
MSG- 602 Subject: TIP...LIGHT!!!  
Click-->

603  
MSG- 603 Subject: Help with an effect  
Click-->

604  
MSG- 604 Subject: Re: brush tacking  
Click-->

605  
MSG- 605 Subject: Re: Fire and quilt textures  
Click-->

606  
MSG- 606 Subject: Re: Two things (zones)  
Click-->

607  
MSG- 607 Subject: How do I create a picture on my AMIGA for the ↔  
PC world?  
Click-->

608  
MSG- 608 Subject: Re: Two things (zones)  
Click-->

---

609  
MSG- 609 Subject: Trouble using tiff file as brush map  
Click-->

610  
MSG- 610 Subject: Re: Two things (zones)  
Click-->

611  
MSG- 611 Subject: Re: Lighting Calculations  
Click-->

612  
MSG- 612 Subject: Lighting Calculations

### 1.3 IMAGINE MAILING LIST V62- CONTENTS

Click-->

1  
MSG- 370 -----=> Sorry NO Subject!  
Click-->

2  
MSG- 261 -----=> Sorry NO Subject!  
Click-->

3  
MSG- 264 -----=> Sorry NO Subject!  
Click-->

4  
MSG- 257 -----=> Sorry NO Subject!  
Click-->

5  
MSG- 468 -----=> Sorry NO Subject!  
Click-->

6  
MSG- 467 -----=> Sorry NO Subject!  
Click-->

7  
MSG- 256 -----=> Sorry NO Subject!  
Click-->

8  
MSG- 265 -----=> Sorry NO Subject!  
Click-->

9  
MSG- 44 -----=> Sorry NO Subject!  
Click-->

10  
MSG- 321 -----=> Sorry NO Subject!  
Click-->

11  
MSG- 285 -----=> Sorry NO Subject!  
Click-->

12  
MSG- 45 -----=> Sorry NO Subject!  
Click-->

13  
MSG- 266 -----=> Sorry NO Subject!  
Click-->

14

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MSG- 268 -----=> Sorry NO Subject!  
Click-->  
15  
MSG- 341 -----=> Sorry NO Subject!  
Click-->  
16  
MSG- 143 -----=> Sorry NO Subject!  
Click-->  
17  
MSG- 196 -----=> Sorry NO Subject!  
Click-->  
18  
MSG- 106 -----=> Sorry NO Subject!  
Click-->  
19  
MSG- 469 -----=> Sorry NO Subject!  
Click-->  
20  
MSG- 98 -----=> Sorry NO Subject!  
Click-->  
21  
MSG- 515 Subject: 1950  
Click-->  
22  
MSG- 177 Subject: 3.x addendums  
Click-->  
23  
MSG- 244 Subject: 3Dsite - A 3D WWW page  
Click-->  
24  
MSG- 403 Subject: >Dave Wickard (612) 456-2783 "It's not the ←  
SIZE of your ima  
Click-->  
25  
MSG- 368 Subject: ?????  
Click-->  
26  
MSG- 125 Subject: A500Prob  
Click-->  
27  
MSG- 146 Subject: About Particles  
Click-->  
28  
MSG- 237 Subject: About Particles  
Click-->  
29  
MSG- 490 Subject: Re: About Particles  
Click-->  
30  
MSG- 476 Subject: Re: About Particles  
Click-->  
31  
MSG- 480 Subject: Re: About Particles  
Click-->  
32  
MSG- 488 Subject: Re: About Particles  
Click-->

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33  
MSG- 409 Subject: Re: About Particles  
Click-->

34  
MSG- 398 Subject: Re: About Particles  
Click-->

35  
MSG- 411 Subject: Re: About Particles  
Click-->

36  
MSG- 323 Subject: About un/subscribing  
Click-->

37  
MSG- 331 Subject: Re: About un/subscribing  
Click-->

38  
MSG- 336 Subject: Re: About un/subscribing  
Click-->

39  
MSG- 444 Subject: Adding brushes/Edit Axis  
Click-->

40  
MSG- 509 Subject: Amiga&PC in class  
Click-->

41  
MSG- 506 Subject: Amiga&PC in class  
Click-->

42  
MSG- 552 Subject: Re: Amiga&PC in class  
Click-->

43  
MSG- 512 Subject: Re: Amiga&PC in class  
Click-->

44  
MSG- 540 Subject: Re: Amiga&PC in class  
Click-->

45  
MSG- 549 Subject: Re: Amiga&PC in class  
Click-->

46  
MSG- 526 Subject: Re: Amiga&PC in class  
Click-->

47  
MSG- 528 Subject: Re: Amiga&PC in class  
Click-->

48  
MSG- 53 Subject: Amiga->pc upgrades  
Click-->

49  
MSG- 70 Subject: Amiga->pc upgrades  
Click-->

50  
MSG- 47 Subject: Re: Amiga->pc upgrades  
Click-->

51  
MSG- 489 Subject: Another possible bug (3.2)  
Click-->

---

52  
MSG- 215 Subject: Re: Apex (was Yo- Kelly)  
Click-->

53  
MSG- 369 Subject: Atilla's Forms Editor  
Click-->

54  
MSG- 447 Subject: Babylon 5 .iob's  
Click-->

55  
MSG- 352 Subject: Babylon 5 converted objects  
Click-->

56  
MSG- 345 Subject: Re: BABYLON 5 objects  
Click-->

57  
MSG- 349 Subject: Re: BABYLON 5 objects  
Click-->

58  
MSG- 275 Subject: Babylon-5 Jumpgate  
Click-->

59  
MSG- 293 Subject: Babylon-5 Jumpgate  
Click-->

60  
MSG- 279 Subject: Re: Babylon-5 Jumpgate  
Click-->

61  
MSG- 280 Subject: Re: Babylon-5 Jumpgate  
Click-->

62  
MSG- 270 Subject: Re: Babylon-5 Jumpgate  
Click-->

63  
MSG- 274 Subject: Re: Babylon-5 Jumpgate  
Click-->

64  
MSG- 344 Subject: Babylon/Star Trek Texture  
Click-->

65  
MSG- 306 Subject: Babylon5 Jumpgate.  
Click-->

66  
MSG- 303 Subject: Re: Babylon5 jumpgate  
Click-->

67  
MSG- 329 Subject: Re: Babylon5 jumpgate  
Click-->

68  
MSG- 286 Subject: Re: Babylon5 jumpgate  
Click-->

69  
MSG- 287 Subject: Re: Babylon5 jumpgate  
Click-->

70  
MSG- 92 Subject: Binaries to the IML  
Click-->

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71  
MSG- 135 Subject: Re: Binaries to the IML  
Click-->

72  
MSG- 396 Subject: Black triangles  
Click-->

73  
MSG- 446 Subject: Re: Black triangles  
Click-->

74  
MSG- 412 Subject: Re: Black triangles  
Click-->

75  
MSG- 426 Subject: Re: Black triangles  
Click-->

76  
MSG- 450 Subject: Re: Black triangles  
Click-->

77  
MSG- 456 Subject: Re: Black triangles  
Click-->

78  
MSG- 538 Subject: Blackbelt address  
Click-->

79  
MSG- 401 Subject: Brush Tacking  
Click-->

80  
MSG- 534 Subject: Brush Tacking  
Click-->

81  
MSG- 378 Subject: Brush Tacking  
Click-->

82  
MSG- 579 Subject: Re: Brush Tacking  
Click-->

83  
MSG- 548 Subject: Re: Brush Tacking  
Click-->

84  
MSG- 592 Subject: Re: Brush Tacking  
Click-->

85  
MSG- 601 Subject: Re: Brush Tacking  
Click-->

86  
MSG- 604 Subject: Re: Brush tacking  
Click-->

87  
MSG- 491 Subject: Re: Brush Tacking  
Click-->

88  
MSG- 524 Subject: Re: Brush Tacking  
Click-->

89  
MSG- 523 Subject: Re: Brush Tacking  
Click-->

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90  
MSG- 586 Subject: Re: Brush Tacking  
Click-->

91  
MSG- 525 Subject: Re: Brush Tacking  
Click-->

92  
MSG- 389 Subject: Re: Brush Tacking  
Click-->

93  
MSG- 591 Subject: Re: Brush Tacking  
Click-->

94  
MSG- 519 Subject: Re: Brush Tacking  
Click-->

95  
MSG- 588 Subject: Re: Brush Tacking  
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96  
MSG- 301 Subject: ClipTran texture  
Click-->

97  
MSG- 43 Subject: Cloth, carpet, etc.  
Click-->

98  
MSG- 126 Subject: Cool coolfir effect  
Click-->

99  
MSG- 182 Subject: Cool coolfir effect  
Click-->

100  
MSG- 481 Subject: COOL PIC's  
Click-->

101  
MSG- 222 Subject: Coolfir effect cool!  
Click-->

102  
MSG- 100 Subject: Copy Protection  
Click-->

103  
MSG- 127 Subject: Re: Copy Protection  
Click-->

104  
MSG- 429 Subject: Creating faces in the spline editor  
Click-->

105  
MSG- 439 Subject: Re: Creating faces in the spline editor  
Click-->

106  
MSG- 441 Subject: Re: Creating faces in the spline editor  
Click-->

107  
MSG- 438 Subject: Re: Creating faces in the spline editor  
Click-->

108  
MSG- 442 Subject: Re: Crestline Fax  
Click-->

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109  
MSG- 430 Subject: Crestline Software  
Click-->

110  
MSG- 589 Subject: DANDREA: about Dust2.lha  
Click-->

111  
MSG- 305 Subject: DARE 2 Imagine Info  
Click-->

112  
MSG- 282 Subject: Dare to Imagine Queries  
Click-->

113  
MSG- 304 Subject: Date & Time stamp  
Click-->

114  
MSG- 330 Subject: Re: Date & Time stamp (fwd)  
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115  
MSG- 364 Subject: Re: Date & Time stamp  
Click-->

116  
MSG- 382 Subject: Re: DATE & TIME STAMP  
Click-->

117  
MSG- 307 Subject: Re: Date & Time stamp  
Click-->

118  
MSG- 380 Subject: Decals  
Click-->

119  
MSG- 375 Subject: Decals  
Click-->

120  
MSG- 363 Subject: Decals  
Click-->

121  
MSG- 492 Subject: Decals  
Click-->

122  
MSG- 374 Subject: Re: Decals  
Click-->

123  
MSG- 379 Subject: Re: Decals  
Click-->

124  
MSG- 42 Subject: Deformations (was Re: Re[2]: Imagine for ↔  
Windows II)  
Click-->

125  
MSG- 258 Subject: Depth of brush maps  
Click-->

126  
MSG- 269 Subject: Re: Depth of brush maps  
Click-->

127  
MSG- 394 Subject: Digest

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Click-->  
128  
MSG- 460 Subject: Re: Digimax WAS: Imagine's future

Click-->  
129  
MSG- 454 Subject: Re: Digimax WAS: Imagine's future

Click-->  
130  
MSG- 471 Subject: Re: Digimax

Click-->  
131  
MSG- 278 Subject: Digital Portfolios

Click-->  
132  
MSG- 27 Subject: Re: Diminish intensity

Click-->  
133  
MSG- 1 Subject: Re: Diminish intensity

Click-->  
134  
MSG- 580 Subject: Displaying text in spline

Click-->  
135  
MSG- 517 Subject: Displaying text in spline

Click-->  
136  
MSG- 419 Subject: Displaying text in spline editor--help

Click-->  
137  
MSG- 493 Subject: Displaying text in spline editor--help

Click-->  
138  
MSG- 547 Subject: Re: Displaying text in spline editor--help

Click-->  
139  
MSG- 435 Subject: Re: Displaying text in spline editor--help

Click-->  
140  
MSG- 457 Subject: Re: Displaying text in spline editor--help

Click-->  
141  
MSG- 433 Subject: Re: Displaying text in spline editor--help

Click-->  
142  
MSG- 440 Subject: Re: Displaying text in spline editor--help

Click-->  
143  
MSG- 452 Subject: Re: Displaying text in spline editor--help

Click-->  
144  
MSG- 437 Subject: Re: Displaying text in spline editor--help

Click-->  
145  
MSG- 427 Subject: Re: Displaying text in spline editor--help

Click-->  
146  
MSG- 458 Subject: Re: Displaying text in spline editor--help

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Click-->  
147  
MSG- 422 Subject: Re: Displaying text in spline editor--help

Click-->  
148  
MSG- 495 Subject: Re: Displaying text in spline editor--help

Click-->  
149  
MSG- 518 Subject: Re: Displaying text in spline editor--help

Click-->  
150  
MSG- 434 Subject: Re: Displaying text in spline editor...

Click-->  
151  
MSG- 39 Subject: Double your RAM!!

Click-->  
152  
MSG- 40 Subject: Double your RAM!!!

Click-->  
153  
MSG- 121 Subject: Re: Double your RAM!!!

Click-->  
154  
MSG- 29 Subject: Re: Double your RAM!!!

Click-->  
155  
MSG- 82 Subject: Re: Double your RAM!!!

Click-->  
156  
MSG- 124 Subject: Re: Double your RAM!!!

Click-->  
157  
MSG- 123 Subject: Re: Double your RAM!!!

Click-->  
158  
MSG- 89 Subject: Re: Double your RAM!!!

Click-->  
159  
MSG- 103 Subject: Duh! (was Re:Imagine for WindowsII)

Click-->  
160  
MSG- 136 Subject: Re: Duh! (was Re:Imagine for WindowsII)

Click-->  
161  
MSG- 545 Subject: Editor color preferences

Click-->  
162  
MSG- 581 Subject: Editor color preferences

Click-->  
163  
MSG- 558 Subject: Re: Editor color preferences

Click-->  
164  
MSG- 550 Subject: Re: Editor color preferences

Click-->  
165  
MSG- 63 Subject: ESSENCE PC

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Click-->  
166  
MSG- 60 Subject: Essence PC Textures

Click-->  
167  
MSG- 65 Subject: Re: Essence PC Textures

Click-->  
168  
MSG- 383 Subject: Excommunicated

Click-->  
169  
MSG- 487 Subject: FAQ and question

Click-->  
170  
MSG- 479 Subject: FAQ and question

Click-->  
171  
MSG- 494 Subject: Re: FAQ and question

Click-->  
172  
MSG- 532 Subject: Re: FAQ and question

Click-->  
173  
MSG- 482 Subject: Re: FAQ and question

Click-->  
174  
MSG- 546 Subject: FastROM/VMM render speedup?

Click-->  
175  
MSG- 565 Subject: Re: FastROM/VMM render speedup?

Click-->  
176  
MSG- 575 Subject: Re: FastROM/VMM render speedup?

Click-->  
177  
MSG- 576 Subject: Re: FastROM/VMM render speedup?

Click-->  
178  
MSG- 359 Subject: Finding postscript fonts

Click-->  
179  
MSG- 387 Subject: Re: Finding postscript fonts (fwd)

Click-->  
180  
MSG- 376 Subject: Re: Finding postscript fonts

Click-->  
181  
MSG- 366 Subject: Re: Finding postscript fonts

Click-->  
182  
MSG- 372 Subject: Re: Finding postscript fonts

Click-->  
183  
MSG- 567 Subject: Fire and quilt textures

Click-->  
184  
MSG- 605 Subject: Re: Fire and quilt textures

---

Click-->  
185  
MSG- 408 Subject: Flc-scr/Imagine-svga/interchange

Click-->  
186  
MSG- 404 Subject: Re: Flc-scr/Imagine-svga/interchange

Click-->  
187  
MSG- 410 Subject: Re: Flc-scr/Imagine-svga/interchange

Click-->  
188  
MSG- 420 Subject: Re: Flc-scr/Imagine-svga/interchange

Click-->  
189  
MSG- 356 Subject: Font objects

Click-->  
190  
MSG- 77 Subject: Font Objects

Click-->  
191  
MSG- 115 Subject: Font Objects in 2.0

Click-->  
192  
MSG- 122 Subject: Font Objects in 2.0

Click-->  
193  
MSG- 400 Subject: Re: Font objects

Click-->  
194  
MSG- 377 Subject: Re: Font objects

Click-->  
195  
MSG- 381 Subject: Re: Font objects

Click-->  
196  
MSG- 555 Subject: FONT TROUBLE

Click-->  
197  
MSG- 564 Subject: FONT TROUBLE

Click-->  
198  
MSG- 569 Subject: Re: FONT TROUBLE.....

Click-->  
199  
MSG- 572 Subject: Re: FONT TROUBLE.....

Click-->  
200  
MSG- 577 Subject: Re: FONT TROUBLE.....

Click-->  
201  
MSG- 527 Subject: Fonts and eps files

Click-->  
202  
MSG- 543 Subject: Re: Fonts and eps files

Click-->  
203  
MSG- 514 Subject: Re: Fonts and eps files

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Click-->  
204  
MSG- 309 Subject: Form\_Tutorial.lzh

Click-->  
205  
MSG- 595 Subject: Fountain-Particles

Click-->  
206  
MSG- 318 Subject: Freelancers needed

Click-->  
207  
MSG- 590 Subject: FW: States bug! and fix

Click-->  
208  
MSG- 6 Subject: Fw:re: TextureStudio on aminet!!

Click-->  
209  
MSG- 17 Subject: Re: Fw:re: TextureStudio on aminet!!

Click-->  
210  
MSG- 294 Subject: Fwd: texturemapping

Click-->  
211  
MSG- 263 Subject: Fwd: texturemapping

Click-->  
212  
MSG- 28 Subject: Re: Genlock button

Click-->  
213  
MSG- 183 Subject: Re: Genlock button

Click-->  
214  
MSG- 14 Subject: Gigamem/Imagine

Click-->  
215  
MSG- 227 Subject: Re: Glass etc

Click-->  
216  
MSG- 21 Subject: Glass texture trouble...

Click-->  
217  
MSG- 137 Subject: Re: Glass texture

Click-->  
218  
MSG- 97 Subject: Re: Glass texture

Click-->  
219  
MSG- 212 Subject: Re: Glass

Click-->  
220  
MSG- 22 Subject: Got the textures?

Click-->  
221  
MSG- 603 Subject: Help with an effect

Click-->  
222  
MSG- 276 Subject: Help!

---

Click-->  
223  
MSG- 413 Subject: Re: Help!

Click-->  
224  
MSG- 384 Subject: Re: Help!

Click-->  
225  
MSG- 607 Subject: How do I create a picture on my AMIGA for the ←  
PC world?

Click-->  
226  
MSG- 295 Subject: How do you make trees ?

Click-->  
227  
MSG- 290 Subject: How do you make trees ?

Click-->  
228  
MSG- 474 Subject: Re: How do you make trees ?

Click-->  
229  
MSG- 315 Subject: Re: How do you make trees ?

Click-->  
230  
MSG- 300 Subject: Re: How do you make trees ?

Click-->  
231  
MSG- 291 Subject: Re: How do you make trees ?

Click-->  
232  
MSG- 461 Subject: Re: How do you make trees ?

Click-->  
233  
MSG- 317 Subject: Re: How do you make trees.

Click-->  
234  
MSG- 566 Subject: Re: How do you make trees.

Click-->  
235  
MSG- 308 Subject: Re: How do you make trees.

Click-->  
236  
MSG- 475 Subject: Re: How do you make trees.

Click-->  
237  
MSG- 462 Subject: Re: How do you make trees.

Click-->  
238  
MSG- 328 Subject: Re: How do you make trees.

Click-->  
239  
MSG- 128 Subject: Re: How to make a lake on a PC?

Click-->  
240  
MSG- 84 Subject: How to make a lake on PC?

Click-->  
241

---



MSG- 119 Subject: Re: How to make a lake on PC?  
Click--> 242  
MSG- 132 Subject: Re: How to make a lake on PC?  
Click--> 243  
MSG- 129 Subject: Re: How to make a lake on PC?  
Click--> 244  
MSG- 172 Subject: Re: How to make a lake on PC?  
Click--> 245  
MSG- 114 Subject: Re: How to make a lake on PC?  
Click--> 246  
MSG- 150 Subject: I don't have a d key  
Click--> 247  
MSG- 157 Subject: Re: I don't have a d key  
Click--> 248  
MSG- 26 Subject: I'm happy again!  
Click--> 249  
MSG- 529 Subject: IM  
Click--> 250  
MSG- 351 Subject: IM 3.0 Drive Wipes (long msg, 1 tip)  
Click--> 251  
MSG- 166 Subject: IM 3.1-3.2 Textures  
Click--> 252  
MSG- 226 Subject: Re: IM 3.1-3.2 Textures  
Click--> 253  
MSG- 233 Subject: Re: IM 3.1-3.2 Textures  
Click--> 254  
MSG- 33 Subject: Imag 2.0 PC and mem  
Click--> 255  
MSG- 30 Subject: Re: Imagemaster R/t  
Click--> 256  
MSG- 71 Subject: Re: Imagemaster R/t  
Click--> 257  
MSG- 109 Subject: IMAGINE  
Click--> 258  
MSG- 34 Subject: Imagine & OS/2  
Click--> 259  
MSG- 288 Subject: Imagine 2.0 Crashes, Expanded Mem Probelms?  
Click--> 260

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MSG- 152 Subject: Imagine 3.0 Fonts  
Click-->  
261  
MSG- 118 Subject: Imagine 3.0 Fonts (fwd)  
Click-->  
262  
MSG- 159 Subject: Re: Imagine 3.0 Fonts  
Click-->  
263  
MSG- 35 Subject: Imagine 3.x or 4.0?  
Click-->  
264  
MSG- 48 Subject: Re: Imagine 3.x or 4.0?  
Click-->  
265  
MSG- 10 Subject: Imagine 4  
Click-->  
266  
MSG- 56 Subject: Imagine 4.0  
Click-->  
267  
MSG- 281 Subject: Imagine Crashes!! mem problems?  
Click-->  
268  
MSG- 149 Subject: Imagine DIGEST  
Click-->  
269  
MSG- 31 Subject: Imagine Documentation  
Click-->  
270  
MSG- 59 Subject: Re: Imagine Documentation  
Click-->  
271  
MSG- 99 Subject: Re: Imagine Documentation  
Click-->  
272  
MSG- 68 Subject: Re: Imagine Documentation  
Click-->  
273  
MSG- 113 Subject: Re: Imagine Documentation  
Click-->  
274  
MSG- 185 Subject: Re: Imagine Documentation  
Click-->  
275  
MSG- 108 Subject: Re: Imagine Documentation  
Click-->  
276  
MSG- 49 Subject: Re: Imagine Documentation  
Click-->  
277  
MSG- 75 Subject: Re: Imagine Documentation  
Click-->  
278  
MSG- 74 Subject: Re: Imagine Documentation  
Click-->  
279

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Click--> MSG- 198 Subject: Re: Imagine Documentation  
280  
Click--> MSG- 197 Subject: Re: Imagine Documentation  
281  
Click--> MSG- 20 Subject: Re: Imagine for Windows II  
282  
Click--> MSG- 58 Subject: Re: Imagine for Windows II  
283  
Click--> MSG- 13 Subject: Re: Imagine for Windows II  
284  
Click--> MSG- 373 Subject: Re: Imagine Hater  
285  
Click--> MSG- 254 Subject: IMAGINE NEWSGROUP  
286  
Click--> MSG- 154 Subject: Imagine Newsgroup  
287  
Click--> MSG- 179 Subject: Re: Imagine Newsgroup  
288  
Click--> MSG- 210 Subject: Re: Imagine Newsgroup  
289  
Click--> MSG- 155 Subject: Re: Imagine Newsgroup  
290  
Click--> MSG- 355 Subject: Imagine textures  
291  
Click--> MSG- 496 Subject: Imagine's future... hmmm  
292  
Click--> MSG- 388 Subject: Imagine's future... hmmm  
293  
Click--> MSG- 542 Subject: Re: Imagine's future... hmmm  
294  
Click--> MSG- 585 Subject: Re: Imagine's future... hmmm  
295  
Click--> MSG- 431 Subject: Re: Imagine's future  
296  
Click--> MSG- 451 Subject: Re: Imagine's future  
297  
Click--> MSG- 7 Subject: Imagine3.0, a500 and mem  
298

---

MSG- 16 Subject: Re: Imagine3.0, a500 and mem  
Click-->  
299  
MSG- 131 Subject: IML DIGEST  
Click-->  
300  
MSG- 147 Subject: IML digest--are you folks really that bored?  
Click-->  
301  
MSG- 186 Subject: IML digest--are you folks really that bored?  
Click-->  
302  
MSG- 134 Subject: Re: IML DIGEST  
Click-->  
303  
MSG- 142 Subject: Re: IML DIGEST  
Click-->  
304  
MSG- 148 Subject: Re: IML DIGEST  
Click-->  
305  
MSG- 167 Subject: Re: IML DIGEST  
Click-->  
306  
MSG- 133 Subject: Re: IML DIGEST  
Click-->  
307  
MSG- 158 Subject: Re: IML DIGEST  
Click-->  
308  
MSG- 214 Subject: IMLarc60+61 text & guide format on Aminet  
Click-->  
309  
MSG- 130 Subject: Re: Impulse Gazette and Wasted Bandwidth.  
Click-->  
310  
MSG- 36 Subject: Re: Impulse Gazette and Wasted Bandwidth.  
Click-->  
311  
MSG- 61 Subject: Re: Impulse Gazette and Wasted Bandwidth.  
Click-->  
312  
MSG- 76 Subject: Re: Impulse Gazette and Wasted Bandwidth.  
Click-->  
313  
MSG- 171 Subject: Impulse's address  
Click-->  
314  
MSG- 175 Subject: Impulse's address  
Click-->  
315  
MSG- 174 Subject: Re: Impulse's address  
Click-->  
316  
MSG- 511 Subject: Impulse's Phone&Fax Numbers  
Click-->  
317

---

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MSG- 141 Subject: Inspiration  
Click-->  
318  
MSG- 151 Subject: Re: Inspiration  
Click-->  
319  
MSG- 477 Subject: Is it soup yet?  
Click-->  
320  
MSG- 505 Subject: Is it soup yet?  
Click-->  
321  
MSG- 72 Subject: Iterated Systems  
Click-->  
322  
MSG- 94 Subject: Re: Iterated Systems  
Click-->  
323  
MSG- 272 Subject: Jabber  
Click-->  
324  
MSG- 283 Subject: Re: Jabber  
Click-->  
325  
MSG- 25 Subject: Job  
Click-->  
326  
MSG- 513 Subject: Latest ESCOM news  
Click-->  
327  
MSG- 574 Subject: Re: Latest ESCOM news  
Click-->  
328  
MSG- 160 Subject: Latest version of TextureStudio  
Click-->  
329  
MSG- 161 Subject: Re: Latest version of TextureStudio  
Click-->  
330  
MSG- 612 Subject: Lighting Calculations  
Click-->  
331  
MSG- 611 Subject: Re: Lighting Calculations  
Click-->  
332  
MSG- 357 Subject: Lightning and other Natural Phenomena  
Click-->  
333  
MSG- 393 Subject: Lightning and other Natural Phenomena  
Click-->  
334  
MSG- 497 Subject: Lightning and other Natural Phenomena  
Click-->  
335  
MSG- 498 Subject: Re: Lightning and other Natural Phenomena  
Click-->  
336

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MSG- 423 Subject: Re: Lightning and other Natural Phenomena  
Click-->  
337  
MSG- 507 Subject: Re: Lightning and other Natural Phenomena  
Click-->  
338  
MSG- 320 Subject: LightROM Vol 1 CD  
Click-->  
339  
MSG- 354 Subject: Lightwave OBJs and Bab5.  
Click-->  
340  
MSG- 405 Subject: Lost Mail  
Click-->  
341  
MSG- 188 Subject: Lumbient  
Click-->  
342  
MSG- 62 Subject: Metaballs?  
Click-->  
343  
MSG- 111 Subject: Re: Metaballs?  
Click-->  
344  
MSG- 140 Subject: Re: Mirroring Objects  
Click-->  
345  
MSG- 8 Subject: Re: Mirroring Objects  
Click-->  
346  
MSG- 273 Subject: Missing faces  
Click-->  
347  
MSG- 78 Subject: Modelling Bike Parts  
Click-->  
348  
MSG- 139 Subject: More On IML Digest  
Click-->  
349  
MSG- 79 Subject: Morphing  
Click-->  
350  
MSG- 80 Subject: Morphing...  
Click-->  
351  
MSG- 81 Subject: Re: Morphing...  
Click-->  
352  
MSG- 209 Subject: Re: Morphing  
Click-->  
353  
MSG- 485 Subject: Re: Moving Axis - Thanks  
Click-->  
354  
MSG- 296 Subject: Moving ground  
Click-->  
355

---

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MSG- 230 Subject: Moving ground  
Click-->  
356  
MSG- 260 Subject: Moving Ground  
Click-->  
357  
MSG- 297 Subject: Moving Ground  
Click-->  
358  
MSG- 314 Subject: Moving Ground  
Click-->  
359  
MSG- 245 Subject: Re: Moving ground  
Click-->  
360  
MSG- 259 Subject: Re: Moving Ground  
Click-->  
361  
MSG- 250 Subject: Re: Moving ground  
Click-->  
362  
MSG- 238 Subject: Re: Moving ground  
Click-->  
363  
MSG- 472 Subject: MovingTheAxis  
Click-->  
364  
MSG- 402 Subject: Multimap  
Click-->  
365  
MSG- 302 Subject: Multiple copies of mails...  
Click-->  
366  
MSG- 570 Subject: Re: MY HOMEPAGE  
Click-->  
367  
MSG- 67 Subject: Neon?  
Click-->  
368  
MSG- 105 Subject: Re: Neon?  
Click-->  
369  
MSG- 371 Subject: Re: Neon?  
Click-->  
370  
MSG- 101 Subject: Re: Neon?  
Click-->  
371  
MSG- 362 Subject: Re: Neon?  
Click-->  
372  
MSG- 73 Subject: New Web Page and Programs  
Click-->  
373  
MSG- 225 Subject: Re: Newsgroup ? TempStorage  
Click-->  
374

---

MSG- 390 Subject: No subject  
Click-->

375  
MSG- 425 Subject: No subject  
Click-->

376  
MSG- 365 Subject: Re: No subject given, but could we include one ←  
?  
Click-->

377  
MSG- 236 Subject: Nobody  
Click-->

378  
MSG- 83 Subject: Object speed  
Click-->

379  
MSG- 242 Subject: Re: Object speed  
Click-->

380  
MSG- 360 Subject: Re: Object speed  
Click-->

381  
MSG- 169 Subject: Re: Object speed  
Click-->

382  
MSG- 399 Subject: Re: Object speed  
Click-->

383  
MSG- 414 Subject: Re: Object speed  
Click-->

384  
MSG- 170 Subject: Objects  
Click-->

385  
MSG- 554 Subject: OBJECTS&ATTRIBUTES  
Click-->

386  
MSG- 568 Subject: Re: OBJECTS&ATTRIBUTES  
Click-->

387  
MSG- 87 Subject: Re: OBJECTS.  
Click-->

388  
MSG- 578 Subject: Old Antialias Switch?  
Click-->

389  
MSG- 562 Subject: Re: Organic Modeling  
Click-->

390  
MSG- 557 Subject: Re: Organic Modeling  
Click-->

391  
MSG- 537 Subject: Organic Modelling  
Click-->

392  
MSG- 267 Subject: Pages in a book  
Click-->

---



393  
MSG- 432 Subject: Particles  
Click-->

394  
MSG- 248 Subject: Particles with Dust2  
Click-->

395  
MSG- 436 Subject: Re: Particles  
Click-->

396  
MSG- 499 Subject: Re: Particles  
Click-->

397  
MSG- 85 Subject: PC 2 Amiga redux...  
Click-->

398  
MSG- 32 Subject: PC hotkeys (Was: Ids and Imagine newsletter)  
Click-->

399  
MSG- 168 Subject: Re: PC hotkeys (Was: Ids and Imagine newsletter) ←  
Click-->

400  
MSG- 229 Subject: PC Imagine: Hardware Incompatibilities?  
Click-->

401  
MSG- 544 Subject: PC reads Amiga Disks (Wanted)  
Click-->

402  
MSG- 483 Subject: Phone  
Click-->

403  
MSG- 448 Subject: Phone  
Click-->

404  
MSG- 478 Subject: Re: Phone  
Click-->

405  
MSG- 455 Subject: Re: Phone  
Click-->

406  
MSG- 54 Subject: Pick/select bug!?  
Click-->

407  
MSG- 459 Subject: Re: Postscript fonts  
Click-->

408  
MSG- 445 Subject: Re: Postscript fonts  
Click-->

409  
MSG- 424 Subject: Probs With Attributes  
Click-->

410  
MSG- 417 Subject: Probs With Attributes  
Click-->

411  
MSG- 418 Subject: Re: Probs With Attributes

---

Click-->  
412  
MSG- 428 Subject: Re: Probs With Attributes

Click-->  
413  
MSG- 465 Subject: Programming Textures

Click-->  
414  
MSG- 473 Subject: Re: Programming Textures

Click-->  
415  
MSG- 386 Subject: Re: Project render date bug (fwd)

Click-->  
416  
MSG- 358 Subject: Re: Project render date bug

Click-->  
417  
MSG- 385 Subject: PSfonts

Click-->  
418  
MSG- 164 Subject: Questions

Click-->  
419  
MSG- 530 Subject: Questions...

Click-->  
420  
MSG- 181 Subject: Re: Questions

Click-->  
421  
MSG- 184 Subject: Re: Questions

Click-->  
422  
MSG- 162 Subject: Re: Questions

Click-->  
423  
MSG- 163 Subject: Re: Questions

Click-->  
424  
MSG- 464 Subject: Re: Quickies (snow)

Click-->  
425  
MSG- 463 Subject: Re: Quickies (snow)

Click-->  
426  
MSG- 333 Subject: Quickies - Hack Trees

Click-->  
427  
MSG- 510 Subject: Quickies!

Click-->  
428  
MSG- 504 Subject: Quickies!

Click-->  
429  
MSG- 311 Subject: Quickies!

Click-->  
430  
MSG- 486 Subject: Quickies!

---

Click-->  
431  
MSG- 337 Subject: Re: Quickies

Click-->  
432  
MSG- 324 Subject: Re: Quickies

Click-->  
433  
MSG- 64 Subject: Rayman/Renderman?

Click-->  
434  
MSG- 86 Subject: Rayman/Renderman?

Click-->  
435  
MSG- 112 Subject: Re: Rayman/Renderman?

Click-->  
436  
MSG- 145 Subject: Re: Re:OBJ

Click-->  
437  
MSG- 2 Subject: Real 3d mailing list

Click-->  
438  
MSG- 11 Subject: Real3DSy

Click-->  
439  
MSG- 38 Subject: Re: Real3DSy

Click-->  
440  
MSG- 533 Subject: Realistic Render

Click-->  
441  
MSG- 541 Subject: Re: Realistic Render

Click-->  
442  
MSG- 583 Subject: Re: Realistic Render

Click-->  
443  
MSG- 217 Subject: Re: Rendering price.

Click-->  
444  
MSG- 292 Subject: Rendering Prices Posts

Click-->  
445  
MSG- 218 Subject: Rendering Prices?

Click-->  
446  
MSG- 213 Subject: Rendering Prices?

Click-->  
447  
MSG- 262 Subject: Re: Rendering Prices?

Click-->  
448  
MSG- 520 Subject: Rendering times

Click-->  
449  
MSG- 551 Subject: Re: Rendering times

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Click-->  
450  
MSG- 573 Subject: Re: Rendering times

Click-->  
451  
MSG- 561 Subject: Re: Rendering times

Click-->  
452  
MSG- 535 Subject: Re: Rendering times

Click-->  
453  
MSG- 560 Subject: Re: Rendering times

Click-->  
454  
MSG- 508 Subject: Re: Rendering times

Click-->  
455  
MSG- 3 Subject: Request for textures

Click-->  
456  
MSG- 600 Subject: ReversePath'sDirection?

Click-->  
457  
MSG- 516 Subject: Re[2]: Amiga&PC in class

Click-->  
458  
MSG- 599 Subject: Re[2]: brush tacking

Click-->  
459  
MSG- 587 Subject: Re[2]: Displaying text in spline editor--help

Click-->  
460  
MSG- 521 Subject: Re[2]: How do you make trees.

Click-->  
461  
MSG- 246 Subject: Re[2]: IM 3.1-3.2 Textures

Click-->  
462  
MSG- 19 Subject: Re[2]: Imagine for Windows II

Click-->  
463  
MSG- 37 Subject: Re: Re[2]: Imagine for Windows II

Click-->  
464  
MSG- 247 Subject: Re[2]: moving ground

Click-->  
465  
MSG- 367 Subject: Re[2]: Neon?

Click-->  
466  
MSG- 224 Subject: Re[2]: Newsgroup ? TempStorage

Click-->  
467  
MSG- 397 Subject: Re: Re[2]: Newsgroup ? TempStorage

Click-->  
468  
MSG- 536 Subject: Re[3]: How do you make trees.

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Click-->  
469  
MSG- 216 Subject: RSDP settings

Click-->  
470  
MSG- 219 Subject: RSDP settings

Click-->  
471  
MSG- 223 Subject: Re: RSDP settings

Click-->  
472  
MSG- 231 Subject: Re: RSDP settings

Click-->  
473  
MSG- 232 Subject: Re: RSDP settings

Click-->  
474  
MSG- 298 Subject: Re: RSDP settings

Click-->  
475  
MSG- 234 Subject: Re: RSDP settings

Click-->  
476  
MSG- 310 Subject: Screen Size hack for 3.2

Click-->  
477  
MSG- 312 Subject: Re: Screen Size hack for 3.2

Click-->  
478  
MSG- 556 Subject: Showcase on SGI

Click-->  
479  
MSG- 249 Subject: Shredder

Click-->  
480  
MSG- 416 Subject: SOS - HELP!!

Click-->  
481  
MSG- 443 Subject: Spike Fx Prob (PC)

Click-->  
482  
MSG- 449 Subject: Spline editor

Click-->  
483  
MSG- 593 Subject: Spline Editors

Click-->  
484  
MSG- 88 Subject: Star Trek - Generations

Click-->  
485  
MSG- 206 Subject: Re: Star Trek - Generations

Click-->  
486  
MSG- 240 Subject: Re: Star Trek - Generations

Click-->  
487  
MSG- 193 Subject: Re: Star Trek - Generations

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Click-->  
488  
MSG- 235 Subject: Re: Star Trek - Generations

Click-->  
489  
MSG- 299 Subject: Re: Star Trek - Generations

Click-->  
490  
MSG- 144 Subject: Re: Star Trek - Generations

Click-->  
491  
MSG- 220 Subject: Re: Star Trek - Generations

Click-->  
492  
MSG- 120 Subject: Re: Star Trek - Generations

Click-->  
493  
MSG- 199 Subject: Re: Star Trek - Generations

Click-->  
494  
MSG- 201 Subject: Re: Star Trek - Generations

Click-->  
495  
MSG- 189 Subject: Re: Star Trek - Generations

Click-->  
496  
MSG- 406 Subject: States bug! and fix

Click-->  
497  
MSG- 500 Subject: States bug! and fix

Click-->  
498  
MSG- 539 Subject: Re: States bug! and fix

Click-->  
499  
MSG- 553 Subject: Steve Worley email address

Click-->  
500  
MSG- 571 Subject: Re: Steve Worley email address

Click-->  
501  
MSG- 559 Subject: Re: Steve Worley email address

Click-->  
502  
MSG- 563 Subject: Re: Steve Worley email address

Click-->  
503  
MSG- 190 Subject: Suggestion for a project

Click-->  
504  
MSG- 104 Subject: Suggestion for a project

Click-->  
505  
MSG- 205 Subject: Re: Suggestion for a project

Click-->  
506  
MSG- 421 Subject: Re: Suggestion for a project

---

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Click-->  
507  
MSG- 203 Subject: Re: Suggestion for a project

Click-->  
508  
MSG- 204 Subject: Re: Suggestion for a project

Click-->  
509  
MSG- 207 Subject: Re: Suggestion for a project

Click-->  
510  
MSG- 208 Subject: Re: Suggestion for a project

Click-->  
511  
MSG- 484 Subject: Re: Telephone (fwd)

Click-->  
512  
MSG- 57 Subject: Re: TEXTURE-STUDIO

Click-->  
513  
MSG- 228 Subject: Texturemapping

Click-->  
514  
MSG- 251 Subject: Re: Texturemapping

Click-->  
515  
MSG- 243 Subject: Re: Texturemapping

Click-->  
516  
MSG- 241 Subject: Re: Texturemapping

Click-->  
517  
MSG- 255 Subject: Re: Texturemapping

Click-->  
518  
MSG- 239 Subject: Re: Texturemapping

Click-->  
519  
MSG- 453 Subject: TEXTURES...

Click-->  
520  
MSG- 202 Subject: TextureStudio

Click-->  
521  
MSG- 165 Subject: TextureStudio

Click-->  
522  
MSG- 176 Subject: TextureStudio

Click-->  
523  
MSG- 187 Subject: TextureStudio and blank menus

Click-->  
524  
MSG- 90 Subject: TextureStudio and Bricks.itx and Dots.itx

Click-->  
525  
MSG- 69 Subject: TextureStudio and Bricks.itx and Dots.itx

---

Click-->  
526  
MSG- 50 Subject: TextureStudio on the PC? No.

Click-->  
527  
MSG- 23 Subject: TextureStudio problems fixed

Click-->  
528  
MSG- 153 Subject: Re: TextureStudio problems fixed

Click-->  
529  
MSG- 18 Subject: Re: TextureStudio problems fixed

Click-->  
530  
MSG- 252 Subject: TextureStudio v1.0.2

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531  
MSG- 289 Subject: Re: TextureStudio v1.0.2

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532  
MSG- 338 Subject: Re: TextureStudio v1.0.2

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533  
MSG- 271 Subject: Re: TextureStudio v1.0.2

Click-->  
534  
MSG- 51 Subject: TextureStudio's support for graphics cards

Click-->  
535  
MSG- 173 Subject: Re: TextureStudio

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536  
MSG- 253 Subject: Threat

Click-->  
537  
MSG- 191 Subject: TIP #0001, Ummm...Water.

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538  
MSG- 192 Subject: TIP #0001, Ummm...Water.

Click-->  
539  
MSG- 395 Subject: Re: TIP #0001, Ummm...Water.

Click-->  
540  
MSG- 597 Subject: TIP...LIGHT!!!

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541  
MSG- 602 Subject: TIP...LIGHT!!!

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542  
MSG- 596 Subject: TIP...LIGHT!!!

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543  
MSG- 501 Subject: TIP...OCTREES

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544  
MSG- 391 Subject: TIP...OCTREES

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Click-->  
545  
MSG- 594 Subject: Tom's Homepage

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546  
MSG- 582 Subject: Tom's Homepage

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547  
MSG- 584 Subject: Tom's Homepage

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548  
MSG- 327 Subject: Transparent decal?

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MSG- 313 Subject: Transparent decal?

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550  
MSG- 346 Subject: Transparent decal?

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MSG- 316 Subject: Transparent decal?

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MSG- 502 Subject: Transparent decal?

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553  
MSG- 340 Subject: Transparent decal?

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554  
MSG- 350 Subject: Re: Transparent decal?

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MSG- 348 Subject: Re: Transparent decal?

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MSG- 339 Subject: Re: Transparent decal?

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MSG- 325 Subject: Re: Transparent decal?

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MSG- 319 Subject: Re: Transparent decal?

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MSG- 335 Subject: Re: Transparent decal?

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MSG- 334 Subject: Re: Transparent decal?

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MSG- 332 Subject: Re: Transparent decal?

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566  
MSG- 503 Subject: Re: Transparent decal?

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567  
MSG- 91 Subject: Transparent or Genlock

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568  
MSG- 24 Subject: Transparent or Genlock

Click-->  
569  
MSG- 55 Subject: Re: Transparent or Genlock

Click-->  
570  
MSG- 466 Subject: Trees and stuff

Click-->  
571  
MSG- 609 Subject: Trouble using tiff file as brush map

Click-->  
572  
MSG- 52 Subject: Tutorials! we need more of them

Click-->  
573  
MSG- 95 Subject: Re: Tutorials! we need more of them

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574  
MSG- 66 Subject: Re: Tutorials! we need more of them

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575  
MSG- 117 Subject: Re: Tutorials! we need more of them

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576  
MSG- 195 Subject: Re: Tutorials! we need more of them

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577  
MSG- 180 Subject: Re: Tutorials! we need more of them

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578  
MSG- 598 Subject: Two things

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579  
MSG- 608 Subject: Re: Two things (zones)

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580  
MSG- 610 Subject: Re: Two things (zones)

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581  
MSG- 606 Subject: Re: Two things (zones)

Click-->  
582  
MSG- 138 Subject: Re: Unsubscribe

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Click-->  
583  
MSG- 343 Subject: Re: UNSUBSCRIBE

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584  
MSG- 156 Subject: Upgrade fees

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585  
MSG- 5 Subject: Upgrade fees

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586  
MSG- 531 Subject: Upgrade Program

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587  
MSG- 407 Subject: Viewmodes

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588  
MSG- 415 Subject: Re: Viewmodes

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589  
MSG- 4 Subject: Virtual Memory Matters

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MSG- 15 Subject: Re: Virtual Memory Matters

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591  
MSG- 12 Subject: Re: Virtual Memory Matters

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592  
MSG- 9 Subject: Re: Virtual Memory Matters

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593  
MSG- 277 Subject: Visible Light Prob

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594  
MSG- 284 Subject: Re: Visible Light Prob

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595  
MSG- 470 Subject: VISTA PRO3 and TOASTER on PC

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596  
MSG- 221 Subject: Re: WHAT THE F\*CK....

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MSG- 211 Subject: Re: WHAT THE F\*CK....

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598  
MSG- 194 Subject: Re: WHAT THE F\*CK....

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599  
MSG- 93 Subject: Wine

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MSG- 102 Subject: Re: Wine

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601  
MSG- 96 Subject: Re: Wine

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602  
MSG- 41 Subject: Re: WINE

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603  
MSG- 46 Subject: Re: WINE

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604  
MSG- 200 Subject: Re: WINE

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605  
MSG- 522 Subject: Workbench 3.1 upgrades?

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606  
MSG- 322 Subject: WTB: Pagoda object

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607  
MSG- 110 Subject: WWW Imagine page

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608  
MSG- 178 Subject: WWW Page

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609  
MSG- 116 Subject: WWW-Site

Click-->  
610  
MSG- 347 Subject: Re: Your mail

Click-->  
611  
MSG- 107 Subject: Re: Your mail

Click-->  
612  
MSG- 342 Subject: Re: Your mail

#### 1.4 MSG-1 Subject: Re: Diminish intensity

Subject: Re: Diminish intensity  
Date: Monday, 01 May 1995 00:15:02  
From: Dave Rhodes <dave@darhodes.demon.co.uk>

---

Hi imagine@etc.

Charles Blaquiere wrote:  
> The light I used had intensities of 255, 255, 255. As you can see,  
> illumination stays constant for 256 units, after which it drops  
> exponentially by 50% every 256 units.

Thanks Charles, for a lucid explanation of a subject which has never been clear to me. (What baffles me is how you found this out, was it just by experimenting ?)

This gives me an idea for the "wish list" for V4.

---

What about a technical reference section in the manual, which gives us some idea how certain functions work, in order for experienced users to get straight to the nuts and bolts of Imagine, without bogging down new users with too much confusing detail ?

Maybe you could write it Charles !

--

~=====~  
Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -  
-----

Thread 580

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## 1.5 MSG-2 Subject: Real 3d mailing list

Subject: Real 3d mailing list  
Date: Monday, 01 May 1995 09:40:31  
From: Steve McLaughlin <stevemcl@VNET.IBM.COM>

-----  
Correction on the real3d mailing list  
wrong: listserv@uwa.edu.au  
right: listserv@gu.uwa.edu.au  
send subscribe real3d in the text area

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## 1.6 MSG-3 Subject: Request for textures

Subject: Request for textures  
Date: Monday, 01 May 1995 11:05:04  
From: Stuart Hogton <shogton@bournemouth.ac.uk>

-----  
>From: milan@dieppe.artmediatech.nl (Milan Polle)

---

>If you want the textures, reply to this and I will reply with the  
>uuencoded file.

This sounds good, I would like these textures if possible. You must  
be fed up with all these requests, so I say a big hearty thanks in  
advance.

Stu <shogton@bmth.ac.uk>

Thread 600

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## 1.7 MSG-4 Subject: Virtual Memory Matters

Subject: Virtual Memory Matters  
Date: Monday, 01 May 1995 12:24:15  
From: Stuart Hogton <shogton@bournemouth.ac.uk>

---

Greetings all,

Is there anybody out there who can help me with a couple  
of problems I have with Imagine?

System configuration : Amiga 1200 with Viper 030 + MMU + 10MB RAM  
Imagine version : 3.0

1 - I cannot get Gigamem to work in conjunction with Imagine without  
crashing frequently. I have tried many different settings in  
the preferences in both Imagine and Gigamem, but to no avail. Are  
there any PD virtual memory programs which work well with Imagine?  
Has anybody managed to get Gigamem to work well at all?

2 - I've completely forgotten what the other matter was, so if  
anybody knows of a cure for unstable human memory, let me know.

Thanks in advance. Stu.

Thread 15

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## 1.8 MSG-5 Subject: Upgrade fees

---

Subject: Upgrade fees  
Date: Monday, 01 May 1995 15:02:49  
From: michael@labyrinth.apana.org.au (Michael Mulhall)

-----  
Howdy,

Could someone in Oz please let me know how much it would cost to upgrade Imagine 2 to the latest version.

RE:Gards,

Michael Mulhall  
michael@labyrinth.apana.org.au

# Voice: +61-2-7139148 # Data/Fax: +61-2-7125691 #

Thread 531

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## 1.9 MSG-6 Subject: Fw:re: TextureStudio on aminet!!

Subject: Fw:re: TextureStudio on aminet!!  
Date: Monday, 01 May 1995 15:18:00  
From: "rob (r.d.) hounsell" <hounsell@bnr.ca>

-----  
>> I used it last night and it GURU'd everytime on me when I loaded a supplied  
>> texture and then a Imagine texture. GURU 80...03  
>> Looks like it is not completely bug free :)  
>  
>It works on my machine.. just tried it with Radar.itx and BeamMeUp.itx.  
>  
>However, all the menus are blank! Makes using it rather difficult...  
>A great program however, works with all the user-textures I have  
>written and collected too. I just wish it could render directly to  
>DCTV or graphic boards.

I get both problems - blank menus and the occasional spinning process (extremely slow mouse response and screen updates). But I loved being able to manipulate the Imagine textures similar to Forge. Fix the bugs, and it's a winner.

I'm using a stock 25MHz A3000 @ OS2.04.

Rob

---

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### 1.10 MSG-7 Subject: Imagine3.0, a500 and mem

Subject: Imagine3.0, a500 and mem  
Date: Monday, 01 May 1995 15:28:03  
From: ag533@rgfn.epcc.Edu (Rogelio J Quintanilla)

---

Ok i have an amiga 500 with a total of 2.5mb of ram. I have read that imagine3.0 requires 2mb of ram to run, but i can't imagine3.0 to work with 2.5mb,  
Can anyone tell me what the problem is, and maybe how i could fix it.

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### 1.11 MSG-8 Subject: Re: Mirroring Objects

Subject: Re: Mirroring Objects  
Date: Monday, 01 May 1995 16:32:25  
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

---

Yes. Just use the Translations R/A\_T and set the Scale value to -1 for the direction you want to mirror.(example)to mirror an object in the X direction set x to -1.00.

=RRW=

> Hello! I've been using Imagine 3.0 since December and have just  
> recently upgraded to 3.2. I think it's a wonderful program. It allows me  
> to do stuff I've always dreamed of doing.  
>  
> Anyway, I have a question. I'm am currently working on a human  
> figure. I'm using the forms editor to make the basic shapes which I then  
> combine point to point in the detail editor. I was wondering if there is a

---



> way to "mirror" an object so that I would have two objects, one being the  
 > reflection of the other. For example, I have a rather complex left hand and  
 > I would like to be able to make an identically proportioned right hand  
 > without connecting and positioning the points to match the left. If there  
 > is a way to do this, please let me know. However, if there is currently no  
 > way to do this, I think a "mirror" function would be a wonderful time-saving  
 > addition to upcoming versions of Imagine.

>  
 > Thank you.

>  
 > Andy Krieg  
 > kriegaa@nextwork.rose-hulman.edu

>  
 >

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## 1.12 MSG-9 Subject: Re: Virtual Memory Matters

Subject: Re: Virtual Memory Matters

Date: Monday, 01 May 1995 16:42:52

From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

-----

>System configuration : Amiga 1200 with Viper 030 + MMU + 10MB RAM  
 > Imagine version : 3.0  
 >1 - I cannot get Gigamem to work in conjunction with Imagine without  
 > crashing frequently. I have tried many different settings in  
 > the preferences in both Imagine and Gigamem, but to no avail. Are  
 > there any PD virtual memory programs which work well with Imagine?  
 > Has anybody managed to get Gigamem to work well at all?  
 Try VMM\_V3.lha from Aminet. It is much better and cheaper than GigaMem.  
 Big advantage: Uses a file like a partition meaning: Fast like a partition  
 and deletable like a file. Disadvantage: can't be any bigger than halve your  
 HD partition it resides on.  
 Use Reorg to make the largest free block as large as possible.

>2 - I've completely forgotten what the other matter was, so if  
 > anybody knows of a cure for unstable human memory, let me know.  
 Err, there is a cure for but ehhem, I forgot. ;)

Greetings Joop

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### 1.13 MSG-10 Subject: Imagine 4

Subject: Imagine 4  
Date: Monday, 01 May 1995 17:50:29  
From: Darren Priestnall <darren@hanger.demon.co.uk>

-----  
Does anyone know when the Imagine 3.3 and 4.0 update's are due ?  
I ask because I heard that V4 was due out at the end of May but I  
wondered if this has been put back to a later date to allow V3.3 to be  
released.

I fail to see how they can release 2 update's so close together.....I  
personally would rather see one more update in the form of a fully  
working and decent Imagine 4.

What about everyone else, would you like another update bashed together  
to meet the deadline while all their real attention is on getting V4  
working or would you rather V4 to be released at the original deadline.

How about just releasing V4 in May and then the final update could be a  
month or so later in the form of a fully working version with all bug  
fixes... (I'm not being pessimistic with Impulse it's just that all new  
software has bug's so I'm certain the new V4 interface will need severe  
Beta testing by all us Imagine user's)

--

~=====  
Darren Priestnall - darren@hanger.demon.co.uk (PandGImaging)  
Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063  
-- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

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### 1.14 MSG-11 Subject: Real3DSy

Subject: Real3DSy  
Date: Monday, 01 May 1995 19:26:45  
From: Darren Priestnall <darren@hanger.demon.co.uk>

-----  
Sorry, wrong Real3D mailing list address.

try:

listserv@gu.uwa.edu.au

---

What's the Imagine address to unsubscribe ?

--

~=====~  
Darren Priestnall - darren@hanger.demon.co.uk (PandGImaging)  
Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063  
-- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

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## 1.15 MSG-12 Subject: Re: Virtual Memory Matters

Subject: Re: Virtual Memory Matters  
Date: Tuesday, 02 May 1995 00:15:54  
From: Mike Cheng <memfc@alinga.newcastle.edu.au>

-----  
On Mon, 1 May 1995, Stuart Hogton wrote:

> the preferences in both Imagine and Gigamem, but to no avail. Are  
> there any PD virtual memory programs which work well with Imagine?

I have used VMM (from aminet) in conjunction with Imagine for a while now. It is pretty stable. (I've had no experience with Gigamem). There are a few things of which you should take note:

Running Grapevine (irc client) and Imagine at the same time often leads to a guru.

Things seem more stable if you specify that the program stays in real RAM and only swaps out DATA to vmem. (this is an option in VMM, which will make itself apparent when you run it)

If you leave programs running idle for a time, VMM sometimes seems to 'forget' that you had them running, and immediately gives you a #80000004 program fail error when you try to 'un-minimize them'. (which you can just suspend). Moral: run as few programs as necessary.

If anyone else has tips for stable VMM operation, don't hesitate to share.

MiKE (Cstar on #amiga)  
memfc@alinga.newcastle.edu.au <http://joffre.newcastle.edu.au/>

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## 1.16 MSG-13 Subject: Re: Imagine for Windows II

Subject: Re: Imagine for Windows II  
Date: Tuesday, 02 May 1995 00:55:07  
From: Falko@aol.com

-----  
To all:

Just thought you might like to hear something NEW and SIGNIFICANT about Imagine for Windows. Especially since it came from the source!!!

And I Quothe (cut and paste actually):

>>Subj: Re: Imagine for Windows II  
>>Date: 95-04-29 22:48:49 EDT  
>>From: 76004.1767@compuserve.com  
>>  
>>From: 76004.1767@compuserve.com (Mike Halvorson)  
>>To: Falko@aol.com (INTERNET:Falko@aol.com)  
>>  
>>Falko  
>>  
>>Imagine will run under Win 32s, Windows 95 and WIndows NT all in each native mode, it will be faster than any other windows rendering engine, and it will be as small in code size as we can make it. Hope that helps.  
>>  
>>Mike

Seems Mike overheard an earlier remark I made on the IML about my hopes for this and responded quite promptly. This is quoted as he responded to me privately. I hope some of you other Win users out there are as exited as I am about this. It means that Imagine for Windows will utilize full preemptive multitasking on Win95 and WinNT. Not to mention the performance boost form 32bit code and data moves.

Falko

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## 1.17 MSG-14 Subject: Gigamem/imagine

---

Subject: Gigamem/Imagine  
Date: Tuesday, 02 May 1995 02:29:00  
From: w.graham6@genie.geis.com

---

I use Gigamem with Imagine 3.2 all the time. It sounds like your problem may be that Imagine is timing out. I use a swap partition, not a swap file. By using a swap file of any size, your Vmem is spread all over that partition/drive. Also, make sure, in your Gigamem Prefs, that your Cache size is set to 300k, the recommended size for 32 bit machines. To use Vmem, I first run Imagine, pop it to the background and run Gigamem, then run Gigamem Prefs, making sure the Im32.fp executable is selected, then I bring Imagine back to the front, use the check memory command in the Project editor, and make sure everything is cool. Also, your swap buffer needs to be between 25-35% of your fast ram.

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## 1.18 MSG-15 Subject: Re: Virtual Memory Matters

Subject: Re: Virtual Memory Matters  
Date: Tuesday, 02 May 1995 04:14:32  
From: Gregory Hellenen <greggh@odyssey.apana.org.au>

---

On Mon, 1 May 1995, Stuart Hogton wrote:

> Is there anybody out there who can help me with a couple  
> of problems I have with Imagine?  
>  
> System configuration : Amiga 1200 with Viper 030 + MMU + 10MB RAM  
> Imagine version : 3.0  
>  
> 1 - I cannot get Gigamem to work in conjunction with Imagine without  
> crashing frequently. I have tried many different settings in  
> the preferences in both Imagine and Gigamem, but to no avail. Are  
> there any PD virtual memory programs which work well with Imagine?  
> Has anybody managed to get Gigamem to work well at all?  
>

You cannot have your Gigamem swap file on the same HD partition as any of the input and output data for the task using VM. In other words the swap space should be either a separate partition or a swap file on a different partition to your objects, maps, brushes, textures, output pics...

This is clearly mentioned in the Gigamem manual.

I have successfully used Gigamem on an A4000/040 using Imagine 2.0, 3.0,

---

3.1 and now 3.2. It works flawlessly.

Love Peace and Wing Mirrors  
Gregg

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## 1.19 MSG-16 Subject: Re: Imagine3.0, a500 and mem

Subject: Re: Imagine3.0, a500 and mem  
Date: Tuesday, 02 May 1995 07:40:01  
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

-----  
Hello Rogelio, in <9505012028.AA29319@rgfn.epcc.Edu> on May 1 you wrote:

> Ok i have an amiga 500 with a total of 2.5mb of ram. I have read  
> that imagine3.0 requires 2mb of ram to run, but i can't imagine3.0  
> to work with 2.5mb,

This is'nt surprising, you have to allow for system overheads such as your ROM, Workbench screen etc. Open a Shell and type AVAIL to get an accurate memory read-out after you have booted. Even with 2.5Meg of spare memory you would be hard pressed to do anything complex in Imagine.

I tried to render a complete detailed chess set with 15Megs of spare memory and ran out of RAM. :-(

> Can anyone tell me what the problem is, and maybe how i could fix it.

Yuo need to upgrade - more RAM? a new computer?

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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## 1.20 MSG-17 Subject: Re: Fw:re: TextureStudio on aminet!!

Subject: Re: Fw:re: TextureStudio on aminet!!  
Date: Tuesday, 02 May 1995 07:56:04

---

From: James Brooks <jamesb@clark.net>

-----  
On Mon, 1 May 1995, rob (r.d.) hounsell wrote:

> >> I used it last night and it GURU'd everytime on me when I loaded a supplied  
> >> texture and then a Imagine texture. GURU 80...03  
> >> Looks like it is not completly bug free :)  
> >  
> >It works on my machine.. just tried it with Radar.itx and BeamMeUp.itx.  
> >  
> >However, all the menus are blank! Makes using it rather difficult...  
> >A great program however, works with all the user-textures I have  
> >written and collected too. I just wish it could render directly to  
> >DCTV or graphic boards.  
>  
> I get both problems - blank menus and the occasional spinning process  
> (extremely slow mouse response and screen updates). But I loved being able to  
> manipulate the Imagine textures similar to Forge. Fix the bugs, and it's a  
> winner.  
>  
> I'm using a stock 25MHz A3000 @ OS2.04.  
>  
> Rob

Hmm, I have been playing with the program off and on and I have NOT ran into any of the problems that I have been seeing going across this mailing list. I must be one lucky soul! :-)

I have also E-Mailed the programmers about their program.

My setup: A4000w 20MB RAM, OS 3.0, Warp Engine 28MHz

If I was you all just write an E-Mail msg letting them know the problem. Their addresses are in the AmigaGuide format docs.

Alex

-----  
James "Alex" Brooks                   Amiga 4000/040/28MHz 20MB RAM  
Lightwave 3.5 / Imagine 3.0       VideoToaster 4000 3.1  
Syquest 3.5" 270MB               Bernoulli 90Pro  
NEC 3xp Triple Speed CDROM       Warp Engine 4028  
Epson ES-600C Scanner            E-Mail: jamesb@clark.net  
-----

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## 1.21 MSG-18 Subject: Re: TextureStudio problems fixed

Subject: Re: TextureStudio problems fixed  
Date: Tuesday, 02 May 1995 11:16:42  
From: Mike McCool <mikemcoo@efn.org>

---

Hey Andy, and mates,

Thanks, you, for TextureStudio. The only prob I've had with it so far is that blank menu's thing. No biggy for me. Especially as the rest of it's so delicious. Way to go, you.

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## 1.22 MSG-19 Subject: Re[2]: Imagine for Windows II

Subject: Re[2]: Imagine for Windows II  
Date: Tuesday, 02 May 1995 11:19:22  
From: aciolino@ccmail.rrdts.donnelley.com

---

Great. But I wonder what other goodies will show up in later releases. Some of my wishes: A spline forms editor, and the ability to use splines with control handles for paths: Point editing in new mode: snap object to grid: sound support:collisions detection: etc: etc:

Greg Denby  
gdenby@darwin.cc.nd.edu

---

Let's see Impulse do the WinNT thing first; we can ask for options AFTER we see some software.

This is the first time I've heard that Impulse is actually going in the direction that the users have asked for, and I think it's great that Impulse has decided to listen to its customer base. I applaud them for this move.

And before we get a flame war, I own BOTH Amiga's and

---



IBM's.

As long as the rendering engine underneath can handle the same staging, I really don't care what platform I'm on.

As for the Imagine related question: Does anyone use the deformations cube that the Detail Editor supplies? I made a 10x10 cube, pinched the center of it (so it looked like a hourglass), placed a sphere in the middle, applied the cube, and instead of getting an "hourglass-shaped sphere", I got an egg. Does this make sense? Did I need to pinch the deformation cube tighter?

Since I haven't had time to play with this, I thought I'd ask. Oh, and also so this message had some relevance to the list.

-AC

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## 1.23 MSG-20 Subject: Re: Imagine for Windows II

Subject: Re: Imagine for Windows II  
Date: Tuesday, 02 May 1995 11:44:23  
From: gregory denby <gdenby@twain.helios.nd.edu>

-----  
>>>Imagine will run under Win 32s, .....

Great. But I wonder what other goodies will show up in later releases. Some of my wishes: A spline forms editor, and the ability to use splines with control handles for paths: Point editing in new mode: snap object to grid: sound support:collisions detection: etc: etc:

Greg Denby  
gdenby@darwin.cc.nd.edu

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## 1.24 MSG-21 Subject: Glass texture trouble...

---

Subject: Glass texture trouble...  
Date: Tuesday, 02 May 1995 13:09:22  
From: milan@Dieppe.artmediatech.nl (Milan Polle)

---

Hi all,

This is about the bug in the glass texture Bob reported. I have tried it out and it seems the glass texture sometimes shows odd looking faces when using shadowcasting in trace mode. The buggy faces seem to show up around the shadow edge of the object. I have tried to find an explanation for this behaviour, but haven't found the cause of it yet.

Now for some other trouble with the released version. First I will explain how it works, the ray hits the first layer of glass and after that the second. When the second layer is hit, the texture alters the object's attributes.

The first layer (front) cannot be altered because the thickness of the object is unknown at this point. The problem is that I didn't think of removing the first layer (except for highlights) so when you want to make an object that turns from red glass into blue glass according to thickness, it wont work because the front layer is still red. This problem is now fixed.

Another thing is that when making the glass opaque or turbid, the shading will be that of the second layer, for instance when using a sphere, the shading will look mirrored. A solution would be to use the normal vector of the first layer for the second layer. This works, but removes the second highlight you get with glass (not a problem when the glass is thin).

I will make this shading fix an option.

So an update is in order. For now it seems the buggy faces problem is a complex one, I hope that I can fix it, but I cannot guarantee it.

I will send the updated version to the list as soon as possible.

Sorry for the inconvenience.

Greetings, Milan

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## 1.25 MSG-22 Subject: Got the textures?

Subject: Got the textures?  
Date: Tuesday, 02 May 1995 13:18:01  
From: milan@Dieppe.artmediatech.nl (Milan Polle)

---

To all who requested my textures,

please reply to me privately if you requested them but didn't receive them.

---

Then I will see if I can find the problem and send them again.

Greetings, Milan

Thread 603

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## 1.26 MSG-23 Subject: TextureStudio problems fixed

Subject: TextureStudio problems fixed  
Date: Tuesday, 02 May 1995 14:43:42  
From: Andrew Dean <adean@eleceng.ucl.ac.uk>

-----  
Hi all!

My name is Andy Dean and I am the co-author of 'TextureStudio' - the shareware Imagine3 texture renderer for the Amiga. I've just joined the list and I guess from seeing a post by James "Alex" Brooks that several of you are having problems with v1.0.0 of the software. The problem is due to us incorrectly building the final executable (oops!) and a corrected version 1.0.1 has been uploaded to Aminet today (2/5/95) which should fix all the strange problems. Apologies for the inconvenience.

In the meantime, if you have any questions about the program feel free to Email either me or the list - I'll do my best to answer them. If the answer to your question is likely to benefit others I suggest posting to the list, that way I can avoid answering the same question over and over again.

Many thanks, I look forward to your feedback,

Andy Dean

-----  
Andy Dean, co-author of ImageStudio and TextureStudio  
Email: adean@eleceng.ucl.ac.uk

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## 1.27 MSG-24 Subject: Transparent or Genlock

Subject: Transparent or Genlock  
Date: Tuesday, 02 May 1995 15:18:19

---

From: MCADOO <MCADOO@edinboro.edu>

-----  
What attribute color should I use to allow a video tape playing in the back ground to be seen? I've used 0,0,0 with no luck. This is with Imagine 3.0. Dpaint 0,0,0 give me no problem.

Direct from my keyboard to your screen

mcadoo@vax.edinboro.edu

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## 1.28 MSG-25 Subject: Job

Subject: Job

Date: Tuesday, 02 May 1995 17:54:29

From: Darren Priestnall <darren@hanger.demon.co.uk>

-----  
I don't suppose where there's any job's going for a soon to be unemployed animator :(

I can send examples of me work either as computer digital image's on disk or via the net or animation's in the Mpeg, Fli, Flc, SSA, Anim format's or on video tape.

Email me if anyone can help or else I'll just have to try and get more Freelance work.....thank's.

--

~  
Darren Priestnall - darren@hanger.demon.co.uk (PandGImaging)  
Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063  
-- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

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## 1.29 MSG-26 Subject: I'm happy again!

---

Subject: I'm happy again!  
Date: Tuesday, 02 May 1995 19:36:26  
From: Goeran Ehrsson <goran@abalon.se>

-----  
Sorry for the waste of bandwidth but I just wanna tell you how easy it was for Impulse to make me happy again. :)

I ordered Imagine 3.1 for Amiga AND PC back in December but Impulse "lost" my order! One fax and one Email didn't help. But after a recent mail conversation with Mike H I refaxed my order on April 25. They shipped my order on April 27 and I received it today May 2 (lots of disks, v3.0, v3.1 and v3.2) That is the fastest delivery from the states I ever received!

Thank you very much Mike, I accept your appology.

- Goran

--

Email: goran@abalon.se (MIME compliant)  
Earth: Goran Ehrsson, Abalon AB, Box 11129, 16111 BROMMA, SWEDEN  
-----

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### 1.30 MSG-27 Subject: Re: Diminish intensity

Subject: Re: Diminish intensity  
Date: Tuesday, 02 May 1995 22:29:58  
From: Charles Blaquiere <bla@io.org>

-----  
> From: Dave Rhodes <dave@darhodes.demon.co.uk>

>

>

> Charles Blaquiere wrote:

> > The light I used had intensities of 255, 255, 255. As you can see,  
> > illumination stays constant for 256 units, after which it drops  
> > exponentially by 50% every 256 units.

>

> Thanks Charles, for a lucid explanation of a subject which has  
> never been clear to me. (What baffles me is how you found this out,  
> was it just by experimenting ?)

Yes, I simply placed the camera, a point light, and a vertical plane

---

along they Y axis, and did test renders with the plane at various distances from the light.

> This gives me an idea for the "wish list" for V4.  
 > What about a technical reference section in the manual, which gives  
 > us some idea how certain functions work, in order for experienced  
 > users to get straight to the nuts and bolts of Imagine, without  
 > bogging down new users with too much confusing detail ?  
 >  
 > Maybe you could write it Charles !

Users have always wanted better documentation from Impulse, but I must say that quality has much improved with 3.x. <gush> I'd love to write tutorials and documentation for Imagine and other software, and am slowly gearing up to do so. Certainly would be more permanent than those fleeting messages on the IML. (Although there are compendia)

--

~=====~  
 Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -  
 -----

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### 1.31 MSG-28 Subject: Re: Genlock button

Subject: Re: Genlock button  
 Date: Tuesday, 02 May 1995 22:48:56  
 From: Charles Blaquiere <bla@io.org>

-----  
 > From: Richard Heidebrecht <rheidebr@freenet.niagara.com>  
 >  
 > This is probably going to sound like a dumb question (I'm still  
 > relatively new to Imagine(2.0, PC)), but what exactly does the genlock  
 > button do?

Amiga computers have always enjoyed an intimate relationship with the video world, going back to the original design of the first Amiga in 1985. Along with computer-type RGB signals, Amigas are made to output regular NTSC composite video, just like the "video out" from your VCR or camcorder. In fact, many Amigas include a "video out" connector.

If you want to combine your Amiga graphics with another video signal, or if your Amiga model does not include a video output, you must buy a

---

peripheral called a "genlock". The name is actually a misnomer, since Amiga genlocks typically perform three functions:

- 1) They synchronize the computer's video circuitry to an input video signal;
- 2) They mix and/or overlay the Amiga's graphics on top of that video image;
- 3) They output the result as a composite video signal.

(Strictly speaking, a genlock performs function #1)

Function #2 is where the Imagine "use genlock" button comes into play. As you know, computers often display graphics in one of two modes: register-based and true-color. In true-color mode, often 24-bit, each pixel contains the actual red, green and blue color values at that position; for example, a fully red pixel would have values of 255, 0, 0. Such displays are not meant to be overlaid on top of video by most Amiga genlocks.

In register-based modes, the image contains a reduced number of colors, normally a multiple of 2 such as 16 or 256, along with a color palette. The palette contains the RGB values which can be displayed by each pixel. The pixels contain, not a triplet of RGB values, but a single number that points to one of the palette positions. For example, in a 256-color image, that fully red pixel might contain a single value of 137, and the palette would contain 256 RGB triplets numbered from 0 to 255; palette position #137 would contain 255, 0, 0.

Amiga genlocks work in a straightforward manner: color zero is deemed to be transparent and will let the video input show through; all other colors are overlaid on top of the video. If you used Imagine to render a flying logo in 256-color mode, you would want to force Imagine to use color zero as the background, and colors 1-255 for any foreground objects. The resulting image or animation would show the logo flying on top of whatever video signal was input into the genlock, for example a shot of a TV news anchor desk.

In a nutshell, this is what "use genlock" does: it prevents Imagine from using color zero to render foreground objects, allowing the render to be overlaid on top of live video using a genlock. I don't know how relevant this is in the PC world, and in any case, the function has been broken a few versions back, and won't be fixed until alpha channel functionality is finalized.

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## 1.32 MSG-29 Subject: Re: Double your RAM!!!

Subject: Re: Double your RAM!!!  
Date: Tuesday, 02 May 1995 22:55:49  
From: Mike McCool <mikemcoo@efn.org>

---

---

Hey Falko,

This sounds sweet--if it works. A friend of mine has a 386, and he recently did something similar to his system, allegedly doubling the 'size' of his hd. As with all things pertaining to Windoze, I was skeptical. But it worked. (Halving everything except graphic size, of course. I want to see someone crunch graphics down to half their size without losing).

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### 1.33 MSG-30 Subject: Re: Imagemaster R/t

Subject: Re: Imagemaster R/t  
Date: Tuesday, 02 May 1995 23:01:32  
From: Charles Blaquiere <blaq@io.org>

---

> From: Nikola Vukovljak <nvukovlj@extro.ucc.su.OZ.AU>  
>  
> > Interface-wise, it's a major revision of IM! It has a  
> > full-fledged timeline. Imagine dragging an entire directory's worth of  
> > animation files onto the timeline, then dragging an FX button, which  
> > becomes an FX timeline; double-click to set parameters at any keyframe,  
> > even play with spline interpolation controls! No scripting required!  
> > It's absolutely gorgeous, and even has 2 new classes of effects,  
> > including plasma, fire, lightning, all animatable.  
>  
> How typical! They never bothered with this on the Amiga! They kinda just  
> implied - you've got Arexx - go forth and program all the effects!  
>  
> I remember buying one version after the other hoping that they'd put in a  
> useable interface...

I can't really fault Black Belt. When they started writing WinImages for Windows, they had the luxury of 4 years of Amiga development, yet starting with a clean slate on the PC. Like having your cake and eating it too. They could count on certain consistencies on the PC side in the way menus, dialogs, area selections, the underlying 24-bit image... could be combined, compared to the assortment of Amiga display peripherals. (Firecracker24, HAM-E, and DCTV all work in radically different ways)

So, with years of Imagemaster refinement under their belt, plus all the design work they'd put in towards a planned Imagemaster version 10, they set forth creating a dramatically-improved interface on top of the

---



existing powerful functionality.

In addition, the PC market was really ripe for programs as powerful, yet as inexpensive, as WinImages:Morph and WinImages:FX. When Commodore went into liquidation, Black Belt put a stop to Amiga development to concentrate on the PC. This probably saved them from bankruptcy. It would've been a folly to spend the man-years needed to overhaul the interface, on a platform in limbo, compared to the vast and virgin territory that was the PC market, certainly at WinImages' price point. The result is that Black Belt is still alive today, and has just released a new version of Imagemaster R/t. I wouldn't have it any other way.

Of course, it would be nice if they'd port the improved interface to the Amiga, now that the company has been picked up by Escom. We can always wish, can't we? Me, I'm buying a Pentium to sit next to my trusty 3000, ready to run the WinImages sitting on my shelf. Best of both worlds.

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### 1.34 MSG-31 Subject: Imagine Documentation

Subject: Imagine Documentation  
Date: Tuesday, 02 May 1995 23:08:56  
From: Charles Blaquiere <blaq@io.org>

---

> From: Mike Vandersommen <mike.vandersommen@caddy.uu.silcom.com>  
>  
> No doubt it's a transcript....or someone retyping an Imagine manual.  
> My question was whether it was ok to send it out for those users that  
> bought 2.0 via Magazine or Modelling Lab but have scarce documentation  
> to actually use the program they bought. Seems rather sadistic to buy a  
> fully functional program (though dated version) and not be able to use  
> it due to no documentation of it's features. What's the point of selling  
> it? If they can get 2.0 going, they may actually take Impulse up on the  
> upgrade offer to 3.0. Nespa'?

>  
> ...can you Imagine (no pun) what it would be like to use 3.0 without  
> documentation? :)

(Sorry for the late reply -- I've been away for most of April)

No, it's not sadistic. They got the program on the cover of a magazine that cost them \$10 or so. I paid hundreds of dollars for it. That's why I got an (inadequate) manual and they got maybe 3 pages of instructions.

As has been explained so often on the Imagine Mailing List, they can

---

spend \$55 and get the wonderful book by Philip Shaddock. Or wait for the new Steve Worley book, or Mr. Shaddock's new version, for that matter. If they don't want to spend the money, they can download IML archives. If they have a PC with CD-ROM drive, they can buy Imagine L/T for \$99 and try it free for 30 days. But regardless what they want, there is no excuse for justifying the piracy of a manual that did not, and was never meant to, come with the magazine version they bought.

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### 1.35 MSG-32 Subject: PC hotkeys (Was: Ids and Imagine newsletter)

Subject: PC hotkeys (Was: Ids and Imagine newsletter)  
Date: Tuesday, 02 May 1995 23:44:21  
From: Charles Blaquiere <blaq@io.org>

---

> From: Dan Gervais <danger@cts.com>  
>  
> Also I am so used to using my Amiga with the Arq requesters that I keep  
> hitting keys to remove the (OK/CANCEL) requesters. Its a pain to have to  
> mouse up for that one operation when my fingers are flying. :)

Here is a message I captured the other week. You're in for some good news.

---

Yes, and did you know that Left Amiga which I believe on the IBM is the Alter key. Well heres a short list of some others

L/A\_T = Twist  
L/A\_B = Bend  
L/A\_C = Pinch  
L/A\_H = Shear  
L/A\_E = Stretch  
L/A\_P = Taper  
L/A\_O = Smooth

---

> I have been thinking of networking my Amiga 2500 and my PC together to  
> share a drive or something. Anyone out there have any experience with  
> this? Ok I think thats all from me for now. DanGer

You may want to e-mail Dale Larson at Intangible Assets Manufacturing, and ask about his book on Amiga networking. I believe it's called "Connect your Amiga" and sells for \$25 + \$8 postage and fondling, as he humourously puts it. I'll be getting a PC and am ordering his book

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tomorrow, since I also want seamless, peer-to-peer networking between my faithful Amiga and my new PC.

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### 1.36 MSG-33 Subject: Imag 2.0 PC and mem

Subject: Imag 2.0 PC and mem  
Date: Tuesday, 02 May 1995 23:46:40  
From: Charles Blaquiere <blaq@io.org>

---

> From: surentrr@vax.sbu.ac.uk  
>  
> If you want to render a anim or still quickrender a object in the detail  
> or stage editor and you get an out of RAM message dont lose hope ! I've  
> found that for some objects which require a bit more mem than your own  
> config, render fine in the project editor. This is due to the fact that  
> the wireframe/shaded viewports in imagine require memory.

In addition, check your Preferences settings. You'll find some True/False flags that control whether Imagine will dump anything in the Undo, Copy/Paste, and Play Movie buffers before quickrendering.

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### 1.37 MSG-34 Subject: Imagine & OS/2

Subject: Imagine & OS/2  
Date: Tuesday, 02 May 1995 23:49:38  
From: Charles Blaquiere <blaq@io.org>

---

> From: RedIs@cup.portal.com  
>  
> will it run on a machine with OS2 installed? Imagine is the one program I  
> won't go without, so this answer is critical for me.

Here's an answer straight from Mike Halvorson:

---

-----  
#: 6635 S3/Impulse  
01-May-95 17:35:04  
Sb: #6606-Amiga --> PC  
Fm: Mike Halvorson 72662,3330

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### 1.38 MSG-35 Subject: Imagine 3.x or 4.0?

Subject: Imagine 3.x or 4.0?  
Date: Wednesday, 03 May 1995 00:11:27  
From: Charles Blaquiere <blaq@io.org>

-----  
> From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

>

> BTW, what are some of the differences between v2.0, v3.0, and v3.24?

Since someone else has posted the 3.1 differences, I'll post the 3.2 improvements. This is an edited version of the Impulse docs, to try and give an idea of the new functionality without revealing to pirates exactly how they work.

-----  
Howdy

Here is Imagine 3.2

Sorry for the delay, but trying to decide on how long things are going to take to invent is an art form that requires years of practice. So we continue to practice. Never-the-less we are happy with the new improvements that have found their way into Imagine 3.2 and we are sure you will feel likewise.

This document is your resource for the new additions to 3.2, please print this document or if you like, use it on line, and save the paper.

Over the years people have wanted a way to increase the size of the workspace or to take more advantage of the higher resolutions that the computer can display. If you are using a PC and have a vesa compliant card you can now set Imagine to run in several different modes, and as an added bonus you can now run Imagine in 256 color mode. There is one drawback, however, unless your computer is a speedy one, you will find that the new modes slow things down a bit. This is understandable due to the increase in memory usage and the sheer fact that there is much more to

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keep track of.

Other new features include, QUICK ATTRIBUTES, seems silly after all these years that people would still need this function but after we used it here in the office, it became one of the neatest and most useful new features of Imagine 3.2.

There are numerous new features and more importantly we have fixed a box full of bugs in Imagine 3.2. The following list is a comprehensive list of things that were fixed, please take the time to review the list and make sure that we have wacked the ones you have told us about.

So, on to all the new goodies and bug fixes. Ah yes before we get into the middle of it all, of course the next question you have is, when is 3.3 going to be out. At the time of this writing it looks like Imagine 3.3 will be out at the end of March with 4.0 following close on its heels. The constant update program promised each of you 4.0 by May and it looks like we are right on track.

Again thanks for you support and as always, let us know what you think, we are listening.

The Gang At Impulse.

BUGS BUGS AND HOPEFULLY THE END OF BUGS  
oldest bugs ...

1. Star field - animates correctly now
  2. Cloning states - works correctly now
  3. fog length changes now in "load attributes"
  4. Fixed "Constrain" menu item check mark
  5. transformations requester does constrained movement in "Pick Objects" mode only now (not Pick Groups). Also, it ignores scale factors in constrained motion
  6. Fixed object morphs in looping animation's
  7. Fixed change from tweened motion to following a path, so objects don't slow down just before hitting the path
  8. Fixed a bug in the Particle F/X -- where points could move way too far
  9. Fixed "diminishing intensity" light sources
  10. Fixed a couple of bugs with shaded perspective view, where the display would change after deleting objects, etc.
  11. Fixed bug where state and forms data wasn't blown out on extrudes, etc., ... where the point count changes.
  12. Fixed a bug in "Make Path" that caused trouble down the line
-

if the "selected" object was one of the path axes

13. Fixed palette bugs (RGB reversals) in TGA files
14. "Add Font Object" works correctly on Amiga version now (compiler bug)
15. Fixed face colors on extrudes -- they work correctly again
16. "Fixed" brush/texture tacking with scaled up objects -- they use the texture axes in set in the "tacking state" now

---

newer bugs..

17. Fixed a bug with the Phong shader in the PC version ... that caused odd behavior in rare circumstances
  18. Fixed "Make Big/Small Bones Subgroup" functions ... big does big, and small does small now
  19. Fixed bugs in "Pick/Unpick Subgroup", "Edge Filter", and "Pick Range" ... bugs where hidden points, edges, etc., were not ignored.
  20. "Fracture" in edge/point/face mode deals correctly with subgroups now
  21. "Hide Points" using "pick subgroup" can be undone now ... just like hiding with mouse clicks, drag box, etc.
  22. Unpick subgroup works alot faster now -- still needs a redraw to see the changes
  23. Fixed bug where interactive scaling of points was leaving edges picked internally ... which would screw up a "Join" later on ... maybe more.
  24. Removed un-necessary warnings (in Pick Points mode, etc.) about losing state data, when the states don't actually contain any "per-point" or "per-face" data
  25. Made switch back to Pick Objects or Pick Groups mode in detail editor cause a perspective view redraw if points had been hidden in the previous mode.
  26. Changed "OK to Quit PS Editor ?" text to "OK to Quit Spline Editor ?"
  27. Added a ".FLC with more than 8 bits per pixel -- not supported" error message for 16 or 24 bit .FLC file format
  28. Changed "Imagine" version number in TGA file headers to "3.0"
  29. Fixed bug with ".FLI" files used in brush mapping ("LC" deltas)
  30. Fixed EditPath/NewMode display bugs -- re-center, cursor scroll, etc., work correctly now.
  31. Changed "Coordinates" format on title bar so large negative values don't mess up the display
-

32. Sped up "Edge Filter" a bit -- no delay before requester appears now

---

recent bugs ...

33. "Cancel" is now allowed in Action editor's Cut/Copy modes
  34. "Undo" allowed after Cut/Paste operations in Action editor
  25. Fixed bug with Attributes requester's brush/texture slider ... it doesn't crash now when scrolling a large list, when the one of the items is highlighted, and it scrolls out of the box.
  26. Fixed bugs with F/X data in staging files ... they didn't cause any problems with existing effects, but newer ones may not work with old software ... which, incidentally, is always the case.
  27. Fixed a bug with the "color chip" in the Attributes/Light requester
  28. Fixed a bug deleting "Quickrender" pictures when the directory path was set to "" in Preferences ... Fixed similar bugs when user sets the "Path for Movie" in the Subproject requester to "".
  29. Fixed bugs in loading DXF files, using the "One Object Per Color" or "Color Change -> Layer Change" options
  30. Fixed bug where Mold/Extrude would try to work in "Pick Points" mode
  31. Fixed bug with hot-key for "Magnetism On/Off"
  32. Made "darkons" work in the PC version (like Amiga now) ... Detail Editor light sources with negative intensity values.
  33. Fixed bugs where "fog objects" and "global fog" appeared together, with no objects behind them in the scene
  34. Fixed (an old) bug with specular hardness values ... a hardness value of 0 was the same as a value of 4, and the behavior for values 1,2, and 3 was a bug ... now values of 0,1,2,... act like the old values of 4,5,6,...
  35. Fixed bug in Scanline rendering with transparent objects and global fog
  36. "Drive Full" errors are now properly detected ... system doesn't keep slowly chugging along now.
  37. Changed the way objects are saved to disk to avoid "stack overflow" crashes when groups with very "deep" hierarchies are saved ...
  38. Fixed cases where perspective view was not redrawn after certain operations
  39. Fixed "Hide Points" menu item -- doesn't come back disabled now, after going to Preferences editor from Pick Points mode, etc.
-

40. Changed the behavior of "Fracture" on entire objects ... now, it separates the faces in an object, and shrinks them down (for scale factors less than 1.0) to look like the holes that "Latticize" leaves in an object
41. Fixed interactive camera manipulation in the stage, for cases where the camera is tracked to an object.
42. Made the staging file (action editor data) remember "Y rotation" values if the camera is interactively manipulated, or manipulated with the transformation requester, in a frame corresponding to the first or last frame of a "tracking alignment" bar in the action editor.
43. Added support for "brush tacking" with altitude brushes ...

NEW THINGS THAT WILL MAKE IT HAPPEN!

#### QUICK ATTRIBUTES

OK, so after all this time we have implemented Quick Attributes, you will find this new function under the functions menu. Click on it and you will be presented with 25 pre-set attributes. To use it, simply select an object, then choose the Quick Attributes menu item, click on one of the buttons that describes what you are looking for in an attribute, i.e. glass, or chrome etc. Once the attribute is loaded, the object has all of the properties that you were looking for.

In the event that you want to make your own attribute presets we considered this as a viable alternative to the 25 that we have made as presets.

SET EDGE LINE, FILL EDGE LINE...This new menu item under the Functions menu will save you lots of time and help you do something that has been very time consuming in the past. Consider that you have two objects, or even a open seam in a single object. In the past you had to add faces to the two objects after joining them or you had to add the triangles by hand to the open seam in a single object.

Using this command will make creating Contiguous objects from several object very easy and will add in the creation of some great objects that will lend themselves to being given bones.

PICK MORE, HIDE UNPICKED, UNHIDE ALL, UNHIDE SUBGROUP.

Just what it sounds like, when you are heavy into editing and have hidden several points of an object, in order to get back the points you had to exit to Object mode and then start all over. This made us just as mad as it made you so now we have fixed it. From point, edge or face mode you can after hiding some points, simply invoke the Unhide All command, all the points that were hidden will now be reshowed without ever leaving the mode that



you were in. The same is true of the other command, Unhide Subgroup, except that it works only on subgroups of faces, edges and points.

Conversely, you may find that you want to hide the unpicked sets of points and faces or edges that you are working on, not to worry, Just use the Hide unpicked menu item, then all of the points, edges or faces that are not currently picked will be hidden from view.

PICK MORE... As you create more and more elaborate objects, you will become very aware that selecting a series of triangles that share the same basic areas, can be much harder than it appears to be. With the PICK MORE command you can select the next row of faces directly connected to the area that you are working on.

SMOOTH EDGE LINE... No matter how hard you try, you will most likely never make a st of points perfectly smooth in an arc. If you have a line of points connected by edges, you multi pick the edges, then you invoke the Smooth Line command and hit return when the small requester comes up just hit the return key. The value of 3 will cause the line of points to be smoothed. If you don't like the results, simply use the UNDO command and try a different figure. From our experience the lower the number the more sever the arc that is created, the higher the number the lower the effect on the line.

#### MONITORS AND HIGHER RESOLUTIONS

This section is mainly for PC users, and for Amiga users with a Retina display card installed ... although the "SMOD" setting, below, (run Imagine on a 256 color screen), applies to Amiga users with a AA (or better) graphics chip set (i.e. Amiga 1200 or Amiga 4000)

If you like you can now make Imagine work in a higher resolution. One BIG caution, the increase in resolution will in most cases slow your machines redraw don't by at least 50%.

To set things differently you must make some changes in the Preferences Editor.

```
SMOD      0          # imagine screen width: 0=640,1=800,2=1024,3=1280
```

Setting the SMOD variable to a value of 0 which is the default of 640, if you use the value of 1 it will set the Horizontal res to 800 pixels, a value of 2 makes it 1024 and a value of 3 will make the screen 1280 pixels wide. The vertical res of these different settings are as follows, 800 by 600, 1024 by 768 and 1280 by 960 or 1024 depending on what your video card is capable of. For Amiga users, this setting is ignored unless you have a Retina display card, and are running RetinaEMU ... in this case, you should set the "REMU T/F" setting to "T" ... this tells Imagine to expect that RetinaEMU will trap its calls to the graphics library, and cause the screen to appear on the VGA display.

```
The ( S256      F          # run 640x480 Imagine in a 256 color
display (if possible)) function in the preferences editor will tell Imagine
```

that you want to use the 256 color mode of the display card, if the card is capable of doing 256 SVGA colors. By default this value is set to F (false), if you change it to TRUE (T) then you will be running your video card and the Imagine interface in 256 color mode. You won't notice much of a change because Imagine still only uses 16 colors for the interface, the biggest change will come when you view an image as a backdrop picture, you will see the picture in 32 levels of gray, much better to look at than the single color of Imagine 3.1.

BACKDROP Images can now be loaded independently into each of the quad view windows, this will allow for up to four images at a time in the quad view. All you need do is click in the window where you want the image to show, then choose the load backdrop image function.

Fracture has been changed so that you can now put in an amount to fracture that is smaller than the number one. If you choose fracture and then input the number .5 (point 5) the triangles will be decreased in size to one half their initial value and the object will maintain the general size with the separated triangles.

COOL NEW TOY, classic hand drawn animators use a technique called page flipping, this is where as they draw the animation they keep several pages of the animation secured between each finger of the hand that they don't draw with. This allows them to flip back and forth to see the flow of the animation as well as the timing of the animation. While we don't have real pages to put in-between your fingers, we have added a slider at the bottom of the animation requester that comes up in the detail and stage editor, after you have made an animation and want to preview the animation before you commit to rendering it. If you grab the small black box and move it left to right you will see that it moves the animation backwards and forwards. This should make your timing work much smoother and the animation process in general much easier.

#### NEW TEXTURES

##### Chaser Texture

##### Use:

Used statically, this texture can be used to paint a row of windows (bright and not bright) onto a building or like on a space ship. By animating, you can do all kinds of chasing and random blinking effects - ie. LED bar graphs, ping pong LEDs, landing strip strobing lights, blinking light patterns on flying saucers, etc.

#### SHREDDER EFFECT

Shredder (Explosion) effect:

Example Project:

---

100 frame animation.  
Default size primitive sphere at position (0, 0, 0).  
Ground object at position (0, 0, -100.0).  
Shredder applied to the Sphere from frame 2 to frame 100.

This example will give you a starting point when working with Shredder. To speed up the animation so that all the particles stop moving, increase the "End Time" to something like 2.

#### Overview:

Shredder does an explode that breaks up an object into random shaped/sized particles. The effect can also explode an object while keeping subgroups intact or, in the case of a grouped object made of many, smaller parts, it can keep the whole objects intact.

The effect tries to use real-world numbers (seconds and meters) instead of the usual frames and units measurements. Because of this, you have to tell Shredder how many units are in a meter and how many seconds are represented in the included frames.

Textures that are properly tacked to an object (State objects with shape and texture data saved as well as lock states in all the textures) will remain tacked during the explode.

Shredder is a very complex effect, and shredding an object with a lot of faces will be slow compared to Imagine's other effects. Using subgroups or keeping objects intact is much faster than shredding up an object La Machine style.

#### Shredder F/X Info

The first part of the Sredder requester asks the following info:

- o Whole Objects as Parts (Grouped Object)
  - o Use Defined Subgroups as parts
  - o La Machine
- Maximum Number of Triangles in Group []  
Bounding Subgroup []

This Controls how the object(s) are shredded. "Whole Objects as Parts" keep entire objects intact - like you may use to explode a grouped object while keep the individual objects intact. By selecting this, you can also make a single object bounce on the ground like a rubber ball. "Use Defined Subgroups" lets you absolutely control the size and shape of the pieces that fly off the shredded object. By defining subgroups on the object you can do something like blowing up a sphere with a logo pasted on it while keeping the chunk of the object with the logo intact. "La Machine" is where Shredder gets its name - it totally shreds an object into random shaped and sized pieces. The size of the pieces is controlled with the "Maximum Number of Triangles" parameter. The "Bounding Subgroup" can be use to restrict the explosion to a specific part of the object. Try the example

---

project with "Whole Objects" selected to see the sphere bounce.

When Shredder shreds an object in "La Machine" mode, it selects groups of adjacent faces by doing a random walk over the surface of the object. This produces shapes that tend to wander across the surface instead of looking like clumps of faces all grouped together.

The Timing of the effect is controlled in the following section of the requester data:

Start / End Time (seconds) [] []  
Explosion Timing Delay (%) [] []  
"Hold at" Frame Number []

The data that describes the bouncing of the particles is as follows:

- o Bounce Particles
- o Flip on Bounce
- Ground Z Position (Imagine units) [] []
- o Use Maximal Bounding Sphere
- o Use Minimal Bounding Sphere
- o Use Average Bounding Sphere
- Elasticity Min/Max (%) [] []

The particle conditions are set up in the following:

Initial Velocity Range Min/Max (m/s) [] []  
Triangle Rotations Min/Max (rot/s) [] []  
Particle Trajectory Min/Max (degrees) [] []  
Final Scaling Factor Range Min/Max [] []  
Gravitational Acceleration (m/s<sup>2</sup>) [] []

Lastly, the following parameters must be set up:

Imagine Units per Meter []  
Random Number Generator Seed []

---

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### 1.39 MSG-36 Subject: Re: Impulse Gazette and Wasted Bandwidth.

Subject: Re: Impulse Gazette and Wasted Bandwidth.  
Date: Wednesday, 03 May 1995 00:34:03  
From: Charles Blaquiere <blaq@io.org>

---

---

> From: Anime a day... <b7655@hopi.dtcc.edu>  
>  
> On Wed, 5 Apr 1995 aciolino@ccmail.rrdts.donnelley.com wrote:  
>  
> >  
> > Is it just me, or does it seem that Impulse hires  
> > people who speak French to do their writing?

Heyy, careful there... \*I\* speak French. <grin> And my explanations tend to be on the clear side. Maybe we should start the rumour that Impulse writers speak Norwegian, and have Conny jump in! <G,D&R -> grinning, ducking & running>

> BTW, whatever happened to Impulses attempt for digital non-linear editing? They had this box they were planning on doing magic with.. > forgot the name..

It's not dead. Sanyo will be marketing it later this year. (Maybe they've even announced it at last month's NAB, for all I know)

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## 1.40 MSG-37 Subject: Re: Re[2]: Imagine for Windows II

Subject: Re: Re[2]: Imagine for Windows II  
Date: Wednesday, 03 May 1995 00:51:53  
From: fredster@cyberport.net (Fred Aderhold)

---

> As for the Imagine related question: Does anyone use  
> the deformations cube that the Detail Editor supplies?  
> I made a 10x10 cube, pinched the center of it (so it  
> looked like a hourglass), placed a sphere in the  
> middle, applied the cube, and instead of getting an  
> "hourglass-shaped sphere", I got an egg. Does this make  
> sense? Did I need to pinch the deformation cube  
> tighter?  
>

I've had some great luck with the deform cube. What do you mean by pinched? Did you use the pinch function in the Detail Editor? I've found that if you pick and move the points of the deform tool, and at an exaggerated amount it works pretty well. That is, you have to deform the cube a lot more than you think you need to in order for it to work ok.

In your example, yes, you have to pinch the cube much tighter...

---

Fred Aderhold  
fredster@cyberport.net

Relax, it's all just 1's and 0's

-----

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### 1.41 MSG-38 Subject: Re: Real3DSy

Subject: Re: Real3DSy  
Date: Wednesday, 03 May 1995 00:54:55  
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

-----

Hello Darren, on May 1 you wrote:

> What's the Imagine address to unsubscribe ?

imagine-request@email.eag.unisysgsg.com  
subject: unsubscribe (OR subscribe)

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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### 1.42 MSG-39 Subject: Double your RAM!!

Subject: Double your RAM!!  
Date: Wednesday, 03 May 1995 00:55:27  
From: Falko@aol.com

-----

This may be of interest to Imagine PC/WIN

---

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### 1.43 MSG-40 Subject: Double your RAM!!!

Subject: Double your RAM!!!  
Date: Wednesday, 03 May 1995 01:02:51  
From: Falko@aol.com

-----  
Ooops!! Sorry, previous msg was sent incomplete!

Anyways, this may be of interest to Imagine PC/WIN users.

Seamless Software Corp. has announced that they will be shipping Soft RAM in mid-May.

This product can effectively double your installed RAM. It does not accomplish this as some other products on other platforms have done, by using virtual memory/swapfile technology. This product apparently is to RAM as Stacker is to disk space. The product claims to accomplish its task through advanced and intelligent memory management which includes data compression as well as memory optimizing/defragmenting. From the article that I have read it works very low-level in the system, good enough to fool diagnostics that can access memory management into thinking an 8mb PC actually has 16mb installed. It is said to achieve this without sacrificing performance and should work with DOS, Windows, and Windows95.

Considering the increasing cost of RAM (yes, wholesale prices are up due to increased demand.) This may be one possible solution. Admittedly nothing is better than physical RAM, but for the price this may meet the needs of many an Imagine fan that's run out of memory rendering that long animation or large complex object/project. Oh, yes the price. Soft RAM \$99 retail \$69 - \$79 anticipated street price.

As soon as I can get it will give it a try on my 486/66/16mb system and tell you what I find.

Falko

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### 1.44 MSG-41 Subject: Re: WINE

Subject: Re: WINE  
Date: Wednesday, 03 May 1995 01:43:05

---

From: Lumbient@aol.com

-----  
Sorry...AOL splits the mail for system convience. If you want I can UUE again or send it to specific people. ::Now raise your hands!:: Its just a cup(not great) against a stipped wall(incorrect bathtile texture axis :) with two spotlites projecting the shadow in two directions. I actually did this to test its shadow scanning ability. Thr ripples in the wine look pretty on the wall.

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## 1.45 MSG-42 Subject: Deformations (was Re: Re[2]: Imagine for Windows II)

Subject: Deformations (was Re: Re[2]: Imagine for Windows II)  
Date: Wednesday, 03 May 1995 01:54:10  
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

-----  
Hello aciolino, in <9504027994.AA799435162@ccmail.rrddts.donnelley.com> on May 02 you wrote:

> As for the Imagine related question: Does anyone use  
> the deformations cube that the Detail Editor supplies?  
> I made a 10x10 cube, pinched the center of it (so it  
> looked like a hourglass), placed a sphere in the  
> middle, applied the cube, and instead of getting an  
> "hourglass-shaped sphere", I got an egg. Does this make  
> sense? Did I need to pinch the deformation cube  
> tighter?  
>  
> Since I haven't had time to play with this, I thought  
> I'd ask. Oh, and also so this message had some  
> relevance to the list.

I've played with this feature for days with unpredictable results. I know the positioning and scale of the positive side of the axis' is important, more so than the position of the cube itself.

There is only half a page devoted to this subject in the manual, I'd love to see a tutorial on this one.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :



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## 1.46 MSG-43 Subject: Cloth,carpet,etc.

Subject: Cloth,carpet,etc.  
Date: Wednesday, 03 May 1995 02:36:00  
From: w.graham6@genie.geis.com

---

Try using a low resolution bitmap (very pixelated) with few colors in conjunction with the Crumpled texture, with any applied color turned off. I make the Crumpled size about half the size of the bitmap pixels in the rendered image, so the size of the bitmap used obviously will depend on the final image's resolution. There is an Essence texture called Fiber that is worth playing with to simulate fur, you could also try using a custom object for Particles, should you have tons of ram.

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## 1.47 MSG-44 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 03 May 1995 04:07:21  
From: imagine-relay@email.sp.paramax.com

---

From what Mike Halvorson has told me, V4.0 will not be a major rewrite so the "look-and-feel" will be same as it is now. He has said Impulse plans on a major re-write after V4 is released, I guess meaning V5. Apparently V3.3 is almost completed so it should be out shortly (relative). V3.4, which will be V4.0 is planned to come out shortly after V3.3.

Maybe Mike H. doesn't want it spread around but he told me that V4.0 is planned to have Metaballs modeling! I think Impulse has stated that the release date of V4.0 is more dependent on when it is ready versus meeting a proposed schedule.

On Mon, 1 May 1995, Darren Priestnall wrote:

> Does anyone know when the Imagine 3.3 and 4.0 update's are due ?  
> I ask because I heard that V4 was due out at the end of May but I  
> wondered if this has been put back to a later date to allow V3.3 to be  
> released.

---

> I fail to see how they can release 2 update's so close together.....I  
 > personally would rather see one more update in the form of a fully  
 > working and decent Imagine 4.  
 >  
 > What about everyone else, would you like another update bashed together  
 > to meet the deadline while all their real attention is on getting V4  
 > working or would you rather V4 to be released at the original deadline.  
 >  
 > How about just releasing V4 in May and then the final update could be a  
 > month or so later in the form of a fully working version with all bug  
 > fixes... (I'm not being pessimistic with Impulse it's just that all new  
 > software has bug's so I'm certain the new V4 interface will need severe  
 > Beta testing by all us Imagine user's)  
 >  
 >  
 > --  
 > ~~~~~~  
 > Darren Priestnall - darren@hanger.demon.co.uk (PandGImaging)  
 > Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063  
 > -- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --  
 >

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## 1.48 MSG-45 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 03 May 1995 04:22:07  
 From: imagine-relay@email.sp.paramax.com

-----  
 Do any of you out there have any good tricks for making realistic-looking  
 fur/carpet/cloth. I've had a heck of a time trying to get that "fuzzy look".  
 None of the noise textures seem to do quite what I want.

Any and all suggestions appreciated.

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## 1.49 MSG-46 Subject: Re: WINE

Subject: Re: WINE  
 Date: Wednesday, 03 May 1995 09:12:48

---

From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

-----  
Hello Lumbient, in <950502201038\_104536494@aol.com> on May 2 you wrote:

> Sorry...AOL splits the mail for system convience. If you want I can UUE  
> again or send it to specific people. ::Now raise your hands!::  
> Its just a cup(not great) against a stipped wall(incorrect bathtile texture  
> axis :) with two spotlites projecting the shadow in two directions. I  
> actually did this to test its shadow scanning ability. Thr ripples in the  
> wine look pretty on the wall.

For anyone that's interested the Amiga PD program FJPEG loads in as much of the pic as possible, so you can get a good idea of these reflections. It's the only program I've found that does'nt reject the pic outright.

The results are quite interesting, I wonder if standard lights as opposed to spotlights would create the same effect?

--Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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## 1.50 MSG-47 Subject: Re: Amiga->pc upgrades

Subject: Re: Amiga->pc upgrades

Date: Wednesday, 03 May 1995 09:44:25  
From: esanders@sandman.pdial.interpath.net

-----  
>From: Peter Appleton <s304607@student.uq.edu.au>  
>Does anyone know if Impulse has an upgrade offer for those of us  
>swapping platforms? I realise this is a long shot as it probably goes  
>against the licencing or copyright laws.  
>  
>I an using v3.2 on an A1200/030/882 40MHz 6MB and will CONSIDER moving to  
>a Pentium as I am unwilling to upgrade my Amiga hardware/software any  
>further until the C=/Escom saga is finalised and NEW machines appear...  
>

You can upgrade to the PC version (cross platform) of Imagine 3.0 for \$200.00 U.S.  
Overseas freight: \$10.00 Constant Upgrade Program for PC Img3.0 is \$100.00  
Yes, we all love the Amiga. I've owned a 500,3000, and 4000, but hey..

---

what can I say? My 90mhz pentium renders 4 to 5 times faster than my old 25mhz/3000. I love speed.

Sandman

-----  
Erik Sanders  
Liquid Light Animations  
esanders@sandman.pdial.interpath.net  
-----

Erik Sanders  
Claremont, NC  
USA  
esanders@sandman.pdial.interpath.net

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## 1.51 MSG-48 Subject: Re: Imagine 3.x or 4.0?

Subject: Re: Imagine 3.x or 4.0?  
Date: Wednesday, 03 May 1995 10:12:22  
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

-----  
Another new feature in V3.2 that was not immediately significant to me until I used it, is Pick More. This new tool is incredibly valuable in modeling and especially for Bones. With the Fast Bones and Pick More, the effort to make an animated character has become much easier.

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## 1.52 MSG-49 Subject: Re: Imagine Documentation

Subject: Re: Imagine Documentation  
Date: Wednesday, 03 May 1995 10:19:12  
From: denryan@interaccess.com

-----  
On Tue, 2 May 1995, Charles Blaquiere wrote:

---



-----

Andy Dean, co-author of ImageStudio and TextureStudio  
Email: adean@eleceng.ucl.ac.uk

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## 1.54 MSG-51 Subject: TextureStudio's support for graphics cards

Subject: TextureStudio's support for graphics cards  
Date: Wednesday, 03 May 1995 10:24:14  
From: Andrew Dean <adean@eleceng.ucl.ac.uk>

-----  
Hi all,

It is quite likely that we'll be adding CyberGraphics support to both TextureStudio and ImageStudio (although ImageStudio will get it first). Before that though, we've got to get a Cybervision64 card :-)  
We have no intention of supporting the EGS standard.

-----  
Andy Dean, co-author of ImageStudio and TextureStudio  
Email: adean@eleceng.ucl.ac.uk

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## 1.55 MSG-52 Subject: Tutorials! we need more of them

Subject: Tutorials! we need more of them  
Date: Wednesday, 03 May 1995 11:16:20  
From: Steve McLaughlin <stevemcl@VNET.IBM.COM>

-----  
Imagine Tutorials!  
We need more of them!

Here is my suggestion, please comment and tell me what you think!  
I'd like to see more tutorials about Imagine on this list so I thought to myself how do we encourage people to contribute! Prizes? Money? Fame? Thanks from other Imagineers? The one that would be easiest and get more response would be more tutorials in return. I am suggesting that we keep a growing list of tutorials offline available ONLY to those who contribute a tutorial about

---

a feature in IMAGINE. This would encourage people to write a tutorial about IMAGINE, and they would be rewarded with a compilation of tutorials to date and future editions.

What about beginners you ask? How does a beginner how doesn't know anything about IMAGINE, write something about IMAGINE? Well, there are examples in the manual that could definately use some cleaning up and commenting about, or there have been tutorials posted on this list that can be expanded and cleaned up.

If you are willing to write a tutorial about IMAGINE, please email me privately, or if you have suggestions or comments about this idea please post to this list.

THanks!

Steve McLaughlin

stevemcl@vnet.ibm.com

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## 1.56 MSG-53 Subject: Amiga->pc upgrades

Subject: Amiga->pc upgrades

Date: Wednesday, 03 May 1995 11:19:05

From: Peter Appleton <s304647@student.uq.edu.au>

-----  
Does anyone know if Impulse has an upgrade offer for those of us swapping platforms? I realise this is a long shot as it probably goes against the licencing or copyright laws.

I an using v3.2 on an A1200/030/882 40MHz 6MB and will CONSIDER moving to a Pentium as I am unwilling to upgrade my Amiga hardware/software any further until the C=/Escom saga is finalised and NEW machines appear...

No flames please.... I am an amiga die hard, I love the OS but I need the speed.

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## 1.57 MSG-54 Subject: Pick/select bug!?

Subject: Pick/select bug!?

Date: Wednesday, 03 May 1995 11:21:46

---

From: Peter Appleton <s304647@student.uq.edu.au>

-----  
S.O.S.

I am using Imagine V3.2 on an A1200/030/882 40MHz 6MB and have found that when I use the PICK SELECT menu item in the detail editor I get garbage drawn in the 2D view windows.

The garbage disappears when I use REDRAW but this is still annoying.

I have many commodities running which maybe causing the problem but have been unable to track it down. The problem does not occur when I run Imagine from boot/early startup.

Has anyone had similar probs or have any ideas for a fix....

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## 1.58 MSG-55 Subject: Re: Transparent or Genlock

Subject: Re: Transparent or Genlock

Date: Wednesday, 03 May 1995 13:32:12

From: Dylan Neill <dylann@pcug.org.au>

-----  
On Tue, 2 May 1995, MCADOO wrote:

> What attribute color should I use to allow a video tape playing in the back  
> ground to be seen? I've used 0,0,0 with no luck. This is with Imagine 3.0.  
> Dpaint 0,0,0 give me no problem.

Try loading a blank Dpaint picture as the background for the anim maybe?

Just a wild guess! :)

---

```

      | \ / |
      o o
      _____oOO_=( ^ )=_OOo_____
      |           ' ' '   U   ' ' '           |
| Gumby Death Man (Dylan Neill) Amiga 1200/6/120 486DX2-66/24/500 |
| Email: dylann@pcug.org.au WWW: http://www.pcug.org.au/~dylann/ |
|_____|

```







--

~=====~  
Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -  
-----

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## 1.62 MSG-59 Subject: Re: Imagine Documentation

Subject: Re: Imagine Documentation

Date: Wednesday, 03 May 1995 15:10:34  
From: Dave Rhodes <dave@darhodes.demon.co.uk>

-----  
Hi imagine@email.sp.paramax.com

In <Pine.BSI.3.91.950502220341.527F-100000@grin.io.org> Charles Blaquiere <blaq@io.org> wrote:

> > From: Mike Vandersommen <mike.vandersommen@caddy.uu.silcom.com>  
> >  
> > No doubt it's a transcript...or someone retyping an Imagine manual.

Are you talking about the post to this list which was called something like Imagine 2.0 Documentation ? -- if so, it turned out to be only the Imagine FAQ , but the note from the guy that posted it said he thought it was the manual. (That says something in itself...)

> No, it's not sadistic. They got the program on the cover of a magazine  
> that cost them \$10 or so. I paid hundreds of dollars for it. That's why  
> I got an (inadequate) manual and they got maybe 3 pages of instructions.

I have to agree with you Charles, they were lucky to get it at all, I've no real objection to people getting it for (nearly) free, if it helps to spread The Word, but they can't expect the whole package.. for what it's worth.

People have to believe they can get something not available elsewhere when they buy a program like Imagine, or piracy will surely send Impulse  
^^^

(and our dearly beloved) down the tubes.

Dave

--

~=====~

Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -  
-----

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### 1.63 MSG-60 Subject: Essence PC Textures

Subject: Essence PC Textures  
Date: Wednesday, 03 May 1995 17:30:47  
From: Curtis White <cwhite@teleport.com>

-----  
For all you PC users out there, it is time to get excited again. The following is the latest response from Steve Worley concerning Imagine Textures for the PC and other Apex products.

-----  
Hi Curtis!

Yes, Apex still exists. The demise of the Amiga has slowed things down a whole lot, but we've ridden along and haven't quite submerged.

We certainly are not dropping Imagine support in any way; that's our entire user base! In fact, we are just now putting together our next newsletter which announces the availability of Essence for PC Imagine. EssPC is effectively available now; I have master disks I can copy, though I don't expect to for a week or so until the newsletter and official announcement goes out.

Understanding Imagine, Third Edition. Ready June 15.

Lightwave plugins, code named Tsunami, are currently under development. No release date yet, I'd expect August or so. I'd be nice to have them for SIGGRAPH.

The "official" announcement of EssPC and UI will be made next week, when we send out the mailing.

Hope this answers your questions.

-Steve  
-----

=====  
= Do not follow where the path may lead. =  
= Go instead where there is no path and leave a trail. =

=====  
Curtis White

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## 1.64 MSG-61 Subject: Re: Impulse Gazette and Wasted Bandwidth.

Subject: Re: Impulse Gazette and Wasted Bandwidth.  
Date: Wednesday, 03 May 1995 18:13:14  
From: Torgeir Holm <torgeirh@powertech.no>

-----  
>> > Is it just me, or does it seem that Impulse hires  
>> > people who speak French to do their writing?  
>Heyy, careful there... \*I\* speak French. <grin> And my explanations tend  
>to be on the clear side. Maybe we should start the rumour that  
>Impulse writers speak Norwegian, and have Conny jump in! <G,D&R ->  
>grinning, ducking & running>

Conny is Sweedish!!!! I AM NORWEGIAN!!!! KILL :) (I think, Mike H, is  
Norwegian BTW..)

>> BTW, whatever happened to Impulses attempt for digital non-linear  
>> editing? They had this box they were planning on doing magic with..  
>> forgot the name..  
>It's not dead. Sanyo will be marketing it later this year. (Maybe  
>they've even announced it at last month's NAB, for all I know)

I remember reading about this in comp.sys.amiga.graphics. It was supposed to  
be pretty good as well..

Torge!r

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## 1.65 MSG-62 Subject: Metaballs?

Subject: Metaballs?  
Date: Wednesday, 03 May 1995 18:35:15  
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

---

Somebody recently mentioned that Metaballs might be included in Imagine 4.0. I have heard of them before, but I have no idea what they do. Would somebody please enlighten me?

Rick

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## 1.66 MSG-63 Subject: ESSENCE PC

Subject: ESSENCE PC  
Date: Wednesday, 03 May 1995 19:13:54  
From: paulC@Dieppe.artmediatech.nl (Paul Claessens)

---

Hi there,

Could anyone tell me if ESSENCE is already available for the PC.  
If so, \*\*\*PLEASE\*\*\* tell me where and how to get it....

Is it possible to order it through E-Mail?

Many thanks in advance...

P.S. Please send replies to my own adress, cause I'm currently not on the list. (snif...)

paulC@artmediatech.nl

---

Life's a towel...

---

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---

**1.67 MSG-64 Subject: Rayman/Renderman?**

Subject: Rayman/Renderman?  
 Date: Wednesday, 03 May 1995 19:53:00  
 From: yrod@ozemail.com.au

-----  
 I have herd of a programme on the PC called Renderman or Rayman?  
 Does anyone know anything about this programme. I am considering getting  
 a PC to increase my rendering speeds instead of spending lots of money  
 souping up my Amiga 2000. If this programme is specifically for rendering  
 and can out-gun Ami Imagine or PC Imagine then I will consider puchasing  
 a PC. My personal preference is for Amiga, but I work with PCs, Macs,  
 Unix professionally as a graphic artist, and I realise that there are  
 other computers out there that will do things that I need to do much  
 quicker than an Amiga can.  
 I will not throw out my Ami yet though. 8-)

```
#####
##  YY  YY  RRRRRRR  000000  DDDDDD  ##
##  YY  YY  RRR   RRR  000   000  DDD  DDD  ##
##  YYYYYY  RRRRRRR  000   000  DDD  DDD  ##
##   YY   RRR  RRR   000   000  DDD  DDD  ##
##   YY   RRR   RRR  000000  DDDDDD  ##
##           yrod@ozemail.com.au      ##
##           A2000/030 FPU 4MB &-(    ##
##  GeneralProtectionFaultFreeZone 8-) ##
#####
```

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**1.68 MSG-65 Subject: Re: Essence PC Textures**

Subject: Re: Essence PC Textures  
 Date: Wednesday, 03 May 1995 19:53:54  
 From: plucas@vt.edu (Perry Lucas)

-----  
 >For all you PC users out there, it is time to get excited again. The  
 >following is the latest response from Steve Worley concerning Imagine  
 >Textures for the PC and other Apex products.

>

>-----

>

>Hi Curtis!

>

>Yes, Apex still exists. The demise of the Amiga has slowed things  
>down a whole lot, but we've ridden along and haven't quite  
>submerged.

>

>We certainly are not dropping Imagine support in any way; that's  
>our entire user base! In fact, we are just now putting together  
>our next newsletter which announces the availability of Essence  
>for PC Imagine. EssPC is effectively available now; I have master  
>disks I can copy, though I don't expect to for a week or so until  
>the newsletter and official announcement goes out.

<Chanting>

Phone #, Phone #, Phone #, Phone #, Phone #, Phone #, Phone #...

--Perry

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## 1.69 MSG-66 Subject: Re: Tutorials! we need more of them

Subject: Re: Tutorials! we need more of them

Date: Wednesday, 03 May 1995 20:18:45

From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

-----  
> return. I am suggesting that we keep a growing list of tutorials  
> offline available ONLY to those who contribute a tutorial about  
> a feature in IMAGINE. This would encourage people to write a tutorial  
> about IMAGINE, and they would be rewarded with a compilation of  
> tutorials to date and future editions.

I feel that keeping tutorials only for selected few is not such a good  
idea. There shouldn't be an incentive to write a tutorial except to  
help others. Look at "Dare to Imagine" - wonderful compilation of  
freely available tutorials.

Andrey

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## 1.70 MSG-67 Subject: Neon?

---



Subject: Neon?

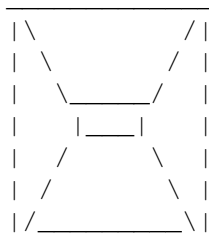
Date: Wednesday, 03 May 1995 20:43:07

From: plucas@vt.edu (Perry Lucas)

-----  
How do you make a Neon light? I have been playing around with FOG, Bright, and Haze, but to little avail.

Also here is a request for an update.

Barndoors - For those that do not know, shutters that attach to a light so that you can control where the light falls more accurately.



Okay, so I am not the best ascii artist, but the doors allow you to direct the light. For this to work, the light lines feature would have to be extended and, a falloff circle would have to be created, and some other features to let you know where the light is going. (Like 3d studio)

--Perry

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## 1.71 MSG-68 Subject: Re: Imagine Documentation

Subject: Re: Imagine Documentation

Date: Wednesday, 03 May 1995 20:50:12

From: denryan@interaccess.com

-----  
On Wed, 3 May 1995, Dave Rhodes wrote:

....

> I have to agree with you Charles, they were lucky to get it at all, I've no  
> real objection to people getting it for (nearly) free, if it helps to  
> spread The Word, but they can't expect the whole package.. for what it's  
> worth.

---

> People have to believe they can get something not available elsewhere  
> when they buy a program like Imagine, or piracy will surely send Impulse  
>       ^^^  
>  
....  
<sigh>.

\*I\* didn't get the program from a 10 dollar magazine and \*I\* have no  
problem with people obtaining any documentation for Imagine 2, a program  
for which, I might point out, one \*can't\* purchase any documentation for  
at any price.

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## 1.72 MSG-69 Subject: TextureStudio and Bricks.itx and Dots.itx

Subject: TextureStudio and Bricks.itx and Dots.itx  
Date: Wednesday, 03 May 1995 21:13:34  
From: Andrew Dean <adean@eleceng.ucl.ac.uk>

-----  
Hi all,

It is documented in the manual that neither Bricks.itx or Dots.itx  
work with TextureStudio (Bricks doesn't do anything, Dots draws quarter  
dots). We don't currently know why this is, they may still have remenants  
of their Imagine2 origins.

-----  
Andy Dean, co-author of ImageStudio and TextureStudio  
Email: adean@eleceng.ucl.ac.uk

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## 1.73 MSG-70 Subject: Amiga->pc upgrades

Subject: Amiga->pc upgrades  
Date: Wednesday, 03 May 1995 21:27:33  
From: Charles Blaquiere <blaq@io.org>

-----  
> From: Peter Appleton <s304647@student.uq.edu.au>  
>

---

> Does anyone know if Impulse has an upgrade offer for those of us  
> swapping platforms?

The latest Impulse Gazette (Winter 1995, received in March) mentions:

"Cross-platform upgrade from Amiga version of Imagine to  
PC version of Imagine 3.0 -- \$200" (US)

You may want to send e-mail to Mike Halvorson, explaining that you're a few miles too far (!) to benefit from their toll-free number, and ask about your specific situation. If you have Imagine 2.x, or 3.0, or are on the auto-upgrade, different situations may apply.

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## 1.74 MSG-71 Subject: Re: Imagemaster R/t

Subject: Re: Imagemaster R/t  
Date: Wednesday, 03 May 1995 21:39:03  
From: Charles Blaquiere <blaq@io.org>

-----  
> From: William Bogan <web@cvsd.cv.com>  
>  
> Can you tell me where I can get more info about  
> WinImages/Black Belt? It sounds very interesting.

I'd love to! When I find hardware or software I really like, I turn into the PR person from hell. <g> Ben Williams, president of Black Belt, can be reached at 76004.1771@compuserve.com. WinImages is one of the true bargains of the PC world, but (possibly) due to Black Belt's lack of advertising support, the program never seem to get reviewed.

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## 1.75 MSG-72 Subject: Iterated Systems

Subject: Iterated Systems  
Date: Wednesday, 03 May 1995 22:04:40  
From: dalamar@MIT.EDU (Craig Andera )

-----

>Mike,  
>  
>In the PC world there is a company called Iterated Systems that uses  
>fractal  
>algorithms to achieve as much as 200:1 compression ratios. I can't remember  
>the name of the product, but it is supposed to be as near to lossless as  
>makes no difference in the 2-4:1 area. In the neighborhood of 20-100:1 it  
>is  
>supposed retain much better image quality than jpeg at any level.  
>  
>Falko

I have a demo of exactly this product that came with the Microsoft Jumpstart CD. It is *very* impressive. Most of the demo images were compressed at around 30:1 and they looked really nice. The best thing about it arises from the fractal nature of the algorithm: if you enlarge the picture beyond its original size the image is fractally interpolated, and you get something that looks way better than a blurred enlargement.

Now I don't know if the images they used (all seemed to be scanned photographs of city and natural scenes) were specifically chosen for the compression ratio they achieved. From what I understand of fractal algorithms they are heavily dependent on image content, and they perform best when used to compress natural scenes. This makes sense, as things like trees and flowers have fractal features.

The big thing, of course, is the price tag. I didn't look into it too deeply, but they have several different products which *start* at around \$700. Out of my price range. Maybe I'll take a look into writing my own stuff over the summer: I'll have all this free time and a couple of degrees in EECS I'm not using...

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## 1.76 MSG-73 Subject: New Web Page and Programs

Subject: New Web Page and Programs  
Date: Wednesday, 03 May 1995 22:08:06  
From: Ian Smith <iansmith@moose.erie.net>

---

A bunch of minor things here. :-)

Both IIUtilities and IITextures have new versions and I just put up a Web page with Imagine related items on it.

IIUtilities has a new script to generate circular and spiral paths, and IITextures has one new texture and most of the textures also include IBM

---

versions now.

Both are available on my web page at:

<http://moose.erie.net/~iansmith>

Make sure to check out my big page of Imagine textures. :-) I am trying to collect as much information as I can on various textures programmed by us users. So if anybody out there knows of any not listed on that page, send me mail!

Let me know if you find any glitches too, as both archives and the Web pages are pretty new. Enjoy!

--

IanSmith@moose.erie.net

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## 1.77 MSG-74 Subject: Re: Imagine Documentation

Subject: Re: Imagine Documentation

Date: Wednesday, 03 May 1995 22:11:08

From: Charles Blaquiere <blaq@io.org>

-----  
> From: denryan@interaccess.com

>

> this selfish, recriminatory attitude concerning the now-obsolete  
> documentation of Imagine 2.0 just strikes me as mean-spirited.

Why do we get tarred with this brush? People who pay \$10 for a coverdisk should expect to get the software and a page or two of hints. No fancy packaging, no manual, and often no technical support. This is the reason the software is being given away, rather than sold for its normal price.

These rules of coverdisks should be well-known by now, and anybody who complains about having a hard time with their freebie software is just plain unreasonable. It's simple: you get what you pay for. The fact that Imagine isn't as self-evident as a shoot'em-up game is irrelevant. With coverdisks, "you pays your money and you takes your chances".

Do I sound unpleasant? Yes, I sound unpleasant. It's because this situation reminds me of a whiny kid at the fair, who never gets enough rides and always wants more.

"Imagine costs too much."

Okay, here's an alternative. You get an old version of program, and no

---

documentation, for \$10. That's about \_ three percent\_ of the street price.

"I want more! Gimme the manual."

If you want documentation, you could download the IML archives. They're free. Or, you could buy books such as "The Imagine companion", by David Duberman, or "3D Modeling lab", by Philip Shaddock.

"I want more! The Shaddock book covers modeling, but only animation basics."

Okay, you could buy Imagine L/T, which has almost everything version 3.0 has. It's \$99, and you get the 3.0 manual.

"I want more! Imagine L/T is missing 3 features."

Basically, what people seem to want, is a full version of Imagine 3.x, with full manual, for \$10. This is why I'm annoyed.

> if somebody had a perfectly legal copy of the software in their  
> possession, it wouldn't take me a New York minute to give my approval to  
> them obtaining the documentation for this software.

You just said it: they have a legal copy of the \_software\_. They have no legal copy of the \_manual\_. And that's where we disagree, and where I think your position is invalid.

> I resent any company that makes a marketing decision to attempt to use  
> these [L/T] editions of their software as a separate profit line. It all  
> just muddies the waters of software purchase and use - waters that  
> certainly don't need this kind of muddying.

Impulse has repeated this time and again: Imagine L/T is a way for people to try 3D software without having to lay \$500 on the table. It has a full 30-day money-back guarantee, so that if you find 3D is too complicated for you, you haven't lost a cent. If you do like the program, you have an excellent deal. I'd say that half (?) of the textures, and over 95% of the functionality, is a great deal when you pay one-third the price. And for those professional users who really need the high-end features, there's the full version of Imagine.

Impulse is being depicted as some ogre out to rob innocent people. Just the opposite: their extensive line of Imagine versions shows their willingness to offer a variety of products, each at a different price.

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**1.78 MSG-75 Subject: Re: Imagine Documentation**

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Subject: Re: Imagine Documentation

Date: Wednesday, 03 May 1995 22:14:49

From: Charles Blaquiere <blaq@io.org>

---

> From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

>

> Does anybody have any information on what Philip Shaddock's newer book  
> contains that the previous didn't, and what is Steve Worley's book like  
> (what's it called)?

Unfortunately, I have no idea what Mr. Shaddock will cover in his book, although it's safe to venture that he'll cover animation in detail, and the functions that have appeared in Imagine 3.1 and up.

Steve Worley's "Understanding Imagine 3.0" is still vaporware at this point, although I will immediately send him my money when he releases it. His "... 2.0" book was the most enjoyable software book I have ever read.

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## 1.79 MSG-76 Subject: Re: Impulse Gazette and Wasted Bandwidth.

Subject: Re: Impulse Gazette and Wasted Bandwidth.

Date: Wednesday, 03 May 1995 22:18:17

From: Charles Blaquiere <blaq@io.org>

---

> From: Torgeir Holm <torgeirh@powertech.no>

>

> >Maybe we should start the rumour that  
> >Impulse writers speak Norwegian, and have Conny jump in! <G,D&R ->  
> >grinning, ducking & running>

>

> Conny is Sweedish!!!! I AM NORWEGIAN!!!! KILL :) (I think, Mike H, is  
> Norwegian BTW..)

D'ohh! I'm sorry! This is exactly the kind of mistake I always try to avoid! (Like confusing a Belgian for a Frenchman... few people live to tell about it)

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## 1.80 MSG-77 Subject: Font Objects

Subject: Font Objects  
Date: Wednesday, 03 May 1995 23:34:02  
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

---

How do you creat font objects (Imagine 2.0, PC)? I know this is a simple question that I could figure out on my own by thumbing through the manual, but I got my copy of Imagine 2.0 with 3D Modeling Lab, so I don't have the manual. Any help would be greatly appreciated, as it's for an assignment due relatively soon and Iv'e been playing around with it trying to get it to work but have had no luck as of yet.

Thanks,

Rick

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## 1.81 MSG-78 Subject: Modelling Bike Parts

Subject: Modelling Bike Parts  
Date: Thursday, 04 May 1995 00:04:53  
From: Charles Blaquiere <blaq@io.org>

---

Whoa! What an ambitious message! (Thanks for bringing the focus back to Imagine, by the way)

It seems like your level of expertise is too high for this little tutorial, but some of the newer users may appreciate it:

Modeling a symmetrical object is always simpler, and Imagine lets you model objects which have circular symmetry, like a bicycle derailleur or a daisy.

- Add a Primitive disk. Accept the defaults. The disk should be located

---



at 0, 0, 0. Change the Pick Method to Drag Box, and in the Front view select all points except three: the center, the top, and its left-hand neighbour (like the 11 and 12 o'clock positions). Delete the selected points. You are left with a single wedge.

- Go back to Pick Groups mode. Add a Primitive Tube, radius = 5, circle sections = 12, stagger points = off. Transform its orientation to 97, -90, 90 and its position to -6.5, 5, 51.

- Select All and Slice, then select PARTS and Ungroup it. Delete everything except the flat wedge with a round indentation at the short end. This is the prototype for a single gear tooth.

- If you zoom in on the indentation in the Front view, you'll see some duplicate points. Let's clean them up. Multi-select the two points around X = -9.5, Z = 47 and Join them into a single point. Do the same with the three other pairs of almost-identical points. (Remember to click the mouse into empty space, without the Shift key, between selections to clear all selections, or else you'll be joining each pair of points to the previously-selected points) You should be left with an object with 9 points, 15 edges, and 7 faces.

- Select the object and position its AXIS ONLY to 0, 0, 0. Enter the Replicate requester, with length = 0.0001, copies = 23, and angle = (one full rotation minus 1/24th) 345 degrees.

- In replicating the object, we have created pairs of points at the outer edge of each copy, which should again be joined. You'll find 24 such pairs at X = 0, Z = 50; X = 13, Y = 48.25; and so on. Each pair of points should be joined. There's also a group of duplicate points at the object center; don't forget them! When the object is cleaned up, it should have 169 points. You now have a flat gear.

- Extrude the object 3 units in Y. If you do a quickrender at this point, the gear will look funny, because we haven't defined any sharp edges. By default, Imagine objects have Phong shading, and all edges are soft. To define hard edges, pick the object and enter Pick Edges mode. Under the Pick/Select menu, you'll find the mighty Edge Filter. Apply it with its defaults, and see all edges that deviate from each other by more than 60 degrees automatically get picked!

If you see any picked edges in the Top or Side view, (set Zoom to 16 for a better look) then the Edge Filter was too stringent. Click in empty space to deselect the edges, and try the Edge Filter again with a higher Min. Angle value. Your goal is to select all perimeter edges, as seen in the Front view, but none of the edges which are parallel to the Y axis. When that's done, Make Sharp will tell Imagine that it shouldn't use smooth Phong shading across these edges.

- Now, let's give our object some attributes. Change its name to GEAR, color to 64, 64, 64, reflect to 64, 64, 64, specular to 255, 255, 255, hardness to 200, 200, 200. Finally, to get that metal look, you must add a reflection brush, either to the object, or in the Action editor as an environment map. (Globals actor bar) Just paint some irregular oval shapes in white over a black background, outlined with darker and darker shades of grey.

Some of the key points in this tutorial: looking out for duplicate points, which can cause rendering problems, and correctly specifying sharp edges. Class dismissed.

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## 1.82 MSG-79 Subject: Morphing

Subject: Morphing  
Date: Thursday, 04 May 1995 00:10:59  
From: Charles Blaquiere <blaq@io.org>

---

> From: Marty Nussbaum <martyn@asu.edu>  
>  
> Got a quick question. I am trying to morph a small sphere,  
> radius 50 units, into a large sphere, 300 units. When I do a wireframe  
> view of the animation the sphere acts like a balloon. What I mean is that  
> the small sphere expands to about 175 units then back to its original  
> size.

You may have fallen victim to the common affliction known as "spline sickness", where Imagine, rather than take a simple path from A to B, makes a wild curve to one side. (I'm talking about a path in the widest sense possible: not a spatial path, but just the act of morphing a value from A to B) Try activating the "discontinuous knot" button, to warn Imagine that it shouldn't attempt to smooth this morph segment with the next, since there is no next segment. (Does that make sense?)

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## 1.83 MSG-80 Subject: Morphing...

Subject: Morphing...  
Date: Thursday, 04 May 1995 00:16:29  
From: Charles Blaquiere <blaq@io.org>

---

> From: FERNANDO PENA D'ANDREA <DANDREA@aton.inf.ufrgs.br>

---

>  
> About morphing, how I can determine what will move to a wanted  
> position? When I make my morphing object it morphs to the other with  
> unwanted results. How to fix?

As you know, to morph between objects, each object must have the same structure: same number of points/edges/faces, edges/faces connecting the same points. If your object has, say, 1000 points, Imagine will simply morph the location of point 1 in object A with point 1 in object B; point 2 with point 2; and so on.

To see how the points are numbered, enter Pick Points mode and press RightAmiga-N (for Next). The first point will be highlighted. Every time you press RightAmiga-N, the next point will be shown.

To prevent unwanted results, you should morph between similarly-shaped objects, and try to preserve the points' relationship. For example, you could morph between a building and a pencil, but you should not move the points so that the bottom of the building becomes the eraser at the top of the pencil; you should use the \_top\_ points of the building to do that.

I realize this is a very basic answer, but my intuition tells me yours is a very basic situation.

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## 1.84 MSG-81 Subject: Re: Morphing...

Subject: Re: Morphing...  
Date: Thursday, 04 May 1995 00:21:01  
From: Charles Blaquiere <blaq@io.org>

---

> From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>  
>  
> But, is it possible to make the 'chin' points where the 'nose' where,  
> and only move the axis down (Shift-M, Shift-Z) and drag down the axis?  
>  
> Or, leave axis at same place, in Actin editor, add a new position bar,  
> for 2nd object (chin') and change Z value to new position?

The axis is the reference point for all XYZ positions related to an object. (Its points, textures, brushes) As such, moving the axis when creating multiple objects for morphs (or multiple states) is pointless. (No pun intended) You should always leave the axis at the same position. To move the axis, you must move the object in the Stage or Action editor.

---

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## 1.85 MSG-82 Subject: Re: Double your RAM!!!

Subject: Re: Double your RAM!!!  
Date: Thursday, 04 May 1995 00:22:03  
From: Falko@aol.com

-----  
>But it worked. (Halving everything except graphic size, of  
>course. I want to see someone crunch graphics down to half their size  
>without losing).

Mike,

In the PC world there is a company called Iterated Systems that uses fractal algorithms to achieve as much as 200:1 compression ratios. I can't remember the name of the product, but it is supposed to be as near to lossless as makes no difference in the 2-4:1 area. In the neighborhood of 20-100:1 it is supposed retain much better image quality than jpeg at any level.

Falko

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## 1.86 MSG-83 Subject: Object speed

Subject: Object speed  
Date: Thursday, 04 May 1995 00:37:34  
From: Charles Blaquiere <blaq@io.org>

-----  
> From: Paul Rance <paul@rance.demon.co.uk>  
>  
> Is there away to vary and object's speed a number of times  
> along a path in v3.2?

Boy, I can't believe that nobody has responded to you in a month. B^(

The answer is no. Using acceleration/decceleration, or using spline velocity, you only have control over the beginning and ending behaviour. You'll need to separate your path in segments, and define multiple

---

"follow path" bars in the Action editor.

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## 1.87 MSG-84 Subject: How to make a lake on PC?

Subject: How to make a lake on PC?

Date: Thursday, 04 May 1995 00:42:48

From: Dave Wilson <dvwilson@tibalt.supernet.ab.ca>

---

I'm trying to make my own MYST Island but I'm having a b\*tch of a time making even half decent looking water. I just moved to a DX4/100 from an Amiga 3000 where I guess I took things a little for granted. I've tried Waves and I've tried disturbed but they aren't giving me the results I'm after. Any help would be great, Thanks.

\

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## 1.88 MSG-85 Subject: PC 2 Amiga redux...

Subject: PC 2 Amiga redux...

Date: Thursday, 04 May 1995 00:52:54

From: Charles Blaquiere <blaq@io.org>

---

The March 1994 Amiga World had an article on Amiga networking. One option would be to use Oxxi's Amiga Client Software to turn your Amiga into a Netware client. You can also ask Dale Larson about his book on Amiga networking; his e-mail address is dale@iam.com, or use the World-Wide Web: <http://www.iam.com>

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## 1.89 MSG-86 Subject: Rayman/Renderman?

Subject: Rayman/Renderman?  
Date: Thursday, 04 May 1995 01:03:13  
From: Charles Blaquiere <blaq@io.org>

-----  
> From: yrod@ozemail.com.au

>

> I have herd of a programme on the PC called Renderman or Rayman?

Renderman is a powerful, but slow, rendering engine. Note that it only renders; you have to model objects and set up scenes in other programs.

> If this programme is specifically for rendering and can out-gun Ami  
> Imagine or PC Imagine then I will consider puchasing a PC.

Why not do a cross-platform upgrade to Imagine/PC, and continue using the powerful program you know and love? That's what I'll be doing: Imagine modeling/rendering on the PC, and Imagemaster/ARexx post-processing on the Amiga.

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## 1.90 MSG-87 Subject: Re: OBJECTS.

Subject: Re: OBJECTS.  
Date: Thursday, 04 May 1995 01:15:12  
From: jgoldman@acs.bu.edu

-----  
>

> Well, some people asked me by the objects which I put the list on  
> our dear IML. So, I decided to send an object each time directly to  
> IML, so anyone who wants will be free to pick them and extract. The  
> objects will start to appear in IML compacted by LHa, with the  
> subject:

Please do *\*not\** start posting uuencoded files to the IML. I really don't want to come off as some sort of idiot, but this type of thing is the last thing my E-Mail account needs.

Don't feel singled out, it wasn't my intention. I usually don't complain about things on the IML because we go through stages. I'm usually sure that anything I have a problem with will go away in due time (usually short), so I just wait in silence, but if something were to start occuring regularly, specifically the uuencoding of files, I would have to register my

---

objections. And I am...

As an alternative, could these objects be mailed to individuals, or to FTP sites, or individuals willing to upload them to FTP sites, etc??

Much as I would love to see the work of others, I would rather have the option of choosing the method in which I receive the material, as some systems simply can't handle the traffic.

Thanks...

Jeff-->

E-Mail: jgoldman@acs.bu.edu

Thread 578

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## 1.91 MSG-88 Subject: Star Trek - Generations

Subject: Star Trek - Generations

Date: Thursday, 04 May 1995 01:22:25

From: Charles Blaquiere <blaq@io.org>

---

> From: Andrew <philcomp@singnet.com.sg>  
>  
> Anyone see the latest Star Trek movie? In it, there is this cosmic thing  
> called the Energy Ribbon (??). I believe that was generated on a Silicon  
> Graphics machine. Any idea how it can be done on Imagine?

I would model a ribbon and add a noise texture to affect the filter parameter. This way, the center of the ribbon would be visible, trailing off into invisibility at the edges. I would then add a bunch of states, with the texture locked to the default state, and deform the ribbon in each state. I would also change the texture seed or time parameter over time.

Anybody have another approach?

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## 1.92 MSG-89 Subject: Re: Double your RAM!!!

Subject: Re: Double your RAM!!!

Date: Thursday, 04 May 1995 01:30:37

---

From: Falko@aol.com

---

Steve,

I have no idea yet. I work for a PC reseller and have access to distributors and one that we deal with was mentioned as a source for Soft RAM. As it is I don't think they are taking pre-orders, but I will check and post to the IML with this threads subject line.

Falko

Thread 103

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### 1.93 MSG-90 Subject: TextureStudio and Bricks.itx and Dots.itx

Subject: TextureStudio and Bricks.itx and Dots.itx

Date: Thursday, 04 May 1995 01:42:45

From: Charles Blaquiere <blaq@io.org>

---

> From: Andrew Dean <adean@eleceng.ucl.ac.uk>

>

> It is documented in the manual that neither Bricks.itx or Dots.itx  
> work with TextureStudio (Bricks doesn't do anything, Dots draws quarter  
> dots). We don't currently know why this is, they may still have remenants  
> of their Imagine2 origins.

Perhaps it's because TextureStudio maps textures onto a plane located at 0, 0, 0? (Conjecture -- I haven't even seen the program) At the wrong location/orientation, textures such as Bricks will show grout only, since the plane intersects the brick wall between layers of bricks; similarly, Dots may show no dots, if the spheres are small enough that they don't touch, and the plane intersects the texture between layers of dots.

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### 1.94 MSG-91 Subject: Transparent or Genlock

---



Subject: Transparent or Genlock  
Date: Thursday, 04 May 1995 01:52:49  
From: Charles Blaquiere <blaq@io.org>

---

> From: MCADOO <MCADOO@edinboro.edu>  
>  
> What attribute color should I use to allow a video tape playing in the  
> background to be seen? I've used 0,0,0 with no luck. This is with Imagine  
> 3.0. Dpaint 0,0,0 give me no problem.

The `_color_` of the background is irrelevant. What matters is the `_palette position_`. Color zero is removed by genlocks and replaced by the incoming video signal, regardless what color zero is. (Try it: load DPaint and scribble something on the screen. Activate your genlock, and play with the palette requester. You'll see that no matter what value you give color zero, the genlocks works the same)

Imagine used to have a "Use genlock" button to force it to render the background as color zero (and prevent it from using color zero for objects, of course), but that was removed in versions 3.0 and above. The reason is that Imagine will soon offer alpha channel capability, so Impulse removed genlock functionality. Unfortunately, bugs appeared in the alpha channel, so we won't be able to render genlockable images directly from Imagine for a while. (instant definition: an alpha channel is a 256-color greyscale foreground/background mask which supports anti-aliased object edges, plus semi-transparency. It doesn't work with standard, "color-zero" genlocks, but will do wonders for Opalvision users)

You can use an image processing program, such as Imagemaster R/t, ImageFX, or ADPro, to remap the palette so whatever color was used in your Imagine background will occupy palette position zero.

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## 1.95 MSG-92 Subject: Binaries to the IML

Subject: Binaries to the IML  
Date: Thursday, 04 May 1995 01:59:18  
From: jkee@omni.voicenet.com

---

I would appreciate if we didn't post binaries to the Imagine mailing list, as I have to pay for the time I use to download

---

email and it's upsetting to have to pay for things I didn't request. If possible, could those wishing to post binaries, ask for email requesting it and send it just to those individuals?

Thanks....

Jon  
Commish CFL95

jkee@omni.voicenet.com

---

CFL95 Web Page URL <http://www.voicenet.com/voicenet/homepages/jkee/cfl.html>

---

Date and Time originated 05/04/95 00:59:18

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## 1.96 MSG-93 Subject: Wine

Subject: Wine

Date: Thursday, 04 May 1995 02:03:05

From: Charles Blaquiere <blaq@io.org>

---

> From: cjo@esrange.ssc.se

>

> If you take a fluid like brandy or wine and pour it in a glas (what the  
> h\*ll, drink it directly from the bottle if you like) you will see "more  
> colour" in the middle of the glas than you do at the edges simply because  
> the light has to travel through more fluid in the middle.

> I want my fluid-objects to behave the same way!!

> Using fog is not a good idea since fog can't reflect or have hardness.

I would enclose the fog liquid in a glass-like "skin" object; this object would show the hard specular highlights and reflections you're after.

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## 1.97 MSG-94 Subject: Re: Iterated Systems

Subject: Re: Iterated Systems

Date: Thursday, 04 May 1995 02:58:24

---

From: IanSmith@moose.erie.net (Ian M. Smith)

---

On the IML dalamar@MIT.EDU (Craig Andera) wrote:  
> The big thing, of course, is the price tag. I didn't look into it too  
> deeply, but they have several different products which \*start\* at  
> around \$700. Out of my price range. Maybe I'll take a look into  
> writing my own stuff over the summer: I'll have all this free time  
> and a couple of degrees in EECS I'm not using...

I wouldn't work too hard on it.. Iterated Systems has patents on the idea of fractal encryption and charges a HUGE amount for the honor of using \*their\* property. They would probably sue anyone who had the nerve to use any ideas that they own. You just HAVE to love the US patent system... bleah!

--

Ian M. Smith <IanSmith@moose.erie.net>

Home Page - <http://moose.erie.net/~iansmith> (PGP Key and Imagine info)

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## 1.98 MSG-95 Subject: Re: Tutorials! we need more of them

Subject: Re: Tutorials! we need more of them

Date: Thursday, 04 May 1995 03:31:26

From: rbyrne@3dform.edex.edu.au (Robert Byrne)

---

Hello Steve, in <9505031713.AA08762@email.sp.paramax.com>  
on May 3 you wrote:

> Imagine Tutorials!  
> We need more of them!  
>  
> Here is my suggestion, please comment and tell me what you think!  
> I'd like to see more tutorials about Imagine on this list so I  
> thought to myself how do we encourage people to contribute!  
> Prizes? Money? Fame? Thanks from other Imagineers? The one that  
> would be easiest and get more response would be more tutorials in  
> return. I am suggesting that we keep a growing list of tutorials  
> offline available ONLY to those who contribute a tutorial about  
> a feature in IMAGINE. This would encourage people to write a tutorial  
> about IMAGINE, and they would be rewarded with a compilation of  
> tutorials to date and future editions.  
> What about beginners you ask? How does a beginner how doesn't

> know anything about IMAGINE, write something about IMAGINE? Well,  
> there are examples in the manual that could definately use some cleaning  
> up and commenting about, or there have been tutorials posted on this  
> list that can be expanded and cleaned up.  
> If you are willing to write a tutorial about IMAGINE, please  
> email me privately, or if you have suggestions or comments about  
> this idea please post to this list.  
> THanks!  
> Steve McLaughlin  
> stevemcl@vnet.ibm.com

Sounds like the beginning of another Dare To Imagine book. I've never thought anyone needed encouragement to write tutorials on Imagine features. It's done in the spirit of the IML - help a fellow user, share ideas and experiences. I'd be happy to write a tutorial, but only to share it with EVERYONE. Seems to me the whole idea of passing on information is to inform those who don't have it. That's what the InterNet is about.

We've seen one division arise with the IBM<->Amiga debate, this could start another one The Experienced<->The Inexperienced.

Sorry if I sound completely negative, but you did ask.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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## 1.99 MSG-96 Subject: Re: Wine

Subject: Re: Wine  
Date: Thursday, 04 May 1995 08:32:20  
From: cjo@esrange.ssc.se

-----  
Doug Kelly wrote;

>Just FYI, if you have access to the CD-ROM version of Photoshop v.2.5.1  
>there is a very nice JPEG of a glass of red wine against a white  
>background, at high enough resolution that you can examine the meniscus  
>and other reflection/refraction phenomena very closely.  
>The file is #99 in the hi-res directory.

Erhh, I don't have a CD-ROM. I don't even have a PC or Photoshop.  
Do you know if this image is accessible from somewhere else?  
Is it copyrighted? Or could you upload it somewhere public where I could get  
it or even email it to me directly?

---

---

	Conny Joensson		Swedish Space Corp. Estrange	
	Kiruna		Satellite operations - Telecom Div.	
	Sweden		cjo@estrangle.ssc.se	

---

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### 1.100 MSG-97 Subject: Re: Glass texture

Subject: Re: Glass texture  
Date: Thursday, 04 May 1995 08:32:22  
From: cjo@estrangle.ssc.se

---

Bob Byrne wrote;

>I just did a test render (full trace) of Milan Polle's Glass texture and  
>got a slight flaw in the object. There are about four faces around the  
>equator of the sphere that are black.  
>Has anyone had similar results.

Sorry, haven't had the time to use these textures yet, but I do have a  
little question: The faces that are black (or white as you mentioned in a  
later posting), are they around the equator (as you say they are) or are  
they the faces that are (more or less) orthogonal to the camera view point?

From what I understand Milan has used this angle as one of the parameters to  
his texture.

---

	Conny Joensson		Swedish Space Corp. Estrange	
	Kiruna		Satellite operations - Telecom Div.	
	Sweden		cjo@estrangle.ssc.se	

---

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### 1.101 MSG-98 Subject: Sorry Could Not Find Subject!

Date: Thursday, 04 May 1995 09:07:33  
From: dave <@post.demon.co.uk:dave@darhodes.demon.co.uk>

---

---

> <sigh>.  
From: dave@darhodes.demon.co.uk (Dave Rhodes)

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## 1.102 MSG-99 Subject: Re: Imagine Documentation

Subject: Re: Imagine Documentation  
Date: Thursday, 04 May 1995 09:43:03  
From: digitist@lava.ivg.com

---

> Date: Wed, 3 May 1995 21:11:08 -0400 (EDT)  
> From: Charles Blaquiere <blaq@io.org>  
> To: imagine@email.sp.paramax.com  
> Subject: Re: Imagine Documentation

> If you want documentation, you could download the IML archives. They're  
> free. Or, you could buy books such as "The Imagine companion", by David  
> Duberman, or "3D Modeling lab", by Philip Shaddock.  
>

Could anyone be so polite to give the ISBN-number of "The Imagine  
Companion" book, so i can order it over here in the Netherlands

Cu A3

---

Real life : Adri Mathlener  
E-Mail : digitist@ivg.com

---

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## 1.103 MSG-100 Subject: Copy Protection

Subject: Copy Protection  
Date: Thursday, 04 May 1995 10:15:20  
From: epajjy@epa.ericsson.se (John Yiannis - T/HY)

---

---

I'm looking at PC versions of Imagine, Lightwave and Animation Master. Do any of these have some form of copy protection? I've seen the word dongle mentioned in some mail. If I had 2 or more programs would I have to have a dongle on top of a dongle on top of a dongle ... ? Will this work ?

If there must (but preferably not) be some form of copy protection why not try the method used by some PC-CD ROM games. All they require is that the CD be in the drive. They then just check for the presence of the CD in the drive before they will start. I dont find this form of copy protction too intrusive and must be much cheaper than a dongle.

What do others think?

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### 1.104 MSG-101 Subject: Re: Neon?

Subject: Re: Neon?  
Date: Thursday, 04 May 1995 10:52:10  
From: sauvp@citi.doc.ca (Patrick Sauvageau)

---

>How do you make a Neon light? I have been playing around with  
>FOG, Bright, and Haze, but to little avail.

I create the "glow" around lightsource by using a second object, larger than the light itself. This object is a fog object with the ghost texture. It's color should be less saturated (ie: more white) than the lightsource. It work well when the fog object is a sphere. Of course, the fog object should be larger than the light source itself. I generally make the light source "bright", with sometime a "radial" texture to fade it's color from it's natural color in the edge to bright white-blue in the centre.

I have read that in Star Trek-Deep Space Nine, they make all the tiny windows appears bright by using a 2 pass method. First, they film the space station in normal lighting condition, then they re-film the exact same scene without any lighting, so only the internal (windows) ligh of the space station model appears. They then re-compose the 2 films. To achieve the "glow" around light source, they use a slightly out-of-focus lens on the second film.

This technic may be used in Imagine. render each image 2 times, one with and one without lighting. Only the "bright" object will appears on the second image. Use an image manipulation program to blur the second image and compose the two. This way, the "bright" object will appears slightly blurred.

Sory for the bad english...

---

Good luck

-----

Patrick Sauvageau  
(sauvp@citi.doc.ca)

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## 1.105 MSG-102 Subject: Re: Wine

Subject: Re: Wine  
Date: Thursday, 04 May 1995 11:35:00  
From: Kelly Computer Consultants <kcc@wariat.org>

-----  
On Thu, 4 May 1995 cjo@esrange.ssc.se wrote:  
> Erhh, I don't have a CD-ROM. I don't even have a PC or Photoshop.  
> Do you know if this image is accessible from somewhere else?  
> Is it copyrighted? Or could you upload it somewhere public where I could get  
> it or even email it to me directly?

It's over 1Mb even in JPEG compression, and I don't know what the copyright on it is. I think your best bet is to find somebody nearby who uses Photoshop, and ask to look at it there.

Other than that, I dunno. Any other suggestions?

Doug Kelly

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## 1.106 MSG-103 Subject: Duh! (was Re:Imagine for WindowsII)

Subject: Duh! (was Re:Imagine for WindowsII)  
Date: Thursday, 04 May 1995 12:09:37  
From: gregory denby <gdenby@twain.helios.nd.edu>

-----  
I wrote:"Some of my wishes...point editing in new mode..."  
and Dave Rhodes responded "You can edit points in new mode...  
make sure that you haven't got any of the buttons in the

---



perspective window selected..."

Oh duh, again. I must have missed a line in the manual, or something. This will really help.

The reason I follow up on this is as an encouragement to new users. I've spent at least 2 hours a day on Imagine for years now, and still stumble on features and tricks. So keep workin' at it, post questions here, etc, and your skills will really sharpen.

Thanks again Dave,  
Greg Denby  
gdenby@darwin.cc.nd.edu

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## 1.107 MSG-104 Subject: Suggestion for a project

Subject: Suggestion for a project  
Date: Thursday, 04 May 1995 12:21:05  
From: gregory denby <gdenby@twain.helios.nd.edu>

---

I'll bet a lot of you have become tired of Imagine's opening screen, and have made your own. I realize that some new feature of Imagine is featured in the opening screen, such as logo extrusion, so it's unlikely that someone might come up with a fitting title for a new release of the program. However, I've often thought that it might be an interesting project/competition for the list. Perhaps the powers that be could award a free upgrade to the winner(hint hint to anyone who might be listening.)

Looking to the furture, when everyone has big, fast machines, how about an opening anim, small of course?

For what it's worth, my current screen is a slightly extruded IMAGINE piercing a black plane, with an open field with wispy clouds floating in the sunlit sky seen through the letter's cutout. What've you folks done?

Greg Denby  
gdenby@darwin.cc.nd.edu

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### 1.108 MSG-105 Subject: Re: Neon?

Subject: Re: Neon?  
Date: Thursday, 04 May 1995 12:53:56  
From: Mike McCool <mikemcoo@efn.org>

---

Hey Perry, et al,

In aminet/pix/imagi, there's a pic called NeonCool. Check and see if this is the sort of neon tubes you have in mind. I'll be glad to share whatever tips I can with you, privately or in broad daylight.

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### 1.109 MSG-106 Subject: Sorry Could Not Find Subject!

Date: Thursday, 04 May 1995 13:50:51  
From: voc0137@comune.bologna.it

---

>I have herd of a programme on the PC called Renderman or Rayman?  
>Does anyone know anything about this programme. I am considering getting

There is a 3D-studio IPAS routine (shareware) that is called RAYMAN, and it does raytracing for you in 3D-studio. I haven't got it personally, 'cause I couldn't find anywhere... If anyone knows something about this module, feel free to contact me...

Isn't renderman the PIXAR standard for describing and rendering 3D models? Does it exist on the PC too? I thought that was only for high end guys...

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### 1.110 MSG-107 Subject: Re: Your mail

---

Subject: Re: Your mail  
Date: Thursday, 04 May 1995 14:07:15  
From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

---

> Isn't renderman the PIXAR standard for describing and rendering 3D models?  
> Does it exist on the PC too? I thought that was only for high end guys...

Yes, it does. It's included with Macromedia Macromodel and will soon be supported by other packages.

Andrey

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### 1.111 MSG-108 Subject: Re: Imagine Documentation

Subject: Re: Imagine Documentation  
Date: Thursday, 04 May 1995 14:33:44  
From: SGiff68285@aol.com

---

>>To me, "LE" ("Light Editions" of software) are ancillary give-aways usually accompanying a hardware purchase that enhance the "out-of-box" experience, and I resent any company that makes a marketing decision to attempt to use these editions of their software as a separate profit line.<<

Bottom line, no one forces you to buy a light edition or a older version with unsupported documentation from a book. If you want to pay a lot more for a program that does a lot less there are plenty of programs out there that are overpriced. Imagine is not one of them and has consistently sold for a reasonable amount. If you don't like it then buy the full product and stop bitching.

Stephen G.

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### 1.112 MSG-109 Subject: IMAGINE

---



From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

-----  
Metaballs is a modelling technique (similar to drops of liquid that the user can stretch, enlarge and join with other metaball objects to form naturally curving surfaces. Its a modelling technique used to create life like organic models...Is this Imagine 4.0/metaballs rumor well founded?...George

\_\_\_\_\_ Reply Separator \_\_\_\_\_

Somebody recently mentioned that Metaballs might be included in Imagine 4.0. I have heard of them before, but I have no idea what they do. Would somebody please enlighten me?

Rick

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### 1.115 MSG-112 Subject: Re: Rayman/Renderman?

Subject: Re: Rayman/Renderman?

Date: Thursday, 04 May 1995 15:15:18

From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

-----  
> From: yrod@ozemail.com.au

>

> I have herd of a programme on the PC called Renderman or Rayman?

Renderman is a standardized software specification for describing 3D scenes. It describes everything the computer needs to know to simulate a 3D environment (ie. objects, lightsources, camera specifics, global characteristics...). Once the 3D scene is in the Renderman (RIB) file format, the image or animation can be rendered via any Renderman engine which are available on the Mac, PC and Silicon Graphics platforms...George



>I'm trying to make my own MYST Island but I'm having a b\*tch of a time  
>making even half decent looking water. I just moved to a DX4/100 from an  
>Amiga 3000 where I guess I took things a little for granted. I've tried  
>Waves and I've tried disturbed but they aren't giving me the results I'm  
>after. Any help would be great, Thanks.

A recipe for a lake...hmmm...lets see:

Start with a plane or ground object. Add the following attributes:

```
color 43,43,103
reflect 68,68,68
filter 73,73,112
specularity 163, 163, 163
hardness 150
roughness 0
shininess 0
index of refraction 1.33
```

Next, add the Imagine wave texture (to get the rhythmic swell/peak/trough effect). Then add an altitude brush map (flat x, flat z, repeat) to provide the

small scale random rippling effect. My brush map consists of 640x480 randomly scattered pixels (16 shades of gray). The pic has that black and white "TV static" look. Adjust the brush map axis, as necessary, to obtain the desired appearance.

Position the primary light source in front of the camera position to obtain specular highlights.

Render until done!!!...Good luck...George

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## 1.118 MSG-115 Subject: Font Objects in 2.0

Subject: Font Objects in 2.0  
Date: Thursday, 04 May 1995 15:29:00  
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

---

-> From: Richard Heidebrecht <rheidebr@freenet.niagara.com>-> How do you creat f  
ont objects (Imagine 2.0, PC)? I know this is a= si-> question that I could fig  
ure out on my own by thumbing through the-> manual, but I got my copy of Imagine  
2.0 with 3D Modeling Lab, so =I d-> have the manual. Any help would be greatly  
appreciated, as it's f=or-> assignment due relatively soon and Iv'e been playin  
g around with i=t-> trying to get it to work but have had no luck as of yet.If I  
remember right, you need the .pfb files for Adobe Type Fonts(Postscript) in a d  
irectory called PSFONTS. You also need, from thePreferences screen, to point to

---





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## 1.120 MSG-117 Subject: Re: Tutorials! we need more of them

Subject: Re: Tutorials! we need more of them  
Date: Thursday, 04 May 1995 15:43:15  
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

-----  
Imagine Tutorials!  
We need more of them!

>Here is my suggestion, please comment and tell me what you  
>think! I'd like to see more tutorials about Imagine on this list  
>so I thought to myself how do we encourage people to contribute!  
>Prizes? Money? Fame? Thanks from other Imagineers? The one  
>that would be easiest and get more response would be more  
>tutorials in return. I am suggesting that we keep a growing  
>list of tutorials offline available ONLY to those who contribute  
>a tutorial about  
>a feature in IMAGINE. This would encourage people to write a tutorial  
>about IMAGINE, and they would be rewarded with a compilation of  
>tutorials to date and future editions.

I've been following the IML posts for short while and have picked up a numbe of  
useful tips. I believe more structured tutorials would be of great benefit.  
Some general thoughts/suggestions regarding your proposal (IMHO):  
1) Don't make it a firm requirement to submit a tutorial prior to gaining  
access to the tutorial compilation (lets keep the IML an open forum). Instead,  
encourage those who find the tutorials useful to give back to the Imagine  
community.  
2) Suggest that a standardized format be adopted (as the compilation grows,  
it remains somewhat coherent)  
3) Solicit topics from the IML population and prioritize  
4) Route draft tutorials through some of the power users out there (comments,  
accuracy and enhancements...) before making it available to the IML.  
Anyway just some thoughts...I'd be glad to assist...George

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## 1.121 MSG-118 Subject: Imagine 3.0 Fonts (fwd)

Subject: Imagine 3.0 Fonts (fwd)  
Date: Thursday, 04 May 1995 16:18:29

---

From: Roger Straub <straub@csn.org>

---

----- Forwarded message -----

For either version, you can use PostScript fonts, available throughout the Internet, in shareware, or on CD-ROMs, which I use, containing about 2000 of the suckers. Go into the Spline Editor and choose Load Font from the menu. Go to the directory where all your PS fonts are located. Double-click on ANY file, and your list of fonts will appear in the window. Choose one, type in a line of text, and viola! You have a spline object!! Choose Add Points from the menu, decide on how you want your object beveled, and click on OK. Viola! You have a 3D mesh object!! Choose Save Points and save it. Now you can import it into Detail so you can add surface attributes. Happy rendering!!

See ya,  
Roger

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## 1.122 MSG-119 Subject: Re: How to make a lake on PC?

Subject: Re: How to make a lake on PC?

Date: Thursday, 04 May 1995 18:23:00  
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

---

> I'm trying to make my own MYST Island but I'm having a b\*tch of a time  
> making even half decent looking water. I just moved to a DX4/100 from an  
> Amiga 3000 where I guess I took things a little for granted. I've tried  
> Waves and I've tried disturbed but they aren't giving me the results I'm  
> after. Any help would be great, Thanks.  
> \  
>

Hard to tell without knowing what results you're looking for, but you might try putting a little crumpled on top of the waves. Also choose your global brush carefully and use a little reflection.

Michael

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### 1.123 MSG-120 Subject: Re: Star Trek - Generations

Subject: Re: Star Trek - Generations  
Date: Thursday, 04 May 1995 19:05:36  
From: fredster@cyberport.net (Fred Aderhold)

-----  
>I would model a ribbon and add a noise texture to affect the filter  
>parameter. This way, the center of the ribbon would be visible, trailing  
>off into invisibility at the edges. I would then add a bunch of states,

Could you Charles, please explain to us newbies (well, me anyway) how to add a noise texture to affect the filter?

-----  
Fred Aderhold  
fredster@cyberport.net

Relax, it's all just 1's and 0's

-----  
Thread 199

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### 1.124 MSG-121 Subject: Re: Double your RAM!!!

Subject: Re: Double your RAM!!!  
Date: Thursday, 04 May 1995 19:59:16  
From: Ian Smith <iansmith@moose.erie.net>

-----  
On Thu, 4 May 1995, Lawson Gold wrote:

> There is a mathematician working on a new form of JPEG compression which will  
> compress a 4MB 24-bit picture down to 6K with no visible loss of quality. this

> is not vapourware; He is one of only four people in the world who can understand

> the maths involved, & he employs the other three. In it's beta version it  
> decompresses at the same speed as JPEG does now.

I heard about this guy.. pretty cool. Unfortunately the release date got

---



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## 1.126 MSG-123 Subject: Re: Double your RAM!!!

Subject: Re: Double your RAM!!!  
Date: Thursday, 04 May 1995 21:22:00  
From: danger@cts.com (Dan Gervais)

-----  
>  
>Mike,  
>  
>In the PC world there is a company called Iterated Systems that uses fractal  
>algorithms to achieve as much as 200:1 compression ratios. I can't remember  
>the name of the product, but it is supposed to be as near to lossless as  
>makes no difference in the 2-4:1 area. In the neighborhood of 20-100:1 it is  
>supposed retain much better image quality than jpeg at any level.  
>  
>Falko  
>  
I use Iterateds Fractal compression (images incorporated et. al.) and its  
amazing but thats not the only kid on the block for great image compression.  
If anyone cares to know more email me and I can tell you more. I am not  
selling anything here I just have been using a lot of compression  
techniques and can help anyone out who might be interested.  
Dan

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## 1.127 MSG-124 Subject: Re: Double your RAM!!!

Subject: Re: Double your RAM!!!  
Date: Thursday, 04 May 1995 21:34:32  
From: Lawson Gold <lawson@lawson.demon.co.uk>

-----  
There is a mathematician working on a new form of JPEG compression which will  
compress a 4MB 24-bit picture down to 6K with no visible loss of quality. this  
is not vapourware; He is one of only four people in the world who can understand  
the maths involved, & he employs the other three. In it's beta version it  
decompresses at the same speed as JPEG does now.

He is also apparently going to revamp the MPEG format to give vastly superior

---

compression rates...watch this space!

I have this information from one of the head honchos at Almathera.

--

~=====  
Lawson Gold - lawson@lawson.demon.co.uk (Demon Account)  
Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063  
-- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

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## 1.128 MSG-125 Subject: A500Prob

Subject: A500Prob  
Date: Thursday, 04 May 1995 22:09:46  
From: Darren Priestnall <darren@hanger.demon.co.uk>

-----  
Sorry for sending this to the list but I wiped the message asking for help regarding a A500 with 2.5meg of ram while tidying up my drive....OOPS.

A friend had the same problem with a A500 with 2.5Meg but I got it running by changing the startup-sequence to load Imagine first before workbench.

This worked fine though the software ran a bit slow using the A500's 68000 so if possible.....upgrade :)

Call me if you need more help..

--

~=====  
Darren Priestnall - darren@hanger.demon.co.uk (PandGImaging)  
Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063  
-- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

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## 1.129 MSG-126 Subject: Cool coolfir effect

---

Subject: Cool coolfir effect  
Date: Thursday, 04 May 1995 22:15:00  
From: gareth.QUALLY@beect.iaccess.za (Gareth Qually)

---

I have been experimenting with the coolfir texture.  
Try this out if you want steam, shafts of light, smoke.

Make a cube and go to the attributes requester.

Make the object color a shade of white.  
The filter values are 125, 125, 125.

Add the coolfir texture.

Color 0, 0, 0.  
Reflect 0, 0, 0.  
Filter 255, 255, 255.  
Noise Magnitude 1.  
Noise Velocity 3.

The texture axis should have the positive part  
of the Z axis slightly smaller than the object.  
Scale the X and Y axis by 2 or 3 from their natural  
state.

You can animate it by rotating around the Z axis or  
moving along the X and Y axis.

Note: if there are a lot of overlapping layers on the  
object, make sure resolve depth (preferences editor)  
is quite high, 9 or so, otherwise you will get black  
areas on the object.

You can render this in scanline. Try it out and tell  
me what you think.

Chow...

gareth.QUALLY@beect.iaccess.za

\* AmyBW v2.11 \*  
....

4 May 95 23:15:47

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**1.130 MSG-127 Subject: Re: Copy Protection**

Subject: Re: Copy Protection  
Date: Thursday, 04 May 1995 22:55:02  
From: vance@netcom.com (Vance Gloster)

-----  
I'm looking at PC versions of Imagine, Lightwave and Animation Master.  
Do any of these have some form of copy protection?  
I've seen the word dongle mentioned in some mail. If I had 2 or more programs  
would I have to have a dongle on top of a dongle on top of a dongle ... ?  
Will this work ?  
If there must (but preferably not) be some form of copy protection why not  
try the method used by some PC-CD ROM games. All they require is that the  
CD be in the drive. They then just check for the presence of the CD in the  
drive before they will start. I dont find this form of copy protction too  
intrusive and must be much cheaper than a dongle.  
What do others think?

Animation Master does use a dongle. I do not use multiple dongles  
myself, but a friend of mine does with no problems. I doubt that you  
could find anyone who likes the dongle, but the CD-ROM solution has  
its own set of problems. When I work with A:M I frequently load  
bitmapped textures from CDs (I use the Pixar and Autodesk texture  
libraries) and I would find needing to exit or reload the A:M CD even  
more intrusive. Also, not all users of A:M have CD-ROM drives at this  
point. But I support your effort to find a viable alternative to the  
dongle!

-Vance Gloster  
vance@netcom.com

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**1.131 MSG-128 Subject: Re: How to make a lake on a PC?**

Subject: Re: How to make a lake on a PC?  
Date: Thursday, 04 May 1995 23:38:14  
From: Broctune@aol.com

-----  
>I'm trying to make my own MYST Island but I'm having a b\*tch of a >time  
>making even half decent looking water. I just moved to a DX4/100 >from an  
>Amiga 3000 where I guess I took things a little for granted. I've tried  
>Waves and I've tried disturbed but they aren't giving me the results >I'm  
>after. Any help would be great, Thanks.  
\



Here is a cool way to make water,

Make the color a dark blue and use Fractal Noise texture and change the colors of this to miscelauneous shades of blue, then you can animate this by making some changes and states and stuff. Fiddle around with it until you get it good.

Another way to make water is to use the crumpled texture.

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### 1.132 MSG-129 Subject: Re: How to make a lake on PC?

Subject: Re: How to make a lake on PC?  
Date: Friday, 05 May 1995 00:01:48  
From: cjo@esrange.ssc.se

---

>I'm trying to make my own MYST Island but I'm having a b\*tch of a time  
>making even half decent looking water. I just moved to a DX4/100 from an  
>Amiga 3000 where I guess I took things a little for granted. I've tried  
>Waves and I've tried disturbed but they aren't giving me the results I'm  
>after. Any help would be great, Thanks.

I have used the Crumpled texture and gotten pretty good results.  
Just don't use too small size values.

You could check out my result on "<http://www.kiruna.se/is/cjo/gallery.html>".

The "only" problem is that "crumpled" takes\_time to render.

---

Conny Joensson	Swedish Space Corp. Estrange	
Kiruna	Satellite operations - Telecom Div.	
Sweden	cjo@esrange.ssc.se	

---

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### 1.133 MSG-130 Subject: Re: Impulse Gazette and Wasted Bandwidth.

---

Subject: Re: Impulse Gazette and Wasted Bandwidth.  
Date: Friday, 05 May 1995 00:07:02  
From: cjo@esrange.ssc.se

-----  
> Maybe we should start the rumour that Impulse writers speak Norwegian, and  
> have Conny jump in! <G,D&R -> grinning, ducking & running>

Pray that we never meet! <growl>  
"Norwegian"! Pff!

;-)

-----  
Conny Joensson	Swedish Space Corp. Esmange
Kiruna	Satellite operations - Telecom Div.
Sweden	cjo@esrange.ssc.se
-----

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### 1.134 MSG-131 Subject: IML DIGEST

Subject: IML DIGEST  
Date: Friday, 05 May 1995 01:32:37  
From: ethsl306@ele.etsmtl.ca

-----  
The quantity of message on IML is very important why can't we  
switch to a DIGEST IML (compilation of all messages mail to IML during the day).

Many people unsubscribe because of this! Sorting the personal mail from IML  
messages is a mess. I'm getting tired of it and many people are also tired  
of this! IML is great but the format is VERY annoying! I don't see why we are  
stuck with this mailing list program. It would be easier to manipulate the  
messages and it would be possible to archive the DIGEST for each month etc.

I'm tired of receiving 30 and more messages per day! I want a DIGEST!  
What about you?

What is the procedure to ask for a change for a DIGEST IML?

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**1.135 MSG-132 Subject: Re: How to make a lake on PC?**

Subject: Re: How to make a lake on PC?  
Date: Friday, 05 May 1995 02:49:54  
From: fredster@cyberport.net (Fred Aderhold)

---

>To: Dave Wilson <dvwilson@tibalt.supernet.ab.ca>  
>From: fredster@cyberport.net (Fred Aderhold)  
>Subject: Re: How to make a lake on PC?  
>  
>>I'm trying to make my own MYST Island but I'm having a b\*tch of a time  
>>making even half decent looking water. I just moved to a DX4/100 from an  
>>Amiga 3000 where I guess I took things a little for granted. I've tried  
>>Waves and I've tried disturbed but they aren't giving me the results I'm  
>>after. Any help would be great, Thanks.  
>>\

>  
>Have you tried the Applique function?  
>  
>First, you need a greyscale picture with smooth transitions between areas  
of light and dark. Something like smooth clouds will give you the idea.  
Then, make a plane with lots of points (100x100 with 25 vertical and  
horizontal sections is good for starters). Pick the plane, select Applique,  
and in the requestor choose Transform Axis. Make the size of the Y axis 10  
to 20 units (the greater the size of Y, the more pronounced the effect).  
>What you get is a plane that has been deformed, based on the colors of the  
picture! With some experimenting, you can get pretty good water shapes.  
>  
>Once you get the hang of it, you can make your own map and have much  
greater control over the end result. High contrast maps make deeper waves,  
blurring the original map gives smoother waves, etc.. With more precise  
control over the map, you can even make a series of "waved planes" that you  
can morf for some pretty cool animating.  
>  
>Good luck!  
>  
>

---

Fred Aderhold  
fredster@cyberport.net

Relax, it's all just 1's and 0's

---

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**1.136 MSG-133 Subject: Re: IML DIGEST**

Subject: Re: IML DIGEST  
Date: Friday, 05 May 1995 02:57:03  
From: "Anime a day..." <b7655@hopi.dtcc.edu>

-----  
On Fri, 5 May 1995 ethsl306@ele.etsmtl.ca wrote:

>  
> The quantity of message on IML is very important why can't we  
> switch to a DIGEST IML (compilation of all messages mail to IML during the day  
> ).  
> Many people unsubscribe because of this! Sorting the personal mail from IML  
> messages is a mess. I'm getting tired of it and many people are also tired  
> of this! IML is great but the format is VERY ennoying! I don't see why we are  
> stuck whith this mailing list program. It would easier to manipulate the  
> messages and it would be possible to archive the DIGEST for each month etc.  
>  
> I'm tired of receiving 30 and more messages per day! I want a DIGEST!  
> What about you?  
>  
> What is the procedure to ask for a change for a DIGEST IML?  
>

There was a lot of talk about doing one in Amiga Guide format. BUt then  
PC users wanted to view it also... there are programs that can take an  
ascii file and make good Amiga Guides out it with a little effort..  
Amazing Computing had a review about such a program... anyway.. an ascii  
file could work for both worlds, but who is willing to do it??? Who has  
the time???

b0nez

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**1.137 MSG-134 Subject: Re: IML DIGEST**

Subject: Re: IML DIGEST  
Date: Friday, 05 May 1995 05:15:02  
From: Ian Smith <iansmith@moose.erie.net>

-----

---



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### 1.139 MSG-136 Subject: Re: Duh! (was Re:Imagine for WindowsII)

Subject: Re: Duh! (was Re:Imagine for WindowsII)  
Date: Friday, 05 May 1995 05:44:56  
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

---

Hello gregory, in <199505041109.GAA20313@twain.helios.nd.edu>  
on May 4 you wrote:

> I wrote:"Some of my wishes...point editing in new mode..."  
> and Dave Rhodes responded "You can edit points in new mode..."  
> make sure that you haven't got any of the buttons in the  
> perspective window selected..."  
>  
> Oh duh, again. I must have missed a line in the manual, or  
> something. This will really help.  
>  
> The reason I follow up on this is as an encouragement to  
> new users. I've spent at least 2 hours a day on Imagine  
> for years now, and still stumble on features and tricks.  
> So keep workin' at it, post questions here, etc, and your  
> skills will really sharpen.

Yeah, it's easy to miss those little tips in the margin too (I think I need glasses). Like extruding points off a cylinder to make tree-like branches or using an object as a path when extruding a two dimensional object like a primitive disk. Great stuff :-)

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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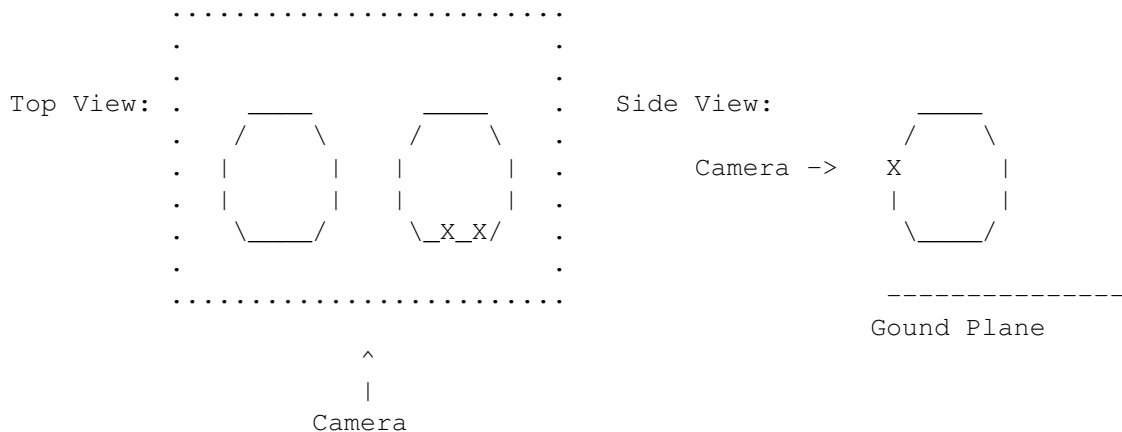
### 1.140 MSG-137 Subject: Re: Glass texture

---

Subject: Re: Glass texture  
 Date: Friday, 05 May 1995 06:16:35  
 From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

-----  
 Hello cjo, in <9505040832.aa05093@unixpc.esrange.ssc.se> on May 4 you wrote:

> Bob Byrne wrote;  
 >  
 > >I just did a test render (full trace) of Milan Polle's Glass texture and  
 > >got a slight flaw in the object. There are about four faces around the  
 > >equator of the sphere that are black.  
 > >Has anyone had similar results.  
 >  
 > Sorry, haven't had the time to use these textures yet, but I do have a  
 > little question: The faces that are black (or white as you mentioned in a  
 > later posting), are they around the equator (as you say they are) or are  
 > they the faces that are (more or less) orthogonal to the camera view point?  
 >  
 > From what I understand Milan has used this angle as one of the parameters to  
 > his texture.



X marks the spot, the sphere on the left did'nt have the texture added to make a comparison. The camera was slightly above the axis of the spheres and angled down to get the ground plane in the background.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
 : Amiga A3000/25 : Ballina, NSW Australia :

**1.141 MSG-138 Subject: Re: Unsubscribe**

Subject: Re: Unsubscribe  
Date: Friday, 05 May 1995 06:49:39  
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

-----  
PCONNELLY wrote:

>  
> The volume is just too heavy.  
>

A lot of the discussion here should be relegated to an appropriate newsgroup, comp.sys.\*.\*

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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**1.142 MSG-139 Subject: More On IML Digest**

Subject: More On IML Digest  
Date: Friday, 05 May 1995 08:14:00  
From: KEN\_ROBERTSON@robelle.com

-----  
I whole-heartedly agree that there should be a digest format. I subscribe to two other lists, and getting one 2000-line message per day is a lot cleaner than getting 50 messages per day. It's also nicer to sit down with a cup of coffee, and read through the entire thing all at once.

I think that the listserve software that the IML is using may not have this capability. Anyone know?

\KenR

-----  
If only I had time to think!  
-----

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**1.143 MSG-140 Subject: Re: Mirroring Objects**

Subject: Re: Mirroring Objects  
Date: Friday, 05 May 1995 08:57:03  
From: RIX JAMES <99rix@lab.cc.wmich.edu>

---

On Sat, 29 Apr 1995, Andrew A Krieg wrote:

> Hello! I've been using Imagine 3.0 since December and have just  
> recently upgraded to 3.2. I think it's a wonderful program. It allows me  
> to do stuff I've always dreamed of doing.

>  
> Anyway, I have a question. I'm am currently working on a human  
> figure. I'm using the forms editor to make the basic shapes which I then  
> combine point to point in the detail editor. I was wondering if there is a  
> way to "mirror" an object so that I would have two objects, one being the  
> reflection of the other. For example, I have a rather complex left hand and  
> I would like to be able to make an identically proportioned right hand  
> without connecting and positioning the points to match the left. If there  
> is a way to do this, please let me know. However, if there is currently no  
> way to do this, I think a "mirror" function would be a wonderful time-saving  
> addition to upcoming versions of Imagine.

>  
> Thank you.

>  
> Andy Krieg  
> kriegaa@nextwork.rose-hulman.edu

>  
>  
Here is a proecure for making a mirror object from another object.

1. Copy your original object.
2. Paste the new object.
3. Select the new object.
4. Using the transform requestor perform a negative (-1) scale to the axis you want to reverse.

Jim

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**1.144 MSG-141 Subject: Inspiration**

Subject: Inspiration  
 Date: Friday, 05 May 1995 09:14:31  
 From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

-----  
 Ever flipped through a magazine and have an exquisite 3D image capture your undivided attention? You admire the color, textures, interplay of light and shadows...each small detail. Your thought patterns transformed...You can think of nothing else but the computer, 3D and Imagine.

I'd like to start a personal "Best of Imagine" image collection (to provide inspiration, motivation and to better my technique). Anybody have any nominations? Please include ftp sites/locations.

Thanks (from a traveler in search of photorealistic enlightenment)

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**1.145 MSG-142 Subject: Re: IML DIGEST**

Subject: Re: IML DIGEST  
 Date: Friday, 05 May 1995 09:41:36  
 From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

-----  
 On Fri, 5 May 1995, Ian Smith wrote:

>  
 > -- My Imagine Home Page - Visit!  
 > IanSmith@moose.erie.net http://moose.erie.net/~iansmith  
 >

^^  
 I have visited briefly. Very nice. But Home Pages in general are pretty neat. Maybe you will include other Imagine users' mpeg anims in the future?

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---

**1.146 MSG-143 Subject: Sorry Could Not Find Subject!**

Date: Friday, 05 May 1995 09:57:08  
 From: Alpie Kasal <eno@amanda.dorsai.org>

-----  
 info request on current Amiga and PC versions. And 3D Digitizer.  
 eno@dorsai.org

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**1.147 MSG-144 Subject: Re: Star Trek - Generations**

Subject: Re: Star Trek - Generations  
 Date: Friday, 05 May 1995 11:24:05  
 From: Dylan Neill <dylann@pcug.org.au>

-----  
 On Thu, 4 May 1995, Charles Blaquiere wrote:

> > From: Andrew <philcomp@singnet.com.sg>  
 > >  
 > > Anyone see the latest Star Trek movie? In it, there is this cosmic thing  
 > > called the Energy Ribbon (??). I believe that was generated on a Silicon  
 > > Graphics machine. Any idea how it can be done on Imagine?  
 >  
 > I would model a ribbon and add a noise texture to affect the filter  
 > parameter. This way, the center of the ribbon would be visible, trailing  
 > off into invisibility at the edges. I would then add a bunch of states,  
 > with the texture locked to the default state, and deform the ribbon in  
 > each state. I would also change the texture seed or time parameter over  
 > time.  
 >  
 > Anybody have another approach?  
 >  
 >

Yes, I've got the making of the movie on video and I know EXACTLY how they did it. I'm gonna sit down with the video and Imagine and write up a tutorial for it.

---

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          |           ' ' '           U           ' ' '           |

```

---

| Gumby Death Man (Dylan Neill) Amiga 1200/6/120 486DX2-66/24/500 |  
| Email: dylann@pcug.org.au WWW: http://www.pcug.org.au/~dylann/ |  
|\_\_\_\_\_|

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## 1.148 MSG-145 Subject: Re: Re:OBJ

Subject: Re: Re:OBJ  
Date: Friday, 05 May 1995 11:26:31  
From: FERNANDO PENA D'ANDREA <DANDREA@aton.inf.ufrgs.br>

---

A few days ago, Jeff wrote to the list about the objects which I said. Well, I must to give up. Ok, Jeff, you're right, and not everyone have space in their mail to receive these type of messages, and the Im. objects usually are a bit large even when Lha compacted. Sorry. We can't use the list in this way.

All you who sent mail asking by objects. If you decide to send a mail, send ONE directly to me. I really can't send a lot of objects to everyone, but you can ask one, two or even a BIT more objects. If you ask many ones, I will have no way to manage a large amount of mail. I will not send all models at a time to, but slowly, one by one. Finally, I ask all you who send me the mail to send your object list to. I'm doing it because I think that a good way to expand our object collection is share them.

SEND THE LIST OF OBJECTS MADE BY YOU TOO! SHOW US YOUR TALENTS!

\*\*\*\*\*  
Fernando Pena D'Andrea.  
E-Mail: dandrea@aton.inf.ufrgs.br  
\*\*\*\*\*

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## 1.149 MSG-146 Subject: About Particles

Subject: About Particles  
Date: Friday, 05 May 1995 11:45:08  
From: FERNANDO PENA D'ANDREA <DANDREA@aton.inf.ufrgs.br>

---

-----  
I use a version of Imagine that has no particles (2.0) :( .

I want to do a scene containing an object made with little cubes in a sphere pattern, as the cubes were the sphere's vertex. More: I want to do the cubes spin around themselves to produce a nice effect in my sphere. A friend told me that only particles makes it possible (just a C='s remember), but without particles, no way men (and women too!) If you have a solution, help me please!\*\*\*\*\*  
Fernando Pena D'Andrea.  
E-Mail: dandrea@aton.inf.ufrgs.br  
\*\*\*\*\*

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### 1.150 MSG-147 Subject: IML digest--are you folks really that bored?

Subject: IML digest--are you folks really that bored?  
Date: Friday, 05 May 1995 11:56:04  
From: Mike McCool <mikemcoo@efn.org>

-----  
> to two other lists, and getting one 2000-line message per day is a lot

Here's the rub: a message of two or more thousand lines big is a LOT harder to deal with/edit than having the header of each message up there in plain view.

I can't believe you people honestly read EVERY post to the IML. Don't you go through and use the delete key, before you even start?

This is another example of cyber-fiddling. If it works fine in white, some bored tinker has to come by and make it black.

Perhaps what people are really whining about here is all the whining lately on the list. An awful lot of air, and very little substance. Hence, the 'D' key.

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### 1.151 MSG-148 Subject: Re: IML DIGEST

Subject: Re: IML DIGEST  
Date: Friday, 05 May 1995 12:12:28

---

From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

---

Hi everybody,

> The quantity of message on IML is very important why can't we  
>switch to a DIGEST IML (compilation of all messages mail to IML during the  
>day).

Maybe it is possible to setup a DIGEST subscribe and a normal SUBSCRIBE so  
one can choose. I like it as it is now because answering a certain message is  
much easier than reading through a big mail file and do a lot of cut and  
paste.

>of this! IML is great but the format is VERY annoying! I don't see why we are  
>stuck with this mailing list program. It would be easier to manipulate the  
>messages and it would be possible to archive the DIGEST for each month etc.  
There is only one person on this List which uses a very annoying mail program  
and that is Mike vander Somme ;)

It looks like there are no CR/LF. All text is one single big line which my  
reader nicely wordwraps at the wrong places. First I wanted to hand edit  
Mike's mail, for the IML archives, but it is just too much work. Sorry for  
that.

I wrote a small basic program which turns my IML mail archive into a very  
nice AmigaGuide file, with two indices, the first sorted on date and the  
second sorted on subject thread, like:

Subject: Imagine is great

Subject: Re: Imagine is great

Subject: Lightwave Mailinglist ?

Subject: Re: Lightwave Mailinglist ?

etc.

Have a look at the last archives on Aminet, they should be in gfx/3d. The  
last 10 or so are done by me and I hope to upload the version from March and  
April this weekend.

I've been working on an AmigaGuide reader for all those PC users. It works  
for AmigaReport guidefiles but not mine. Mine seems to be a little too  
complicated, not to mention the amount of memory needed. Some IML archives  
are close to 1MB and those da\*\*ed PC have such a stupid memory management,  
even VisualBasic can't hide it for me.

Anyone want to help me out with this since there are only 24h in a day and I  
need to sleep/eat/drink as well.

Greetings Joop

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**1.152 MSG-149 Subject: Imagine DIGEST**

---

Subject: Imagine DIGEST

Date: Friday, 05 May 1995 12:13:42

From: eths1306@ele.etsmtl.ca

---

The bottom of this message is a part of another Mailing list wich uses Majordomo software. It gives the possibility to receive the messages immediately or the digest of this particular Mailing list.

I personally wrote to Brian L. Heess to have information about his software and also if it would be possible to include our mailing list ( Imagine ) on his version of Majordomo. Presently his Majordomo runs about 5 different Mailing (if I understood correctly).

I just want to make things clear. The List administrator is Dave Wickard not me, I just hope that the information we can get will help him. I just want to help us with gathering information and looking trough possibility of improving IML and to stop people for unsubscribing and complaining about the amount of messages.

>Last edited: Thu Apr 13 22:04:06 PDT 1995 by bheess (Brian L. Heess) on pimpf  
>

>(This info page documents "bong" and "bong-digest".)  
>

>Welcome to bong! (The Depeche Mode Mailing List). This list was again  
>relocated: to the Operations Department at Earthlink Network, an Internet  
>Service Provider in Atwater, California, USA as of February 1995. It was  
>previously in the CIS Dept. at the University of Florida from February,  
>1994. It is running on almost the same software Scott used at UFL, so,  
>it should behave almost exactly as it did previously, using Majordomo.  
>

>There is also a digest version of bong named "bong-digest". They are  
>2 completely different lists as far as majordomo is concerned. You  
>can be on one or the other or both. bong-digest is simply a 35000 byte  
>nightly compilation of postings to bong sent during the day. The format  
>of bong-digest is compliant (I think) with Internet RFC 1153 which  
>defines conventions for digestified mail messages. You do not send  
>postings to "bong-digest". If you wish to post a message it can only  
>be posted to "bong" itself, as detailed below, which will then go into  
>the next digest. Right now there seem to be 2-4 digests coming out  
>per day.  
>

>For COMPLETE information about subscribing to either 'bong' or 'bong-digest'  
>please write to bong-request@pimpf.earthlink.net.  
>

>Please note that subscription requests are only supposed to work if  
>they are sent to "majordomo@fletch.earthlink.net" but I am currently using  
>some modifications to majordomo that allow simple list commands to be  
>automatically processed even though they are sent to  
>bong-request@fletch.earthlink.net, which is currently NOT working.  
>

>Anyway, to subscribe to either bong or bong-request, use the format below  
>when sending a message to majordomo@pimpf.earthlink.net:

---

>  
> subscribe <list> [<address>]  
> Subscribe yourself (or <address> if specified) to the named <list>,  
> which would be either bong or bong-digest.  
>  
> unsubscribe <list> [<address>]  
> Unsubscribe yourself (or <address> if specified) from the named <list>,  
> which would be either bong or bong-digest.  
>  
>For basic majordomo help, send a message of 'help' to  
>majordomo@pimpf.earthlink.net.  
>  
> [...]  
>  
>-Brian  
>bheess@pimpf.earthlink.net

Any comments?

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### 1.153 MSG-150 Subject: I don't have a d key

Subject: I don't have a d key  
Date: Friday, 05 May 1995 12:15:00  
From: KEN\_ROBERTSON@robelle.com

-----  
Concerning the IML Digest - I don't have a "D" key in my mail software. It forces me to read every header - and in fact some messages come up with the title of " ". (Yep, blank) I'm forced to read these, as well.

Some people pay by the message. A digest form would be cheaper for them, too.

Of course, thanks to Joop, we could just d/l the archive once a week (or however often he is creating it) and forget about the daily discourse.

\KenR

PS: Mike, is your last name really "McCool"?

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---

/--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca  
- (805) 683-1388

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## 1.156 MSG-153 Subject: Re: TextureStudio problems fixed

Subject: Re: TextureStudio problems fixed  
Date: Friday, 05 May 1995 15:03:00  
From: "rob (r.d.) hounsell" <hounsell@bnr.ca>

---

Andy,

In message "TextureStudio problems fixed",  
'adean@eleceng.ucl.ac.uk' writes:

>Hi all!

>

> My name is Andy Dean and I am the co-author of 'TextureStudio' -  
>the shareware Imagine3 texture renderer for the Amiga. I've just joined  
>the list and I guess from seeing a post by James "Alex" Brooks that  
>several of you are having problems with v1.0.0 of the software. The  
>problem is due to us incorrectly building the final executable (oops!)  
>and a corrected version 1.0.1 has been uploaded to Aminet today (2/5/95)  
>which should fix all the strange problems. Apologies for the  
>inconvenience.

What is the updated file name/size, and where did you upload it to? I checked  
wuarhive last night, and I seem to have downloaded the same version (at least,  
the archive size was the same as before, and my menus are still blank). An  
impressive program, though!

Thanks,  
Rob

---

Rob Hounsell	Internet: HOUNSELL@BNR.CA	
UNIX Team Leader	PHONE: (613) 765-2904	
DMS System Performance Development	Bell-Northern Research	
Dept. 7D13	Ottawa, Ontario, Canada	

---

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**1.157 MSG-154 Subject: Imagine Newsgroup**

Subject: Imagine Newsgroup  
Date: Friday, 05 May 1995 15:08:07  
From: John Grieggs <grieggs@PrimeNet.Com>

-----  
> I'm tired of receiving 30 and more messages per day! I want a DIGEST!  
> What about you?  
>

I'm tired of the same thing, especially with the very large quantity of off-topic posts. However, I think the correct solution is a newsgroup.

The Lightwave folk did it, and it didn't kill them. In fact, the lightwave newsgroup is quite popular. Why not an Imagine newsgroup?

\_john

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**1.158 MSG-155 Subject: Re: Imagine Newsgroup**

Subject: Re: Imagine Newsgroup  
Date: Friday, 05 May 1995 15:46:52  
From: sharky@mango.aloha.com

-----  
On Fri, 5 May 1995, John Grieggs wrote:

> I'm tired of the same thing, especially with the very large quantity of  
> off-topic posts. However, I think the correct solution is a newsgroup.  
>  
> The Lightwave folk did it, and it didn't kill them. In fact, the lightwave  
> newsgroup is quite popular. Why not an Imagine newsgroup?

I agree! a newsgroup would be great, and traffic seems to be much higher than before (constant whining by the mentally handicapped about which platform is better notwithstanding...it's what you render damnit not what you render with!) I'd certainly be in favor of a newsgroup.

Aloha,  
Sharky

sharky@aloha.com/CIS#70614,2011 \_\_\_ v Home Page : <http://aloha.com/~sharky>  
WebSurfer & Fun Guy,Funky \_\_\_/ \ >\*< Hawaii Related Links and Etcetera's  
WWW Page Designs, \_\_\_/ ) | ^ 3D Modelling & Animation Art,Objects,

Tech. Planning /\\_\_\_\_\_/ } \ Home Server:http://www.websharx.com  
~~~~~ (\_\_\_\_ALOHA!\_\_\_\_) ~~~~~

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### 1.159 MSG-156 Subject: Upgrade fees

Subject: Upgrade fees  
Date: Friday, 05 May 1995 16:00:10  
From: michael@labyrinth.apana.org.au (Michael Mulhall)

-----  
Howdy,

Just a note to say thankyou to all those ppl that responded to my query in regards to upgrade fees.

THANKS!

RE:Gards,

Michael Mulhall  
michael@labyrinth.apana.org.au

# Voice: +61-2-7139148 # Data: +61-2-7125691 #

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### 1.160 MSG-157 Subject: Re: I don't have a d key

Subject: Re: I don't have a d key  
Date: Friday, 05 May 1995 17:26:49  
From: dalamar@MIT.EDU (Craig Andera )

-----  
Well it seems to me that the software mentioned earlier is the answer to it

---

all. With two addresses - imagine and imagine-digest - where users can subscribe to one or both, every situation is covered. If you want the digest, you can get just the digest. If you just want the individual messages, you can have it that way. If you want both, that's an option as well.

At least, that was my interpretation of the capabilities of the list server.

FWIW: I check my email roughly 10 times a day, and read every single message that goes to the list.

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### 1.161 MSG-158 Subject: Re: IML DIGEST

Subject: Re: IML DIGEST  
Date: Friday, 05 May 1995 18:35:59  
From: fredster@cyberport.net (Fred Aderhold)

-----  
>Many people unsubscribe because of this! Sorting the personal mail from IML  
>messages is a mess. I'm getting tired of it and many people are also tired  
>of this! IML is great but the format is VERY annoying! I don't see why we

Have you considered a different mail reader? I've seen several that allow "Rules" to be defined, where you can have messages automatically moved to specific folders. So, any message with the string "imagine" in the "To" field gets separated from your other mail. Of course, my mail reader doesn't do this, but it's free. I agree, it's a little clunky dealing with a bunch of separate messages, but I can live with it...

-----  
Fred Aderhold  
fredster@cyberport.net

Relax, it's all just 1's and 0's  
-----

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---

**1.162 MSG-159 Subject: Re: Imagine 3.0 Fonts**

Subject: Re: Imagine 3.0 Fonts  
 Date: Friday, 05 May 1995 19:16:54  
 From: Roger Straub <straub@csn.org>

-----  
 On Fri, 5 May 1995, Mike Vandersommen wrote:

>  
 > -> From: Roger Straub <straub@csn.org>  
 > -> For either version, you can use PostScript fonts, available throughou  
 > -> the Internet, in shareware, or on CD-ROMs, which I use, containing ab  
 > -> 2000 of the suckers. Go into the Spline Editor and choose Load Font f  
 > -> the menu.  
 >  
 > Er...um, Imagine 2.0 didn't have a spline Editor. I believe that was  
 > implimented in 3.0 (if memory serves).

Doh! Didn't look at the version # before I posted that. Sorry.

>  
 > \_\_\_\_\_\  
 > / \_\_\_\_\_ \  
 > /=====\  
 > =| Mike van der Sommen || Email: |=  
 > =| GraFX Haus BBS || mike.vandersommen@caddy.uu.silcom.com |=  
 > =| Santa Barbara, Ca. || \_\_\_\_\_ |=  
 > =| "..where the 4 Horsemen of the Apocalypse play golf..." |=  
 > =| 14.4k v.32bis 24 hours - 805-683-1388 |=  
 > \ \_\_\_\_\_ /  
 > ---  
 > ~ InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388  
 >

See ya,  
 Roger

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**1.163 MSG-160 Subject: Latest version of TextureStudio**

Subject: Latest version of TextureStudio  
 Date: Friday, 05 May 1995 21:14:44  
 From: Andrew Dean <adean@eleceng.ucl.ac.uk>

-----

---

In answer to :

> What is the updated file name/size, and where did you upload it to? I checked  
> wuarchive last night, and I seem to have downloaded the same version (at least  
,  
> the archive size was the same as before, and my menus are still blank). An  
> impressive program, though!

The latest version of TextureStudio is v1.0.1 (archive size 448405 bytes) and was uploaded to Aminet on Tuesday 2/5/95. I haven't had any new files from Aminet for several days now, so I guess something's holding up several days of new Aminet files. The original file was uploaded to ftp.uni-erlangen.de and it has disappeared from the 'new' directory so it's in the pipeline somewhere...

As I've said before, I don't suggest using v1.0.0 of the program as we compiled it incorrectly and it shows several strange problems.

-----

Andy Dean, co-author of ImageStudio and TextureStudio  
Email: adean@eleceng.ucl.ac.uk

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## 1.164 MSG-161 Subject: Re: Latest version of TextureStudio

Subject: Re: Latest version of TextureStudio  
Date: Friday, 05 May 1995 21:16:24  
From: Ian Smith <iansmith@moose.erie.net>

-----  
On Fri, 5 May 1995, Andrew Dean wrote:

> As I've said before, I don't suggest using v1.0.0 of the program  
> as we compiled it incorrectly and it shows several strange problems.

I just grabbed v1.0.1 out of the new/ directory and the menus are still blank. And I checked the About menu and yes, it was the new version. (Executable is 191820 bytes)

--  
IanSmith@moose.erie.net My Imagine Home Page - Visit!  
<http://moose.erie.net/~iansmith>

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**1.165 MSG-162 Subject: Re: Questions**

Subject: Re: Questions  
Date: Friday, 05 May 1995 21:20:11  
From: Roger Straub <straub@csn.org>

---

On Fri, 5 May 1995 Valleyview@aol.com wrote:

> I'm looking for help on the following:  
>  
> 1. Is there a utility that will convert .avi files to .flc files?

Couldn't tell ya.

>  
> 2. I remember reading somewhere (which is the question) that Imagine has the  
> ability to convert a bitmap to a GRAYSCALE image and then extrude it to  
> different depths according to the color of gray. Could have been a dream.

No, but Imagine 3.0+ does have the option of taking a greyscale image and applying it to a surface, sort of like a bumpmap, but it actually deforms the triangles. It's called Applique.

>  
> 3. A problem with states. Instead of doing it with the rotate2 effect,  
> which would be easy, I tried to rotate an object by states. I would make the  
> original object the default state, rotate the object and create another  
> state. Problem is when I went back to the default state the object stayed  
> rotated. As could be figured when animated the object didn't move. Is there  
> a requester to lock the default state to as with textures?

You can't do this. It's not right.

If you're creating states based on grouping information, you need to create an axis and make it the parent of the entire object. Then rotate the object (NOT the parent axis) and make states, and it will work. Imagine just assumes that if you rotate an object that you mean for the object to rotate and will not include that info in the state. If you move an object within the group, then it will save it.

>  
> Thank-you  
>  
>

See ya,  
Roger

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---



**1.166 MSG-163 Subject: Re: Questions**

Subject: Re: Questions  
Date: Friday, 05 May 1995 21:20:11  
From: Roger Straub <straub@csn.org>

---

On Fri, 5 May 1995 Valleyview@aol.com wrote:

> I'm looking for help on the following:  
>  
> 1. Is there a utility that will convert .avi files to .flc files?

Couldn't tell ya.

>  
> 2. I remember reading somewhere (which is the question) that Imagine has the  
> ability to convert a bitmap to a GRAYSCALE image and then extrude it to  
> different depths according to the color of gray. Could have been a dream.

No, but Imagine 3.0+ does have the option of taking a greyscale image and applying it to a surface, sort of like a bumpmap, but it actually deforms the triangles. It's called Applique.

>  
> 3. A problem with states. Instead of doing it with the rotate2 effect,  
> which would be easy, I tried to rotate an object by states. I would make the  
> original object the default state, rotate the object and create another  
> state. Problem is when I went back to the default state the object stayed  
> rotated. As could be figured when animated the object didn't move. Is there  
> a requester to lock the default state to as with textures?

You can't do this. It's not right.

If you're creating states based on grouping information, you need to create an axis and make it the parent of the entire object. Then rotate the object (NOT the parent axis) and make states, and it will work. Imagine just assumes that if you rotate an object that you mean for the object to rotate and will not include that info in the state. If you move an object within the group, then it will save it.

>  
> Thank-you  
>  
>

See ya,  
Roger

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**1.167 MSG-164 Subject: Questions**

Subject: Questions  
Date: Friday, 05 May 1995 21:33:16  
From: Valleyview@aol.com

---

I'm looking for help on the following:

1. Is there a utility that will convert .avi files to .flc files?
2. I remember reading somewhere (which is the question) that Imagine has the ability to convert a bitmap to a GRAYSCALE image and then extrude it to different depths according to the color of gray. Could have been a dream.
3. A problem with states. Instead of doing it with the rotate2 effect, which would be easy, I tried to rotate an object by states. I would make the original object the default state, rotate the object and create another state. Problem is when I went back to the default state the object stayed rotated. As could be figured when animated the object didn't move. Is there a requester to lock the default state to as with textures?

Thank-you

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**1.168 MSG-165 Subject: TextureStudio**

Subject: TextureStudio  
Date: Friday, 05 May 1995 21:33:39  
From: Mike McCool <mikemcoo@efn.org>

---

Could the nice person who managed to download the newest version from aminet/new please re-post the exact name of the file? I've tried every variation I can think of for TextureStudio1.0.1.lha, but I haven't gotten it right yet.

Thanks.

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**1.169 MSG-166 Subject: IM 3.1-3.2 Textures**

Subject: IM 3.1-3.2 Textures  
Date: Friday, 05 May 1995 22:54:06  
From: Marcus <mskren01@msuacad.morehead-st.edu>

-----  
Hi, I have been having a certain problem with Imagine textures working, specifically the new ones that came with 3.1 that came through the mail. The first time I got the updates through the mail and noticed the faulty textures (imagine reads the error message "Error: bad texture file") I called impulse and asked them about it. They seemed to think that it was just probably a faulty disk that they had sent me, they agreed to send me another copy. Now I have the newer copy and the same problem happens. Did anyone else on here have this problem or know how to fix it. I am starting to get kind of annoyed and tired of calling Impulse. The textures that do not seem to work are fire.itx, quilt.itx and a couple of the ones after those that follow them on the directory.

Thank you in advance

Mark Krenz

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**1.170 MSG-167 Subject: Re: IML DIGEST**

Subject: Re: IML DIGEST  
Date: Friday, 05 May 1995 23:55:01  
From: Torgeir Holm <torgeirh@powertech.no>

-----  
> The quantity of message on IML is very important why can't we  
> switch to a DIGEST IML (compilation of all messages mail to IML during the  
> Many people unsubscribe because of this! Sorting the personal mail from IML  
> messages is a mess. I'm getting tired of it and many people are also tired  
> of this! IML is great but the format is VERY annoying! I don't see why we are  
> stuck with this mailing list program. It would be easier to manipulate the  
> messages and it would be possible to archive the DIGEST for each month etc.  
> I'm tired of receiving 30 and more messages per day! I want a DIGEST!  
> What about you?

You should get yourself an offline reader like the one I use on my amiga.  
THOR 2.0 automatically removes all the mailing list messages from the mailbox,  
and puts them into separate conferences. It works great.

---

I suppose Offline Express for the PC also has this feature.

Torge!r

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### 1.171 MSG-168 Subject: Re: PC hotkeys (Was: Ids and Imagine newsletter)

Subject: Re: PC hotkeys (Was: Ids and Imagine newsletter)

Date: Saturday, 06 May 1995 01:13:59

From: Kent Marshall Worley <mumu@america.net>

>  
> > I have been thinking of networking my Amiga 2500 and my PC together to  
> > share a drive or something. Anyone out there have any experience with  
> > this? Ok I think thats all from me for now. DanGer

>  
> You may want to e-mail Dale Larson at Intangible Assets Manufacturing,  
> and ask about his book on Amiga networking. I believe it's called  
> "Connect your Amiga" and sells for \$25 + \$8 postage and fondling, as he  
> humourously puts it. I'll be getting a PC and am ordering his book  
> tomorrow, since I also want seamless, peer-to-peer networking between my  
> faithful Amiga and my new PC.

>  
I have a amiga ethernet card and the amigatcp software. I am having  
trouble making it communicate with my PC. I would like Dale Larson's  
email address. PC amiga communication via ethernet would be great. I like  
the rendering speed of the PC but I like the animation capabilities of  
the amiga.

mumu@america.net

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### 1.172 MSG-169 Subject: Re: Object speed

Subject: Re: Object speed

Date: Saturday, 06 May 1995 01:35:02

From: Kent Marshall Worley <mumu@america.net>

On Wed, 3 May 1995, Charles Blaquiere wrote:

> > From: Paul Rance <paul@rance.demon.co.uk>  
> >  
> > Is there away to vary and object's speed a number of times  
> > along a path in v3.2?  
>  
> Boy, I can't believe that nobody has responded to you in a month. B^(  
>  
> The answer is no. Using acceleration/decceleration, or using spline  
> velocity, you only have control over the beginning and ending behaviour.  
> You'll need to separate your path in segments, and define multiple  
> "follow path" bars in the Action editor.  
>  
I am running into this exact limitation. I am doing an animation of cars  
racing around a track. The tedium of creating all those paths for one lap  
would not happen if I could create a single looped path and adjust the  
speed the object follows the path.  
mumu@america.net

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## 1.173 MSG-170 Subject: Objects

Subject: Objects  
Date: Saturday, 06 May 1995 01:53:49  
From: Jeff Keena <jkeena@ozemail.com.au>

-----  
Hi guys. I am trying to get hold of some Star Trek objects. I already  
have many but am still after some particually a model of DS9 station. Can  
anyone help?

Jeff.

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## 1.174 MSG-171 Subject: Impulse's address

---

Subject: Impulse's address  
Date: Saturday, 06 May 1995 04:47:04  
From: Jaco Gerber <docnet!rtf@docnet.infolink.co.za>

---

HI all,

I'm visiting the US at the mo from South Africa and I just decided to invest in the 3d Digitiser and also to pay my first Imagine subscription, since I have 3.1.

My problem is I don't know how to contact Impulse at all since all my info is back home. I'm currently in Albany NY.... any help would be appreciated.

Regards,  
Jaco Gerber

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### 1.175 MSG-172 Subject: Re: How to make a lake on PC?

Subject: Re: How to make a lake on PC?  
Date: Saturday, 06 May 1995 05:01:55  
From: SGiff68285@aol.com

---

In regards to making a lake like in Myst. Use the Bumpnoiz texture and scale it very large except in the Z dimension which has no effect after a certain point.

You should keep Z fairly small. Then add some reflectivity, refraction, etc. to your own taste. Remember, you need a nice sky to reflect off of the water if you are trying to create good water. I have used this to create a very realistic looking lake. Bye.

Stephen

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### 1.178 MSG-175 Subject: Impulse's address

Subject: Impulse's address

Date: Saturday, 06 May 1995 14:53:00

From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-----

-> From: Jaco Gerber <docnet!rtf@docnet.infolink.co.za>-> I'm visiting the US at the mo from South Africa and I just decided= to-> invest in the 3d Digitiser and also to pay my first Imagine subscri=pt-> since I have 3.1.-> My problem is I don't know how to contact Impulse at all since al=1 m-> info is back home. I'm currently in ALbany NY.... any help would b=e-> appreciated. Impulse Inc. 8416 Xerxes Ave. N. Brooklyn Park, Minnesota 55444 USA (612) 425-0557 (800) 328-0184 FAX: (612) 425-0701--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

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### 1.179 MSG-176 Subject: TextureStudio

Subject: TextureStudio

Date: Saturday, 06 May 1995 14:55:17

From: Torgeir Holm <torgeirh@powertech.no>

-----

>Could the nice person who managed to download the newest version from >aminet/new please re-post the exact name of the file? I've tried every >variation I can think of for TextureStudio1.0.1.lha, but I haven't gotten >it right yet.

It's the same as v1.0.0 The old version has been overwritten.

TextureStudio.lha in gfx/3d Just got it from wuarchive today.

Torge!r

---





online. If anyone want to check it out, it's mostly a collection of a few of my Imagine works, the URL is <http://www.websharx.com/~greg>

I don't have a page for any Imagine or related 3D links, this will be coming soon. If you have any that you want me to check out for inclusion, please let me know either here, or send me e-mail from my page.

NOTE: If you aren't using NetScape, you won't get the right effect, and the Dazzle Me page won't be formatted properly.

-GreG  
<http://www.websharx.com/~greg>

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## 1.182 MSG-179 Subject: Re: Imagine Newsgroup

Subject: Re: Imagine Newsgroup  
Date: Saturday, 06 May 1995 16:20:57  
From: James Brooks <jamesb@clark.net>

---

On Fri, 5 May 1995, John Grieggs wrote:

> > I'm tired of receiving 30 and more messages per day! I want a DIGEST!  
> > What about you?  
> >  
> I'm tired of the same thing, especially with the very large quantity of  
> off-topic posts. However, I think the correct solution is a newsgroup.  
>  
> The Lightwave folk did it, and it didn't kill them. In fact, the lightwave  
> newsgroup is quite popular. Why not an Imagine newsgroup?  
>

I use BOTH Lightwave Mailing List and newsgroup. I guess it has something to do with the "format" you are use to in sending and receiving messages. You are right, the newgroup did NOT kill the LW Mailing list one bit.

It would be good to see a Imagine newgroup! I am all for it! :-)

Later,

Alex

---

James "Alex" Brooks                      Amiga 4000/040/28MHz 20MB RAM  
Lightwave 3.5 / Imagine 3.0              VideoToaster 4000 3.1

---



On Fri, 5 May 1995 Valleyview@aol.com wrote:

> I'm looking for help on the following:

>

> 1. Is there a utility that will convert .avi files to .flc files?

If you're a Amiga user you can try out XanimAmiBeta4.lha. Its on Aminet directory gfx/show and should show up in the RECENT list as soon as Wuarchive is back.

Requirements: An Amiga with a 3.x.

Thats all. If you want to view them you'll also need a 256 color mode, either provided by an AGA machine or one with an gfxcard. If you have a Merlin you can directly play to the card, EGS and PicassoII is untested, should work but since I don't have one I can't test it.

Just try: Xanim +Di8ram:test filename.avi and the whole AVI is saved as single frames, 8bit, to ram: with a filename of 'test' and a number attached to it. If you want 24bit use '+Di24ram:test' instead.

Get MainActor from Aminet and read in the single frames and write out a FLC anim. Done. Ready.

Too bad if you're a PC user without access to an Amiga ;)

Greetings Joop

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## 1.185 MSG-182 Subject: Cool coolfir effect

Subject: Cool coolfir effect

Date: Saturday, 06 May 1995 18:52:07

From: Charles Blaquiere <bla@io.org>

-----  
> From: Gareth Qually <gareth.qually@beect.iaccess.za>

>

> I have been experimenting with the coolfir texture.

> Try this out if you want steam, shafts of light, smoke.

Gareth, nice! Thanks for the contribution.

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---

**1.186 MSG-183 Subject: Re: Genlock button**

Subject: Re: Genlock button  
Date: Saturday, 06 May 1995 18:58:59  
From: Charles Blaquiere <blaq@io.org>

-----  
> From: Darryl Lewis <Darryl\_Lewis@comlink.mpx.com.au>

>

> This is one of the best descriptions that I've read in a long time.

> Easy to read and it makes sense.

Aww shucks. B^)

> I have 3.1 , does your last line mean that this function does not work  
> with my version?

I'm not sure. I believe genlock was screwed up in 2.9, fixed in 3.0,  
screwed up again for good (or removed) in 3.1. I can't find the button  
in either 3.1 or 3.2. (Previous versions have been removed from my hard  
drive)

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**1.187 MSG-184 Subject: Re: Questions**

Subject: Re: Questions  
Date: Saturday, 06 May 1995 19:04:46  
From: fredster@cyberport.net (Fred Aderhold)

-----  
>I'm looking for help on the following:

>

>1. Is there a utility that will convert .avi files to .flc files?

>

There's a program called Video for DOS (VFD) that will convert an RLE  
encoded avi to flc. The trick is, you need something to convert the avi to 8  
bit if it's not already. I can do this with Adobe Priemere, but there are  
other video editing programs out there that I'm sure do a better job.

You can probably find VFD (I think the latest is 1.6d) on AOL. It's a great  
program that also makes fli's and avi's from a series tga's and does a great  
job dithering 24 bit pictures and eliminating color banding. Check it out!

-----

---

Fred Aderhold  
fredster@cyberport.net

Relax, it's all just 1's and 0's

-----

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### 1.188 MSG-185 Subject: Re: Imagine Documentation

Subject: Re: Imagine Documentation  
Date: Saturday, 06 May 1995 19:14:37  
From: Charles Blaquiere <blaq@io.org>

-----  
> From: digitist@lava.ivg.com  
>  
> Could anyone be so polite to give the ISBN-number of "The Imagine  
> Companion" book, so i can order it over here in the Netherlands

Adri,

"The Imagine Companion" is, unfortunately, out of print. The book is still available directly from the author, in Word 6 format. (And only in that format) I'm sorry, but I don't have David's e-mail address. I believe the electronic format was priced around \$20, but I could be wrong. (It was affordable is what I'm trying to say)

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### 1.189 MSG-186 Subject: IML digest--are you folks really that bored?

Subject: IML digest--are you folks really that bored?  
Date: Saturday, 06 May 1995 19:24:17  
From: Charles Blaquiere <blaq@io.org>

-----  
> From: Mike McCool <mikemcoo@efn.org>  
>

---

> Perhaps what people are really whining about here is all the whining  
> lately on the list.

I'm not whining! It's just that these off-topic messages are giving me a really bad migraine, you know, the kind that feels like a Mack truck is parked on your forehead, and every little noise resonates in your skull like Big Ben whine whine whine whine whine...

<VBG>

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### 1.190 MSG-187 Subject: TextureStudio and blank menus

Subject: TextureStudio and blank menus  
Date: Saturday, 06 May 1995 19:25:51  
From: zceec07 <zceec07@ucl.ac.uk>

-----  
Hi all,

We've just managed to run TextureStudio on a Workbench2.04 Amiga and we now see the blank menus problem (both Graham and myself develop on Workbench3 Amigas so we haven't seen this bug before). Do we assume therefore that everyone who is running Workbench2.x is experiencing this, and everyone running Workbench3.x is OK? We'll fix the problem as soon as possible. Are there any other problems people are experiencing that we should know about, or is this the only remaining problem?

Many thanks for your patience and feedback as we iron out these teething problems,

-----  
Andy Dean, co-author of ImageStudio and TextureStudio  
Email: adean@eleceng.ucl.ac.uk

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### 1.191 MSG-188 Subject: Lumbient

Subject: Lumbient  
Date: Saturday, 06 May 1995 19:27:25  
From: Charles Blaquiere <blaq@io.org>

---

---

> From: Ken F. Morton <kmorton@panix.com>  
>  
> Hi can this lumbient fellow be taken off the list? I'm getting a  
> bit tired of his cups.

His cups runneth over, I guess.

<grinning, ducking, & running>

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## 1.192 MSG-189 Subject: Re: Star Trek - Generations

Subject: Re: Star Trek - Generations  
Date: Saturday, 06 May 1995 20:21:02  
From: Charles Blaquiere <blaq@io.org>

---

> From: Fred Aderhold <fredster@cyberport.net>  
>  
> >I would model a ribbon and add a noise texture to affect the filter  
> >parameter. This way, the center of the ribbon would be visible, trailing  
> >off into invisibility at the edges. I would then add a bunch of states,  
>  
> Could you Charles, please explain to us newbies (well, me anyway) how  
> to add a noise texture to affect the filter?

Unfortunately, I had one of the Essence textures in mind. However, there is an Imagine texture which could work well, and that's DancSprk (dancing sparks).

Create a primitive plane, 1 horizontal and 10 vertical sections, 50 wide by 100 tall. In Attributes, give it a bright yellow color of 255,255,100, filter at 255,255,255 to make it invisible, and click on Bright. (Light-emitting objects should not be affected by shading)

Add the DancSprk texture, with branches = 2, branch width = 0.2, color = -1, reflect = -1, filter = 0,0,0, noise 2 magnitude = .3, noise 2 velocity = 4; transform the axes to alignment = 90,0,0 (to have the texture Z axis sticking out of the ribbon) and size = 150,250,250.

You have created a transparent ribbon with an opaque yellow wave of energy, which can be animated. The results are fairly different from the Generations ribbon, but have a quality of their own. Also, this is only a starter object I created on the fly. A little experimentation could probably improve on my design quite a bit.

---



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### 1.193 MSG-190 Subject: Suggestion for a project

Subject: Suggestion for a project  
Date: Saturday, 06 May 1995 20:24:43  
From: Charles Blaquiere <blaq@io.org>

---

> From: gregory denby <gdenby@twain.helios.nd.edu>  
>  
> I'll bet a lot of you have become tired of Imagine's opening  
> screen, and have made your own. (...) What've you folks done?

Oddly enough, nothing.

I still like the Imagine logo. It has a Middle-Eastern, Arabian Nights flavor which brings to mind an exotic genie endowed with magical powers asking, "How may I serve you?"

I like your idea, though. Personally, I'm a logo freak. Can't get enough of them. Love the beauty of a well-designed font. Looking forward to see how others respond to the thread.

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### 1.194 MSG-191 Subject: TIP #0001, Ummm...Water.

Subject: TIP #0001, Ummm...Water.  
Date: Saturday, 06 May 1995 20:30:18  
From: Charles Blaquiere <blaq@io.org>

---

> From: Lumbient@aol.com  
>  
>  
> I've tried to use the mnttop texture to get whitecaps but I'm not sure  
> how to use the texture.

---

I don't think it will work. MntnTop adds another color to any part of an object which sticks out, above the texture's zero Z level. For this to work, your object must have actual bumps and valleys, like a modelled mountain.

Bump-mapping and bump textures do not modify the geometry of the object; they simply add highlights and shadows as if the object were bumpy. Your lake would still remain a flat plane, with no points to stick out for MntnTop to color.

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### 1.195 MSG-192 Subject: TIP #0001, Ummm...Water.

Subject: TIP #0001, Ummm...Water.  
Date: Saturday, 06 May 1995 20:49:04  
From: Lumbient@aol.com

---

Hi the person that posted the question about creating a realistic lake in Imagine should read this.

Color: 0, 255, 255  
Reflect: 100, 120, 140  
Filter:0, 0, 0 ::Unless you want it!::  
Specular:255, 255, 255  
Dither:?  
Hardness:128-255 ::whatever you like::  
Roughness:0 ::though 20 looks OK too::  
Shinyness:0

Then add the bumpnoiz.itx texture.

| LEFT SIDE | RIGHT SIDE  |
|-----------|-------------|
| 100.0000  | All= 0.0000 |
| 20.0000   |             |
| 10.0000   |             |
| 0.0000    |             |
| 0.6000    |             |
| 0.0000    |             |
| 0.2000    |             |

I think theres 8 in a side of the texture box?

The bumps look elongated and are more random than waves. I've tried to use the mnttop texture to get whitecaps but I'm not sure how to use the texture. If anyone has additions(or usage of mnttop) please write.

----Lumbient

---

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## 1.196 MSG-193 Subject: Re: Star Trek - Generations

Subject: Re: Star Trek - Generations  
Date: Sunday, 07 May 1995 04:18:18  
From: fredster@cyberport.net (Fred Aderhold)

---

>> Could you Charles, please explain to us newbies (well, me anyway) how  
>> to add a noise texture to affect the filter?  
>  
>Unfortunately, I had one of the Essence textures in mind. However, there  
>is an Imagine texture which could work well, and that's DancSprk  
>(dancing sparks).

Thanks! Very helpful, as usual...

Perhaps I misunderstood what you had in mind with the Essence texture.  
Is it possible to use a texture as a filter map?

---

Fred Aderhold  
fredster@cyberport.net

Relax, it's all just 1's and 0's

---

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## 1.197 MSG-194 Subject: Re: WHAT THE F\*CK....

Subject: Re: WHAT THE F\*CK....  
Date: Sunday, 07 May 1995 04:56:30  
From: Rodney McNeel <rodman@infinity.ccsi.com>

---

Looks like Ian\_Dunn? and others are doing a stupid thing to prove THEIR  
point-of-view. I, for one, appreciate any and all examples, tutorials,  
ideas, etc. people want to share with the world. Put me on your mailing

---

list of things your slightly proud of :) I think we SHOULD start up an Imagine newsgroup for binaries (pics) just so we have yet another place to see the results of our imaginations!

On Sat, 6 May 1995 Lumbient@aol.com wrote:

```
> I don't know but i've checked the addresses the mail (my damn cups!!!!) seem
> to be coming from other peoples mail systems!!
> It's not my fault I've sent them only once!!! Please, perhaps the runner of
> the IML knows whats going on???? Sorry.
>
> ::sigh:: never seem to do anything right :*(
>
>
>                                     ----Lumbient
>
```

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## 1.198 MSG-195 Subject: Re: Tutorials! we need more of them

Subject: Re: Tutorials! we need more of them  
Date: Sunday, 07 May 1995 08:37:06  
From: yrod@ozemail.com.au

-----

Great Idea. What about a comp for renders and anims. There doesn't necessarily have to be any monetry prizes, just fame 8-)  
I have been using imagine for around 6 months, and I really enjoy seeing magazines that showcase top class graphics. It gives me something to aim for. It certainly would be good to see the iml being used for imagine instead of compuwars.

.... Generating 36.75% complete ...

```
#####
##  YYY  YYY  RRRRRRRR   000000  DDDDDD  ##
##  YYY  YYY  RRR   RRR  000   000  DDD  DDD  ##
##  YYYYYYY  RRRRRRRR   000   000  DDD  DDD  ##
##   YYY   RRR  RRR   000   000  DDD  DDD  ##
##   YYY   RRR   RRR   000000  DDDDDD  ##
##          yrod@ozemail.com.au          ##
##          A2000/030 FPU 4MB &-(         ##
##  GeneralProtectionFaultFreeZone 8-) ##
#####
```

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## 1.199 MSG-196 Subject: Sorry Could Not Find Subject!

Date: Sunday, 07 May 1995 11:15:28  
From: Darren Priestnall <darren@hanger.demon.co.uk>

-----  
Is anyone reading and acting on the Imagine requests ?  
I've requested a number of times to be unsubscribed and I'm still  
getting mail :(

Does anyone know where I can get hold of the Realize package ?  
It's a software package for converting the Imagine/Essence texture's  
into Real3D procedural textures.....I don't know how well it  
work's...yet.

--

~-----~  
Darren Priestnall - darren@hanger.demon.co.uk (PandGImaging)  
Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063  
-- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

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## 1.200 MSG-197 Subject: Re: Imagine Documentation

Subject: Re: Imagine Documentation  
Date: Sunday, 07 May 1995 12:22:54  
From: Kelly Computer Consultants <kcc@wariat.org>

-----  
Last I checked, you could reach David Duberman at Morph's Outpost,  
david\_duberman@morph.com, or 510-704-7104.

On Sat, 6 May 1995, Charles Blaquiere wrote:  
> > From: digitist@lava.ivg.com  
> >  
> > Could anyone be so polite to give the ISBN-number of "The Imagine  
> > Companion" book, so i can order it over here in the Netherlands  
>  
> Adri,

>  
> "The Imagine Companion" is, unfortunately, out of print. The book is  
> still available directly from the author, in Word 6 format. (And only in  
> that format) I'm sorry, but I don't have David's e-mail address. I  
> believe the electronic format was priced around \$20, but I could be  
> wrong. (It was affordable is what I'm trying to say)  
>

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## 1.201 MSG-198 Subject: Re: Imagine Documentation

Subject: Re: Imagine Documentation  
Date: Sunday, 07 May 1995 12:26:57  
From: digitist@lava.ivg.com

-----  
Hello Charles,

> > Could anyone be so polite to give the ISBN-number of "The Imagine  
> > Companion" book, so i can order it over here in the Netherlands  
  
> "The Imagine Companion" is, unfortunately, out of print. The book is  
> still available directly from the author, in Word 6 format. (And only in  
> that format) I'm sorry, but I don't have David's e-mail address. I  
> believe the electronic format was priced around \$20, but I could be  
> wrong. (It was affordable is what I'm trying to say)

Could you give me the complete title and author of the book.

Is ther anybody in the ist that knows the E-Mail address of this  
author ?

-----  
Real life : Adri Mathlener  
E-Mail : digitist@ivg.com  
-----

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## 1.202 MSG-199 Subject: Re: Star Trek - Generations

Subject: Re: Star Trek - Generations  
Date: Sunday, 07 May 1995 13:35:36  
From: jgoldman@acs.bu.edu

---

-----

>  
 > Perhaps I misunderstood what you had in mind with the Essence texture.  
 > Is it possible to use a texture as a filter map?

Only if the procedural texture you want to use supports filter mapping as one of its variables. EssenceI, however, used to have texture, called "Swapcrf", designed to "rotate" the variables of another texture so that the other texture could support various types of mapping aside from the types originally programmed into the texture.

For instance, Essence's "Bozo" texture only affects color values. Yet, you can use the Essence texture "Swapcrf" to change the affected mapping to filter or reflect. Hierarchically, "Swapcrf" would be placed after the texture you want to alter, in this case "Bozo" first, "Swapcrf" second.

If you've got EssenceI you're all set. If you don't there may be a PD texture that can do this, but I don't know...

Hope it helps...

Jeff-->

E-Mail: jgoldman@acs.bu.edu

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## 1.203 MSG-200 Subject: Re: WINE

Subject: Re: WINE  
 Date: Sunday, 07 May 1995 13:48:02  
 From: yrod@ozemail.com.au

-----

VT (ViewTek) will also load as much of the corrupt file as possible then you get some lovely green noise 8-)

```
#####
##  YYY  YYY  RRRRRRRR   000000  DDDDDD  ##
##  YYY  YYY  RRR   RRR  000   000  DDD  DDD  ##
##  YYYYYYY  RRRRRRRR   000   000  DDD  DDD  ##
##   YYY   RRR  RRR   000   000  DDD  DDD  ##
##   YYY   RRR  RRR   000000  DDDDDD  ##
##           yrod@ozemail.com.au          ##
```

```
##          A2000/030 FPU 4MB &-(          ##
## GeneralProtectionFaultFreeZone 8-) ##
#####
```

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## 1.204 MSG-201 Subject: Re: Star Trek - Generations

Subject: Re: Star Trek - Generations  
Date: Sunday, 07 May 1995 15:50:53  
From: Roger Straub <straub@csn.org>

-----  
On Sun, 7 May 1995 jgoldman@acs.bu.edu wrote:

> >  
> > Perhaps I misunderstood what you had in mind with the Essence texture.  
> > Is it possible to use a texture as a filter map?

Actually, it is. You can use the "Transpar" texture included with 3.0+ to convert all of the color values currently on the object to filter values. Read the Transpar entry in the textures text file that came with Imagine.

See ya,  
Roger

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## 1.205 MSG-202 Subject: TextureStudio

Subject: TextureStudio  
Date: Sunday, 07 May 1995 16:06:55  
From: pducker@158.152.11.158

-----  
In reply to Andy Deans question I can confirm that TextureStudio runs just fine on my 4000/030. I was so impressed I mailed the registration fee the same day. BTW, ImageStudio is great as well.

---



---

Peter Ducker  
Weymouth, Dorset, UK

Internet: pducker@weynet.demon.co.uk  
CompuServe: 100010.743@compuserve.com

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## 1.206 MSG-203 Subject: Re: Suggestion for a project

Subject: Re: Suggestion for a project  
Date: Sunday, 07 May 1995 23:38:49  
From: James Brooks <jamesb@clark.net>

---

On Mon, 8 May 1995, Jeff Keena wrote:

> On Sat, 6 May 1995, Charles Blaquiere wrote:  
>  
> > Date: Sat, 6 May 1995 19:24:43 -0400 (EDT)  
> > From: Charles Blaquiere <blaq@io.org>  
> > To: imagine@email.sp.paramax.com  
> > Subject: Suggestion for a project  
> >  
> > > From: gregory denby <gdenby@twain.helios.nd.edu>  
> > >  
> > > I'll bet a lot of you have become tired of Imagine's opening  
> > > screen, and have made your own. (...) What've you folks done?  
> > >  
> > > Oddly enough, nothing.  
> > >  
> > > I still like the Imagine logo. It has a Middle-Eastern, Arabian Nights  
> > > flavor which brings to mind an exotic genie endowed with magical  
> > > powers asking, "How may I serve you?"  
> > >  
> > > I like your idea, though. Personally, I'm a logo freak. Can't get enough  
> > > of them. Love the beauty of a well-designed font. Looking forward to see  
> > > how others respond to the thread.  
> > >  
> > >  
> > >  
> > > Simple reply. Deleted the file 8-)  
> > > One less thing to fragmet memory.

If I am not mistaken, Imagine will not load without having some kind of  
pix as the intro. At least that was the way back with version 2.0

---

Just my 2 1/5 cents.

Alex

---

|                             |                               |
|-----------------------------|-------------------------------|
| James "Alex" Brooks         | Amiga 4000/040/28MHz 20MB RAM |
| Lightwave 3.5 / Imagine 3.0 | VideoToaster 4000 3.1         |
| Syquest 3.5" 270MB          | Bernoulli 90Pro               |
| NEC 3xp Triple Speed CDROM  | Warp Engine 4028              |
| Epson ES-600C Scanner       | E-Mail: jamesb@clark.net      |

---

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## 1.207 MSG-204 Subject: Re: Suggestion for a project

Subject: Re: Suggestion for a project  
Date: Monday, 08 May 1995 01:02:12  
From: Jeff Keena <jkeena@ozemail.com.au>

---

On Sat, 6 May 1995, Charles Blaquiere wrote:

> Date: Sat, 6 May 1995 19:24:43 -0400 (EDT)  
> From: Charles Blaquiere <blaq@io.org>  
> To: imagine@email.sp.paramax.com  
> Subject: Suggestion for a project  
>  
> > From: gregory denby <gdenby@twain.helios.nd.edu>  
> >  
> > I'll bet a lot of you have become tired of Imagine's opening  
> > screen, and have made your own. (...) What've you folks done?  
>  
> Oddly enough, nothing.  
>  
> I still like the Imagine logo. It has a Middle-Eastern, Arabian Nights  
> flavor which brings to mind an exotic genie endowed with magical  
> powers asking, "How may I serve you?"  
>  
> I like your idea, though. Personally, I'm a logo freak. Can't get enough  
> of them. Love the beauty of a well-designed font. Looking forward to see  
> how others respond to the thread.  
>  
>

Simple reply. Deleted the file 8-)  
One less thing to fragmet memory.

---

Jeff.

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## 1.208 MSG-205 Subject: Re: Suggestion for a project

Subject: Re: Suggestion for a project  
Date: Monday, 08 May 1995 01:43:27  
From: Rodney McNeel <rodman@infinity.ccsi.com>

-----  
I for one just added "Rodney's Imagination" in similar font. :)

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## 1.209 MSG-206 Subject: Re: Star Trek - Generations

Subject: Re: Star Trek - Generations  
Date: Monday, 08 May 1995 04:51:32  
From: fredster@cyberport.net (Fred Aderhold)

-----  
>> > Perhaps I misunderstood what you had in mind with the Essence texture.  
>> > Is it possible to use a texture as a filter map?

>

>

>Actually, it is. You can use the "Transpar" texture included with 3.0+ to  
>convert all of the color values currently on the object to filter values.  
>Read the Transpar entry in the textures text file that came with Imagine.

>

>See ya,

> Roger

>

Read the docs??? Read the the docs??? Are you kidding, I might learn something that way!

Thanks for the info... :)

-----

---

Fred Aderhold  
fredster@cyberport.net

Relax, it's all just 1's and 0's

-----

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## 1.210 MSG-207 Subject: Re: Suggestion for a project

Subject: Re: Suggestion for a project  
Date: Monday, 08 May 1995 07:23:07  
From: James Brooks <jamesb@clark.net>

-----  
On Mon, 8 May 1995, Rodney McNeel wrote:

> I for one just added "Rodney's Imagination" in similar font. :)  
>

Hmm, that's not bad! :-)

I guess I NEED to personalize my intro screen on Imagine as well.

Have to think of something that will catch the eye.

Alex

-----  
James "Alex" Brooks                    Amiga 4000/040/28MHz 20MB RAM  
Lightwave 3.5 / Imagine 3.0        VideoToaster 4000 3.1  
Syquest 3.5" 270MB                Bernoulli 90Pro  
NEC 3xp Triple Speed CDROM        Warp Engine 4028  
Epson ES-600C Scanner              E-Mail: jamesb@clark.net  
-----

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## 1.211 MSG-208 Subject: Re: Suggestion for a project

---

Subject: Re: Suggestion for a project

Date: Monday, 08 May 1995 07:23:07

From: James Brooks <jamesb@clark.net>

-----  
On Mon, 8 May 1995, Rodney McNeel wrote:

> I for one just added "Rodney's Imagination" in similar font. :)  
>

Hmm, that's not bad! :-)

I guess I NEED to personalize my intro screen on Imagine as well.

Have to think of something that will catch the eye.

Alex

-----  
James "Alex" Brooks                    Amiga 4000/040/28MHz 20MB RAM  
Lightwave 3.5 / Imagine 3.0        VideoToaster 4000 3.1  
Syquest 3.5" 270MB                Bernoulli 90Pro  
NEC 3xp Triple Speed CDROM        Warp Engine 4028  
Epson ES-600C Scanner              E-Mail: jamesb@clark.net  
-----

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## 1.212 MSG-209 Subject: Re: Morphing

Subject: Re: Morphing

Date: Monday, 08 May 1995 12:17:10

From: Marty Nussbaum <martyn@asu.edu>

-----  
Thanks Charles,

What I ended up doing was using the size bar in the Action Ed. Something that was so simple that I overlooked it.

On Wed, 3 May 1995, Charles Blaquiere wrote:

> You may have fallen victim to the common affliction known as "spline  
> sickness", where Imagine, rather than take a simple path from A to B,  
> makes a wild curve to one side. (I'm talking about a path in the widest  
> sense possible: not a spatial path, but just the act of morphing a value

---

> from A to B) Try activating the "discontinuous knot" button, to warn  
 > Imagine that it shouldn't attempt to smooth this morph segment with the  
 > next, since there is no next segment. (Does that make sense?)  
 >  
 >

Marty

```
*****
*   ACK!!   *
* Hairball! *
*****
      _ _ /|
      \|o.O'
      =( )=
      U
```

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## 1.213 MSG-210 Subject: Re: Imagine Newsgroup

Subject: Re: Imagine Newsgroup  
 Date: Monday, 08 May 1995 12:27:04  
 From: cjo@esrange.ssc.se

>> I'm tired of receiving 30 and more messages per day! I want a DIGEST!  
 >> What about you?

>I'm tired of the same thing, especially with the very large quantity of  
 >off-topic posts. However, I think the correct solution is a newsgroup.

I think the off-topic-messages have decreased in number, haven't they?

>The Lightwave folk did it, and it didn't kill them. In fact, the lightwav=  
 e  
 >newsgroup is quite popular. Why not an Imagine newsgroup?

OK, maybe. If the IML won't suffer from it.  
 Because I have access to email, but not always to news, so I would miss  
 things if all of it came by news...

I would prefer a digest-IML.  
 The only thing we need is someone to moderate it.

```
*-----*
| Conny Joensson | Swedish Space Corp. Estrange |
| Kiruna         | Satellite operations - Telecom Div. |
| Sweden         | cjo@smtpgw.esrange.ssc.se         |
*-----*
```

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## 1.214 MSG-211 Subject: Re: WHAT THE F\*CK....

Subject: Re: WHAT THE F\*CK....  
Date: Monday, 08 May 1995 12:37:44  
From: cjo@esrange.ssc.se

-----  
> I think we SHOULD start up an  
> Imagine newsgroup for binaries (pics) just so we have yet another place  
> to see the results of our imaginations!

Now this is an idea!

```
*-----*
| Conny Joensson | Swedish Space Corp. Esrange |
| Kiruna         | Satellite operations - Telecom Div. |
| Sweden         | cjo@smtpgw.esrange.ssc.se |
*-----*
```

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## 1.215 MSG-212 Subject: Re: Glass

Subject: Re: Glass  
Date: Monday, 08 May 1995 14:01:16  
From: milan@Dieppe.artmediatech.nl (Milan Polle)

-----  
Hi all,

I posted earlier about this, but it seems to have passed by some people. The glass texture doesn't use the camera/object angle, it calculates the thickness of every two layers of glass for every ray. Then it modifies the second layer's attributes (that is where there is another bug, I didn't think of making the first layer completely transparant) The buggy faces (well I don't think they are faces, just triangular artifacts due to the faceted nature of the object) occur perpendicular to a shadow casting lightsource (without shadowcasting the problem is gone). Also the artifacts only seem to show up on objects with high detail. Now the reason for the artifacts seems to be that the rays behave differently

---

for calculating shadows (more rays are traced). I will have to see if I can filter out the right rays in order to remove the bug, but I haven't succeeded yet.

Updates will be sent out as soon as I find out how to make an alias for all the people who requested my textures.

BTW: I wouldn't like a newsgroup instead of a mailinglist; I don't have access to newsgroups. Also I don't want the whole list in one mail, it would be very inconvenient to send out textures to people requesting them this way.

Oh yeah, I am currently working on a 'lumbient' texture; it will map uuencoded pictures of cups onto any object, but will take a long time and lots of memory to render :)

Let your imagination run wild,

Milan

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## 1.216 MSG-213 Subject: Rendering Prices?

Subject: Rendering Prices?

Date: Monday, 08 May 1995 15:48:32

From: yrod@ozemail.com.au

-----

Hi, I was just wondering how much to charge someone for a render? Should I work it out by the hour, the resolution or what. Charging by the hour might be too expensive as my machine isn't that quick, certainly not as quick as a pentium.

Any ideas?

BTW, am I allowed to ask questions of a commercial nature to this list?

Appologies if I am not...

```
#####
##  YYY  YYY  RRRRRRRR   000000  DDDDDD  ##
##  YYY  YYY  RRR   RRR  000   000  DDD  DDD  ##
##  YYYYYYY  RRRRRRRR   000   000  DDD   DDD  ##
##    YY   RRR  RRR   000   000  DDD  DDD  ##
##    YY   RRR  RRR   000000  DDDDDD  ##
##          yrod@ozemail.com.au          ##
##          A2000/030 FPU 4MB &-(        ##
##  GeneralProtectionFaultFreeZone 8-) ##
#####
```



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## 1.217 MSG-214 Subject: IMLarc60+61 text & guide format on Aminet

Subject: IMLarc60+61 text & guide format on Aminet  
Date: Monday, 08 May 1995 16:00:35  
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

-----  
Hello IML,

Umm, do I need to explain or is the Subject: line enough.

For those that can't wait 'til the archives show up in the RECENT list here is some important information:

Upload site: ftp.luth.se

Directory: pub/aminet/new

Names: IMLarc60.lha ~140KB  
IMLarc60guide.lha ~160KB  
IMLarc61.lha ~160KB  
IMLarc61guide.lha ~175KB  
+readme's ofcourse.

Enjoy your reading.

Thanks to all who responded on my question for mail I lost from 20-03 to 14-05.

Greetings Joop

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## 1.218 MSG-215 Subject: Re: Apex (was Yo- Kelly)

Subject: Re: Apex (was Yo- Kelly)  
Date: Monday, 08 May 1995 16:56:45  
From: "Glenn M. Lewis - MPG DA ~" <glewis@pcocd2.intel.com>

-----  
>>>> "Sam" == WALKER, SAM <walkersj@songs.sce.com> writes:  
Sam> New news, on the Imagine mailing list (same friend), it turns

---

Sam> out that Apex is not out of business, just cut way back (to  
Sam> something like two people). They announced they will be  
Sam> releasing a PC version of Essence this year (I think it was  
Sam> around the end of summer).

Hi, all.

I didn't Realize (:-) that Apex Software Publishing was suspected of being out of business. :-) Nope, we are all still here, healthy and happy. Charles Congdon has done some impressive work with Real3D plugins, Steve Worley is extremely busy as usual, and I'm just kind of hacking away as usual. :-) I'll send this to the Imagine mailing list as well just to keep them up-to-date, since I am not on that list anymore. Sorry if people don't like me posting to two "competitive" mailing lists... maybe you should send replies directly to me instead of both lists.

Yep, we are all hoping that Essence PC will hit the market Real Soon Now. I'm afraid I can't give a definite date... Steve has control over this one.

Oh, and I never have and never will speak officially for Apex Software Publishing... Steve is the President and CEO, so his words are the only official ones. Heck, I don't speak for Intel either. At times I can get rather opinionated though. :-)

Check out <ftp://ftp.netcom.com/pub/gl/glewis/similar.html> and let me know if you would like me to add Real3D file support to those utilities, and I'll check into how difficult that will be if there is enough interest. Imagine support is already in there.

Yeah, I know that access to Netcom's ftp is really a pain in the rear. Please keep trying, though, and you should be able to get through eventually. :-)

-- Glenn Lewis

Glenn Lewis | [glewis@pcocd2.intel.com](mailto:glewis@pcocd2.intel.com) | These are my opinions...not Intel's  
<[URL:ftp://ftp.netcom.com/pub/gl/glewis/index.html](ftp://ftp.netcom.com/pub/gl/glewis/index.html)>  
GCS/E:d,H,s++:++,!g,p?,au+,a28,w,v-,C++,UL++++,UV++,P++,L++,N+,E++,!W,M-,  
V-,po+;!t,!5,!j,!R,G?,tv--,b+,D--,B,e+++;u+,h----,f+,r+++;!n,y++++

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## 1.219 MSG-216 Subject: RSDP settings

Subject: RSDP settings  
Date: Monday, 08 May 1995 22:08:57  
From: "chris113@gold.tc.umn.edu" <[chris113@gold.tc.umn.edu](mailto:chris113@gold.tc.umn.edu)>

---

I've been trying to make a forest of trees using a bitmap of a tree mapped onto a plane, and black/white image of the same tree as a transparency map. The plane is cloned several times and rotated around it's z axis so you get sort of a 3d tree. I've also made each of the planes bright which seems to make the individual planes less noticable when rendering. Anyway my problem is when rendering the trees in the foreground look ok, but the trees in the background don't. The plane of the trees in the background turn out black. So I've read that you can increase the RSDP setting to reduce this problem, but it's still there, although to a lesser degree. I've reduced the number of trees in the background to get rid of this problem, but it's not very much of a forest, and not a very good solution.

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## 1.220 MSG-217 Subject: Re: Rendering price.

Subject: Re: Rendering price.

Date: Monday, 08 May 1995 23:40:29

From: El Guapo! <fubar@netcom.com>

---

I've been trying to figure out what to bill for rendering too. If I bill at the regular firm rate for all the hours I spend it would blow the project budget. But, I don't want to under sell the work...

The best I've come up with is to compare what I've been doing to the traditional alternative -- watercolor. ( I've been doing architectural rendering). From what I've seen the Top name watercolor renderers arround here get anywhere from \$1500 - \$4000 for a rendering (depending on how much work they have to do). I figure if I provide a fully developed rendering printed out on an iris printer, for just under what a watercolor version would cost, the client shouldn't choke (shouldn't being the key word).

Cris. {fubar@netcom.com}

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## 1.221 MSG-218 Subject: Rendering Prices?

---

Subject: Rendering Prices?  
Date: Tuesday, 09 May 1995 00:57:02  
From: Charles Blaquiere <blaq@io.org>

---

> From: yrod@ozemail.com.au  
>  
> Hi, I was just wondering how much to charge someone for a render?  
> Should I work it out by the hour, the resolution or what. Charging by  
> the hour might be too expensive as my machine isn't that quick, certainly  
> not as quick as a pentium.

People normally charge by the frame; I myself would charge by the hour, given the wide differences in render times between projects. Your rates might seem reasonable, until someone dumps a ray-traced animation with Resolve Depth set to 16...

When charging by the hour, what counts is the class of machine you have: 25 MHz '030? 40 MHz '040? 486 DX2/66? Pentium 100? I'm sure others will pipe in with their rates, and hopefully they'll include such details to help us sort out how much we should charge.

I'll start. I know someone who computes their render time, on a 25 MHz '040 Amiga, at \$15 CDN (\$11 US) an hour. This is his internal figure, used to construct bids; this is not the figure the client would see, if they asked for a breakdown between creation time and render time.

> BTW, am I allowed to ask questions of a commercial nature to this list?

This list is dedicated to the exchange of information between Imagine users, and that includes commercially-related questions such as the ever-popular "how do I charge?" An example of commercially-related material which would be less acceptable, would be an advertisement for an item or service for sale. (There are classified newsgroups and mailing lists for that purpose)

So don't worry. How you present yourself on the Net, as in the real world, accounts for much, and your polite query was certainly well-received by this reader. Your initial message was, how shall I put it, politely paranoid <grin> and that's always a safe attitude to have when entering a new domain.

Welcome to the List.

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## 1.222 MSG-219 Subject: RSDP settings

---

Subject: RSDP settings  
Date: Tuesday, 09 May 1995 01:01:58  
From: Charles Blaquiere <blaq@io.org>

---

> From: chris113@gold.tc.umn.edu <chris113@gold.tc.umn.edu>  
>  
>  
> I've been trying to make a forest of trees using a bitmap of a tree  
> mapped onto a plane, and black/white image of the same tree as a  
> transparency map. (...) Anyway my problem is (...) The plane of the trees  
> in the background turn out black. So I've read that you can increase the  
> RSDP setting to reduce this problem, but it's still there, although to a  
> lesser degree. I've reduced the number of trees in the background to get  
> rid of this problem, but it's not very much of a forest, and not a very  
> good solution.

Sorry, that's all you can do. RSDP is precisely the parameter which tells Imagine how many layers of transparency/refraction/reflection to compute before giving up. You'll simply have to pump RSDP up to the maximum number of layers a light ray is expected to go through; if each tree is made up of 2 planes at right angles with each other, a light ray could pass through both planes on its way to the background; so, if you have 10 rows of trees, you'll need to set RSDP to 20. (Or 21, perhaps)

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## 1.223 MSG-220 Subject: Re: Star Trek - Generations

Subject: Re: Star Trek - Generations  
Date: Tuesday, 09 May 1995 01:12:00  
From: Charles Blaquiere <blaq@io.org>

---

> From: Fred Aderhold <fredster@cyberport.net>  
>  
> Perhaps I misunderstood what you had in mind with the Essence texture.  
> Is it possible to use a texture as a filter map?

Some textures are hard-coded to only affect one attribute, such as color, while others may affect color, filter, and/or reflect. For example, you could use Dots on a plane to force opaque dots on an otherwise transparent plane. The base filter value of the plane could be 255,255,255, and the filter value of the Dots texture 0,0,128. The texture would modify the filter value of the object where it was

---

applied. Noise-type textures could have a variable effect depending on the strength of the fractal algorithm at any point.

Essence has some noise textures which apply a noisy transition border between the base object attributes and the texture attributes. Such a wispy border would be perfect for an "energy ribbon" effect, mapping a visible ribbon onto an otherwise transparent plane object. In case you didn't have Essence, I approximated the effect using Imagine's Dancing Sparks texture.

So yes, you can vary an object's filter attributes using a texture, although the wording you use ("use a texture as a filter map") is a bit misleading. The texture is used as a texture, not as a brushmap, but I assume you meant the end effect obtained, not the specific method used.

Of course, you may want to use a texture as a <xxx> map. If you're not going to zoom in close to the object, and the texture is a complicated one to compute, you may want to avoid having to re-calculate the texture in each frame, and replace the texture with a brushmap stand-in. I do this all the time on my Amiga 3000, as the 25 MHz '030 is too slow to calculate textures when rendering an entire animation. Simply apply the texture to a Bright plane, position the plane perpendicular to the camera, zoom in to fill the Perspective view, and do a full-resolution Quickrender. The resulting image can be applied as a brushmap. (Is this what you actually were asking about?)

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## 1.224 MSG-221 Subject: Re: WHAT THE F\*CK....

Subject: Re: WHAT THE F\*CK....  
Date: Tuesday, 09 May 1995 01:48:59  
From: Jeff Keena <jkeena@ozemail.com.au>

-----  
On Sun, 7 May 1995, Rodney McNeel wrote:

> Date: Sun, 7 May 1995 03:56:30 -0500 (CDT)  
> From: Rodney McNeel <rodman@infinity.ccsi.com>  
> To: Lumbient@aol.com  
> Cc: Imagine@email.sp.paramax.com  
> Subject: Re: WHAT THE F\*CK....  
>  
> Looks like Ian\_Dunn? and others are doing a stupid thing to prove THEIR  
> point-of-view. I, for one, appreciate any and all examples, tutorials,  
> ideas, etc. people want to share with the world. Put me on your mailing  
> list of things your slightly proud of :) I think we SHOULD start up an  
> Imagine newsgroup for binaries (pics) just so we have yet another place  
> to see the results of our imaginations!



| -Terence McKenna |

---

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## 1.226 MSG-223 Subject: Re: RSDP settings

Subject: Re: RSDP settings

Date: Tuesday, 09 May 1995 07:21:23

From: "chris113@gold.tc.umn.edu" <chris113@gold.tc.umn.edu>

---

On Tue, 9 May 1995 00:01:58 -0400 (EDT),  
Charles Blaquiere <blaq@io.org> wrote:

>> From: chris113@gold.tc.umn.edu <chris113@gold.tc.umn.edu>

>>

>>

>> I've been trying to make a forest of trees using a bitmap of a tree  
>> mapped onto a plane, and black/white image of the same tree as a  
>> transparency map. (...) Anyway my problem is (...) The plane of the trees  
>> in the background turn out black. So I've read that you can increase the  
>> RSDP setting to reduce this problem, but it's still there, although to a  
>> lesser degree. I've reduced the number of trees in the background to get  
>> rid of this problem, but it's not very much of a forest, and not a very  
>> good solution.

>

>Sorry, that's all you can do. RDSP is precisely the parameter which  
>tells Imagine how many layers of transparency/refraction/reflection to  
>compute before giving up. You'll simply have to pump RDSP up to the  
>maximum number of layers a light ray is expected to go through; if each  
>tree is made up of 2 planes at right angles with each other, a light ray  
>could pass through both planes on its way to the background; so, if you  
>have 10 rows of trees, you'll need to set RDSP to 20. (Or 21, perhaps)

>

This makes much more sense now. But I've found the maximum setting for RDSP  
is 16. I can understand this limitation for refraction, but for  
transparency it doesn't really take that long to render (at least at 16).  
It seems my only solution is to keep the camera up above the trees, and to  
space the trees out sparsely so as to not pass through so many planes.

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**1.227 MSG-224 Subject: Re[2]: Newsgroup ? TempStorage**

Subject: Re[2]: Newsgroup ? TempStorage  
Date: Tuesday, 09 May 1995 11:09:55  
From: spack@mv.us.adobe.com

-----  
> > newsgroup is quite popular. Why not an Imagine newsgroup?

Every year about this time, the same topic comes up. I think this has occurred for the last two years, not including this year. People complain about wasted bandwidth, off-topic discussions and the like, but isn't this more of the same?

People should also realize that this list exists because of the grace of a few individuals and one company that isn't doing so well - Unisys. Should any one of those parties decide that the list is too much effort, we could all be out in the cold. I'm not saying that change isn't good, but beggars can't be choosers.

So unless someone out there is willing to take charge and implement the news group, let's get back to our regularly scheduled program - Imagine.

-Scott  
spack@adobe.com

P.S. If you do want to implement the news group, please talk to Dave Wickard first!

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**1.228 MSG-225 Subject: Re: Newsgroup ? TempStorage**

Subject: Re: Newsgroup ? TempStorage  
Date: Tuesday, 09 May 1995 11:33:59  
From: Dave Rhodes <dave@darhodes.demon.co.uk>

-----  
Hi.

> > newsgroup is quite popular. Why not an Imagine newsgroup?

>

> It would be good to see a Imagine newsgroup! I am all for it! :-)

>

I don't know how feasible this would be, but I wish we had access to some kind of temporary storage area where we could send files such as pictures, objects, etc. which

---

relate to our postings on the IML, but don't merit being uploaded to Aminet or whatever. Then we could refer to them in our postings by filename, (e.g. see cups.jpg) and those who don't want them, don't get them. If this was defined as strictly temporary, then anything over (say) 14 days old would be automatically deleted, and we won't end up with loads of irrelevant stuff cluttering it up.

It would be nice to be able to say, for example,

I get this funny effect when I use Fog <see davesfog.jpg>

rather than having to try and explain it in words, or god forbid, uuencode it and make everyone have it.

I'm not sure how making a newsgroup would help, I don't use one at the moment, (every time I tried to get news, my server said it was too busy, that's EVERY time) but I think they've got it sorted now, so could someone explain how things would be different ? Doesn't a newsreader get all the postings to it just like mail anyway, or do some people intend to <kill> poor old lumbient and his legendary cups ?

--

~=====  
Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -  
-----

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## 1.229 MSG-226 Subject: Re: IM 3.1-3.2 Textures

Subject: Re: IM 3.1-3.2 Textures  
Date: Tuesday, 09 May 1995 14:20:09  
From: Dave Rhodes <dave@darhodes.demon.co.uk>

-----  
Hi Mark

> Hi, I have been having a certain problem with Imagine textures  
> working, specifically the new ones that came with 3.1 that came through

Erm.. kick me if I'm being too obvious here, but have you got an FPU, or are you using the integer version of imagine ? I understand that the textures need the FPU to work, but as you can use some of them, I may be barking up the wrong tree, unless some of them work without one.

Have you got enough RAM also ?

---

Woof woof  
Dave

--

~=====  
Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -  
-----

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### 1.230 MSG-227 Subject: Re: Glass etc

Subject: Re: Glass etc  
Date: Tuesday, 09 May 1995 14:28:33  
From: Dave Rhodes <dave@darhodes.demon.co.uk>

-----  
> Oh yeah, I am currently working on a 'lumbient' texture; it will map  
> uuencoded pictures of cups onto any object, but will take a long time  
> and lots of memory to render :)

....And presumably we'll have no control over the number of times it repeats  
itself over the object ?....

--

~=====  
Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -  
-----

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### 1.231 MSG-228 Subject: Texturemapping

Subject: Texturemapping  
Date: Tuesday, 09 May 1995 14:39:41  
From: Mike McCool <mikemcoo@efn.org>

-----

Hey y'all,

Creating a worm object, using extrude along a path option, I'm having trouble with my texturemapping.

Probably something obvious, but I'm not seeing it. When I map a texture, say bumpnois, to the object, it looks great on the object itself, before I've extruded it.

But once the object is extruded along its path into an actual worm, the texturemap is only applied at the TIP of the worm, and not along its entire length.

(I don't think it's a bug, but a dweebish phenomenon in the brain of the user).

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### 1.232 MSG-229 Subject: PC Imagine: Hardware Incompatibilities?

Subject: PC Imagine: Hardware Incompatibilities?  
Date: Tuesday, 09 May 1995 15:32:59  
From: Trin Yuthasastrackosol <yuthas@cc.UManitoba.CA>

-----  
Are there any known x0x86 hardware incompatibilities with vers. 2.0 of Imagine? I have tried to run it on a Blue Lightning 486SLC/100 with a Cyrix Co-pro and it always reboots my machine. I've also tried the imagine /noxms flag to no avail. Any help in this regard would be greatly appreciated!

Trin Dominic Yuthasastrakosol |A great many people think they are  
Dept. Pharmacology and Therapeutics |thinking when they are merely  
University of Manitoba |rearranging their prejudices.  
A5002MbChip1MbFastSupraturbo28GVPII354Mb| -William James

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### 1.233 MSG-230 Subject: Moving ground

Subject: Moving ground  
Date: Tuesday, 09 May 1995 15:36:00

---



I've also noticed strange behaviour with Imagine when using a lot of bright objects (like big black lines down the side of the picture) try turning off some (or all) of the bright trees (like that ones in the distance or ones near a light).

---

```

              | \ / |
              o  O
              oOO_=( ^ )=_OOo
-----
|              ' ' '      U      ' ' '
| Gumby Death Man (Dylan Neill) Amiga 1200/6/120 486DX2-66/24/500 |
| Email: dylann@pcug.org.au WWW: http://www.pcug.org.au/~dylann/ |
|-----

```

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### 1.235 MSG-232 Subject: Re: RSDP settings

Subject: Re: RSDP settings

Date: Tuesday, 09 May 1995 17:26:15

From: beeton@SEDSsystems.ca (Gary Beeton, beeton@SEDSsystems.ca)

-----

> I've been trying to make a forest of trees using a bitmap of a tree mapped  
 > onto a plane, and black/white image of the same tree as a transparency map.  
 > The plane is cloned several times and rotated around it's z axis so you get  
 > sort of a 3d tree. I've also made each of the planes bright which seems to  
 > make the individual planes less noticable when rendering. Anyway my problem  
 > is when rendering the trees in the foreground look ok, but the trees in the  
 > background don't. The plane of the trees in the background turn out black.  
 > So I've read that you can increase the RSDP setting to reduce this problem,  
 > but it's still there, although to a lesser degree. I've reduced the number  
 > of trees in the background to get rid of this problem, but it's not very  
 > much of a forest, and not a very good solution.

You might be able to side-step the problem by using tree shaped "planes"  
 instead of rectangular ones.

Gary Beeton  
 beeton@SEDSsystems.ca

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**1.236 MSG-233 Subject: Re: IM 3.1-3.2 Textures**

Subject: Re: IM 3.1-3.2 Textures  
Date: Tuesday, 09 May 1995 19:04:06  
From: Marcus <mskren01@msuacad.morehead-st.edu>

---

> Erm.. kick me if I'm being too obvious here, but have you got an FPU,  
> or are you using the integer version of imagine ? I understand that the  
> textures need the FPU to work, but as you can use some of them, I may be  
> barking up the wrong tree, unless some of them work without one.  
> Have you got enough RAM also ?  
> Woof woof  
> Dave

Well, I'm not sure whether you know this but, not every-one uses the Amiga version of Imagine, I own an Amiga (and once used Imagine on it) but I now use Imagine on my Pentium-90MHz system with 8MB RAM, I would think that this would not be a problem. Although, \*\*\*my Pentium is one of the chips with the flaw in it\*\*\* this could be what is causing the problem but I am not sure. I guess I'll just have to test this theory out on my 386 when I go home. Although that means that I might not be able to let you know whether that worked or not. Also, Imagine does not come with two different versions on the PC like it did (or still does) on the Amiga.

But anyways, I called up Impulse on yesterday and they said that they are currently looking into the problem. So I guess that all of you will find out.

-mark

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**1.237 MSG-234 Subject: Re: RSDP settings**

Subject: Re: RSDP settings  
Date: Tuesday, 09 May 1995 19:20:41  
From: Roger Straub <straub@csn.org>

---

On Tue, 9 May 1995 beeton@SEDSsystems.ca wrote:

> > I've been trying to make a forest of trees using a bitmap of a tree mapped

---

> > onto a plane, and black/white image of the same tree as a transparency map.

> > The plane is cloned several times and rotated around it's z axis so you get

> > sort of a 3d tree. I've also made each of the planes bright which seems to

> > make the individual planes less noticable when rendering. Anyway my problem

> > is when rendering the trees in the foreground look ok, but the trees in the

> > background don't. The plane of the trees in the background turn out black.

> > So I've read that you can increase the RSDP setting to reduce this problem,

> > but it's still there, although to a lesser degree. I've reduced the number

> > of trees in the background to get rid of this problem, but it's not very

> > much of a forest, and not a very good solution.

>

>

> You might be able to side-step the problem by using tree shaped "planes"

> instead of rectangular ones.

OR (watch the light bulb explode above my head) you could use the brushmap as a clip map! Apply the transparency brush, then apply the ClipTran texture! Will this work? The dox say that it only affects the specular spot and reflection of the clipped parts. Hmmm. Worth a try, perhaps?

Hope this helps...

>

> Gary Beeton

> beeton@SEDSsystems.ca

>

See ya,  
Roger

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## 1.238 MSG-235 Subject: Re: Star Trek - Generations

Subject: Re: Star Trek - Generations  
Date: Tuesday, 09 May 1995 20:21:07  
From: Charles Blaquiere <blaq@io.org>

-----

> From: eths1306@ele.etsmtl.ca

>

> Can you tell me in which version of Imagine can I find "Fractal

> Noise texture"? I look in the imagine 3.0 directory and didn't find any

> textures of that name! Thanks

---



BumpNoiz, ColrNoiz, Dirt, ClrNoiz2, FilNoiz2, RefNoiz2, Zooloo, CoolFir, Fireball are some of the texture which resemble the classic fractal noise texture. Several other Imagine textures have some fractal noise as part of their effect. I just went through the "texture.txt" file and did a text search on the word "noise".

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### 1.239 MSG-236 Subject: Nobody

Subject: Nobody  
Date: Tuesday, 09 May 1995 21:32:49  
From: lucas.janin@ramses.fdn.org (Lucas Janin)

-----  
Hello,

A few weeks ago, i substrict to this conference and i have got 0 message!!!  
Somebody can reply me!! I'm so lonely....

Lucas JANIN

Lucas.Janin@ramses.fdn.org

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### 1.240 MSG-237 Subject: About Particles

Subject: About Particles  
Date: Tuesday, 09 May 1995 23:15:11  
From: Charles Blaquiere <blaq@io.org>

-----  
> From: FERNANDO PENA D'ANDREA <DANDREA@aton.inf.ufrgs.br>

>

> I use a version of Imagine thet has no particles (2.0) :( .

> I want to do a scene containing an object made with little cubes

> in a sphere pattern, as the cubes were the sphere's vertex. More: I

> want to do the cubes spin arround itselfes to produce a nice effect

---

> in my sphere. A friend told me that only particles makes it possible

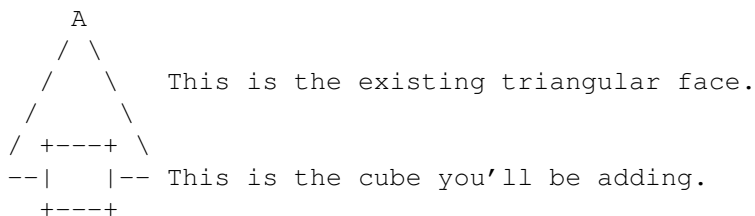
You can do it without particles; you'll just have to create and animate each cube by hand. Don't worry, it's less intensive than you might think.

Here's the basic plan: you'll create an Imagine group that has a simple axis as the parent, and tons of little cubes as its children. Save as "CubeSphere.1". Then, you'll rotate each cube individually by 120 degrees, and save the group as "CubeSphere.2". Rotate the children a second time, and save the group as "CubeSphere.3". Since the only thing that changes between saves is the `_orientation_` of each cube `_relative_` to its parent, you can then morph between groups 1, 2, 3, and back to 1, and you'll see little rotating cubes. (I assume you already know how to morph objects in the Action editor)

\*\*\* If you have a version of Imagine which includes the Tumble FX, you don't need to manually rotate each cube! This repetitive chore is for 2.0 users only. Read to the end of the message before diving in. \*\*\*

Okay, let's build a sphere of cubes! First, add a primitive sphere, with the desired parameters. (More sections means more cubes for you to build. I used 12 circle sections and 6 vertical sections, which still creates 62 cubes in your final model!) This sphere will be your guide, to be used when building the actual sphere-of-cubes, which I'll call the s-o-c.

The guide sphere has triangular faces pointing up, and others pointing down. To make things simpler, we'll only create a cube for each upwards-pointing face. The cube will be centered at the bottom of the triangle. For example, as seen from the front view:



If you followed my directions, your sphere has 6 horizontal layers or rings of triangles, and the base of the triangles just above the equator is about 25 units wide. Let's start by creating the cubes which will correspond to these equatorial triangles: the cubes should be scaled to fit comfortably there, so we'll make 12-unit wide cubes.

Add a primitive plane, 12 x 12 units, 1 x 1 sections. If the plane does not appear at location 0,0,0, move it there with the Transform requester. Extrude it to a length of 12 units. You have a basic cube. With the cube picked, transform its `AXIS ONLY` to position = 0,6,0 (we want the axis centered on the cube) and size = 6,6,6 (for esthetic purposes). Now that the axis reflects the cube, let's center the cube by moving it to position 0,0,0. Object/Copy the cube to keep a copy around, to be Object/Pasted every time we need a fresh cube.

We'll start by making the single cube at the top of the sphere, and the single cube at the bottom. Since the guide sphere's faces become smaller

as we move towards the top and bottom, these cubes will also need to be smaller. Change the size of the object to 3,3,3, and its position to 0,0,50.

Bring a new cube into the world by using Paste, and change its size to 3,3,3 and position to 0,0,-50.

Now that we've created the single cubes at the poles, we can create the rest, one ring at a time. The finished sphere will have 5 horizontal rings of cubes between the poles: one at the equator, 2 above, and 2 below. These will be numbered 1 through 5 going from top to bottom, as seen in the Front view. This means that ring 3 is the equator.

### RING 3

-----

Paste a new cube into place. Rotate the sphere 15 degrees in Z, to make one of the equatorial triangles face you in the front view. In the Front view, you should see the cube perfectly centered on the triangle's base, just as I drew in the diagram above. Pick the cube and move it to Y = -50. The cube will be perfectly centered with our guide triangle, in all 3 views.

Okay, that's one cube. You can now do the other 59. <grin!> No, no, don't run away! Just a little Imagine Mailing List humour. From this cube, we'll start duplicating the others with minimal expense.

With the cube picked, Transform its AXIS ONLY back to position 0,0,0 and alignment = 90,0,0 (you'll see why below). Copy the cube; we'll need this newly-oriented cube later. We're now ready to create an entire ring of cubes. The guide sphere has 12 upward-pointing triangles in each ring; there's already one cube onscreen, so we need to create 11 more cubes. Replicate the cube, with length = 0.0001, copies = 11, and Y rotation = (11/12 of one full turn) = 330 degrees. Poof! The middle ring of cubes is done. (Since Replicate only allows Y rotation, you now know why we had to rotate the cube's axis so that its Y axis pointed upwards)

### RING 2

-----

Paste a new cube into view. Since we copied the object after we changed its orientation, we don't need to do so anymore; any cube we paste from now on will be ready for replication. (Sounds Star Trek-ish to me B^)

We'll create the ring immediately above the equator. Transform the cube to size = 5,5,5 and position = 0,-43,25. This moves it into place, although the cube is at the corner of its guide triangle, not the base. Change the position of the AXIS ONLY to 0,0,25 to bring the axis back to the desired center of rotation. When that's done, as a separate step, you may want to rotate the cube (entire object, not just the axis) by 15 degrees in WORLD Z; this will center it with the triangle's base. (Do this if you want a staggered look, the same effect as the "stagger points" button when you create a sphere)

Then, Replicate the cube with 11 copies spread around a 330-degree rotation, while moving along local Y by a length of 0.0001 units. (i.e. the exact same parameters you used before) You need to enter 0.0001, by the way, because Imagine will refuse a length of zero.

---

## RING 4

-----

Now that you have created the ring immediately above the equator ring, you can replicate it to create its southern counterpart, automatically! This ring contains triangles whose base lies at  $Z = -25$ , so you can simply pick the newly-created ring and replicate one copy, with length = -50. (Remember, extrude operations work based on an object's local axes, and the extrusion length is measured along the object's Y axis) Since our ring's Y axis points upwards, making a duplicate ring 50 units below requires a length of -50 (local Y) units for the single copy.

## RING 1

-----

Paste a new cube into view. Transform it to size = 4,4,4 and position = 0,-24,43. Change the position of the AXIS ONLY to 0,0,43 to bring the axis back to the desired center of rotation. Because of the staggered points in the guide sphere, this cube doesn't need to be rotated 15 degrees to fall at the base of its guide triangle.

Then, Replicate the cube with 11 copies as we've done all along. This creates ring 1.

## RING 5

-----

With ring 1 picked, we can create another ring at world  $Z = -43$ , which is 86 units below this one. Replicate one copy, with length = -86.

## MAIN AXIS

-----

Now that we have created all the cubes we need, let's add a single axis to serve as parent. Actually, there's already one -- the sphere's axis, and it's just the right size, too! Pick the sphere, enter Pick Points mode, RightAmiga-A to Select All, and RightAmiga-D to Delete. This deletes every bit of geometry associated with this axis. (Deleting points also deletes any edges and faces they belong to; deleting edges would delete any faces they belong to, but leave the points untouched; deleting faces would leave edges and points untouched) Go back to Pick Groups or Pick Objects mode.

I'm a neat guy, so I like to reorient the empty axis to get rid of this pesky 15-degree rotation we gave the sphere at the beginning. But that's just me.

With the former sphere still picked, hold the Shift key and Select All to select all other objects. Hold your breath and press RightAmiga-J to join them all into one single object. (The resulting object will be built around the axis you first picked, in this case the sphere)

## INDIVIDUAL CUBES

-----

Okay, so we have a single object that looks like a bunch of cubes. What we want is a real bunch of individual cube objects! Here's a devious Imagine trick that someone else discovered. You'll fall off your chair.

You normally use Slice to have Imagine create separate objects from the intersection of two source objects. But what if you slice an object with itself? You'd expect error requesters for the next 4 weeks, but no -- slicing an object with itself results in a new object for each separate part.

So, all you need to do to turn this single sphere, made up of faces assembled in the shape of little cubes, into a bunch of actual, separate, cube objects, is to pick the sphere and press RightAmiga-X.

The result, as with all Slice operations, will be a group. With a single axis as the parent. And each separate object as the children. Exactly what we want. Isn't Imagine wonderful? You'd think I made this d'Andrea guy up myself, just to force this contrived scenario. <g>

Enter Pick Groups mode, pick the sphere (make sure everything redraws blue), and save the group as "CubeSphere.1".

You may want to raid the fridge for a snack at this point. You deserve it.

#### MAKING THE SECOND OBJECT

-----

Here's where it gets, unfortunately, a bit tiresome. (If you have a mouse-and-keyboard macro recorder such as Mach IV, this might be the time to install it! Recording the following actions and assigning them to an unused hotkey might save you some effort)

You'll need to rotate each cube individually by 120 degrees in local Z. Enter Pick Objects mode, open the Find requester, and click on PARTS. Then follow this routine:

- RightAmiga-N to select the next object
- F1 to pick it
- RightAmiga-T to transform
- Click on Rotate, <Enter><Enter>120<Enter> to rotate 120 in local Z.
- Click OK.

When RightAmiga-N brings you back to the central, empty axis, you've rotated all 61 cubes. Enter Pick Groups mode, pick PARTS (everything should turn blue) and save as "CubeSphere.2".

#### MAKING THE THIRD OBJECT

-----

Now enter Pick Objects mode and go through all 61 cubes all over again,

---

then enter Pick Groups mode, pick PARTS, and save as "CubeSphere.3".

All you need to do now is to morph from group 1, to 2, to 3, and back to 1.

```
(For example: Action editor max. frames = 61;
CubeSphere.1 from frame 1 to 1;
CubeSphere.2 from 2 to 21, transition frames = 19;
CubeSphere.3 from 22 to 41, transition frames = 19;
CubeSphere.1 from 42 to 61, transition frames = 19;
Render frames 1 to 60 only)
```

By the way, there is a Tumble FX in Imagine (2.9?) and above, which automatically rotates children around their local axes; if you had a higher version of Imagine than 2.0, you could've avoided all those manual rotations.

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## 1.241 MSG-238 Subject: Re: Moving ground

Subject: Re: Moving ground

Date: Wednesday, 10 May 1995 01:08:25  
From: fredster@cyberport.net (Fred Aderhold)

>  
>Does anyone know the rule of thumb or formula for animating a ground  
>object to give the illusion of perpetual movement in one direction or  
>another? What I mean is, if I have a textured or brushmapped ground and  
>I want it to look as though it is moving ...say from left to right  
>throughout the animation smoothly. I've seen this illusion mostly with  
>walking type objects and was wondering if there is an easy way to do it  
>so it cycles seamlessly.  
>

I don't know if there are any rules, but anytime I've tried to do something like this, it's been a pain. I usually wind up in PhotoShop, where I take the image, cut and paste it into a new, larger resolution picture so I can paste the image right next to itself. Then you can use Photoshop to try and blend the two sides so they match. Of course, it helps if the image isn't too complicated to begin with. If your looking to make a landscape background, Vistapro makes it easy to make 360 panoramic views...

-----  
Fred Aderhold  
fredster@cyberport.net

Relax, it's all just 1's and 0's

---

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## 1.242 MSG-239 Subject: Re: Texturemapping

Subject: Re: Texturemapping  
Date: Wednesday, 10 May 1995 01:08:35  
From: fredster@cyberport.net (Fred Aderhold)

---

>Hey y'all,  
>  
> Creating a worm object, using extrude along a path option, I'm  
>having trouble with my texturemapping.  
>  
> Probably something obvious, but I'm not seeing it. When I map a  
>texture, say bumpnois, to the object, it looks great on the object itself,  
>before I've extruded it.  
>  
> But once the object is extruded along its path into an actual  
>worm, the texturemap is only applied at the TIP of the worm, and not  
>along its entire length.

I think that's what's supposed to happen. When the texture was first applied, the tip was all that was there... I'd say, try applying the texture after you extrude the object.

> (I don't think it's a bug, but a dweebish phenomenon in the brain  
>of the user).

You get those too? Must be all those rays we're tracin' affecting the higher thought processes... :)

---

Fred Aderhold  
fredster@cyberport.net

Relax, it's all just 1's and 0's

---

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---

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## 1.243 MSG-240 Subject: Re: Star Trek - Generations

Subject: Re: Star Trek - Generations  
Date: Wednesday, 10 May 1995 01:08:38  
From: fredster@cyberport.net (Fred Aderhold)

-----  
>> From: Fred Aderhold <fredster@cyberport.net>

>>

>> Perhaps I misunderstood what you had in mind with the Essence texture.

>> Is it possible to use a texture as a filter map?

>

>Some textures are hard-coded to only affect one attribute, such as  
>color, while others may affect color, filter, and/or reflect. For

Ok, now I get it!

>visible ribbon onto an otherwise transparent plane object. In case you  
>didn't have Essence, I approximated the effect using Imagine's Dancing  
>Sparks texture.

I'm on a PC, so I await the Essence PC debut with everyone else... Your  
example worked perfectly! I animated the sparks, then animated the  
transparent plane up between two poles to get that "Frankenstien" electrode  
effect. Neat!

>

>So yes, you can vary an object's filter attributes using a texture,  
>although the wording you use ("use a texture as a filter map") is a bit  
>misleading. The texture is used as a texture, not as a brushmap, but I  
>assume you meant the end effect obtained, not the specific method used.

I think I meant, "Can you use the color pattern created by a texture like  
Pastella, to say, make an object bumpy, like you can with a brushmap".  
You very clearly explain how to do this below! Sorry about the confusion, I  
still stumble a bit with the lingo here and there...

>Of course, you may want to use a texture as a <xxx> map. If you're not  
>going to zoom in close to the object, and the texture is a complicated  
>one to compute, you may want to avoid having to re-calculate the texture  
>in each frame, and replace the texture with a brushmap stand-in. I do  
>this all the time on my Amiga 3000, as the 25 MHz '030 is too slow to  
>calculate textures when rendering an entire animation. Simply apply the  
>texture to a Bright plane, position the plane perpendicular to the  
>camera, zoom in to fill the Perspective view, and do a full-resolution  
>Quickrender. The resulting image can be applied as a brushmap. (Is  
>\_this\_ what you actually were asking about?)

Yup...

---



Someone suggested that you write you own Imagine manual, and I for one would whole-heartedly agree (and buy it!). I always seem to "get it" from your explanations. Thanks!!!!

-----  
Fred Aderhold  
fredster@cyberport.net

Relax, it's all just 1's and 0's

-----  
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### 1.244 MSG-241 Subject: Re: Texturemapping

Subject: Re: Texturemapping  
Date: Wednesday, 10 May 1995 01:15:41  
From: Lumbient@aol.com

-----  
Wow! you described a project I made about two months ago! I made a worm, just like you then applied the textures: (in this order)  
WormVien  
Ribbed  
BumpNoiz  
The worm I created can be found on aol (I believe there id an ftp site that you can download it, maybe aol.com?) its really ugly and has bulgin' red viens and slimmy bumpy skin. I'll refrain from uuencoding it :)  
PS It worked fine for me? Did you apply the texture after you extruded it?

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### 1.245 MSG-242 Subject: Re: Object speed

Subject: Re: Object speed  
Date: Wednesday, 10 May 1995 01:30:54  
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

-----

---

Well this won't be a clear answer, although I've looked for a few hours for it, in past AmigaWorld and Amazing magazines. I remember reading an article then, about the same problem. Didn't have Imagine then, so didn't try it, and what's left in those fading grey cells, isn't much.

Anyway, the idea was, to have your object following your path. Let's say, it's an oval shape racing track. Have another path, I think it should be a copy of the first, and change its shape in a way, that it has 'bumps' in places you want accel/deaccelerations. Have your object (let's assume a car) tracking to an object (can be just an axis, but for testing, put an object, so you can watch it in relation to the car) on the second path.

Sorry for a very uncomplete help. It's just a wild shot in a direction that might lead someone from the group to the correct answer.

I don't remmeber the name of the writer, if anyone recalls, please give him/her credit.

There are a bunch of things to test:

- Different number of dots in each of the path, not equal like was written.
- Crossing of the bumps with the oval path.
- Might be a problem if you animate a car, like the 'nose' is turning in the wrong direction.

Well, I ended having more problems than answers, have to sharpen those grey cells, they give me noisy sounds lately...

How do you come back from 3D ?

Ayalon M. Hermony            Internet: ıla2024@datasrv.co.il

On Sat, 6 May 1995, Kent Marshall Worley wrote:

>  
>  
> On Wed, 3 May 1995, Charles Blaquiere wrote:  
>  
> > From: Paul Rance <paul@rance.demon.co.uk>  
> > >  
> > > Is there away to vary and object's speed a number of times  
> > > along a path in v3.2?  
> >  
> > Boy, I can't believe that nobody has responded to you in a month. B^(  
> >  
> > The answer is no. Using acceleration/decceleration, or using spline  
> > velocity, you only have control over the beginning and ending behaviour.  
> > You'll need to separate your path in segments, and define multiple  
> > "follow path" bars in the Action editor.  
> >  
> I am running into this exact limitation. I am doing an animation of cars  
> racing around a track. The tedium of creating all those paths for one lap  
> would not happen if I could create a single looped path and adjust the

> speed the object follows the path.  
> mumu@america.net  
>

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## 1.246 MSG-243 Subject: Re: Texturemapping

Subject: Re: Texturemapping  
Date: Wednesday, 10 May 1995 04:15:37  
From: fredster@cyberport.net (Fred Aderhold)

-----  
> Thanks, you, for responding. And I do think your suggestion  
> would work fine. Only problem would be--and I should have mentioned  
> this in my original query--that I actually intend to  
> have my worm object 'grow' up from out of the ground in an anim.

Ahhh, now that's different eh? So let me get this straight - do want your worm to actually change size, or is it just sorta crawling out of a hole(now there's a question you don't ask every day...)? If it's crawling, I would make a bunch of different states in various stages of "squiggle", and morf between them while keyframing(or following a path or whatever) the worm up and out. Make sure you save the texture state as well as the shape from state to state. As for the Grow effect, I never tried it with a textured object, but I'm sure it will keep the texture where you put it...

Just a thought!

-----  
Fred Aderhold  
fredster@cyberport.net

After we pull the pin, Mr. Grenade is  
NOT our friend!

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**1.247 MSG-244 Subject: 3DSite - A 3D WWW page**

Subject: 3DSite - A 3D WWW page  
Date: Wednesday, 10 May 1995 05:42:52  
From: Falko@aol.com

---

To those of you that are creating Imagine related Web pages, let me suggest that you contact 3DSite. This is a Web page that has links to many 3D related subjects and private Web pages. You may wish to see if you can get a link/listing for your Web page there to arouse additional interest in Imagine. They have a wide variety of subjects. But Imagine is not listed. I have sent them mail to request at least a listing - but someone with an actual Web page may have more clout and/or luck with them. They seem to cover virtually all platforms from PC to Amiga to Unix to Workstation class machines. You can get their page at:

<http://www.lightside.com/~dani/cgi/software-packages-index.html>

I hope to stir up additional interest in my favorite 3D program!!

Falko

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**1.248 MSG-245 Subject: Re: Moving ground**

Subject: Re: Moving ground  
Date: Wednesday, 10 May 1995 06:58:17  
From: James Brooks <jamesb@clark.net>

---

On Tue, 9 May 1995, Fred Aderhold wrote:

> >  
> >Does anyone know the rule of thumb or formula for animating a ground  
> >object to give the illusion of perpetual movement in one direction or  
> >another? What I mean is, if I have a textured or brushmapped ground and  
> >I want it to look as though it is moving ...say from left to right  
> >throughout the animation smoothly. I've seen this illusion mostly with  
> >walking type objects and was wondering if there is an easy way to do it  
> >so it cycles seamlessly.  
> >

I know in Lightwave (LW) I would use something like a displacement mapping to give the illusion that the ground is moving. Is there

---

something like that for Imagine as well?  
I have to check and see. ;-)

Good Day

Alex

```
-----
James "Alex" Brooks           Amiga 4000/040/28MHz 20MB RAM
Lightwave 3.5 / Imagine 3.0   VideoToaster 4000 3.1
Syquest 3.5" 270MB           Bernoulli 90Pro
NEC 3xp Triple Speed CDROM    Warp Engine 4028
Epson ES-600C Scanner         E-Mail: jamesb@clark.net
-----
```

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## 1.249 MSG-246 Subject: Re[2]: IM 3.1-3.2 Textures

Subject: Re[2]: IM 3.1-3.2 Textures  
Date: Wednesday, 10 May 1995 09:08:23  
From: aciolino@ccmail.rrddts.donnelley.com

```
-----
Well, I'm not sure whether you know this but, not every-one uses the
Amiga version of Imagine, I own an Amiga (and once used
Imagine on it) but I now use Imagine on my
Pentium-90MHz system with 8MB RAM, I would think that
this would not be a problem. Although, ***my Pentium is
one of the chips with the flaw in it***
[snip]
```

I have a flawed Pentium, and Imagine has always worked  
fine (so far) on the machine.

-AC

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## 1.250 MSG-247 Subject: Re[2]: moving ground

---

Subject: Re[2]: moving ground  
Date: Wednesday, 10 May 1995 09:08:54  
From: aciolino@ccmail.rrddts.donnelley.com

---

>Does anyone know the rule of thumb or formula for animating a ground  
>object to give the illusion of perpetual movement in one direction or  
>another? What I mean is, if I have a textured or brushmapped ground and  
>I want it to look as though it is moving ...say from left to right  
>throughout the animation smoothly. I've seen this illusion mostly with  
>walking type objects and was wondering if there is an easy way to do it  
>so it cycles seamlessly.  
>

It's been a while since I did a moving ground, but when I did it, it was with simple checkerboarded texture and a sphere. Mind you, if you use a brushmap, it'd better be even on all 4 sides! Wrap in on a sphere and rotate the sphere 360 degrees and see if you can see any breaks. Better yet, get a piece of software that will allow you to "wrap around" a bitmap in a 2-dimensional plane by moving the cursor keys over it. For the IBM, Fractal Design Painter and Photoshop should allow this. But I digress...

What I did was:

- 1) Determined the length of a single square (32 units was the default, so I used it...)
- 2) Placed my target object in the world (The Sphere)
- 3) Placed my camera parallel to the object and at equal height (in other words, Aligned the Y-axes to be equal)
- 4) Moved my camera the length of one square (32 units) in a direction, keeping it parallel with the ground plane and pointing at my target object.

- or -

- 4) Moved THE GROUND 32 units, keeping the object AND THE CAMERA stationary.

Either way, SOMETHING remained stationary...

This SHOULD produce a seamless "over the ground" animation. I don't recall if there were glitches in this, but that was the theory I used.

You could take the sphere out and test this, it should render pretty quickly in a lo-res mode, and it SHOULD

---

play seamlessly, too.

I don't know what you'd do if you wanted wavy water. I guess you'd just have a 32-unit wavelength and probably morph the water over 32 units (wasn't that in the Imagine 2.0 or 3.0 manual?)

-AC

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## 1.251 MSG-248 Subject: Particles with Dust2

Subject: Particles with Dust2

Date: Wednesday, 10 May 1995 10:31:00  
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

-----  
Hi Fernando,

> I use a version of Imagine that has no particles (2.0) :( .  
> I want to do a scene containing an object made with little cubes  
> in a sphere pattern, as the cubes were the sphere's vertex. More: I  
> want to do the cubes spin around themselves to produce a nice effect  
> in my sphere.  
Try 'Dust20.lha' from aminet. Allows you to make a particle object and make the key frames for Imagine. In Imagine you can load the objects and morph between them.

The small tutorial of Charles might also work.

Greetings Joop

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## 1.252 MSG-249 Subject: Shredder

Subject: Shredder

Date: Wednesday, 10 May 1995 12:08:43  
From: a00448@dtic.ua.es (ERNESTO POVEDA CORTES)

-----

---

Hi to all,

After get my copy of Im32 (Amiga PAL) in response ( a fast one indeed) to my \$100 Upgrade fee, i think i found a bug in Shredder effect.

The effect is .... well no words to describe it, i always like the explosion effect of imagine, but this..... :))

Bug here comes my question.

If you try the tutorial that comes in the 32.doc, in stage Ed. all works fine, but if you try to render the project, when the parts begin to dissapear, the phong will begin to give a lot of errors.

But if you don't use any phong settings the effect will work ok.

Sorry for my English. :/

--

```

+-----+
| 'Do not underestimate the power of the Force.' |
| | |
| email: a00448@dtic.ua.es --> Ernesto Poveda Cortes (I am not a number :) |
+-----+

```

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## 1.253 MSG-250 Subject: Re: Moving ground

Subject: Re: Moving ground

Date: Wednesday, 10 May 1995 13:57:15

From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

-----

Hello Mike, on May 9 you wrote:

> Does anyone know the rule of thumb or formula for animating a ground  
> object to give the illusion of perpetual movement in one direction or  
> another? What I mean is, if I have a textured or brushmapped ground and  
> I want it to look as though it is moving ...say from left to right  
> throughout the animation smoothly. I've seen this illusion mostly with  
> walking type objects and was wondering if there is an easy way to do it  
> so it cycles seamlessly.

>From an Amiga point of view I would use ADPro's "Roll" operator on the  
background and composite the Imagine renders onto it. Roll, used with its  
Wrap option takes a user defined number of pixels from one edge of the pic  
and places them on the other side. To make it seamless the left edge and  
right edge of the picture have to be identical. You can do this by making a  
mirror image of the background and joining the two together.  
This method saves rendering the ground plane for every frame.

-- Bob

---



: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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## 1.254 MSG-251 Subject: Re: Texturemapping

Subject: Re: Texturemapping  
Date: Wednesday, 10 May 1995 14:31:04  
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

-----  
Hello Fred, in <199505100315.VAA19016@cpmt2.cyberport.net> on May 9 you wrote:

> > Thanks, you, for responding. And I do think your suggestion  
> > would work fine. Only problem would be--and I should have mentioned  
> > this in my original query--that I actually intend to  
> > have my worm object 'grow' up from out of the ground in an anim.  
>  
> Ahhh, now that's different eh? So let me get this straight - do want your  
> worm to actually change size, or is it just sorta crawling out of a hole(now  
> there's a question you don't ask every day...)? If it's crawling, I would  
> make a bunch of different states in various stages of "squiggle", and morf  
> between them while keyframing(or following a path or whatever) the worm up  
> and out. Make sure you save the texture state as well as the shape from  
> state to state. As for the Grow effect, I never tried it with a textured  
> object, but I'm sure it will keep the texture where you put it...  
>  
> Just a thought!

I've done the worm thing too, it's an ideal object for Bones.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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## 1.255 MSG-252 Subject: TextureStudio v1.0.2

---

Subject: TextureStudio v1.0.2  
Date: Wednesday, 10 May 1995 19:51:19  
From: zceec07 <zceec07@ucl.ac.uk>

-----  
Hi all,

This is just to announce that I've just uploaded TextureStudio v1.0.2 to Aminet this evening (10/5/95) and this should fix the bug which caused blank menus under Workbench2.x Amigas. If you own v1.0.1 and a Workbench3 Amiga, there is nothing extra to be gained by getting v1.0.2.

Aminet still seems to be a go-slow, so you may get the file directly from:

ftp.uni-erlangen.de

as:

/pub/aminet/new/TextureStudio.lha

Apologies for the initial problems with the program, v1.0.2 now fixes all known problems.

-----  
Andy Dean, co-author of ImageStudio and TextureStudio  
Email: adean@eleceng.ucl.ac.uk

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## 1.256 MSG-253 Subject: Threat

Subject: Threat  
Date: Wednesday, 10 May 1995 20:17:33  
From: Darren Priestnall <darren@hanger.demon.co.uk>

-----  
Please please please take me off the mailing list.....or I'll be forced to download this great new render I've seen of these cup's a few dozen times.....have you seen them yet ? :)

Partly light hearted, partly annoyed at all this unstoppable mail.

--

-----~  
Darren Priestnall - darren@hanger.demon.co.uk (PandGImaging)  
Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063  
-- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

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## 1.257 MSG-254 Subject: IMAGINE NEWSGROUP

Subject: IMAGINE NEWSGROUP  
Date: Wednesday, 10 May 1995 20:30:34  
From: Lumbient@aol.com

---

You know if you really want an Imagine news group, you would have to name it something interesting. Something catchy. And memorable....

I GOT IT!!!!!!!!!!!!!!

ALT.SEX.IMAGINE.BINARIES

Perfect...

---Lumbient

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## 1.258 MSG-255 Subject: Re: Texturemapping

Subject: Re: Texturemapping  
Date: Wednesday, 10 May 1995 21:30:53  
From: beeton@SEDSsystems.ca (Gary Beeton, beeton@SEDSsystems.ca)

---

> ...  
> Well, 'grow' was what I was actually intending in the first  
> place. The worm needs to 'grow' up out of the ground. I was only doing  
> the extrusion thing in Detail to get a quick idea of the look of the  
> worm.  
> ...

Okay, here's a stupid question: Do you really need your worm to grow, or do you just want the tail end to be covered by the ground (sort of like real life)?

Gary Beeton  
beeton@SEDSsystems.ca

---

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## 1.259 MSG-256 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 10 May 1995 22:22:32  
From: imagine-relay@email.sp.paramax.com

---

Hi everybody,  
yes, I read FAQ 6, but I still have three questions:

1. How do I decompress \*.lha files from the Aminet on my PC?
2. What is the location and the filename of the famous "Dare to Imagine"?
3. Imagine (2.0-3.1, I haven't checked 3.2 yet) seems to skip faces or even whole objects in scanline rendering when being short of RAM but before any messages like "not enough memory" appear. Is there a way to know that my scene won't be rendered properly before I start rendering?

---

|                                |  |
|--------------------------------|--|
| Thomas Gaiser                  |  |
| thomas.gaiser@uni-tuebingen.de |  |

---

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## 1.260 MSG-257 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 10 May 1995 22:33:39  
From: imagine-relay@email.sp.paramax.com

---

Hi

Mike McCool (and others) wrote about making worms in Imagine.  
Are worms contagious then ? \_We've\_ all got them anyway...

I've also done this, but I did it by making a section, (by chopping the front and back off a simple sphere), and replicating it along a path, - which doesn't lose the texture info you assigned to the single section, - at least mine didn't...but if you've used a brush map, then the axis will still be set up for the first section only, and will look different if you scale it up to fit.

I tried to make a state for the single section, in the hope that I might be able to tack on the texture, and then replicate the thing

---

faces and all, but it didn't work. It didn't complain either though,  
I suppose it's too much to ask, but it would be neat if you could  
do this. Any ideas anyone ?  
Dave

--

~=====  
Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -  
-----

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## 1.261 MSG-258 Subject: Depth of brush maps

Subject: Depth of brush maps  
Date: Wednesday, 10 May 1995 22:38:11  
From: RJay9@aol.com

-----  
I have have been quitely eavesdropping on this mailing list for a week or so.  
Well now I have a problem that i could use some help on. I have created a  
multi page book object that I plan to use in a video. The book is animated  
to "fly" into the scene, open, and then slowly turn its pages showing  
different pictures on each page. Each page is build from a plane and has a  
rag texture and brush map for the picture that is center on each page.  
States are uses to define the curl as each page is flipped open. So far so  
good. But when a page is turn and you can see the reverse side, the rag  
texture bleads through as desired, but so does the picture--not what is  
intended. The reverse side should be blank. I know the source of my problem  
is the lack of any depth to the plan. But,short of either adding a second  
plane for the picture infront of the page's plane or extruding the page to  
give it some dept, both of which would wreck havoc with all the states I have  
definned for the page curl/ turning cycle, is there any easy way to limit the  
depth of a brush map so it will not bleed through the page and will not  
require redefinning all states that contain the page.

Thanks in advance for any help...

Jay

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---

**1.262 MSG-259 Subject: Re: Moving Ground**

Subject: Re: Moving Ground  
Date: Wednesday, 10 May 1995 22:56:06  
From: Ian Smith <iansmith@moose.erie.net>

-----  
On Wed, 10 May 1995, Jaco Gerber wrote:

> Hmmmm, I've previously experimented with moving ground by using animated  
> bitmaps..... the problem there is that Imagine has a funny way of  
> stretching the animation over the duration rather than repeating it over  
> and over again. Does anyone know if this problem is solved in later  
> versions of Imagine or if there is a way around it, rather than having to  
> use 2000 repeats of a 20 frame animation or something equally  
> harddrive space-intensive?

I haven't tried this, but I would assume that you can take the actor bar  
and shorten it to 20 frames, and then cut and paste it until you have 100  
of them. That should do the trick. You can make a copy, paste it, make  
a copy of the two bars, paste them, make a copy of the four bars, ect to  
keep from having to place 100 copies manually. Hope this helps!

-- My Imagine Home Page - Visit!  
IanSmith@moose.erie.net <http://moose.erie.net/~iansmith>

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**1.263 MSG-260 Subject: Moving Ground**

Subject: Moving Ground  
Date: Wednesday, 10 May 1995 23:12:19  
From: Jaco Gerber <docnet!rtf@docnet.infolink.co.za>

-----  
Hmmmm, I've previously experimented with moving ground by using animated  
bitmaps..... the problem there is that Imagine has a funny way of  
stretching the animation over the duration rather than repeating it over  
and over again. Does anyone know if this problem is solved in later  
versions of Imagine or if there is a way around it, rather than having to  
use 2000 repeats of a 20 frame animation or something equally  
harddrive space-intensive?

Thanks,  
Jaco Gerber

---



On Mon, 8 May 1995 yrod@ozemail.com.au wrote:

> Hi, I was just wondering how much to charge someone for a render?  
> Should I work it out by the hour, the resolution or what. Charging by  
> the hour might be too expensive as my machine isn't that quick, certainly  
> not as quick as a pentium.  
> Any ideas?  
> BTW, am I allowed to ask questions of a commercial nature to this list?  
> Appologies if I am not...

I think this is an interesting question. Imagine is able to do some 3D effects that are competitive with other platforms. I am not so much concerned with dollar amounts but specific applications that Imagine is being used for.

I have used Imagine for animations for the Atlanta Braves to show on the big video screen inside the stadium. I sort of remember mention of Imagine used in medical description. I am interested in how people use this program and what keeps them so interested in it.

Mumu@america.net

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## 1.266 MSG-263 Subject: Fwd: texturemapping

Subject: Fwd: texturemapping

Date: Thursday, 11 May 1995 00:51:09

From: TomB491193@aol.com

-----  
I think the object only extrudes the object, not the texture. You have to extrude the object then map it with a texture then scale it to how you want it. Hope that helps.

-----  
Forwarded message:

Hey y'all,

Creating a worm object, using extrude along a path option, I'm having trouble with my texturemapping.

Probably something obvious, but I'm not seeing it. When I map a texture, say bumpnois, to the object, it looks great on the object itself, before I've extruded it.

But once the object is extruded along its path into an actual worm, the texturemap is only applied at the TIP of the worm, and not

---



along its entire length.

(I don't think it's a bug, but a dweebish phenomenon in the brain of the user).

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## 1.267 MSG-264 Subject: Sorry Could Not Find Subject!

Date: Thursday, 11 May 1995 01:01:18

From: imagine-relay@email.sp.paramax.com

-----  
Hi, Mike Vandersommen

>

> Does anyone know the rule of thumb or formula for animating a ground  
> object to give the illusion of perpetual movement in one direction or

I have done this with some success, by mapping a 256 pixel square picture onto a ground, sized to x=256 y=256 and then moving it towards the camera by 256 units minus one frames worth of units. (eh???)

I'm not very good at formulas, but I'll give an example, and hopefully you can work it out from that. The animation I made was of an arrow travelling along with the camera following slightly behind, (so as to keep the arrow in view) but of course, the arrow and camera never actually had to move through the imagine world, other than a bit of shaking to simulate turbulence, and the arrows rotation about the world Y axis.

Using (say) a 20 frame anim, I moved the ground towards the camera by (256 divided by 20) X 19 units to make it loop properly

So that's (256/frames) X (frames-1), therefore, for a 20 frame anim:-

frame 1 had the ground at 0,0,0, moving to 0,-243.2,0 at frame 20.

The trouble with moving the ground is, you can't see it move in the stage editor, as it's always shown as an infinite grid, so it appears to be stationary. You'll have to render a small anim from the project editor, as a test.

In my case, I didn't need many frames, as it was supposed to be moving very fast, and I was going to loop the first part over a few times, before getting to the part where the arrow hit someone err. something.

I never got round to finishing it. (as usual)...

I should think that the distance you move the ground has more to do with the size of the ground on the axis along which it moves, so the example I gave assumes the ground to be 256 units big along the Y axis.

...boy, I wish I had Charles's way with words, he could have said the same thing better in one paragraph !

---

Dave

--

~=====~  
Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -  
-----

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### 1.268 MSG-265 Subject: Sorry Could Not Find Subject!

Date: Thursday, 11 May 1995 01:51:24  
From: imagine-relay@email.sp.paramax.com

-----

I just generated a quick moving ground (plane) looping animation and it worked fine. In the detail editor create a large plane (1000x1000 will do) and add the checks texture with default settings. This will give you plane with white and black checks 32 units each. In the action editor set max frames to 100. Load the plane in the stage editor and add a light. Move the camera until you are satisfied with the view. Goto frame 100 and move the plane 64 units along a local axis that would make the checks move through the field of view (x or z if you use the default plane). Update the position bar under the object menu. In the action editor, click on the position bar and remove spline interpolation so the plane does not slow down near the end of its motion. Create a looping animation using frames 1-99. (Skip the last frame so the animation loop is smooth).

Ed Totman  
etotman@gort.ucsd.edu

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### 1.269 MSG-266 Subject: Sorry Could Not Find Subject!

Date: Thursday, 11 May 1995 02:17:55  
From: imagine-relay@email.sp.paramax.com

---

---

Hey,

Thanks Fred, Milan, and all of you who responded to my t-mapping query. Turns out the problem was indeed one of dweebishness. I was trying to get my worm to look wormy in the detail editor, as an extrusion.

Well, 'grow' was what I was actually intending in the first place. The worm needs to 'grow' up out of the ground. I was only doing the extrusion thing in Detail to get a quick idea of the look of the worm.

And thank goodness, grow works just fine in the application of the texture map.

Again, thanks, for all your help.

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## 1.270 MSG-267 Subject: Pages in a book

Subject: Pages in a book

Date: Thursday, 11 May 1995 02:25:00

From: w.graham6@genie.geis.com

---

You'll need to extrude the page, no way around it. Many renderers will not allow single thickness polygons, or open geometry, but Imagine does. But there is no thickness to your page, so there is no way to limit the bitmap to just one side.

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## 1.271 MSG-268 Subject: Sorry Could Not Find Subject!

Date: Thursday, 11 May 1995 03:34:52

From: imagine-relay@email.sp.paramax.com

---

To Thomas Gaiser,

>1. How do I decompress \*.lha files from the Aminet on my PC?

1.Ummm..To decompress a .lha file I like to use WinZip + LHARC.

>3. Imagine (2.0-3.1, I haven't checked 3.2 yet) seems to skip faces >or even whole objects in scanline rendering when being short of >RAM but before any messages like "not enough memory" appear. >Is there a way to know that my scene won't be rendered properly >before I start rendering?

3.The only thing I can suggest is to run a lot of quick renders to see...

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## 1.272 MSG-269 Subject: Re: Depth of brush maps

Subject: Re: Depth of brush maps

Date: Thursday, 11 May 1995 08:23:03

From: aciolino@ccmail.rrdts.donnelley.com

---

Author: RJay9@aol.com at ~WLBRK3

Date: 5/10/95 7:26 PM

I have have been quitely eavesdropping on this mailing list for a week or so.

Well now I have a problem that i could use some help on. I have created a multi page book object that I plan to use in a video. The book is animated to "fly" into the scene, open, and then slowly turn its pages showing different pictures on each page.

[snip]

This is more than my usual wild guess, but I think what needs to be done is that your "page" object, presumably a primitive plane, needs to be extruded a little.

If you aren't using a primitive plane, and you are using a "ground" type object, you're in big trouble. But if you \*are\* using a primitive plane, you'll need to extrude the Y axis a slight amount, and then, in your bitmap texture that you are adding every page, you will need to make sure

that ITS Y-axis is \*NOT\* wider than the page.

Now, the next problem you'll likely face is that the bitmap will do one of two things

- 1) It will appear on the \*wrong side\* of your page
  - 2) It will appear reversed (and probably on the wrong side again)
-

3) It just won't appear at all (yeah, I lied about two things...)

If #3, delete and re-ally the brushmap.

If #1 or #2, fiddle with it's axes, you've probably got them "flipped" incorrectly. It least, I know \*I\* get them backwards...

-AC

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### 1.273 MSG-270 Subject: Re: Babylon-5 Jumpgate

Subject: Re: Babylon-5 Jumpgate

Date: Thursday, 11 May 1995 10:57:41

From: aciolino@ccmail.rrddts.donnelley.com

---

I'd encourage you to get Imagine 3, a lot of the steps you mention are very simple to do in that package. The Tube tapering and the flowing in/out streams are pretty easy.

-AC

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### 1.274 MSG-271 Subject: Re: TextureStudio v1.0.2

Subject: Re: TextureStudio v1.0.2

Date: Thursday, 11 May 1995 11:54:11

From: Mike McCool <mikemcoo@efn.org>

---

> This is just to announce that I've just uploaded TextureStudio  
> v1.0.2 to Aminet this evening (10/5/95) and this should fix the bug which  
> caused blank menus under Workbench2.x Amigas. If you own v1.0.1 and a  
> Workbench3 Amiga, there is nothing extra to be gained by getting v1.0.2.  
>  
> Aminet still seems to be a go-slow, so you may get the file directly  
> from:

---

> ftp.uni-erlangen.de  
> as:  
> /pub/aminet/new/TextureStudio.lha  
>

Just tried; it ain't there. (That's cool. I'm still having enough fun with the menu-blank version--and any minute I hope to upgrade to 3.1).

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## 1.275 MSG-272 Subject: Jabber

Subject: Jabber  
Date: Thursday, 11 May 1995 13:54:00  
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-----  
=2E.ever notice that all the people who complain most about "off topic" discussions tend to leave the most "off topic" messages about "off topic" messages? :)ps. I like the IML just the way it is, FWIW!--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

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## 1.276 MSG-273 Subject: Missing faces

Subject: Missing faces  
Date: Thursday, 11 May 1995 14:19:00  
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-----  
-> From: imagine-relay@email.sp.paramax.com-> 1. How do I decompress \*.lha files from the Aminet on my PC?Get LHA for the PC. I have version 2.13 and it works ducky.-> 2. What is the location and the filename of the famous "Dare to Im=agiIf memory serves, you can get it on wuarchive.wustl.edu/aminet/gfx/D2IMxxx.LHA (or something close to that).-> 3. Imagine (2.0-3.1, I haven't checked 3.2 yet) seems to skip face=s o-> whole objects in scanline rendering when being short of-> RAM but before any messages like "not enough memory" appear. Is th=ere-> way to know that my scene won't be rendered properly before I star=t rStill happens in 3.2. Especially if you have lots of objects/maps andtextures going. I've never had a PROJECT render do it, but I wouldassume you'd get a "Not Enough Memory" warning at the very beginningif you are over taxing your system. \_\_\_\_\_



x=200. Morph (transition) between the two and the texture will appear to move down the x-axis.

To create a spiral motion, use the FX Rotate2.0 to rotate the tube along its x-axis. The combination of object rotation and texture translation should provide a spiral effect.

I always used Essence for Fractal Noise. I don't know if there's anything available for IM2.0 PC. I suppose you could draw a similar effect in a paint program, but it would have to be a pretty large brush map.

Good luck...

Jeff-->

E-Mail: jgoldman@acs.bu.edu

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## 1.278 MSG-275 Subject: Babylon-5 Jumpgate

Subject: Babylon-5 Jumpgate

Date: Thursday, 11 May 1995 15:59:48

From: surentrr@vax.sbu.ac.uk

---

Hello everyone , for the past couple of days I've been trying to build a copy of the jumpgate in Bab5 using Imagine PC 2.0 . This what I've done so far ....

1. Create a tube primitive
2. Apply a filter brush map to the tube (flat x flat z )  
The map is a horizontal gradient going from Black to White. I saved it as a 24 bit tiff.
3. Use a pastella texture with two colours, Dark orange and light orange.
4. When rendered , the object has transparent edges just like in Bab5.  
However what I now what to do is to taper the tube so that I can zoom my camera in and the tube looks like it extends to infinity.  
Also what texture parameters will give the desired effect ?  
I realise they use fractal noise in bab 5, what can I use on My PC ?  
Looking at the Jumpgate, shows that the texture spirals in or out (depending on whether a ship is going to or coming from a destination ). Can I create two objects, one with the texture applied normally and one with the texture translated on two axes. Then do a transition between the two ? Will it work ?

PS. Does anyone have the Simtel CDROM , what graphics related utils are on it ?  
I'm asking due to a sale at my local shop .

Thanks .  
Ramesh Suren.

---



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## 1.279 MSG-276 Subject: Help!

Subject: Help!  
Date: Thursday, 11 May 1995 16:00:06  
From: FERNANDO PENA D'ANDREA <DANDREA@aton.inf.ufrgs.br>

---

Someone in this list know something about an Amiga exclusive user list ? Or an Amiga exclusive page in WWW ? I'm looking for a file of aminet called Dust2.lha. The program in this file allow the poor imagineers with no particles in their Imagine version to do quasi everything that the happy particles users can do. It was recommended to me by another imagineer. Thanks to him! My problem is that this archive has more than 600 kb, and the net which gives me access to the aminet is VERY slow (about 100 bits per second). What I can do???

Thanks.

Fernando D'Andrea

\*\*\*\*\*  
Fernando Pena D'Andrea.  
E-Mail: dandrea@aton.inf.ufrgs.br  
\*\*\*\*\*

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## 1.280 MSG-277 Subject: Visible Light Prob

Subject: Visible Light Prob  
Date: Thursday, 11 May 1995 18:09:26  
From: Dave Wilson <dvwilson@tibalt.supernet.ab.ca>

---

O.k. Call me stupid but why won't this work? I'm trying to make my own MYST Island and on this island is a particular item that I want to have spotlights aimed at. I've got the lights made and working for the most part but I wan to have that sort of hazy effect right around the light (mostly just to enhance the effect that the light is on). I'm

---

doing this with cones (as is the way) but for some reason I can't manage to get rid of the look of the cone. It looks fine with black behind it but when there is a color the fuzzy light becomes fuzzy darkness.

I hope this legible and I hope someone can please help. I've tried everything I can think of and I know I'm just missing one really obvious thing but I can't see it.

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## 1.281 MSG-278 Subject: Digital Portfolios

Subject: Digital Portfolios  
Date: Thursday, 11 May 1995 21:34:09  
From: DigiPort@aol.com

---

I'm sorry if this is considered off-topic but how many of you animators and artists are tired of the demo and resume shuffle? You send out demo after demo at substantial cost only to have it put into a pile somewhere and forgotten....

Introducing Digital Portfolios....send your resume, best anim, and jpeg still photos to one place and have them included on an interactive searchable CDROM database that will be sent every two months to hundreds of companies searching for new in-house and freelance talent. Instead of a pile of resumes and uncatalogued demo reels to serch through the prospective employer need only insert the CD and pick the talent he needs, see demo anim and stills, review your education, etc. No mess, current information in an online multimedia format.

If any of you think this is a good idea please email me at DigiPort@aol.com for further details...etc.

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## 1.282 MSG-279 Subject: Re: Babylon-5 Jumpgate

Subject: Re: Babylon-5 Jumpgate  
Date: Thursday, 11 May 1995 23:23:32  
From: Clive Thomas <clive@tlc1.demon.co.uk>

---

-----

Hi aciolino,

You wrote this about Re: Babylon-5 Jumpgate:

:

I'd encourage you to get Imagine 3, a lot of the steps you mention are very simple to do in that package. The

I'd also recomend that you get JUNE issue of Amiga Computing #87. It comes with a LightWavePro Newsletter. In it are about 4 pages of tips/hints for B5 objects (including the jump-gate) by Mojo, who seems to be one of the artists for the prog. judging by some of his remarks. It's all good reading and can be transfered over to Imagine :)

BFN, Clive

--

```
+-- clive@tlcl.demon.co.uk -----+
| Get it from: ftp.demon.co.uk:pub/amiga/info/AmosaicFAQ_v1.02.lha |
|               or  ainet: docs/misc/AmosaicFAQ.lha             |
+----- *285 No good deed ever goes unpunished ----+
```

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## 1.283 MSG-280 Subject: Re: Babylon-5 Jumpgate

Subject: Re: Babylon-5 Jumpgate

Date: Friday, 12 May 1995 03:08:22

From: rbyrne@3dform.edex.edu.au (Robert Byrne)

-----

Hello Clive, on May 11 you wrote:

> Hi aciolino,

> You wrote this about Re: Babylon-5 Jumpgate:

> :

> I'd encourage you to get Imagine 3, a lot of the steps you mention are very simple to do in that package. The

>

> I'd also recomend that you get JUNE issue of Amiga Computing #87. It comes with a LightWavePro Newsletter. In it are about 4 pages of tips/hints for B5 objects (including the jump-gate) by Mojo, who seems to be one of the artists for the prog. judging by some of his remarks. It's all good reading and can be transfered over to Imagine :)

>

> BFN, Clive

Also, there is a whole directory on the LightROM Vol 1 CD devoted to the JumpGate. There's a pretty good Vorlon ship as well. I converted it to Imagine format and used a pic of the Jumpgate as a backdrop and animated the Vorlon ship's petals with the Essence Plasma texture with great results.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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## 1.284 MSG-281 Subject: Imagine Crashes!! mem problems?

Subject: Imagine Crashes!! mem problems?

Date: Friday, 12 May 1995 05:38:45

From: CamoJoe@aol.com

---

To Impulse Inc.

I have a problem running Impulse Imagine 2.0 that I hope you can solve. I would start Imagine with the noxms switch, and I would start with simple editing of primitives, point editing, and moving, though nothing complex. The program would crash and bring me back to DOS within 3 to 10 minutes, and would display the message: 1302304 bytes still allocated (this is a average number).

My system has a 486 DX 50 upgrade, 4 meg of extended memory, 8 meg of expanded memory (All of which is used fine by my other programs and correctly configured). It seems to me that Imagine is only using the extended memory, and not the total of 12 meg which is more than enough for the simple operations which I am trying to do. PLEASE HELP!!

Thank you

Joe Bracco  
email: camojoe@aol.com  
email: inhsjb2231@mtvms2.mtech.edu

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## 1.285 MSG-282 Subject: Dare to Imagine Queries

Subject: Dare to Imagine Queries  
Date: Friday, 12 May 1995 11:08:53  
From: aciolino@ccmail.rrdts.donnelley.com

---

I just leeched the iml-d2im.lha file from Aminet.

Has anyone yet written a "viewer" for the PC to view this file easily? Is anyone working on it?

If not, I might just make one for Windows to view this thing. It's massive!

Thanks, Shane, for taking the time to do this thing. It's broken out well. Was there a reason that you broke things out the way you did?

-AC

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## 1.286 MSG-283 Subject: Re: Jabber

Subject: Re: Jabber  
Date: Friday, 12 May 1995 11:14:00  
From: Mike McCool <mikemcoo@efn.org>

---

> ..ever notice that all the people who complain most about  
> "off topic" discussions tend to leave the most "off topic"  
> messages about "off topic" messages? :)  
>  
> ps. I like the IML just the way it is, FWIW!

Right on, Mike. And the whining-about-off-topic posts almost invariably outnumber the off-topic posts. I'm with you.

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## 1.287 MSG-284 Subject: Re: Visible Light Prob

Subject: Re: Visible Light Prob  
Date: Friday, 12 May 1995 11:49:21  
From: gregory denby <gdenby@twain.helios.nd.edu>

---

Dave Wilson describes making cone shaped light beams, and says: "It looks fine with black behind it but when there is a color the fuzzy light becomes a fuzzy darkness."

I'll bet you are using fog cones, right? Fog uses the shaped of an object, and adds a bit of the specified color to that area. Effectively, you add the fog color to the background, thus muddying the background color.

The easy solution: just make the fog object BRIGHT, and the added color glows! This was mentioned here some time ago. When I read about it, I thought to myself "Why didn't I think of that?" and happily went about making fog liughts for a couple weeks.

Have fun,  
Greg Denby  
gdenby@darwin.cc.nd.edu

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## 1.288 MSG-285 Subject: Sorry Could Not Find Subject!

Date: Friday, 12 May 1995 14:36:10  
From: montvai@achilles.rijnh.nl (Attila Montvai)

---

Mike wrote:

>..ever notice that all the people who complain most about  
>"off topic" discussions tend to leave the most "off topic"  
>messages about "off topic" messages? :)

---

A message, which is in the next "off topic" class!

...and so on...

attila

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### 1.289 MSG-286 Subject: Re: Babylon5 jumpgate

Subject: Re: Babylon5 jumpgate  
Date: Friday, 12 May 1995 15:52:00  
From: surentrr@vax.sbu.ac.uk

-----  
Thanks to your helpful comments , I'll try them out when I get home .  
I just got the Amiga magazine with the issue of LightwavePro, it has  
some valuable info and techniques which can be applied to other programs  
as well as LightWave . I'm trying to create anims and stills solely for  
fun and as such I do not plan to buy any programs until next year. Hopefully  
by then Imagine 4.0 will be out as well as Lightwave 4.0 PC . I'm basically  
trying to improve my 3d skills and techniques. If you look at some of the  
creations of artists like Carmen R , you realise they are using the same  
software as us (Imagine 2.0 ) . I could go all the way and buy 3d studio but  
it would take the fun out of it . I still would not match the professional  
results obtained by such artists. Also here in the UK prices are alot  
higher than in the US.

Lets keep the thread on the jumpgate up, Does any one know of places I can  
FTP to obtain realistic looking Babylon-5 objects ? . I got some Objs but  
they have not been made well, and cause Imag 2.0 Pc to crash while rendering.  
Objects by Carmen R and others render fine so its not the software or the  
Hardware .

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### 1.290 MSG-287 Subject: Re: Babylon5 jumpgate

Subject: Re: Babylon5 jumpgate  
Date: Saturday, 13 May 1995 01:55:33  
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

---

---

Hello surentrr, on May 12 you wrote:

> <deleted>  
> Lets keep the thread on the jumpgate up, Does any one know of places I can  
> FTP to obtain realistic looking Babylon-5 objects ? . I got some Objs but  
> they have not been made well, and cause Imag 2.0 Pc to crash while rendering.  
> Objects by Carmen R and others render fine so its not the software or the  
> Hardware .  
>

Aminet - gfx/3dobj/bab5ships.lha 210K

I've only checked these in wireframe but the Delta Fighter and Soul Hunter ships are grouped objects and look reasonable.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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## 1.291 MSG-288 Subject: Imagine 2.0 Crashes, Expanded Mem Probelms?

Subject: Imagine 2.0 Crashes, Expanded Mem Probelms?

Date: Saturday, 13 May 1995 04:22:58  
From: CamoJoe@aol.com

---

I have a problem running Impulse Imagine 2.0 that I hope you can solve. I would start Imagine with the noxms switch, and I would start with simple editing of primitives, point editing, and moving, though nothing complex. The program would crash and bring be back to DOS within 3 to 10 minutes, and would display the message: 1302304 bytes still allocated.

My system has a 486 DX 50 upgrade, 4 meg of extended memory, 8 meg of expanded memory (All of which is used fine by my other programs and correctly configured). It seems to me that Imagine is only using the extended memory, and not the total of 12 meg which is more than enough for the simple operations which I am trying to do. PLEASE HELP!!

Thank you

---



Joe Bracco

email: camojoe@aol.com

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## 1.292 MSG-289 Subject: Re: TextureStudio v1.0.2

Subject: Re: TextureStudio v1.0.2

Date: Saturday, 13 May 1995 11:40:20

From: "Heberle H." <H.Heberle@wien.Trier.FH-Rpl.de>

-----  
On May 11, 10:54am, Mike McCool wrote:

> Subject: Re: TextureStudio v1.0.2

> > This is just to announce that I've just uploaded TextureStudio  
> > v1.0.2 to Aminet this evening (10/5/95) and this should fix the bug which  
> > caused blank menus under Workbench2.x Amigas. If you own v1.0.1 and a  
> > Workbench3 Amiga, there is nothing extra to be gained by getting v1.0.2.  
> >

> > Aminet still seems to be a go-slow, so you may get the file directly  
> > from:

> > ftp.uni-erlangen.de

> > as:

> > /pub/aminet/new/TextureStudio.lha

> >

>

> Just tried; it ain't there. (That's cool. I'm still having enough fun  
> with the menu-blank version--and any minute I hope to upgrade to 3.1).

>-- End of excerpt from Mike McCool

It's in /pub/aminet/gfx/3d.

The /pub/aminet/new directory is only for "UPLOADS".

Horst

--

<http://fsai.trier.fh-rpl.de/home/heberle/>

|                                                                                                                         |                                                                                                   |
|-------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------|
| <pre> _/_/_/  _/          _/_/_/_/  _/ _/_/    _/_/        _/_/        _/_/ _/_/    _/_/  _/    _/_/_/_/  _/  _/ </pre> | <p>Dipl. Ing. Horst Heberle<br/>Lindenstrasse 9 54292 Trier<br/>eMail heberle@trier.fh-rpl.de</p> |
| <pre> _/_/    _/    _/          _/    _/_/_/_/ _/_/_/_/  _/_/_/_/_/  _/_/_/_/  _/    _/ </pre>                          | <p>Phone (0)651 47493<br/>Fax (0)651 43176</p>                                                    |

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### 1.293 MSG-290 Subject: How do you make trees ?

Subject: How do you make trees ?  
Date: Saturday, 13 May 1995 18:06:32  
From: Broctune@aol.com

---

Is there an easy way to make a tree, I've been experimenting with some simple triangle shaped planes around an axis and some different textures but it never seems right. Can anybody help me?

Thanx in advance

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### 1.294 MSG-291 Subject: Re: How do you make trees ?

Subject: Re: How do you make trees ?  
Date: Sunday, 14 May 1995 02:05:44  
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

---

Hello Broctune, on May 13 you wrote:

> Is there an easy way to make a tree, I've been experimenting with some  
> simple triangle shaped planes around an axis and some different textures but  
> it never seems right. Can anybody help me?

I've tried creating branches from a cylinder by picking faces and extruding them but the results are not very good.

The best way I know of is to use a program called Vertex by The Art Machine. Making trees is only one of its features, you can for example make a tree-like object without leaves and use that as a lightning strike.

There's a demo of it on Aminet - gfx/3d/Vertex2\_0\_Demo.lha

I don't know if there is an MSDOS version.

---

I've seen one method for making 2d trees using a brushmap of a tree which has the background as colour 0 in the palette. When you apply the map to a plane, select the genlock button and the background will be transparent.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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## 1.295 MSG-292 Subject: Rendering Prices Posts

Subject: Rendering Prices Posts  
Date: Sunday, 14 May 1995 09:17:26  
From: yrod@ozemail.com.au

---

To all of the people who replied to my question about rendering prices, thanks! 8-)  
I have a small problem though, I seem to have lost my last couple of days posts, possibly through human error and the d key (oops).  
Would it be too much trouble for the people who responded to re-post them if you have them? I still have yours though Charles.  
Thanks again. I did manage to read them before I stuffed up.

Rod Macey  
yrod@ozemail.com.au  
.... generating 15.39% complete ...

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## 1.296 MSG-293 Subject: Babylon-5 Jumpgate

Subject: Babylon-5 Jumpgate  
Date: Sunday, 14 May 1995 20:39:13  
From: Charles Blaquiere <blaq@io.org>

---

---

> From: surentrr@vax.sbu.ac.uk  
>  
>  
> Hello everyone , for the past couple of days I've been trying to build  
> a copy of the jumpgate in Bab5 using Imagine PC 2.0 . This what I've done  
> so far ....  
>  
> 1. Create a tube primitive

If you want to have the tube taper, try the following:

Add a disc, 48 sections. Move it to position 0,0,0, if need be. Delete the center point, and all the points from the 7 o'clock position to the 2 o'clock position, leaving an axis with 13 points, 12 edges, and no faces.

Translate the AXIS ONLY by 50 units in X (to establish a sweep center) and change the axis size to 50 (to better reflect the object). Sweep the object using 24 sections. You get a basic jumpgate shape.

Rotate -90 in X to have the jumpgate face away from you in the front view, then transform the AXIS ONLY to alignment 0,0,0 and position 50,-50,0.

So far, the jumpgate is too circular. Scale the object in X by 1.5 and in Y by 3. Poof! Jumpgate. Move the object to 0,0,0.

Enter Attributes. Give your object a gold color (255,224,128) and make it Bright. Add a noisy Filter brushmap using FlatX/FlatZ mapping. (Don't have one? Render Pastella, in shades of grey/black, onto a Bright, white plane, and quickrender -- the quickrender can be saved and used as a brushmap) If you followed my instructions, the texture will be positioned at -25.1, -0.1, -50.1 and will be 150.2, 150.2, 100.2 units in size. Save this object as "Jumpgate-2.iob".

If render the jumpgate straight on, it looks OK, but if you turn the Perspective view and quickrender, the texture will streak towards the center of the jumpgate, as the faces turn away from the X-Z plane; this is exactly the effect you want. The stretching will give the viewer an impression of accelerating matter.

To add movement to the brushmap, edit the brushmap axes: scale X and Z by 2, and compensate by moving them to X = -100.1 and Z = -100.1. If you peek using Edit Axes, you'll see in the Front view that the X and Z axes have doubled in size, but we moved the brush origin down and to the left; as a result, the new, larger brushmap is still perfectly centered on the object. Save this object as "Jumpgate-1.iob".

If you morph from Jumpgate-1.iob to Jumpgate-2.iob, the brush will shrink; given the shape of the object, the filter blobs will seem to run along the sides of the jumpgate, towards the event horizon, or whatever they call the back end in Babylon-speak. (Again, this effect will only be visible if you see the jumpgate from an angle)

> 2. Apply a filter brush map to the tube (flat x flat z )  
> The map is a horizontal gradient going from Black to White. I saved it as

> a 24 bit tiff.

If you're dissatisfied with the sharp edges on the outside front of the jumpgate, fade them into full transparency using the Linear texture, rather than a memory-consuming brushmap:

Add Texture to your object, select Linear. Place the texture at 50,-11,0, give it a Z size of 10, and align it to 90 degrees in X. This will place the texture 11 units inside your object, with the Z axis pointing towards the opening of the jumpgate. Set the texture parameters to Z transition width = 10, color = -1,-1,-1, reflect = -1,-1,-1, and filter = 255,255,255.

What Linear does, is change your object attributes from their current value to the texture's values, starting at the texture's zero Z position, increasing towards the texture's +Z axis, for a length of "Z transition width". In our case, use Edit (texture) Axes to see the Right view: since we made the texture's Z axis the same length as the transition value parameter, you have a visual representation of the area affected by the texture, starting at world Y = -11 (the texture's origin) and achieving maximum strength at world Y = -1 (the end of its Z axis). The negative parameter values prevent the texture from affecting the object's color and reflect values; setting reflect to 255,255,255 will force the parts of the object in the texture's positive Z direction to become more and more transparent; anything beyond texture Z = 10 (world Y = -1) will be fully transparent. Our jumpgate's outer edges are at world Y = 0, so they are invisible.

Whew! A long-winded explanation to a simple hint: use Linear, not a gradient brushmap.

> 3. Use a pastella texture with two colours, Dark orange and light orange.

For Imagine 2.0 users, Pastella is a real life-saver. You can do planets, clouds, grass... not always photo-realistically, but it's better than nothing.

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## 1.297 MSG-294 Subject: Fwd: texturemapping

Subject: Fwd: texturemapping  
Date: Sunday, 14 May 1995 20:47:20  
From: Charles Blaquiere <blaqui@io.org>

---

> From: mikemcoo@efn.org (Mike McCool)  
> To: imagine@email.sp.paramax.com (imaginemailinglist)  
>

---

> When I map a texture, say bumpnois, to the object, it looks great on the  
> object itself, before I've extruded it.  
>  
> But once the object is extruded along its path into an actual  
> worm, the texturemap is only applied at the TIP of the worm, and not  
> along its entire length.

Umm Mike, is this one of those texture whose effect is delimited by one or more texture axes? If so, the texture axes may be just right for the initial object (e.g. a disk -> texture is 0.2 units deep), but this same texture size would not cover the object once extruded, just the initial end cap.

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## 1.298 MSG-295 Subject: How do you make trees ?

Subject: How do you make trees ?  
Date: Sunday, 14 May 1995 21:04:05  
From: Charles Blaquiere <blaq@io.org>

---

> From: Broctune@aol.com  
>  
>  
> Is there an easy way to make a tree, I've been experimenting with  
> some simple triangle shaped planes around an axis and some different  
> textures but it never seems right. Can anybody help me?

It seems like one of the best ways is to create two brushmaps in any paint package: 1) a tree profile, 2) the same image, but with all tree pixels colored black and the background colored white. Create a simple "fake tree" in Imagine by adding a plane, stretching it to the proportions of your brushmap (e.g. a tree image 50 pixels wide by 100 pixels tall could be mapped on a plane that's twice as tall as it is wide), and applying the two brushmaps, IN ORDER, as 1) color, and 2) filter. The color map will show as detailed a tree as you can draw (or scan, hint hint), and the filter map will make the flat plane opaque where the tree is supposed to be (black), and force the rest of the plane to be fully transparent (white). Then, duplicate the plane and rotate one copy 90 degrees in Z. Join the two, and you have something that sounds suspiciously artificial, but will render convincingly in the background.

If you do use this technique, you may start overlapping several trees, and should increase the Preferences parameter called RSDP (Resolve Depth) to (2 times the max. number of overlapping trees) + 1. This parameter tells Imagine when to throw its digital hands up in the air and give up, when faced with complex transparency, reflection, and refraction situations. If you add more transparency layers than allowed,

---

you'll get black pixels in the offending areas.

I've been told, by the way, that the renowned Pacific Data Images animation, "Locomotion", used such mapped planes in lieu of trees. (That's the one with the locomotive faced with the dilemma of being late once too often)

If you really want to get into modelling, why not do the following? Create a green sphere, add Pastella to add multiple shades of green, and Explode it over 10 frames in the Action editor, with Triangle Scaling = 0, and Max # Triangle Rotations = 1. Then, go to Stage, and Snapshot the exploding sphere at various frames. (Use different filenames, of course) Finally, go back into Detail, and load the snapshots. They will give the appearance of layers of leaves. You may want to rotate them at odd angles to prevent the Pastella leaves from showing the same shades. Add brown cones to create trunk and branches, and you have a geometric tree with a definite "quick architectural sketch" style.

Using Snapshot allows you access to any Imagine animation effect, as a modelling tool. Cool!

Any other ideas from the peanut gallery?

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## 1.299 MSG-296 Subject: Moving ground

Subject: Moving ground  
Date: Sunday, 14 May 1995 21:09:47  
From: Charles Blaquiere <blaq@io.org>

---

> From: Dave Rhodes <dave@darhodes.demon.co.uk>  
>  
> ...boy, I wish I had Charles's way with words, he could have said the  
> same thing better in one paragraph !

\*blush\*

ObImagine: One can move the ground/big plane, or one can move the brush/texture on the plane... the only differences I would see are that 1) moving the actual plane would show on the quad-views, giving you a visual indication of the motion. This can be helpful. 2) you don't have to create two objects and morph between them, which makes revisions easier.

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### 1.300 MSG-297 Subject: Moving Ground

Subject: Moving Ground  
Date: Sunday, 14 May 1995 21:13:08  
From: Charles Blaquiere <blaq@io.org>

---

> From: Jaco Gerber <docnet!rtf@docnet.infolink.co.za>  
>  
> Hmmmm, I've previously experimented with moving ground by using animated  
> bitmaps..... the problem there is that Imagine has a funny way of  
> stretching the animation over the duration rather than repeating it over  
> and over again. Does anyone know if this problem is solved in later  
> versions of Imagine or if there is a way around it, rather than having to  
> use 2000 repeats of a 20 frame animation or something equally  
> harddrive space-intensive?

Instead of using a 40,000-frame animation, why not use 2,000 separate Actor bars in the Action editor, with each bar being 20 frames long? I haven't actually tried it, but I assume Imagine would treat each Actor bar independently. With Imagine 3.x's cut & paste functions, it's child's play to duplicate an Actor bar 4 times, then copy those 5 bars and lay down 4 duplicates, copy the 25 bars and lay down 4 duplicates... you'd get 2,000 copies with very few mouse clicks.

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### 1.301 MSG-298 Subject: Re: RSDP settings

Subject: Re: RSDP settings  
Date: Sunday, 14 May 1995 21:31:07  
From: Charles Blaquiere <blaq@io.org>

---

> From: Roger Straub <straub@csn.org>  
>  
>  
> OR (watch the light bulb explode above my head) you could use the  
> brushmap as a clip map! Apply the transparency brush, then apply the  
> ClipTran texture! Will this work? The dox say that it only affects the  
> specular spot and reflection of the clipped parts. Hmmmm. Worth a try,



> perhaps?

Great comment, Roger! I keep forgetting that filter mapping doesn't affect specularly and reflection. (It doesn't, right?) I'll have to try real hard and remember ClipTran.

(Later...)

I just tried it, and it works! Unfortunately, it doesn't take into account varying levels of transparency. My test brushmap was a blurred "3", and I got a blurred red "3" where an entire plane had been defined. So far so good. However, the specular clipping gave me very hard-edged, jaggy outlines where the "3" became the brushmap background. Do I have an older version of ClipTran, which might only make a crude yes/no decision? Is there (hopefully) a newer version, which uses the anti-aliased filter brush value, not the straight brush pixel value? Is such a thing even possible?

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## 1.302 MSG-299 Subject: Re: Star Trek - Generations

Subject: Re: Star Trek - Generations

Date: Sunday, 14 May 1995 21:35:09

From: Charles Blaquiere <blaq@io.org>

-----  
> From: Fred Aderhold <fredster@cyberport.net>

>

> Someone suggested that you write you own Imagine manual, and I for one  
> would whole-heartedly agree (and buy it!). I always seem to "get it" from  
> your explanations. Thanks!!!!

\*blush\* (twice the same night -- stop it, you guys! <g>) I prefer doing what I enjoy most: the give-and-take of offering online advice. I figure between Philip Shaddock and Steve Worley, we're pretty well served as far as third-party Imagine 3.x references go.

Of course, there are other wonderful programs which might benefit from additional documentation and tutorials... <grin>

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---

**1.303 MSG-300 Subject: Re: How do you make trees ?**

Subject: Re: How do you make trees ?  
Date: Sunday, 14 May 1995 23:07:30  
From: Mike McCool <mikemcoo@efn.org>

-----  
Hey y'all,

Don't know what your platforms are, but there are a couple of 3d tree fractalizers out there. No offense to Vertex, but their demo is anything BUT user friendly, while the pd tree machines couldn't be simpler to use. Of course, being free, they're not worth anything, right? :).

Buzz me if you're interested. I've uploaded the uu'd version so many times to imaginoids I can do it in my sleep.

Reminds me: there are some pretty fine tree objects up for grabs on aminet/gfx/3dobj.

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**1.304 MSG-301 Subject: ClipTran texture**

Subject: ClipTran texture  
Date: Monday, 15 May 1995 13:17:19  
From: milan@Dieppe.artmediatech.nl (Milan Polle)

-----  
Hi all,

in reply to Charles's question, you probably do have the old cliptran texture. The latest version has much nicer edges (the one from the 10 texture package). One thing the cliptran texture doesn't (and can't) do is resolve the resolve depth bug (black parts in transparant objects). Charles, did you already ask for the textures ?

Later, Milan

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--> RETURN TO CONTENTS!<--  
-----

**1.305 MSG-302 Subject: Multiple copies of mails...**

Subject: Multiple copies of mails...  
 Date: Monday, 15 May 1995 14:00:02  
 From: Waland J F <walaj@essex.ac.uk>

-----  
 After all the problems of multiple mails being sent to the list, I thought this would be quite interesting.

I'm on the I-Amiga list (info amiga), and by mistake sent the same mail twice, and recieved this reply...

-----included post-----

From owner-LISTSERV%UBVM.CC.BUFFALO.EDU%UBVM.CC.BUFFALO.EDU@uk.ac.essex.mailhost  
 Mon May 15 12:54:52 1995  
 Received: from sersun1.essex.ac.uk by osssparc12.essex.ac.uk; Mon, 15 May 95 12:54:50 BST  
 Received: from UBVM.cc.buffalo.edu by sersun1.essex.ac.uk with SMTP (PP);  
 Mon, 15 May 1995 12:54:33 +0100  
 Received: from UBVM.CC.BUFFALO.EDU by UBVM.cc.buffalo.edu (IBM VM SMTP V2R3)  
 with BSMTMP id 4210; Mon, 15 May 95 07:49:20 EDT  
 Received: from UBVM.CC.BUFFALO.EDU (NJE origin LISTSERV@UBVM)  
 by UBVM.CC.BUFFALO.EDU (LMail V1.2a/1.8a) with BSMTMP id 9941;  
 Mon, 15 May 1995 07:49:20 -0400  
 :Date: Mon, 15 May 1995 07:49:19 -0400  
 :From: "L-Soft list server at UBVM (1.8a)" <LISTSERV%UBVM.cc.buffalo.edu@uk.ac. ←  
 essex.mailhost>  
 :Subject: Rejected posting to I-AMIGA@UBVM.CC.BUFFALO.EDU  
 :To: Jonathan Waland <walaj%essex.ac.uk@uk.ac.essex.mailhost>

Your message is being returned to you unprocessed because it appears to have already been distributed to the I-AMIGA list. That is, a message with identical text (but possibly with different mail headers) has been posted to the list recently, either by you or by someone else. If you have a good reason to resend this message to the list (for instance because you have been notified of a hardware failure with loss of data), please alter the text of the message in some way and resend it to the list. Note that altering the "Subject:" line or adding blank lines at the top or bottom of the message is not sufficient; you should instead add a sentence or two at the top explaining why you are resending the message, so that the other subscribers understand why they are getting two copies of the same message.

----- Rejected message (36 lines) -----  
 Return-Path: <@UBVM.CC.BUFFALO.EDU:walaj@POSTMAN.ESSEX.AC.UK>  
 Received: from UBVM (NJE origin SMTP@UBVM) by UBVM.CC.BUFFALO.EDU (LMail  
 V1.2a/1.8a) with BSMTMP id 9874; Mon, 15 May 1995 07:48:45 -0400  
 Received: from postman.essex.ac.uk by UBVM.cc.buffalo.edu (IBM VM SMTP V2R3)

[snip]

even this would be an improvement on the old software (although as mentioned

before rocking the boat isn't always a good idea, when someone else's hardware is the provider)

jon

Jonathan Waland                    University of Essex, UK                    walaj@essex.ac.uk  
A4000/030-25/882-33 14Meg Ram, 540Meg Hard, 2x Floppy, Double Speed CDROM  
<<http://cswww2.essex.ac.uk/users/walaj/homepage.html>>

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### 1.306    **MSG-303 Subject: Re: Babylon5 jumpgate**

Subject: Re: Babylon5 jumpgate

Date:        Monday, 15 May 1995 14:06:28

From:        Waland J F <[walaj@essex.ac.uk](mailto:walaj@essex.ac.uk)>

-----  
> <deleted>

> Lets keep the thread on the jumpgate up, Does any one know of places I can  
> FTP to obtain realistic looking Babylon-5 objects ? . I got some Objs but  
> they have not been made well, and cause Imag 2.0 Pc to crash while rendering.  
> Objects by Carmen R and others render fine so its not the software or the  
> Hardware .

if you can convert them, there are some lightwave models on  
<ftp://tomahawk.welch.jhu.edu/pub/LW/objects>

such as...

FILE: vorlon2.lzh            SIZE: 55251 bytes

DESCRIPTION: Vorlon Fighter, not to be confused with other Vorlon ships.  
                  Great object and scene file.

FILE: jgate3.1.lha        SIZE: 24906

DESCRIPTION: None Given

FILE: vorship2.lzh        SIZE: 360904

DESCRIPTION: None given.

FILE: b5bluneb.lha                    SIZE: 87349

DESCRIPTION: Babylon 5 object. (new)

FILE: b5delta.lha                    SIZE: 653173

DESCRIPTION: Babylon 5 delta (new)

FILE: b5jgate4.lha                    SIZE: 327235

DESCRIPTION: Babylon 5 Jumpgate (new)

FILE: b5statn2.lha                    SIZE: 581038

---

DESCRIPTION: Babylon 5 station (new)

jon

Jonathan Waland                    University of Essex, UK                    walaj@essex.ac.uk  
A4000/030-25/882-33 14Meg Ram, 540Meg Hard, 2x Floppy, Double Speed CDROM  
<<http://cswww2.essex.ac.uk/users/walaj/homepage.html>>

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### 1.307    **MSG-304 Subject: Date & Time stamp**

Subject: Date & Time stamp

Date:        Monday, 15 May 1995 15:43:53  
From:        Dave Rhodes <dave@darhodes.demon.co.uk>

-----  
Does anyone else have this problem ? (Amiga version)

When I render a pic. and click on info. in the project editor,  
the date is right, but the time is out by hours (and minutes..)  
e.g. I just rendered a file at 13.00 (GMT) and it says 07.32 in  
the info box.

All other programs read my internal clock right, so where  
does Imagine get this from ? (No - I'm not looking at the time to  
render bit !! )    Could it be that Impulse thought it would be  
funny to convert everyone to EST or whatever they use ?

--

~-----~  
Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -  
-----

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### 1.308    **MSG-305 Subject: DAre 2 Imagine Info**

Subject: DAre 2 Imagine Info

Date:        Monday, 15 May 1995 16:06:58  
From:        aciolino@ccmail.rrdts.donnelley.com

---

Ok, apparently I made it sound like I was INCAPABLE as far as viewing this file.

I am not. I was just wondering if there were any wares written to take advantage of the indexing job that was done. There are not. Fine.

So:

- 1) I CAN view and print the file
- 2) I will be writing something that uses the index so that I can choose a topic and view the file.

I don't know if I'll make a winhelp file or just a hyperlink viewer. But I'll probably do something other than flat text.

-AC

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### 1.309 MSG-306 Subject: Babylon5 Jumpgate.

Subject: Babylon5 Jumpgate.

Date: Monday, 15 May 1995 17:01:09

From: surentrr@vax.sbu.ac.uk

---

Thanks for the interesting comments received, I'll try them out when I get home . Someone mentioned the Lightwave CD ROM . How do you convert a lightwave object into a Imagine object ? . I can use the windows Truespace demo program to render it if I get the objects ,but I want to be able to use it in Imagine . So , how do I convert objects from LW to Imagine TDD format on a PC. Also it would be interesting to hear about the utils we use from day to day for object conversion , and the ftp sites they appear on. So mail in your details. I know of the following :

|         |                                                                                                                                                                                                      |
|---------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Dem23ds | Converts Vistapro dem files into 3dstudio files.<br>(better than exporting as a DXF as 3ds files are smaller)                                                                                        |
| 3ds2pov | Converts 3DS. files to povray file format.<br>(Povray is an excellent freeware ray-tracer and is available for PC,Amiga,Unix,Linux and then some) :-)                                                |
| Tdd2asc | Converts Imagine objects to Asc files ,I think the asc files are used in 3d modelling progs as raw data                                                                                              |
| DTA     | Dave's Targa Animator . Creates anims from TGA's ,PCX's and other graphic file formats. Creates 8 bit anims for use with AAPLAY and AAPLAYHI. Also creates 15,16 and 24 bit anims for use with DFV . |

---



but I did not get a response (I think). I know this bug was around since (I believe v2.0) I know 2.9 FOR SURE.

Good Luck

Alex

```
-----  
James "Alex" Brooks           Amiga 4000/040/28MHz 20MB RAM  
Lightwave 3.5 / Imagine 3.0   VideoToaster 4000 3.1  
Syquest 3.5" 270MB           Bernoulli 90Pro  
NEC 3xp Triple Speed CDROM    Warp Engine 4028  
Epson ES-600C Scanner         E-Mail: jamesb@clark.net  
-----
```

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### 1.311 MSG-308 Subject: Re: How do you make trees.

Subject: Re: How do you make trees.  
Date: Monday, 15 May 1995 19:11:01  
From: Gavin Lipscombe <lipscombe\_g@alubohub.larvae.ucg.MTS.dec.com>

-----  
[This message is converted from WPS-PLUS to ASCII]

Here's a vague thought. I haven't tried it but it might just work.

If you have Vista/Vistapro create a landscape with trees in it export to Imagine then just cut out the trees you want.

Can anyone confirm this will work as I don't have Vista?

Gavin.

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### 1.312 MSG-309 Subject: Form\_Tutorial.lzh

---



Subject: Form\_Tutorial.lzh  
Date: Monday, 15 May 1995 19:31:28  
From: yrod@ozemail.com.au

---

I'm working through Dare To Imagine's tutorials, and Steve Worley instructs you to go to hubcap.clemson.edu and pick-up the file mentioned above in the subject.  
Hubcap's amiga section is now closed. Does anybody out there have a copy of this file? If so could you mail me? Is it on another FTP site now?

TIA (thanks in advance)

Rod Macey  
yrod@ozemail.com.au  
.... generating ... 39.88% complete

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### 1.313 MSG-310 Subject: Screen Size hack for 3.2

Subject: Screen Size hack for 3.2  
Date: Monday, 15 May 1995 21:25:37  
From: dgrant@cycor.ca (Dennis Grant)

---

My first post to the list :)

Has anybody found the hex locations to hack the 3.2 screensize for the Amiga binary?

For that matter, is it possible to get Imagine to work properly on a Super72 800X600 screen?

---

Dennis Grant Cycor Tech Support Staff/HTML Design/Graphic Artist/Amiga support

dgrant@cycor.ca Amiga 4000/030/6/970/'882/17" IDEK/NEC CD-ROM/14.4  
CLSIP/AmiTCP  
<http://www.cycor.ca/TCave/> Visit Trog's Cave!

---

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### 1.314 MSG-311 Subject: Quickies!

Subject: Quickies!  
Date: Monday, 15 May 1995 23:14:05  
From: Charles Blaquiere <blaq@io.org>

---

> From: Fred Aderhold <fredster@cyberport.net>  
>  
> 1. In the Detail Editor, make a default cone with 4 sections. Make it green!  
> 2. Pick the cone, choose Particle from the function menu.  
> 3. In the requestor, choose pyramid for the shape, specify 7 for the size,  
> random alignment, and interpolated for the centering method.  
>  
> Add a tube for a trunk, and you've got sort of a tree. Well, maybe more  
> of a bush. But it could be a tree in the background!

Wow! What a great quickie! Anybody else have other simple techniques?  
Here's mine:

- 1) Create a detailed, bevelled logo in the Spline editor. Save Points.
- 2) In Detail, Fracture the logo with a number `_greater_` than 1, for example 2.

Result: a punk-like, spiky logo. I have no idea where you may want to use this, but you might!

Ladies and gentlemen, show us your quickies!

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### 1.315 MSG-312 Subject: Re: Screen Size hack for 3.2

Subject: Re: Screen Size hack for 3.2  
Date: Monday, 15 May 1995 23:24:34  
From: "Anime a day..." <b7655@hopi.dtcc.edu>

---

On Mon, 15 May 1995, Dennis Grant wrote:

> My first post to the list :)  
>  
> Has anybody found the hex locations to hack the 3.2 screensize for the  
> Amiga binary?  
>  
> For that matter, is it possible to get Imagine to work properly on a  
> Super72 800X600 screen?  
>  
>

Yes, its called NewMode. Get it from AmiNet... not sure which directory, but it should be in util/???

I'll reply if I find it before someone else...

Bill

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### 1.316 MSG-313 Subject: Transparent decal?

Subject: Transparent decal?  
Date: Monday, 15 May 1995 23:31:19  
From: Charles Blaquiere <bla@io.org>

---

> From: Fred Aderhold <fredster@cyberport.net>  
>  
>  
> Here's something I've wondered about -  
>  
> Is it possible to color map a brush onto an object, and have the  
> background of the brush be transparent?

If your brushmap is a register-based image, for example a 256-color BMP, simply activate the "use genlock" button in the Attributes/brushmap requester. This will instruct Imagine to disregard any brushmap pixel containing palette color zero. As long as your logo is drawn over a color-zero background, you'll be all right. The actual color found in palette position zero is irrelevant.

---

If your brushmap is a 24-bit image, you can still activate the "use genlock" button, but you'll also have to go into the Preferences editor and change the GENC parameter to match the actual color of your background, since in 24-bit images, there is no palette, and therefore no color zero; in this case, the actual background color `_is_` relevant. The default for GENC is 010101, meaning that on a scale of 0 to 255, any brushmap pixel with R = 1, G = 1, B = 1 will be invisible.

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### 1.317 MSG-314 Subject: Moving Ground

Subject: Moving Ground  
Date: Monday, 15 May 1995 23:42:39  
From: Torgeir Holm <torgeirh@powertech.no>

-----  
>Instead of using a 40,000-frame animation, why not use 2,000 separate  
>Actor bars in the Action editor, with each bar being 20 frames long? I  
>haven't actually tried it, but I assume Imagine would treat each Actor  
>bar independently. With Imagine 3.x's cut & paste functions, it's  
>child's play to duplicate an Actor bar 4 times, then copy those 5 bars  
>and lay down 4 duplicates, copy the 25 bars and lay down 4 duplicates...  
>you'd get 2,000 copies with very few mouse clicks.

There was a lot of discussion around this a while back, and I remember people's version behaving differently. Some would loop the anim, just using one actor bar, and some would have to use multiple bars. However some versions wouldn't load the anim in the second action bar, for some mysterious reason. Voodoo Magic?

Haven't tried this with 3.2, so I don't know how my version wil behave..

Torge!r

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### 1.318 MSG-315 Subject: Re: How do you make trees ?

Subject: Re: How do you make trees ?  
Date: Tuesday, 16 May 1995 01:08:03  
From: fredster@cyberport.net (Fred Aderhold)

---

---

> Is there an easy way to make a tree, I've been experimenting with some  
> simple triangle shaped planes around an axis and some different textures but  
> it never seems right. Can anybody help me?  
>

You don't specify how detailed a tree you need, but here's a way to make a quick tree -

1. In the Detail Editor, make a default cone with 4 sections. Make it green!
2. Pick the cone, choose Particle from the function menu.
3. In the requestor, choose pyramid for the shape, specify 7 for the size, random alignment, and interpolated for the centering method.

Add a tube for a trunk, and you've got sort of a tree. Well, maybe more of a bush. But it could be a tree in the background!

If you need more leaves, you can copy and paste the cone, then rotate the second one to fill in the gaps. You can also make the second cone a different color, like brown and orange for a fall tree, etc.

This method also works if you need a distant pile of rocks or something.

Now, if you need oodles of detail, there's a program for DOS called Lparser that makes incredibly detailed trees in DXF format, but they are HUGE files.

Hope that helps!

---

Fred Aderhold  
fredster@cyberport.net

After we pull the pin, Mr. Grenade is  
NOT our friend!

---

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### **1.319 MSG-316 Subject: Transparent decal?**

Subject: Transparent decal?  
Date: Tuesday, 16 May 1995 01:08:08  
From: fredster@cyberport.net (Fred Aderhold)

---

---

Here's something I've wondered about -

Is it possible to color map a brush onto an object, and have the background of the brush be transparent?

Let's say you wanted to make an orange with the word "Sunkist" on it. You make a sphere, color it orange, apply a bump map to make it bumpy. So can you, for example, take a white picture with red letters, apply it as a color map, and have the white background be transparent so only the letters show up on the orange?

In this example, I got around this by making a picture with an orange background, so it worked ok, but I was stuck with that color of orange.

Any thoughts?

---

Fred Aderhold  
fredster@cyberport.net

After we pull the pin, Mr. Grenade is  
NOT our friend!

---

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### **1.320 MSG-317 Subject: Re: How do you make trees.**

Subject: Re: How do you make trees.  
Date: Tuesday, 16 May 1995 02:18:08  
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

---

Hello Gavin, on May 15 you wrote:

> Here's a vague thought. I haven't tried it but it might just work.  
>  
> If you have Vista/Vistapro create a landscape with trees in it export to Imagine  
> then just cut out the trees you want.  
>  
> Can anyone confirm this will work as I don't have Vista?

No, VistaPro only saves the landscape info not the detail. It will save the polygon colours though.

---

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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### 1.321 MSG-318 Subject: Freelancers needed

Subject: Freelancers needed  
Date: Tuesday, 16 May 1995 05:13:01  
From: TimeWarl@aol.com

-----  
We're looking for modelling and animation help for a sci-fi cdrom adventure.  
Pro experience not required (but realistic models are!). Please email  
TimeWarl@aol.com if interested.

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### 1.322 MSG-319 Subject: Re: Transparent decal?

Subject: Re: Transparent decal?  
Date: Tuesday, 16 May 1995 06:50:38  
From: fredster@cyberport.net (Fred Aderhold)

-----  
>> Is it possible to color map a brush onto an object, and have the  
>> background of the brush be transparent?  
>  
>If your brushmap is a register-based image, for example a 256-color BMP,  
>simply activate the "use genlock" button in the Attributes/brushmap  
>requester. This will instruct Imagine to disregard any brushmap pixel  
>containing palette color zero. As long as your logo is drawn over a  
>color-zero background, you'll be all right. The actual color found in  
>palette position zero is irrelevant.

Perfect! I tried it on my orange, and that's exactly what I needed. I read  
the messages about the genlock button, but somehow I got the impression that  
it was an Amiga video thang. Thanks to all for responding...

---

Now, why does the manual say I shouldn't use a 320x200 brush map?

-----  
Fred Aderhold  
fredster@cyberport.net

After we pull the pin, Mr. Grenade is  
NOT our friend!

-----

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### 1.323 MSG-320 Subject: LightROM Vol 1 CD

Subject: LightROM Vol 1 CD  
Date: Tuesday, 16 May 1995 07:48:34  
From: CyberMer@aol.com

-----  
In a message dated 95-05-12 09:25:25 EDT, you write:

>LightROM Vol 1 CD

Where can I get this CD-ROM

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### 1.324 MSG-321 Subject: Sorry Could Not Find Subject!

Date: Tuesday, 16 May 1995 09:23:19  
From: Dave Rhodes <dave@darhodes.demon.co.uk>

-----  
Hi all.  
Long winded quickie coming up.

Most of the projects I make with Imagine tend to be interiors,

---



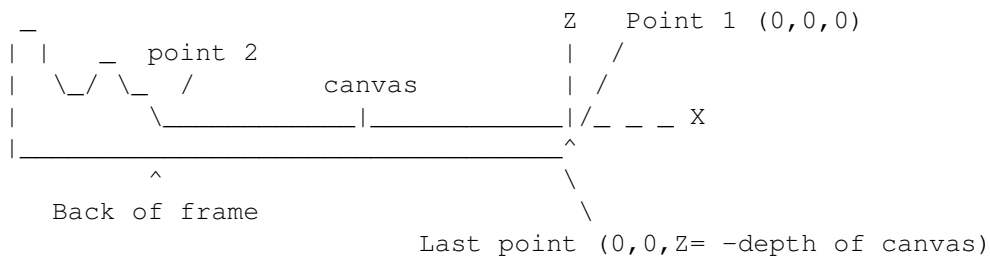
so I spent a lot of time trying to make decent picture frames, but as usual, I tried the hard way first, using real-world joinery thinking processes, i.e. I made an extruded piece of virtual wood and tried to slice the ends off at 45 degrees, and butt four pieces together... Oh dear me ..no no no...

The answer was so simple that some of you will know it anyway, but for the hard of thinking, like me, I'll post it here.

This method makes a square frame, but by dragging the points which make up the sides of the frame, you can easily make it rectangular without changing the width of the frame itself-(or ripping the canvas).

Front view - Add axis - Pick select it - Add lines.

Use pick method=lock to make the first point in exactly the same place as the axis, (0,0,0 unless you moved it), and make the next point to the left of the axis to define half the width of the canvas, (from corner to corner), still at Z=0.



Make the fancy extrusion, (turn off Lock if your grid size is too big to allow enough detail), and make the last point directly under the first, keeping the back of the frame and the canvas parallel to each other.

Now pick object, SWEEP it 360 degrees, with 4 sections, (unless you want a round frame) and it will appear...the wrong way round. Use the transformation requester four separate times, in this order, to make it easy to wrap your picture onto it.

1. rotate Z +45 (perform)
2. Align AXIS ONLY to 0,0,0 (perform)
3. rotate X +90 (perform)
4. Align AXIS ONLY to 0,0,0 (perform)

If you make the 4 canvas faces into a subgroup, you can easily restrict your brushmap to it, and make the rest of the frame wood, or whatever. I love the hardwood texture with a deep mahogany color (as long as it's taken from a sustainable forest of course)

Judicious use of Make Sharp Edges will enhance the look of the frame, if you want some phony bits in it.

Of course, sweeping it with more than four sections and scaling the Z size will make those lovely oval cameo type frames, and sweeping it with less than four will make a ... erm - mess.

Dave

--

~=====~  
 Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -  
 -----

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**1.325 MSG-322 Subject: WTB: Pagoda object**

Subject: WTB: Pagoda object  
 Date: Tuesday, 16 May 1995 10:08:21  
 From: Toby Edwards <tobs@perihelion.co.uk>

-----  
 Does anyone know where I can lay my hands on a  
 Pagoda object ?

I could build it but I've got a tight schedule :-(

-----  
 A student asked the master for help... does this program run from  
 the Workbench? The master grabbed the mouse and pointed to an icon.  
 "What is this?" he asked. The student replied "That's the mouse".  
 The master pressed control-Amiga-Amiga and hit the student on the  
 head with the Amiga ROM Kernel Manual. -- Peter da Silva

-----  
 Toby Edwards | \|\|/  
 Amiga A4000 030 40mhz 68882 FPU | /^^^\|  
 500 MB HD 16 Meg Fast | | o o |  
 2 Meg Chip | | O |  
 -----o00|-----|00o-----

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**1.326 MSG-323 Subject: About un/subscribing**

Subject: About un/subscribing  
 Date: Tuesday, 16 May 1995 10:35:27  
 From: gregory denby <gdenby@twain.helios.nd.edu>

---

It seems like a lot of people are going off on vacation, and needing to unsubscribe, but are having difficulty. Perhaps the old address does not work any more. Try imagine@email.eag.unisysgsg.com, maybe twice, since our respected moderator, Dave Wickard is probably a busy guy, and might miss the first one.

Greg Denby

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### 1.327 MSG-324 Subject: Re: Quickies

Subject: Re: Quickies  
Date: Tuesday, 16 May 1995 10:45:59  
From: gregory denby <gdenby@twain.helios.nd.edu>

---

Charles B. says, "...show us your quickies." O.K.

Quick snow (a little memory intensive.) Create a primitive disk, six sides. Save as "flake." Create another primitive, anyone may do, depending on the situation. I like to use another 6 sided primitive disk. Scale it large. Pick all edges. Fracture, fracture, fracture. Pick object. fracture = .5. Bend, twist, shear, pull push, etc till well deformed. Apply particles, specify file "flake," align to face, specify size to something small, around 5 +- 2. Set attribute to bright. Render.

Of course, succeeding deformations can be used for various states, making a swirling snow storm.

Greg Denby  
gdenby@darwin.cc.nd.edu

"Have dots, will connect."

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### 1.328 MSG-325 Subject: Re: Transparent decal?

---

Subject: Re: Transparent decal?  
Date: Tuesday, 16 May 1995 12:13:22  
From: cjo@esrange.ssc.se

-----  
> Now, why does the manual say I shouldn't use a 320x200 brush map?

Could it be as simple as that the 320x200 doesn't use square pixels?  
But I can't understand why that should affect anything...

```
*-----*
| Conny Joensson | Swedish Space Corp. Esrange |
| Kiruna | Satellite operations - Telecom Div. |
| Sweden | cjo@smtpgw.esrange.ssc.se |
*-----*
```

Thread 319

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### 1.329 MSG-326 Subject: Re: Transparent decal?

Subject: Re: Transparent decal?  
Date: Tuesday, 16 May 1995 13:14:00  
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

-----  
> Yeah, but your "transparent" part needs to be 0,0,0 BLACK. Then use the  
> Genlock button from the brush map requestor. Seems this wouldn't work  
> with TIFS in 3.1 so I had to convert the image to IFF format (on the PC  
> version). I can't remember if they've fixed the TIF genlock in 3.2 or  
> not. (..I believe so).

I messed with this quite a bit recently and couldn't get it to work.  
Set the GENC to 0,0,0, made the transparent parts black, set the  
genlock button in the requestor. Nothing. I ended up converting  
the 24-bit tiff I was using to 256 with white where I wanted  
transparency. But this could simply be my own lack of ability  
(it so often is).

Michael

Thread 325

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---



Nah, I've tried it before and it only saves the landscape. (PC and Amiga versions)

---

```

                | \ / |
                o  O
_____oOO_=( ^ )=_OOo_____
|          ' ' '      U      ' ' '          |
| Gumby Death Man (Dylan Neill) Amiga 1200/6/120  486DX2-66/24/500 |
| Email: dylann@pcug.org.au   WWW: http://www.pcug.org.au/~dylann/ |
|_____|

```

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### 1.332 MSG-329 Subject: Re: Babylon5 jumpgate

Subject: Re: Babylon5 jumpgate  
Date: Tuesday, 16 May 1995 20:30:08  
From: bmolsen@bvulads.loral.com (Brad Molsen)

```

-----
>> <deleted>
>> Lets keep the thread on the jumpgate up, Does any one know of places I can
>> FTP to obtain realistic looking Babylon-5 objects ? . I got some Objs but
>> they have not been made well, and cause Imag 2.0 Pc to crash while rendering.

>> Objects by Carmen R and others render fine so its not the software or the
>> Hardware .
>
>
>if you can convert them, there are some lightwave models on
>ftp://tomahawk.welch.jhu.edu/pub/LW/objects
>
>such as...
>FILE: vorlon2.lzh      SIZE: 55251 bytes
>DESCRIPTION: Vorlon Fighter, not to be confused with other Vorlon ships.
>      Great object and scene file.
>
>FILE: jgate3.1.lha  SIZE: 24906
>DESCRIPTION: None Given
>
>FILE: vorship2.lzh  SIZE: 360904
>DESCRIPTION: None given.
>
>FILE: b5bluneb.lha      SIZE: 87349
>DESCRIPTION: Babylon 5 object. (new)
>
>FILE: b5delta.lha      SIZE: 653173
>DESCRIPTION: Babylon 5 delta (new)

```



or version 3 of Imagine.

Wayne (waitey)

--

~=====~  
Wayne Waite - Wayne@waitey.demon.co.uk (Personal)  
Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063  
-- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

Thread 364

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### 1.334 MSG-331 Subject: Re: About un/subscribing

Subject: Re: About un/subscribing  
Date: Tuesday, 16 May 1995 22:38:38  
From: Dave Rhodes <dave@darhodes.demon.co.uk>

-----  
Hi imagine@email.sp.paramax.com

>  
> It seems like a lot of people are going off on vacation, and needing  
> to unsubscribe, but are having difficulty. Perhaps the old address  
> does not work any more. Try imagine@email.eag.unisysgsg.com, maybe  
> twice, since our respected moderator, Dave Wickard is probably a  
> busy guy, and might miss the first one.  
>

I thought ALL subscribe and unsubscribe requests  
should be made to imagine-request@eag.unisysgsg.com, as sending  
it to the imagine@ etc. will result in it appearing on the list ?

--

~=====~  
Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -  
-----

Thread 336

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### 1.335 MSG-332 Subject: Re: Transparent decal?



Subject: Re: Transparent decal?  
Date: Wednesday, 17 May 1995 02:00:29  
From: fredster@cyberport.net (Fred Aderhold)

-----  
>> Yeah, but your "transparent" part needs to be 0,0,0 BLACK. Then use the  
>> Genlock button from the brush map requestor. Seems this wouldn't work  
>> with TIFS in 3.1 so I had to convert the image to IFF format (on the PC  
>> version). I can't remember if they've fixed the TIF genlock in 3.2 or  
>> not. (...I believe so).

>  
>I messed with this quite a bit recently and couldn't get it to work.  
>Set the GENC to 0,0,0, made the transparent parts black, set the  
>genlock button in the requestor. Nothing. I ended up converting  
>the 24-bit tiff I was using to 256 with white where I wanted  
>transparency. But this could simply be my own lack of ability  
>(it so often is).

It depends on what you've made the picture with, I think. In my case I used  
PhotoShop, and you can accurately define the color you want as the  
background. In your paint program, look for a way to key in values for  
colors instead of just making it "Black". The first time I tried this,  
nothing happened for me also, I found that Photoshop had made the color black  
0,0,0 and GENC color was 01,01,01. In Photoshop, I specified 1,1,1 for the  
background color and all was well.

-----  
Fred Aderhold  
fredster@cyberport.net

After we pull the pin, Mr. Grenade is  
NOT our friend!

-----  
Thread 503

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### 1.336 MSG-333 Subject: Quickies - Hack Trees

Subject: Quickies - Hack Trees  
Date: Wednesday, 17 May 1995 09:07:06  
From: aciolino@ccmail.rrdts.donnelley.com

-----  
Imagine 3.x quickie:

---

I've had to make a few Fantasy Cities before and show an aerial view, but the buildings look pretty stark without any flora, so I wanted to add some "trees", just something to give the eye another focus. They didn't need to be realistic, just "there".

After running out of memory a few times trying to make 100 real trees, I changed my thinking and did the following:

Make a primitive plain, 20x20 or 10x10, and change it's color to forest green. Turn on Particles, select pyramids, make them all pretty large in relation to your other objects (buildings), make the particles render on the location of the points (don't interpolate, it's harder to control mentally, see below), render!

Of course, the primitive plain might have a few too many trees, so go into pick points mode (Detail editor) and delete a few points on the plain where you don't want trees. Pick a number of points in the center, delete them and re-render, with your "object" in the center and bam! you have a forest for the trees.

Also, I needed to surround a "suburb area" with smaller trees than the "rural" area's trees, so I just made another plain with a slightly different (lighter) color and made the pyramids smaller, deleted a few more points and bam! again, another group of trees.

Afterwards, I threw them down on my land-mass, added my buildings and towers, rendered, and had a full map ready for use in under 2 hours, after wasting 2 days with real tree objects.

This method can be used to lay down houses (cubes) or towers (Yech!) or anything that is large and needs alignment.

Hmmm...I wonder what would happen if I told Imagine to Load an object (a Tree!)? Would it load 500 trees if I had 500 points via the particle effect? Or would it load just one tree, save memory, and simply render 500 copies of it, exponentially increasing rendering time...

-AC

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### 1.337 MSG-334 Subject: Re: Transparent decal?

Subject: Re: Transparent decal?  
Date: Wednesday, 17 May 1995 10:22:00  
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

-----

> It depends on what you've made the picture with, I think. In my case I used  
> PhotoShop, and you can accurately define the color you want as the  
> background. In your paint program, look for a way to key in values for  
> colors instead of just making it "Black". The first time I tried this,  
> nothing happened for me also, I found that Photoshop had made the color black  
> 0,0,0 and GENC color was 01,01,01. In Photoshop, I specified 1,1,1 for the  
> background color and all was well.  
>

Yes. I was using Picture Publisher on the original picture and was making the "Black" 0,0,0. What I did was to set the 01,01,01 that I found in the GENC slot to 0,0,0 to correspond to my color. Maybe I would have had better luck setting my color to 01,01,01 as you did, though it's hard to see why that would work.

Michael

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### 1.338 MSG-335 Subject: Re: Transparent decal?

Subject: Re: Transparent decal?  
Date: Wednesday, 17 May 1995 10:29:41  
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

---

Hello,  
It's better to use HiRes mode brush map, 640x400, you'll get better results. If you don't make the map with Amiga/IBM and move it to another platform, it doesn't matter. If you move maps, the aspect ratio changes.

I guess the meaning in the manual was, don't use LowRes map. You can use any dimension you need for your map, it need not be exactly 320x200 or 640x400, in Amiga's terms, it's the resolution of the screen, in it, if you have a map that is 100x200 in 640x400 screen, it's still a HiRes brush map, with width=100 height=200.

When using 756x566 over scan, it's still HiRes (640x400) mode, if you 'go' to video (PAL)

I try to make the brush map the biggest I'll need. If in your project, your camera will zoom in on an object with a brush map, and it will fill half the screen, and your brush map is HiRes (640x400), make it at least: width=320 and height=200, (it's not LoRes, it's still HiRes) you can make it full screen of course, but it will consume memory.

Make your brush map (HiRes) the same ratio your object is. If you have an object 50x75, your brush map should be - 50x75, or 100x150 and if you'll zoom in full screen on it, 500x750.

---

Learned a lot from past posts about it, in the IML.  
Hope I got it right...

How do you come back from 3D ?  
Ayalon M. Hermony                   Internet: ila2024@datasrv.co.il

On Tue, 16 May 1995 cjo@esrange.ssc.se wrote:

> > Now, why does the manual say I shouldn't use a 320x200 brush map?  
>  
> Could it be as simple as that the 320x200 doesn't use square pixels?  
> But I can't understand why that should affect anything...  
>  
> \*-----\*  
> | Conny Joensson     |     Swedish Space Corp. Estrange     |  
> | Kiruna             |     Satellite operations - Telecom Div.     |  
> | Sweden             |     cjo@smtpgw.esrange.ssc.se     |  
> \*-----\*  
>

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### 1.339   **MSG-336 Subject: Re: About un/subscribing**

Subject: Re: About un/subscribing  
Date:     Wednesday, 17 May 1995 11:50:15  
From:     gregory denby <gdenby@darwin.cc.nd.edu>

-----  
I said: "try imagine@email.eag.unisysgsg.com..." to un/subscribe  
which is wrong, as Dave Rhodes notes. It should be (emphasis mine)  
IMAGINE-REQUEST@email.eag....(etc.). That's imagine-request@...etc.

From the mail headers, it seems that the address \_\_\_\_\_@email.sp.paramax.com  
is still functioning, but Dave Wickard did say back in Nov. that it would  
become disfunctional.

Sorry for the bad pointer.  
Greg Denby  
gdenby@darwin.cc.nd.edu

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**1.340 MSG-337 Subject: Re: Quickies**

Subject: Re: Quickies  
Date: Wednesday, 17 May 1995 11:57:18  
From: gregory denby <gdenby@darwin.cc.nd.edu>

---

Dave Rhodes writes: "Long winded quickie coming up..."

Nice picture frame, and not so long winded. Perhaps the topic should be "Quickies, the shortest way to a good result."

Greg Denby  
gdenby@darwin.cc.nd.edu

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**1.341 MSG-338 Subject: Re: TextureStudio v1.0.2**

Subject: Re: TextureStudio v1.0.2  
Date: Wednesday, 17 May 1995 11:59:25  
From: Mike McCool <mikemcoo@efn.org>

---

>  
> The /pub/aminet/new directory is only for "UPLOADS".  
>  
>  
>  
Hey Horst,

I used to think this was the case, but I have actually nabbed files from the new directory. Obviously you have to know their exact name, since they're invisible--but it is possible to download from the new dir. (Files just don't stay in there very long, which is why I think I was unable to find TS v1.0.2).

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**1.342 MSG-339 Subject: Re: Transparent decal?**

Subject: Re: Transparent decal?  
Date: Wednesday, 17 May 1995 12:05:27  
From: Mike McCool <mikemcoo@efn.org>

---

> It's better to use HiRes mode brush map, 640x400, you'll get better results.

I ALWAYS use a 24bit brushmap. It just comes out better every time. Am I missing something here? HiRes to me implies 16colors. Do you mean the SIZE should be 'hi-res?' That is, a 24-bit pic that's 640x400? (If this query seems too dumb, I'll understand your not responding).

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### 1.343 MSG-340 Subject: Transparent decal?

Subject: Transparent decal?  
Date: Wednesday, 17 May 1995 14:28:00  
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

---

-> From: Michael North <IBTLMAN@MVS.OAC.UCLA.E=DU>->-> I messed with this quite a bit recently and couldn't get it to work.-> Set the GENLOCK to 0,0,0, made the transparent parts black, set the-> genlock button in the requester. Nothing. I ended up converting-> the 24-bit tiff I was using to 256 with white where I wanted-> transparency. But this could simply be my own lack of ability-> (it so often is). I dunno. I'm a bit confused about it myself. A previous message said =thecolor doesn't matter, as long as the "position" of the color is 0 (orsomething like that). However, in preferences it gives a specific "genlock" color for non-Amiga IFFs as f0f0f0 (white), so your example would make sense. I always assumed what ever color you set for GENLOCK=Kin preferences would be the transparent color. I always set this to BLACK. Now I'm not sure. If it's "position" and not color, what is the genlockcolor setting for in preferences?--- = FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

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### 1.344 MSG-341 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 17 May 1995 14:33:48

---

From: montvai@achilles.rijnh.nl (Attila Montvai)

---

Subject: death of my IM.3.0

People,

last night I got angry with my Imagine 3.0 so I wiped it off my HD.

Reasons for that (which I sent to Impulse as well) are as follows:

1. ....  
.....
  2. I wanted to load an ~5 Mb DXF file.  
It took me more than 1/2 hour trashing of the HD not to see a single line thereafter.  
Mxxxxxxxxxxxx: ~ 5 min. and the thing is there.  
(with shadow map and phong rendering is about 1 min.)  
Txxxxxxxx: ~8 min. loading time (it is a modeler, raytracer) and less then 2 min rendering time with raytracing algorithm.
  3. After importing the thing (shareware converters)  
I made the wrong choice of attributes, so I wanted to change it. An other fight to get rid off the old one.  
(Imagine is buggy like Hell - you know it as well, don't you?)
    - user commands not working, (PARENT)
    - the stage editor gets corrupt after switching to other modules (right! not always.)
    - in my version the ZO ZI gadget do not work properly in the stage editor.
    - ...
  4. No on-line help. It is a must even for a lousy shareware. Not speaking of the really good ones!
  5. (Correlates with 4.) The manual like a short story written by an amateur writer for a charity event in a small willage.  
(I have compiled a list to argue in favour of the claim so I can send it to anyone including 'the gang at Impulse', and the author too.)  
Data, basic information missing...  
It is like looking for a specific piece of potato in a mixed vegetable soup.
  6. The 'scanline' mode is a joke. No shadow- reflexion- ... maps.  
So I could just see: was the thing there or not - admittedly with this  
buggy stuff it was a very important information! With rendering times and resolutions nowhere as compared to a host of decent renderers  
(with shadow- reflexion- and surrounding maps)
-

using it was waste of time.

7. There are (FREE!) raytracers out there (and shareware modellers):
- with speed and physically correct (computed) radiance distribution (you guessed: Rxxxxxxx ...)
  - built in procedural texture language, parametric modelling (suitable for animation) - Rxxxxxxx, ! no C, C++, ADA, LISP .. compiler, secret knowledge, etc. needed. !!
  - CSG modeller+incredibly sophisticated raytracer (bxxxxxxx)
  - ...
8. Using uncompressed TIF as a brush source is a fault. GIF, JPG ... compressed formats are widely used in the business with much less memory overhead. However it may be necessary because of royalties, inappropriate code engineering, etc. (Don't be silly shouting at me! I got 20Mb RAM (chips))
- 9... (I just do not want to proceed. What for?)

A month or so ago there was a long que of wish-lists containing hints, fancy thigs that were missing. I have the feeling Imagine is not so far still. Fulfilling requirements following from the points listed above

can be considered as a minimum to survive in the market (and stay alive) and beeing considered as something professional(ish).

Conclusion: the ~ ten bucks cover-disk price for 2.0 is about right! (To my luck I got the 3.0 relatively cheap but in a honest business.)

I miss:

the Forms editor!  
the GUI - it is refreshingly different from others at least on my abacus.

Attila  
montvai@achilles.rijnh.nl

1.P.S: #1.above is about platforms, RAM utilisation etc...

2.P.S - the xxx-s are brands I do not want to campaign for, the results are measured.

```
=====
| -00000-----|      !!! M U L T I T A S K I N G !!! **
| 0-----000-0|
| ---0000-----| 1.2 Hz      ABACUS, 11 rows, 13 spheres
| -----0000|           of different colors on each
|               |
|               |
---             --- ** can sing while tossing the balls.
=====
```



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### 1.345 MSG-342 Subject: Re: Your mail

Subject: Re: Your mail  
Date: Wednesday, 17 May 1995 16:17:48  
From: "Anime a day..." <b7655@hopi.dtcc.edu>

---

On Wed, 17 May 1995, Attila Montvai wrote:

>  
> Subject: death of my IM.3.0  
>  
>  
> People,  
> last night I got angry with my Imagine 3.0 so I wiped it off  
> my HD.  
>  
> Reasons for that (which I sent to Impulse as well) are as  
> follows:  
>  
> 1. ....  
> .....  
>  
> 2. I wanted to load an ~5 Mb DXF file.  
> It took me more than 1/2 hour trashing of the HD not to  
> see a single line thereafter.  
> Mxxxxxxxxxxxx: ~ 5 min. and the thing is there.  
> (with shadow map and phong rendering is about 1 min.)  
> Txxxxxxxx: ~8 min. loading time (it is a modeler, raytracer) and  
> less then 2 min rendering time with raytracing algorithm.

Impulse, welcome to the world of the PC market.. not 100% sure but it  
looks like a safe bet to me...

Sounded like a spoiled brat, didn't it?

b0nez

---

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**1.346 MSG-343 Subject: Re: UNSUBSCRIBE**

Subject: Re: UNSUBSCRIBE  
 Date: Wednesday, 17 May 1995 16:19:38  
 From: Marty Nussbaum <martyn@asu.edu>

-----  
 For all of those who wish to "Unsubscribe" we hate to see you go, but here are the addresses that I have according to the info that was sent in the beginning.

"dave@shell.portal.com"  
 "imagine-request@email.eag.unisysgsg.com"  
 "dwickard@mhs.eag.unisysgsg.com"  
 (in order of preference)

Hope that this helps some of you. Come back soon. :)

Marty

```

*****          _ _ /|
*   ACK!!      *  \ ' o . O '
*  Hairball!   *   = (____) =
*****          U
    
```

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**1.347 MSG-344 Subject: Babylon/Star Trek Texture**

Subject: Babylon/Star Trek Texture  
 Date: Wednesday, 17 May 1995 16:53:00  
 From: robert.buonincontro@canrem.com (Robert Buonincontro)

-----  
 Is there a way to duplicate the Space ship patterns found in Babylon and Startrek using standard Imagine textures?

robert.buonincontro&canrem.com

---

\* DeLuxe2 1.12 #8947 \* The Amiga Is Not A Religion! It's A Computer!

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### 1.348 MSG-345 Subject: Re: BABYLON 5 objects

Subject: Re: BABYLON 5 objects

Date: Wednesday, 17 May 1995 19:13:54

From: surentrr@vax.sbu.ac.uk

-----

Hi ! , I've FTP'ed some Lightwave Objects onto my hard disk.  
I viewed them with the Truespace demo disk (for Windows).  
They look great ! Now how do I get them into Imagine 2.0 PC ?  
I've got IM2LW from the aminet, but this converts Imagine Objs to LW .  
I need it to work the other way round !  
I've heard WC2POV mentioned, but I dont think it will output Imagine Objs.  
Thanks in advance for any help .  
Ramesh Suren (And an excellent Bab5 tube to boot )

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### 1.349 MSG-346 Subject: Transparent decal?

Subject: Transparent decal?

Date: Wednesday, 17 May 1995 22:04:21

From: Torgeir Holm <torgeirh@powertech.no>

-----

On 17-May-95 13:28:00, Mike Vandersommen wrote:  
>I dunno. I'm a bit confused about it myself. A previous message said the  
>color doesn't matter, as long as the "position" of the color is 0 (or  
>something like that). However, in preferences it gives a specific  
>"genlock" color for non-Amiga IFFs as f0f0f0 (white), so your example  
>>would make sense. I always assumed what ever color you set for GENLOCK  
>in preferences would be the transparent color. I always set this to  
>BLACK.

>Now I'm not sure. If it's "position" and not color, what is the genlock  
>color setting for in preferences?

The color0 only applies to index-colored pictures, that is pictures that have a palette with anything from 2 to 256 colors. In this case the first color in the palette is made transparent.

24 bit pictures don't have this kind of palette, so Imagine is unable to locate any color0 in the image. This is what the prefs setting for genlock color is all about. It allows you to specify a color in RBG, which will be made transparent when you use 24 bit images.

Torge!r

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### 1.350 MSG-347 Subject: Re: Your mail

Subject: Re: Your mail  
Date: Thursday, 18 May 1995 01:18:44  
From: Lumbient@aol.com

-----  
Its funny, we all love Imagine! Wonder what's wrong with his copy!

Maybe he had 3D-Studio, and thought it was Imagine :) I can see the frustration!

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### 1.351 MSG-348 Subject: Re: Transparent decal?

Subject: Re: Transparent decal?  
Date: Thursday, 18 May 1995 01:34:13  
From: fredster@cyberport.net (Fred Aderhold)

-----  
>Yes. I was using Picture Publisher on the original picture and was  
>making the "Black" 0,0,0. What I did was to set the 01,01,01 that  
>I found in the GENC slot to 0,0,0 to correspond to my color. Maybe  
>I would have had better luck setting my color to 01,01,01 as you  
>did, though it's hard to see why that would work.

---

I could've done that also, but I was already in Windows, so I just made another map, and made the map "black" 1,1,1. Who knows why we do things the way we do, but as long as it worked for you, cool!

I suppose as long as the actual RGB value matches the GENC option, you could have any transparent background color. I think the GENC color is specified in hex, though, so it might be tricky if you wanted a purple background...

-----  
Fred Aderhold  
fredster@cyberport.net

After we pull the pin, Mr. Grenade is  
NOT our friend!

-----

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### 1.352 MSG-349 Subject: Re: BABYLON 5 objects

Subject: Re: BABYLON 5 objects  
Date: Thursday, 18 May 1995 01:34:16  
From: fredster@cyberport.net (Fred Aderhold)

-----  
>Hi ! , I've FTP'ed some Lightwave Objects onto my hard disk.  
>I viewed them with the Truespace demo disk (for Windows).  
>They look great ! Now how do I get them into Imagine 2.0 PC ?  
>I've got IM2LW from the aminet, but this converts Imagine Objs to LW .  
>I need it to work the other way round !  
>I've heard WC2POV mentioned, but I dont think it will output Imagine Objs.  
>Thanks in advance for any help .  
>Ramesh Suren (And an excellent Bab5 tube to boot )

WC2POV doesn't output Imagine objects directly, but it will output a dxf file that can be imported into Imagine...

-----  
Fred Aderhold  
fredster@cyberport.net

After we pull the pin, Mr. Grenade is  
NOT our friend!

---

-----  
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### 1.353 MSG-350 Subject: Re: Transparent decal?

Subject: Re: Transparent decal?  
Date: Thursday, 18 May 1995 01:34:21  
From: fredster@cyberport.net (Fred Aderhold)

-----  
>  
>> It's better to use HiRes mode brush map, 640x400, you'll get better results.  
>  
>I ALWAYS use a 24bit brushmap. It just comes out better every time. Am  
>I missing something here? HiRes to me implies 16colors. Do you mean the  
>SIZE should be 'hi-res?' That is, a 24-bit pic that's 640x400? (If this  
>query seems too dumb, I'll understand your not responding).

I've always considered Hi-Res to mean the size of the picture. The number of bits is what determines how many colors the picture has, regardless of the size. Any pros out there have an "Official" definition?

-----  
Fred Aderhold  
fredster@cyberport.net

After we pull the pin, Mr. Grenade is  
NOT our friend!

-----  
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### 1.354 MSG-351 Subject: IM 3.0 Drive Wipes (long msg, 1 tip)

Subject: IM 3.0 Drive Wipes (long msg, 1 tip)  
Date: Thursday, 18 May 1995 10:27:25  
From: aciolino@ccmail.rrdts.donnelley.com

-----

---

Ya know, there's a lot of time that I've wanted to wipe 3.0 off my drive, too. It can be frustrating to get things to work properly with this package.

Most of what I'm going to say will apply to the PC version of Imagine. Amiga users - ignore this message, and go on about your business. I've migrated off the Amiga because the oomph isn't there anymore, and I have 3 PC's, so I have 3 rendering engines...instead of my old A500/030 @ 33Mhz. If you are here for the tip ONLY, go to the end of the message.

If you want to paint, you've got to learn how to use your brushes and pigments! Imagine is NOT a kids' toy, it is a powerful renderer that is EXTREMELY temperamental. The actual program interface and underlying memory structures SUCK for low-end machines, and they are marketing for low-end machines, instead of 128MB RAM computers, where we wouldn't notice the flaws (interface, loading objects every frame). But, Imagine still runs, and runs well, for compu-artists looking to experiment with powerful lighting and color techniques.

I agree with many of Atilla's (?) points: Imagine is horrid in comparison with the marketplace, except that it CAN produce some of the best images. The engine under Imagine is GREAT, but we've got this damn rusty Volkswagen 1973 body around the thing!

Also, I have to admit: I'm used to pulling up the help when using an app, and I NEVER think of doing that in Imagine. Why? Because Imagine DOESN'T HAVE HELP AND IT NEVER HAS BEEN USEFUL TO READ THE DOCS! In this respect, I agree with this guy: Imagine could use an actual writer to assist (by coincidence, my wife is a consulting writer, Halvorsen!) in creation of thier docs. If they go to WinImagine, it will be IMPERATIVE that they produce a help file, since there is no way the market would buy without on-line help. KEEP THIS IN MIND!

IM30, however, is bad, and Atilla should have upgraded. I've noticed that 3.2 is MUCH better than 3.0, even though it has kept all of the inherent problems 3.0 had (interface, loading objects every frame). Some of his issues were actually addressed in 3.2 indirectly (CSG objects aren't possible, but SLICE works better now...)

In closing, I hope that WinImagine comes out soon for beta-testing, and that it addresses many of the age-old problems we've been dealing with (loading objects every frame, interface) since PC Imagine 2.0. It would be wise to split the interface code out and make a generic rendering engine underneath. AFTER seeing a sample of the Textures Doc for creation, it seems that most of the code is already modular, and that the interface is the last step toward completing modularity. That way, Amiga and PC code can still be made without too much difficulty.

In either case, Atilla is right: Imagine BLOWS in comparison to the market. But we are right to still use it: Imagine costs much less than 3D Studio and haas powerful capabilities. Yeah, I'd like to see the problems with Imagine solved (interface, loading objects every frame), but I've been around since Turbo Silver, and I already know that I probably won't see them solved in my lifetime. I can deal with that.

---

Imagine is still a great app, and I've decided long ago that I'd NEVER wipe it from my drive, even when I'm up at 4AM and STILL can't get that tube to twist "just the right way".

Keep up the good work, Impulse.

-or-

Do things right for a change, Impulse.

Both are valid closes to this mail.

-AC

(interface, loading objects every frame)

I just wanted to say it one more time!

Useful Imagine related tip: if you try to load a DXF file that isn't working, look at the tail of the file. It might not be properly terminated. If not, do this:

- 1) Use a small, properly terminated file (END is in the file, for example)
- 2) Edit this file, copy the ermination section (I think, the last 4-6 lines)
- 3) now copy the bad file and the good file into one file. In DOS that would be: COPY BADFILE.DXF + ENDFILE.DXF GOODFILE.DXF where ENDFILE.DXF is the result of step 2.
- 4) Try to re-load your DXF! I've had to do this with WCVT2POV before to solve it's DXF port problems.

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### 1.355 MSG-352 Subject: Babylon 5 converted objects

Subject: Babylon 5 converted objects

Date: Thursday, 18 May 1995 12:57:28

From: jonathan.haigh@unn.ac.uk

---

Hi Devilbunnies,

Been reading a bit lately concerning the inability of some users (PC I think) in being able to convert the LWOB's especially the Bab5 stuff for their use.

Fear not, If you want converted copies of the files the a good freind of mine has them on his BBS or will have them very shortly. So if you dont want the hassle of finding possibly several converters to do the job then give him a call. I don't know which area they will be in but it should be straightforward for you to find them, amongst all of the other imagine objects that he has for download.

---



His BBS is CREATIONS (North) and can be reached on 0191-455-1564, Sorry I don't know the code for the UK if you are going to dial in from abroad, never having to do that...

Hope that this will be of some use to some of you.

Keep up the good and very helpful work.

JR.

-----  
Oops I've run out of Tagline idea's. Quick Brainstorm.....

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### 1.356 MSG-353 Subject: Re: Transparent decal?

Subject: Re: Transparent decal?

Date: Thursday, 18 May 1995 13:39:01

From: dgrant@cycor.ca (Dennis Grant)

-----  
>I've always considered Hi-Res to mean the size of the picture. The number of  
>bits is what determines how many colors the picture has, regardless of the  
>size. Any pros out there have an "Official" definition?

The difference is the difference between "screen size" and "display mode"

You can display a 320X200 graphic on a 640X400 screen. However, there are  
320X200 screen \*modes\* (NTSC Low res, DBLNTSC Low Res) that I guess Imagine  
doesn't like.

I believe there is an IFF chunk that sets screen mode, as well as actual size.

Just make sure you save your brushes in something other than one of the  
320X200 modes.

As a side note, anybody notice that Imagine won't read IFF's produced in  
Brilliance? I have to load & save them in ADPro before Imagine will use  
them.

>-----  
>Fred Aderhold

-----

Dennis Grant Cycor Tech Support Staff/HTML Design/Graphic Artist/Amiga support  
dgrant@cycor.ca Amiga 4000/030/6/970/'882/17" IDEK/NEC CD-ROM/14.4  
CLSIP/AmiTCP  
http://www.cycor.ca/TCave/ Visit Trog's Cave!

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### 1.357 MSG-354 Subject: Lightwave OBJs and Bab5.

Subject: Lightwave OBJs and Bab5.  
Date: Thursday, 18 May 1995 13:43:47  
From: surentrr@vax.sbu.ac.uk

-----  
Hi to all!, I FTP'ed the Lightwave Objects from tomahawk.welch.jhu  
The objects are in Zip format and are about 300K in size. The Bab5 material  
is excellent. Included in the ZIP files are pre-rendered Jpg and gif files  
of the objects and scenes. The files include readme files. For you Lucky  
amiga users out there there are Utils for conversions and such .  
The LW files include animation scene files so you can render full 560 frame  
anims ! Cant wait to buy LW4.0 PC when it ships , I want to see the Jumpgate  
fully rendered .  
Also , pastella is a useful texture for creating clouds and grass in Im2.0 .  
How can I create some !  
Thanks .

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### 1.358 MSG-355 Subject: Imagine textures

Subject: Imagine textures  
Date: Thursday, 18 May 1995 14:28:03  
From: milan@Dieppe.artmediatech.nl (Milan Polle)

-----  
Hi all,

first an important tip for Amiga imagine texture programmers. I changed  
(cleaned up) my scoptions in SAS a few days ago. A few days after that I

---

needed a shingles texture I made earlier and which worked fine. I found out I didn't keep the compiled binary, so I compiled it again.

It didn't work anymore.

The source code was okay, but whatever I did, the texture wouldn't work.

Here's what I found out after two days of serious stress:

TURN ON THE SAVEDS OPTION IN SCOPTS!!! This is not documented in impulse's texture doc, but it is VERY important. Fmod will not work if you don't (and probably lots of other functions). I turned it on by accident and then turned it off because I thought it didn't matter.

To all who received my textures: If you make something neat with them, send me a JPEG sometime (uuencoded) I'd love to see what you do with them.

Well, time for some more tea,

Later, Milan

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### 1.359 MSG-356 Subject: Font objects

Subject: Font objects

Date: Thursday, 18 May 1995 15:28:13

From: Mike McCool <mikemcoo@efn.org>

-----  
Hey y'all,

Suddenly I can't seem to add font objects in Detail. It lets me pick my font, type in my script,--but then I get a system prompt, something like "Blank image -- no object created." A girl could cry.

The only recent change in my setup is an upgrade to WB3.1. Anyone else encountered similar frazzles?

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### 1.360 MSG-357 Subject: Lightning and other Natural Phenomena

Subject: Lightning and other Natural Phenomena

Date: Thursday, 18 May 1995 18:14:30

From: surentrr@vax.sbu.ac.uk

---

-----

How can I create a Lightning type effect for my anims using a PD/Shareware util  
What utilis can I use ?  
You lucky Amiga users can use Phenomena on the aminet which can simulate it .  
A PC version is on the horizon I think. Also for Amiga users is a program called  
Dust. This can create terminator style morphs and other great effects.  
If you look at Carmen R's Stingray scene he has a great Electricity effect , I  
think he may have used Essence.  
Anybody know when Essence PC is out and pricing bracket (i.e. over 100 pounds,  
under 100 pounds e.t.c)  
I don't want to resort to drawing my lightning effect using a paint package as  
I'm not to good at 2D drawing.  
Tip: If you want some neat Fractal noise textures use POVRAY 2.2 it has some  
great inbuilt noise textures. Render them onto a White Bright plane in Imagine  
and save as a 24Bit IFF. Use as you like.  
BTW MY BAB 5 Jumpgate is looking great! Now All I need to do is animate it and u  
pload it somewhere. I've never uploaded anything ,so where do I upload it to ?  
What files do I include ?  
Thanks :  
Ramesh R Suren.  
PS.( Good Luck to all the people who have exams coming up this semester , shame  
we wont see any exam papers on Imagine :-) )

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### 1.361 MSG-358 Subject: Re: Project render date bug

Subject: Re: Project render date bug  
Date: Thursday, 18 May 1995 21:33:38  
From: DAVEH47@delphi.com

-----

Wayne --

I have Imagine 3.0, and I have the same problem with the dates  
in "INFO" on the Project editor. What OS are running under?  
I am using AmigaDOS 2.04, and I have heard that AmigaDOS 3.x has  
something or other about timezones. Could Imagine be assuming its  
running under 3.x and is getting "confused" about what the "local"  
time is (this is just a wild guess)?

-- Dave

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### 1.362 MSG-359 Subject: Finding postscript fonts

Subject: Finding postscript fonts  
Date: Thursday, 18 May 1995 23:34:17  
From: jacob@altair.csustan.edu (Dave Jacob)

---

Just a quick question--where are some FTP sites that have postscript fonts for the PC version of Imagine 3.0 ? I keep hearing about sites that have shareware font files, but can't find them.

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### 1.363 MSG-360 Subject: Re: Object speed

Subject: Re: Object speed  
Date: Friday, 19 May 1995 00:48:14  
From: Kent Marshall Worley <mumu@america.net>

---

> > >  
> > > The answer is no. Using acceleration/deceleration, or using spline  
> > > velocity, you only have control over the beginning and ending behaviour.  
> > > You'll need to separate your path in segments, and define multiple  
> > > "follow path" bars in the Action editor.  
> > >

> > I am running into this exact limitation. I am doing an animation of cars  
> > racing around a track. The tedium of creating all those paths for one lap  
> > would not happen if I could create a single looped path and adjust the  
> > speed the object follows the path.  
> > mumu@america.net  
> >

I am using the multiple path segments method and it works fine. I noticed tonight that the acceleration deceleration function is actually a parameter to adjust how many frames it takes for the object to get up to or slow down to a speed that you can define in that same menu. I have not tried it yet but it should work.  
mumu@america.net

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---



UUCP: ...!emory!pd.org!derekjh

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### 1.366 MSG-363 Subject: Decals

Subject: Decals  
Date: Friday, 19 May 1995 05:31:00  
From: w.graham6@genie.geis.com

---

A genlock is a device that allows you to overlay rgb animation over video. The Imagine genlock options are for defining colors that will be transparent when using a genlock device. They have nothing to do with "decals" on an object. To decal an irregular shaped image onto an object the simple, tho seemingly mysterious thing to do is to make the "background" color, i.e., the color you don't want to be noticed, the same color as the object. So if your object is rgb 125,125,200, just make the background of the bitmap 125,125,200. Nice and clean. If you are decaling glass, just make an out line black and white map for a Filter map in the same location as the color "decal". With some experimentation, you can decal reflective objects also. Imagine has all the tools, you just have to tweak them, but the power is definately there.

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### 1.367 MSG-364 Subject: Re: Date & Time stamp

Subject: Re: Date & Time stamp  
Date: Friday, 19 May 1995 07:36:55  
From: cjo@esrange.ssc.se

---

Wayne Waite wrote;

>On Mon, 15 May 95 14:43:53 GMT Dave Rhodes <dave=C9darhodes.demon.co.uk> s=  
aid  
>>Does anyone else have this problem ? (Amiga version)  
>>When I render a pic. and click on info. in the project editor,  
>>the date is right, but the time is out by hours (and minutes..)  
>>e.g. I just rendered a file at 13.00 (GMT) and it says 07.32 in

---

>>the info box.

>I too have the same problem. I don't think this ever happened on version 2  
>or version 3 of Imagine.

Yes, it probably did. (I'm not quite sure since the timing on my A500 is completely screwed up).  
This is a known bug in Imagine wich has been discussed on the IML before.  
It offsets the creation time by 12 hours or something. Dunno why...

```
*-----*
| Conny Joensson | Swedish Space Corp. Estrange |
| Kiruna         | Satellite operations - Telecom Div. |
| Sweden         | cjo@smtpgw.esrange.ssc.se |
*-----*
```

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### 1.368 MSG-365 Subject: Re: No subject given, but could we include one?

Subject: Re: No subject given, but could we include one?  
Date: Friday, 19 May 1995 09:03:20  
From: aciolino@ccmail.rrdts.donnelley.com

Hey Attila,

I was never questioning your capabilities on rendering or designing or onprogramming. I DID question your thought processes that led you to wipe Imagine from the HD, even though you've re-installed it.

I wrote a message a while back that was based on many of the points you've raised (We'll get back to the forms editor later). The owner of Impulse was not too pleased at my comments, but at least he took it in stride and, hopefully, decided to implement some changes. What I am talking about is the poor quality of documentation. There is more here than is worth going into, but let's just say that Imagine's docs do suck and we all can agree on this point.

As far as the capabilities of Imagine, I'd think that to compare them against SGI's and Cray's is a little out of league. If Imagine could hold it's own against those types of programs, then we'd all be paying BIG BUCKS for what is still basically a hobbyist piece of code right now. Hobbyist sounds a bit cruel, but, as you've stated, there is a significant difference between professional and non-professional packages. Imagine simply isn't professional...yet.

Comparing it to freewares such as POVray, DKBTrace, etc, I must say that you are right. Even those cheapo warez have simple CSG, while we



don't. But those warez are based on a group of college kids getting together and showing knowledge that they had time to create. Imagine is a money-making enterprise, and as such had to evaluate what options are useful or not. In this case (CSG), they guessed that people really didn't need that as much as..textures? Particles? Applique? I can live without CSG, but man, since I've seen particles under IM32, I'm glad I've got particles now! I don't see POVray of DKB allowing EASY creation of snow or rain. Now if only we had TRUE Kinematics with the particles...and a Cray to run it on...

Most of the people here are not able to get thier hands on the equipment you've listed. If we were, we'd ALL wipe IM30 (but maybe NOT IM32!) in favor of a few Radiosity programs. I know I would. But we don't have that stuff, we're all on Amiga 4000's and P-90/P-100 chips. And we're getting a darn good back for the buck with Imagine.

I'd like to close with this: If you need a more powerful renderer, go ahead and BUY Studio 3D (\$4000 US) or if you need a more intuitive interface, get TrueSpace (Windows, \$795US), if you need CSG, get POVray (\$FREE, but non-portable staging). But if you need quick animation with powerful effects at a reasonable cost, get Imagine 3.2 (\$695 US, \$100 US upgrade from 3.0) and ...

Lets all render something, on WHATEVER box we've got!

-AC

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### 1.369 MSG-366 Subject: Re: Finding postscript fonts

Subject: Re: Finding postscript fonts  
Date: Friday, 19 May 1995 09:04:22  
From: aciolino@ccmail.rrdts.donnelley.com

---

Subject: Finding postscript fonts

Just a quick question--where are some FTP sites that have postscript fonts for the PC version of Imagine 3.0 ? I keep hearing about sites that have shareware font files, but can't find them.

I know this is useless, but I've got about 8MB of fonts from SOME ftp site, I think CICA.

ftp.cica.indiana.edu?

---

-AC

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### 1.370 MSG-367 Subject: Re[2]: Neon?

Subject: Re[2]: Neon?  
Date: Friday, 19 May 1995 09:08:29  
From: aciolino@ccmail.rrdts.donnelley.com

---

a good way to make neon is to have a 'bright' tube inside a transparent tube with high specularity. works like a charm.

--  
Derek Hardison        Imagine on Amiga 4000s  
                          New Intelligence on Video  
                          Seeking Contracts or Job using Alias or SoftImage

I assume you mean that the TRANSPARENT tube should have a high specularity, right?

-AC

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### 1.371 MSG-368 Subject: ??????

Subject: ??????  
Date: Friday, 19 May 1995 09:11:05  
From: Michael Whitten <mw@lenti.med.umn.edu>

---

Can somebody tell me what's going on with the Imagine Mailing List? One day I'm subscribed - the next, its disappeared! Why have I dropped off?

Thanks,

---

Michael

```
+-----+
+   M.D. Whitten   mw@lenti.med.umn.edu   Sentience is overrated.   +
+-----+
```

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### 1.372 MSG-369 Subject: Atilla's Forms Editor

Subject: Atilla's Forms Editor  
Date: Friday, 19 May 1995 09:14:19  
From: aciolino@ccmail.rrdts.donnelley.com

-----  
Oh, yes, the Forms editor.

Well, it's nice.

It's not as useful as the deformation tool (is supposed to be), but the Forms editor did produce some nice things. I'm pretty sure that if you really needed to use it, you could use one of your 10 machines :) and just run Forms on that machine and port your objects over the Ethernet 100Mbps wiring between the Cray and the Indigo Reality Engine that you've got access to ;)

I've never been paid to do a render that I used Forms in. And yes, I've done a paid job. I use Imagine as a tool, so it's not always being used. Since I do multimedia on PC's, there isn't as much room for Raytracing as I thought, so now I use it to play, create, and generate map/environments for the frp games my friends and I play.

-AC

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### 1.373 MSG-370 Subject: Sorry Could Not Find Subject!

Date: Friday, 19 May 1995 09:36:41  
From: montvai@achilles.rijnh.nl (Attila Montvai)

---

---

Subject: you got the point

Hi -AC,

(sorry for the line above, I was unable to decode anything more appropriate from the mail) BUT:

FIRST I have reinstalled Imagine because:

>it CAN produce some of  
> the best images. The engine under Imagine is GREAT,

and you did not mention the Forms editor yet, which is  
(at least to my praxis) essential.

My opinion is based on experience because  
I am lucky enough to get my hands on a whole line of modellers-renderers  
on different platforms

(some of them: Autocad+Renderstar, Microstation, Radiance,  
Truespace, Renderman, 3DS(incl. v4.0), POV, Rayshade, Bob, DKBtrace,...  
Explorer (on Silicon Graphics), Radiosity program on Cray, IDL - volume  
renderer on mainframe ...  
under Iris, Unicos, Linux, OS/2, MSDOS, MsWindows )

\* with some results (to check: Photographers Encyclopaedia International  
1938 - 1983, Edition Camera Obscura, Switzerland, 1986., Vol.II - under M).

\* To some extent I can write programs and develop original algorithms  
(To check: Proc. of Physics Computing 1992, Prague, + publications.)

\* I am always forced to write papers (which I hate) to publish.

If I have something greate as an idea and:

I leave bugs in the code, or  
I try to publish it improperly written, than

I AM DEAD (at least professionally.)

So I'm annoyed by the fact, that there is something that is potentially  
UNIQE and a single phenomenon in its own class, but is let down by  
amateurish compromises, which could be (partially) corrected easily.

Attila  
montvai@achilles.rijnh.nl

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### 1.374 MSG-371 Subject: Re: Neon?

Subject: Re: Neon?  
Date: Friday, 19 May 1995 11:31:37  
From: Mike McCool <mikemcoo@efn.org>

-----  
> a good way to make neon is to have a 'bright' tube inside a transparent  
> tube with high specularity. works like a charm.

Hey Derek,

That's a nice tip--only I can't get it to work much unless I'm in  
trace mode.

I've found a quicker way to do it, ala-scanline, is to have  
that outer tube a fog object--which also evokes a kind of neon glow.

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### 1.375 MSG-372 Subject: Re: Finding postscript fonts

Subject: Re: Finding postscript fonts  
Date: Friday, 19 May 1995 11:59:01  
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

-----  
Hi Dave,

>Just a quick question--where are some FTP sites that have postscript fonts  
>for the PC version of Imagine 3.0 ? I keep hearing about sites that have  
>shareware font files, but can't find them.

Check out the CICA archives. They have both a directory for postscript and  
truetype fonts. Since you have a PC you can also find font converters in  
those archives.

There are lots of CICA mirrors around the world. My own favorite is:  
ftp.nic.surfnet.nl directory /software/mirror-archive. You'll find the CICA  
dir in here together with the SIMTEL and a bunch of other archives. I think  
there is a README in the CICA dir, get it for some sites which might be  
closer by.

Doing a search on 'postscript & fonts' might reveal a couple of nice places

---

with lots of fonts, Aminet has some nice PS fonts too.

Greetings Joop

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### 1.376 MSG-373 Subject: Re: Imagine Hater

Subject: Re: Imagine Hater  
Date: Friday, 19 May 1995 12:35:44  
From: Dave Rhodes <dave@darhodes.demon.co.uk>

-----  
Hi Imagine Lovers

>  
> Its funny, we all love Imagine! Wonder what's wrong with his copy!  
>  
> Maybe he had 3D-Studio, and thought it was Imagine :) I can see the  
> frustration!

Poor guy.. I think we all hate Imagine some days, - it's a bit like when the fat guy on the tiny moped passes your car up a hill, you hate your car for a while, but most of us forget the frustration and get on with the fun...

He'll be back !

--

~=====~  
Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -  
-----

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### 1.377 MSG-374 Subject: Re: Decals

Subject: Re: Decals  
Date: Friday, 19 May 1995 12:38:02  
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

-----

Hello w.graham6, on May 19 you wrote:

> A genlock is a device that allows you to overlay rgb animation over video.  
> The Imagine genlock options are for defining colors that will be transparent  
> when using a genlock device. They have nothing to do with "decals" on an  
> object. To decal an irregular shaped image onto an object the simple, tho  
> seemingly mysterious thing to do is to make the "background" color, i.e.,  
> the color you don't want to be noticed, the same color as the object. So  
> if your object is rgb 125,125,200, just make the background of the bitmap  
> 125,125,200. Nice and clean. If you are decaling glass, just make an out  
> line black and white map for a Filter map in the same location as the color  
> "decal". With some experimentation, you can decal reflective objects also.  
> Imagine has all the tools, you just have to tweak them, but the power is  
> definately there.

Apparently the "use genlock" option has changed since V2.0. I used it all the time with V2 and colour 0 was transparent regardless of the colour used. Your suggestion of using the same background colour as the object is fine but what if the object has a texture applied to it, which is the norm, not the exception? You could achieve this with other programs such as Forge or TextureStudio by duplicating the texture on a plane, saving it as an IFF and put the decal on it in a paint program. It would still be a bit of a fiddle though to line up the texture patterns when applying the brush. Seems like a lot of effort compared to the easier genlock method in V2.0.

-- Bob

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### 1.378 MSG-375 Subject: Decals

Subject: Decals  
Date: Friday, 19 May 1995 13:24:52  
From: cjo@esrange.ssc.se

---

>A genlock is a device that allows you to overlay rgb animation over video.  
>The Imagine genlock options are for defining colors that will be  
>transparent when using a genlock device. They have nothing to do with  
>"decals" on an object. To decal an irregular shaped image onto an object  
>the simple, tho seemingly mysterious thing to do is to make the "background=  
>"  
>color, i.e., the color you don't want to be noticed, the same color as the  
>object. So if your object is rgb 125,125,200, just make the background of  
>the bitmap 125,125,200. Nice and clean. If you are decaling glass, just  
>make an out line black and white map for a Filter map in the same location  
>as the color "decal". With some experimentation, you can decal reflective  
>objects also. Imagine has all the tools, you just have to tweak them, but

---

>the power is definately there.

Where on earth have you been hanging out for the past couple of years? ;--  
)

Genlock \_does\_ have an effect on tacking a brush onto an object!  
Just read the past couple of mails on this thread and you'll find out how.

```
*-----*
| Conny Joensson | Swedish Space Corp. Estrange |
| Kiruna         | Satellite operations - Telecom Div. |
| Sweden        | cjo@smtpgw.esrange.ssc.se |
*-----*
```

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### 1.379 MSG-376 Subject: Re: Finding postscript fonts

Subject: Re: Finding postscript fonts

Date: Friday, 19 May 1995 13:30:08

From: cjo@esrange.ssc.se

-----  
>Just a quick question--where are some FTP sites that have postscript fonts  
>for the PC version of Imagine 3.0 ? I keep hearing about sites that have  
>shareware font files, but can't find them.

Try any Aminet site, like ftp.wustl.edu or ftp.luth.se or...  
In directory "pub/aminet/text/font" are tonnes of ps-fonts.  
Try "AT1-Font\*\*\*.lha", there are several of them.

```
*-----*
| Conny Joensson | Swedish Space Corp. Estrange |
| Kiruna         | Satellite operations - Telecom Div. |
| Sweden        | cjo@smtpgw.esrange.ssc.se |
*-----*
```

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### 1.380 MSG-377 Subject: Re: Font objects

Subject: Re: Font objects

Date: Friday, 19 May 1995 14:09:07

From: Mike McCool <mikemcoo@efn.org>

---



---

> >  
> > Suddenly I can't seem to add font objects in Detail. It lets me pick  
> >my font, type in my script,--but then I get a system prompt, something like  
> >"Blank image -- no object created." A girl could cry.  
>  
> I'm experiencing the same problem in Im3.0 and WB2.04. I haven't spent much  
> time working out why, as I've been using postscript if I need fonts, but I  
> was surprised to see the requestor you mention.  
>

This is way weird, since I know I used to do this sort of thing all the time. It's not that I don't love the Spline Editor, I just didn't have that many PS fonts to play with, so I always made 'logo' objects in Detail. What happened?

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### 1.381 MSG-378 Subject: Brush Tacking

Subject: Brush Tacking  
Date: Friday, 19 May 1995 14:19:00  
From: SCROGGINS.DANIEL\_L+@KANSAS-CITY.VA.GOV

---

I'm sure this is relatively simple request but I haven't been able to figure out how to tack a picture down and use a special effect such as explode and keep the various parts of the picture tacked down to the various pieces as they explode. Is this possible? If so could somebody give a quick synopsis of how this is accomplished? I would really appreciate any help in this regard....Tks

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### 1.382 MSG-379 Subject: Re: Decals

Subject: Re: Decals  
Date: Friday, 19 May 1995 14:29:00  
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

---

> A genlock is a device that allows you to overlay rgb animation over video.  
 > The Imagine genlock options are for defining colors that will be transparent  
 > when using a genlock device. They have nothing to do with "decals" on an  
 > object. To decal an irregular shaped image onto an object the simple, tho  
 > seemingly mysterious thing to do is to make the "background" color, i.e.,  
 > the color you don't want to be noticed, the same color as the object. So  
 > if your object is rgb 125,125,200, just make the background of the bitmap  
 > 125,125,200. Nice and clean. If you are decaling glass, just make an out  
 > line black and white map for a Filter map in the same location as the color  
 > "decal". With some experimentation, you can decal reflective objects also.  
 > Imagine has all the tools, you just have to tweak them, but the power is  
 > definately there.

Well, there are a couple of problems here. simply making the background  
 of the decal the same as the background color will not get you other  
 textures, bumps, etc. that may be on that object and that may be hard  
 to match up. Using the filter map dodge tends to make your entire object  
 transparent where the "genlock" color is, not good, unless you're doing  
 glass.

Michael

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**1.383 MSG-380 Subject: Decals**

Subject: Decals

Date: Friday, 19 May 1995 14:47:00

From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-----  
 -> From: w.graham6@genie.geis.com->-> A genlock is a device that allows you to o  
 verlay rgb animation ove=r v-> The Imagine genlock options are for defining colo  
 rs that will be t=rans-> when using a genlock device. They have nothing to do wit  
 h "decals"= onYour definition of "genlock" is correct, though how Imagine uses i  
 twith BrushMapping is not. The GENLOCK button in the BrushMap requesto=  
 rallows y  
 ou to make decal wraps of irregular images as long as thebackground color is pro  
 perly configured.(see previous posts on color position and palette selections)

/-----  
 Sommen / \_ /\_/ /\_/ /\_ \ =/ | Mike van der  
 /\_/ / \ / / / / =\ | mike.vandersommen@caddy.uu.sil  
 com.com HAUS BBS (805-683-1388) | "Irony can make revenge a welco  
 me alternative" \

--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

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> the date is right, but the time is out by hours (and minutes..)  
 > e.g. I just rendered a file at 13.00 (GMT) and it says 07.32 in  
 > the info box.  
 > [----- end of forwarded message -----]  
 > I too have the same problem. I don't think this ever happened on version 2  
 > or version 3 of Imagine.

I have Imagine 3.0 (Amiga), and I also have this problem - I thought it was an error with the internal clock of my A4000, but obviously not. I also use Amiga OS 3.0. Any clues as to what the problem is?

Peter Borchers E-Mail: peter.borchers@tinder.iaccess.za

=====  
 ---Greetings from the Southern Hemisphere--- :\*)

Amiga 4000/030 68882/40mhz 540mb HD 10mb RAM  
 =====

\* AmyBW v2.11 \*  
 .... 19 May 95 17:59:41

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## 1.386 MSG-383 Subject: Excommunicated

Subject: Excommunicated  
 Date: Friday, 19 May 1995 19:50:13  
 From: yrod@ozemail.com.au

-----  
 Have I been excommunicated or is IML gone quiet?

If the list is still humming along nicely, could someone post me so I can resubscribe? Haven't had a post for two days now.

Thanx

Rod Macey  
 yrod@ozemail.com.au  
 generating ... 58.83% complete

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---

**1.387 MSG-384 Subject: Re: Help!**

Subject: Re: Help!  
Date: Friday, 19 May 1995 20:17:23  
From: Lumbient@aol.com

---

Actually I'mnot helping I'm gonna cry :).  
Why can't anyone create stuff for the amigas little brother?  
I'm talkin' about the PC, Imagine has virtually NO support here on my side!  
I'll be glad to write partical systems and texture and FX if I had the  
compiler! But I have no money(and no compiler!) I already know "C"!

Arrrrgggg-this is the reason Imagine is falling. Without the hundreds of FX  
like 3ds has how can it manage. Now if Impulse make imagine able to accept  
regular code! (not compiler to be REX!)

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**1.388 MSG-385 Subject: PSfonts**

Subject: PSfonts  
Date: Friday, 19 May 1995 20:56:58  
From: Mike McCool <mikemcoo@efn.org>

---

Hey,

Bill Graham has a bookoo of these, up on aminet/gfx/3d, or  
aminet/gfx/3dobj. I forget which.

And in a query earlier, about being unable to load fonts into  
Detail, I think I must have been remembering the olden days, when I could  
do this sort of thing with Imagine 2.0. I haven't really tried it since  
2.9, and I suspect the requirement is that fonts all be PostScript.  
Sorry to waste folks time.

Speak of aminet, has anyone else had trouble wwv'ing there  
lately, or is it just my server?

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---

**1.389 MSG-386 Subject: Re: Project render date bug (fwd)**

Subject: Re: Project render date bug (fwd)  
Date: Friday, 19 May 1995 21:33:21  
From: Wayne Waite <Wayne@waitey.demon.co.uk>

-----  
On Thu, 18 May 1995 20:33:38 -0400 (EDT) DAVEH47@delphi.com said  
[----- text of forwarded message follows -----]

I am using AmigaDOS 2.04, and I have heard that AmigaDOS 3.x has something or other about timezones. Could Imagine be assuming its running under 3.x and is getting "confused" about what the "local" time is (this is just a wild guess)?

-- Dave

[----- end of forwarded message -----]

I am running Imagine 3.2 on an Amiga 4000/030 with AmigaDOS 3.0 so I don't think it could have anything to do with time zones.

Wayne  
..

--

~-----~  
Wayne Waite - Wayne@waitey.demon.co.uk (Personal)  
Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063  
-- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

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**1.390 MSG-387 Subject: Re: Finding postscript fonts (fwd)**

Subject: Re: Finding postscript fonts (fwd)  
Date: Friday, 19 May 1995 21:38:22  
From: Wayne Waite <Wayne@waitey.demon.co.uk>

-----  
On Thu, 18 May 95 22:34:17 PDT Dave Jacob <jacob@altair.csustan.edu> said  
[----- text of forwarded message follows -----]

Just a quick question--where are some FTP sites that have postscript fonts

---

for the PC version of Imagine 3.0 ? I keep hearing about sites that have shareware font files, but can't find them.

[----- end of forwarded message -----]

Dave--

You can get various postscript fonts for imagine by ftp from the aminet at: src.doc.ic.ac.uk or at: ftp.wustl.edu in the gfx/3dobj directory

Wayne

--

~=====~  
Wayne Waite - Wayne@waitey.demon.co.uk (Personal)  
Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063  
-- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

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### 1.391 MSG-388 Subject: Imagine's future... hmmm

Subject: Imagine's future... hmmm

Date: Friday, 19 May 1995 22:18:35

From: Jaco Gerber <docnet!rtf@docnet.infolink.co.za>

-----  
HI all,

I've been quietly following the posts about Imagine's use as a professional tool/toy/whatever. I recently paid \$100 for my first year's subscription to the service program and I do intend to get my money's worth. The problem is that a lot of people see things wrong with Imagine but never mention it.... The whole point of the service program is to have Imagine grow to the needs of the users.

If Impulse don't know what we want, how can they change/add anything? They won't do a thing unless the demand for it is great either. I believe that the strength of that kind of information to Impulse could come from lists like this one. If a whole bunch of people write/email Impulse and say 'Hey, this stinks, why dn't you just keep the already loaded objects from frame to frame and just load in the new ones and the new positions, it'll be faster and more efficient.' they just might alter the code accordingly. Hell, there's a lot of things I can think of that I would want in Imagine, but even if everyone else want the same things and only I say anything... it won't happen... and I myself am guilty of not saying anything, so I'll just have to get my butt in gear too.

---

OK, yes... the service program IS just another money-making scheme, but hey... if they claim they're gonna do something for that money, they should. Imagine is like a 3-year old... and it still has a long way to go before it grows up and matures. To have a kid grow up you gotta feed the damn thing though... so if you have the time and you are on the service program, please do write Impulse. Actually... I'd like to know what people are thinking too, so maybe the IML is a good place to discuss what should be done to/with Imagine.

If you read through this and didn't fall asleep, thanks. :\*)

Happy modelling.... and if any of you have a Digimax, or have seen one working, I'd like to know what its like...

Thanks again,  
Jaco Gerber

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### 1.392 MSG-389 Subject: Re: Brush Tacking

Subject: Re: Brush Tacking  
Date: Friday, 19 May 1995 23:01:48  
From: Roger Straub <straub@csn.net>

---

On 19 May 1995 SCROGGINS.DANIEL\_L+@KANSAS-CITY.VA.GOV wrote:

> I'm sure this is relatively simple request but I haven't been able to  
> figure out how to tack a picture down and use a special effect such as  
> explode and keep the various parts of the picture tacked down to the  
> various pieces as they explode. Is this possible? If so could somebody  
> give a quick synopsis of how this is accomplished? I would really  
> appreciate any help in this regard....Tks  
>

OK. Create your object. Pick it. Choose the 'States' command under the 'States' menu. Click on 'Create'. Name your state. Now go into Attributes (F7) and bring up the info screen for your map. type your state's name into the 'LockState' field. Click on OK. That's it. Now you can use explode, shredder(if you're lucky and have 3.2), particles, whatever, and your map will be tacked to the object as if you painted it there yourself.

See ya,  
Roger

---



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### 1.393 MSG-390 Subject: No subject

Subject: No subject  
Date: Friday, 19 May 1995 23:47:02  
From: Anders\_Lattermann@p24.anet.bbs.bad.se (Anders Lattermann)

-----  
Anyone got an address and faxnumber to Elastic Reality?

Thanks!

/Anders Lattermann - Jag =E4r PC aktiv!

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### 1.394 MSG-391 Subject: TIP...OCTREES

Subject: TIP...OCTREES  
Date: Saturday, 20 May 1995 02:03:32  
From: Lumbient@aol.com

-----  
Hi, I always wonder what the hell octrees are! Imagine uses them, I know that, but what are they? Well after reading a book I finally figured it out!

Octrees are a method for splitting up the screen into boxes-the splitting continues on places on the screen where only objects are-eventually stopping at a certain level (# of levels in octree)

The octree is used as a means of determining the contents of parts of the screen so the renderer doesn't have to run intersect test on all objects.

Anyway heres the tip-If you have an animation of a dog fight with 20 planes doing barrel rolls and stuff, keep the Octree level high! So you can be sure of a high enough octree resolution.

But, if you have a single object(or two :) lower the levels. With one object the # of levels can be two!

REASON-octrees may sound cool but the time needed to transverse the octree list(nodes)can kill the preformance, so, keeping the # low can significantly increase preformance!

----Lumbient

---

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### 1.395 MSG-392 Subject: Re: Transparent decal?

Subject: Re: Transparent decal?

Date: Saturday, 20 May 1995 03:20:28

From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

-----  
On Wed, 17 May 1995, Mike McCool wrote:

>  
> > It's better to use HiRes mode brush map, 640x400, you'll get better results.  
>  
> I ALWAYS use a 24bit brushmap. It just comes out better every time. Am  
> I missing something here? HiRes to me implies 16 colors. Do you mean the  
> SIZE should be 'hi-res'? That is, a 24-bit pic that's 640x400? (If this  
> query seems too dumb, I'll understand your not responding).  
>

Sorry for not explaining it right...

By writing 640x400 I meant HiRes interlace in Amiga's terms.  
With Amiga you can have 16 colors (HiRes), 256 (AGA) 3-4 Millions (DCTV)  
or 16 millions (a 24bit graphics card, IFF-24 pic)  
Imagine for the Intel (PC) it's HiRes as well, 640x480. And could be 256  
colors, 15, 16 or 24bit.  
Your brush should be 24bit, not Amiga HiRes 16 colors (4bit).  
If you don't need 24bit, you can use less (16 or 256 colors) it'll save  
you memory.

Amiga has 320x200 LoRes (non-interlace) 320x400 LoRes (interlace)  
640x200 MedRes (non-interlace) and 640x400 HiRes (interlace)

Intel PC has either 320x200 LowRes 8 bit (fli type animation)  
or 640x400 HiRes 8 bit (flc type animation) you can do 16 bit and 24 bit  
flc, flh and flx.

I should not post at 2 A.M again...

How do you come back from 3D ?

Ayalon M. Hermony Internet: ila2024@datasrv.co.il

---

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### 1.396 MSG-393 Subject: Lightning and other Natural Phenomena

Subject: Lightning and other Natural Phenomena  
Date: Saturday, 20 May 1995 03:27:07  
From: tome@next.com.au (Tom Ellard)

-----  
>Originally-From: <surentrr@vax.sbu.ac.uk>  
>To: imagine@email.sp.paramax.com  
>How can I create a Lightning type effect for my anims using a PD/Shareware util  
>What utilis can I use ?

Also have a look at BlackBelt's "WinImages:FX" which isn't PD/shareware but comparatively cheap. It does lightning, fire, auras and all sorts of image processing with effects over time. There is a demo at blackbelt.com

Tom Ellard, Severed Communications Australia tome@next.com.au

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### 1.397 MSG-394 Subject: Digest

Subject: Digest  
Date: Saturday, 20 May 1995 11:11:33  
From: ethsl306@ele.etsmtl.ca

-----  
Hi,

My research are finally done. The Digest capable mailing list software is free and you can get it at this anonymous ftp site;

-----> ftp.GreatCircle.com  
in the directory -> pub/majordomo

I hope that IML will be switch to majordomo. It will please people who wants DIGEST and people who wants single messages (like the present software ).

---

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### 1.398 MSG-395 Subject: Re: TIP #0001, Ummm...Water.

Subject: Re: TIP #0001, Ummm...Water.  
Date: Saturday, 20 May 1995 12:06:33  
From: Martin Keitel <mk-tel@sik.ppoy.fi>

---

On Sat, 6 May 1995, Charles Blaquiere wrote:

> > From: Lumbient@aol.com  
> >  
> >  
> > I've tried to use the mnttop texture to get whitecaps but I'm not sure  
> > how to use the texture.  
>  
> I don't think it will work. MntnTop adds another color to any part of  
> an object which sticks out, above the texture's zero Z level. For this  
> to work, your object must have actual bumps and valleys, like a modelled  
> mountain.  
>

Maybe this is not very helpful, but I thought you might find dinoskin useful in this case too. Dinoskin is a very flexible texture which can produce loads of other kind of surfaces than dinoskin. The shape of the bumps can be modified to a great extent by adjusting the noise values. Also, you have control of how "widely" the bumps are colored by adjusting the color clip value. So you can certainly make some kind of whitecaps (if I understand correctly the term) with it without having actual modelled bumps in the object.

Marty

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### 1.399 MSG-396 Subject: Black triangles

Subject: Black triangles  
Date: Saturday, 20 May 1995 12:25:53  
From: Martin Keitel <mk-tel@sik.ppoy.fi>

---

---

On Mon, 8 May 1995, Milan Polle wrote:

> Then it modifies the second layer's attributes (that is where there is  
> another bug, I didn't think of making the first layer completely transparant)  
> The buggy faces (well I don't think they are faces, just triangular artifacts  
> due to the faceted nature of the object) occur perpendicular to a shadow  
> casting lightsource (without shadowcasting the problem is gone).  
> Also the artifacts only seem to show up on objects with high detail.  
> Now the reason for the artifacts seems to be that the rays behave differently  
> for calculating shadows (more rays are traced). I will have to see if I can  
> filter out the right rays in order to remove the bug, but I haven't  
> succeeded yet.

I haven't tried Milan's glass texture yet, but I wonder if the black triangles are something new. I mean, if I render a complicated object with lots of curved surfaces (which, of course are not actually curved because they are made of flat faces) in trace with shadow casting light sources, there are always a few dark triangles here and there. And they certainly are faces that are shadowed completely as if the phong-effect wasn't working in that spot.

Have you ever tried rendering a landscape with a sunset, so that the mountains in the horizon would cast long shadows on the valleys? It's awful, especially if the faces on the landscape object are large (if you don't have 30 megs of Ram, they have to be quite large): the shadows are anything else but smooth.

I think this is because the drop shadows really don't handle the phong effect. So, a face is either totally lit or totally in the shadow. I wonder if this has been fixed in 3.2...

Marty

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## 1.400 MSG-397 Subject: Re: Re[2]: Newsgroup ? TempStorage

Subject: Re: Re[2]: Newsgroup ? TempStorage  
Date: Saturday, 20 May 1995 12:49:50  
From: Martin Keitel <mk-tel@sik.ppoy.fi>

---

On Tue, 9 May 1995 spack@mv.us.adobe.com wrote:

> > > newsgroup is quite popular. Why not an Imagine newsgroup?

---

>  
> Every year about this time, the same topic comes up. I think this has occurred  
> for the last two years, not including this year. People complain about wasted  
> bandwidth, off-topic discussions and the like, but isn't this more of the same  
> ?

>  
I have considered for a while now whether to unsubscribe or not. Simply because there might often be a week or too when I don't have a possibility to use the net. After such a break there are more than 300 articles to check out.

I have one suggestion that might lessen the amount of mail a bit (someone has probably said this before). I have noticed that there are often responses that are clearly aimed to one person only. Such as

"Thank's for your help..." (please be thankful for help, but don't thank everybody),

"What kind of hardware do you have..." (if it's essential for the subject, ask it via personal mail and state it in the reply to IML),

"This does not belong to IML...",

"What do you mean..." (the answer to this could be mailed to IML)

and so on.

So, please reply personally if it's targeted to one person only. I'm sure you folks don't think that I'm being inpolite here.

Marty

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## 1.401 MSG-398 Subject: Re: About Particles

Subject: Re: About Particles

Date: Saturday, 20 May 1995 13:07:49

From: Martin Keitel <mk-tel@sik.ppoy.fi>

-----  
On Fri, 5 May 1995, FERNANDO PENA D'ANDREA wrote:

> I use a version of Imagine that has no particles (2.0) :( .  
> I want to do a scene containing an object made with little cubes  
> in a sphere pattern, as the cubes were the sphere's vertex. More: I  
> want to do the cubes spin around themselves to produce a nice effect

---

> in my sphere. A friend told me that only particles makes it possible  
> (just a C='s remeber), but without particles, no way men (and women  
> too!) If you have a soluction, help me please

Well, it depends on how small you want the cubes to be. If you want hundreds of them then it might be very hard to model the sphere made of cubes.

But if you are satisfied with, say 34 cubes, here's a suggestion:

1. Make one cube (for example, add primitive->plane: hor. & vert. sections 1 -> extrude).
2. Move the axis into the middle of the cube using shift+move.
3. Copy and paste it to make a ring of 8 cubes. You can first add a disk with 8 corners for reference. After duplicating the cubes, destroy the disk.
4. Now make a ring of 7 cubes in the same way. move them above the ring of 8.
5. Make a ring of 5 (or maybe 4) cubes. Move it above the previous ring.
6. Copy one cube and move it on the top of them all.
7. Adjust the vertical positions so that the overall shape is a semisphere.
8. Select all the cubes that are not in the lowest ring and group them. Copy and paste this group.
9. Use transformations to mirror the group vertically (scale z-axis to -1). You get the lower half of the sphere of cubes.
10. Group all the cubes together and save the group.
11. Use tumble effect in the action editor to rotate the individual cubes.

There might seem to be a lot of work in this. But I don't think there really is. Because copying and pasting is really quick and easy.

Marty

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## 1.402 MSG-399 Subject: Re: Object speed

Subject: Re: Object speed  
Date: Saturday, 20 May 1995 13:24:41  
From: Martin Keitel <mk-tel@sik.ppoy.fi>

-----

My method of getting variable speed on a path: get rid of the path!  
Confused? You won't be after this episode of advice.

First, make your path. Make an object follow the path (it might be just an axis) in the action editor.  
Now, load the actual object that is supposed to follow the path. Make changes to it's position and alignment in regular intervals (every 10th frame, every 20th frame - depends on the density of curves in the path, if your path is very variable, you might want to use irregular interval) using the previous object (let' say its an axis: it's an axis) as reference. When you want to slow down the object's speed place it a little behind the axis, when you want it to speed up, make it catch up the axis or place it in front of it, and so on. Remember to make position and alignment bars for each key frame. If your object is for eexample a car on a road, don't align it to the path in the curves: Make it turn a little too early and straighten a little too late.  
When all is well, destroy the path and the axis. Some people might want things to be controlled more automatically, but manual key framing is still a good way to make nice animations!

Marty

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### 1.403 MSG-400 Subject: Re: Font objects

Subject: Re: Font objects  
Date: Saturday, 20 May 1995 13:45:23  
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

-----  
Hi All,

>> >  
>> > Suddenly I can't seem to add font objects in Detail. It lets me pick  
>> >my font, type in my script,--but then I get a system prompt, something  
>> >like  
>> >"Blank image -- no object created." A girl could cry.  
>>  
>> I'm experiencing the same problem in Im3.0 and WB2.04. I haven't spent  
>> much  
>> time working out why, as I've been using postscript if I need fonts, but I  
>> was surprised to see the requestor you mention.  
>>

>This is way weird, since I know I used to do this sort of thing all the  
>time. It's not that I don't love the Spline Editor, I just didn't

---



>have that many PS fonts to play with, so I always made 'logo' objects in  
>Detail. What happened?

I think Imagine started behaving like this when the PC version was made. The PC users don't have Amiga bitmap fonts so the dropped support for from Imagine but FORGOT to remove the relevant menu item. Postscript fonts are better anyway IMHO.

Greetings Joop

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**1.404 MSG-401 Subject: Brush Tacking**

Subject: Brush Tacking  
Date: Saturday, 20 May 1995 14:19:00  
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-----  
-> From: SCROGGINS.DANIEL\_L+@KANSAS-CITY.VA.GOV->-> I'm sure this is relatively simple request but I haven't been able to figure out how to tack a picture down and use a special effect such as explode and keep the various parts of the picture tacked down to the various pieces as they explode. Is this possible? If so could someone give a quick synopsis of how this is accomplished? I would really appreciate any help in this regard....TksIt's always amazing how some one seems to ask the very question you are currently wrestling with? I had the same problem, and it "appears" that ...atleast with Shredder... you can't tack brushmaps on exploded parts. However, you can fudge by making a subgroup of parts you want to "shred" leaving in tact the part with your brushmap. Just color your object to kinda match the map, so when it explodes (or shreds) it appears to be part of your map. If there really IS a way to make brushmaps TACK to exploded pieces, I'd love to hear the technique!BTW, if you haven't played with the Shredder Effect, DO! It's a GAS!! /-----

\_\_\_\_\_| Mike van der Sommen / \_ /\_/ /\_  
\_/ /\_ \ / | Santa Barbara, Ca. /\_\_\_/ / \ / / / /  
\ | mike.vandersommen@caddy.uu.silcom.com HAUS BBS (805-683-1388) |  
"Irony can make revenge a welcome alternative" \\_\_\_\_\_  
----- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

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**1.405 MSG-402 Subject: Multimap**

Subject: Multimap  
 Date: Saturday, 20 May 1995 14:44:00  
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-----  
 My apologies for any multicopy posts from me. I have no idea why it s=entout so many copies.....but I will investigate.Sorry for the irritation. (I got nine bou nced returns of the samemessage myself). Wierd!--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388

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### 1.406 MSG-403 Subject: >Dave Wickard (612) 456-2783

Subject: >Dave Wickard (612) 456-2783 "It's not the SIZE of your ima ←  
 your ima  
 Date: Saturday, 20 May 1995 15:04:14  
 From: F.Demasi@agora.stm.it

-----  
 SUBJECT too long. Original SUBJECT is '>Dave Wickard (612) 456-2783 "It's not the SIZE of your image,'

----- Original Message Follows -----

>dave@flip.eag.unisysgsg.com it's how you MANIPULATE it."  
 >dave@email.eag.unisysgsg.com -ancient proverb from Amiga Kama Sutra  
 >dave@shell.portal.com  
 >Sam\_Malone@cup.portal.com  
 >dwickard.EAGAN@mhs.eag.unisysgsg.com  
 >  
 >  
 OK...

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### 1.407 MSG-404 Subject: Re: Flc-scr/Imagine-svga/interchange

Subject: Re: Flc-scr/Imagine-svga/interchange  
 Date: Saturday, 20 May 1995 17:04:00  
 From: danger@cts.com (Dan Gervais)

-----

>  
>  
>dear all,  
>i've a few questions i would love answering:-  
>1.is interchange available for the pc? if so, who what etc.  
this I don't know. sorry.  
>2.how do you get the svga modes in imagine 3.0? i'm stuck in 320x200 and i  
> know a few more who are too.  
What I did was use the presets button but if yours is messed up all you have  
to do is plug in the values for the screen resolution in the Preferences.  
You need to also make sure your videocard has the VESA mode activated or you  
get a VESA driver. Mine worked right away and I have a cheapo card.  
>3.how do you create a windows screensaver from an flc or any other form of  
> anim?thanks for reading - please help if you can. Regards P.T.  
Well I know that Moon valley has an inexpensive package called RoMaterial  
Again and it has a thing called video savers but it only plays avi's. I am  
checking out a piece of shareware that supposedly makes AVI's and such from  
targas and tiffs. I'll share more later when I get it working. Its called  
Playit. Anyone else use this package?  
Dan

>  
>|  
>| Internet: Paul.Townend@raytech.co.uk  
>|-----|  
>| Gated from RAYTECH BBS - free access raytracing support in the UK |  
>|----- call +44 1862 83 2020 modem - 24 hours ! |  
>  
>

Thread 410

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## 1.408 MSG-405 Subject: Lost Mail

Subject: Lost Mail  
Date: Saturday, 20 May 1995 17:32:58  
From: yrod@ozemail.com.au

-----

Hi Imagineers,  
I have just found out what was wrong with my mail box.  
If anyone has sent me mail in the past three days, would you be so kind  
and send it again please. Also, if there were any important messages,  
relating to Imagine, that were posted to IML, could someone out there who  
can take pity on a stupid bumbling idiot and send them to me as well.

---

Any help at all would be most appreciated.

Rod (sorry for my stupidity) Macey  
yrod@ozemail.com.au  
.... generating ... 39.49% complete

20/5/95

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### 1.409 MSG-406 Subject: States bug! and fix

Subject: States bug! and fix  
Date: Saturday, 20 May 1995 17:43:08  
From: gregory denby <gdenby@elgreco.helios.nd.edu>

---

I'm using v. 3.2 on the PC (will check to see if this "feature" also occurs on the Amiga) and just ran into an awkwardness in states.

Without going into too much detail, I'll just say that I deformed some objects by both manually moving points and by scaling the object. As I did this, I defined the various shapes as State One, Two, etc. as usual. I made a states anim in detail, and everything appeared O.K. I then went to Action and set up the scene. When I rendered a test in Stage, the motions between the states were frequently jerky, or sometimes absents. At first I thought it might be a problem with the "spline" interpolation in the states, so I turned that off. This did not remedy the problem. I went back into Detail, checked the states, did another anim, and everything looked fine. Detail anims and Project anims showed the same flaws nevertheless. After watching the messed up anims for a while, it looked like the various states were "hitting walls," as it were. !a clue!

I went into Action and deleted the objects size bar. It worked!

It seems that if an object has had its size changed by moving points in one state, and its size changed by scaling in another state, Imagine is unable to morph smoothly, at least outside of Detail.

So, watch out for this kink.

Greg Denby  
gdenby@darwin.cc.nd.edu

---

P.S. As to the recent comments about having online help, my own feelings are that I can readily do without it. Help files just takes up room on the drive, and space on the screen. Just give me a nice spiral bound manual with a really complete Index (hint hint to the powers)

-----

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### 1.410 MSG-407 Subject: Viewmodes

Subject: Viewmodes  
Date: Saturday, 20 May 1995 17:44:55  
From: yrod@ozemail.com.au

-----

Just a quick question about the above.

I want to create images to be used for printing.  
If the resolution and aspect ratio was a custom setting, and the file format was ILBM24, does a viewmode have to be selected?  
Basically I require my images to be 1:1 ration at varying sizes. Is the viewmode setting there just to add a palette or something for displaying on Amiga? If I pick HAM or HIRES or whatever, does this affect the quality of the image or will it always be 24bit?

Thanx  
Rod (back to imagine) Macey  
yrod@ozemail.com.au  
.... generating ... 94.93% complete

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### 1.411 MSG-408 Subject: Flc-scr/imagine-svga/interchange

Subject: Flc-scr/imagine-svga/interchange  
Date: Saturday, 20 May 1995 18:32:00  
From: Paul Townend <Paul.Townend@raytech.co.uk>

-----

---

dear all,  
i've a few questions i would love answering:-  
1.is interchange available for the pc? if so, who what etc.  
2.how do you get the svga modes in imagine 3.0? i'm stuck in 320x200 and i know a few more who are too.  
3.how do you create a windows screensaver from an flc or any other form of anim?thanks for reading - please help if you can. Regards P.T.

|  
| Internet: Paul.Townend@raytech.co.uk  
|-----|  
| Gated from RAYTECH BBS - free access raytracing support in the UK |  
|----- call +44 1862 83 2020 modem - 24 hours ! |

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## 1.412 MSG-409 Subject: Re: About Particles

Subject: Re: About Particles  
Date: Saturday, 20 May 1995 19:04:58  
From: Bush Doktor <spocarso@ultrix.uor.edu>

-----  
On Sat, 20 May 1995, Martin Keitel wrote:

>  
> On Fri, 5 May 1995, FERNANDO PENA D'ANDREA wrote:  
>  
> > I use a version of Imagine that has no particles (2.0) :( .  
> > I want to do a scene containing an object made with little cubes  
> > in a sphere pattern, as the cubes were the sphere's vertex. More: I  
> > want to do the cubes spin arround itselfs to produce a nice effect  
> > in my sphere. A friend told me that only particles makes it possible  
> > (just a C='s remenber), but without particles, no way men (and women  
> > too!) If you have a soluction, help me please  
>  
> Well, it depends on how small you want the cubes to be. If you want  
> hundreds of them then it might be very hard to model the sphere made of  
> cubes.

Time consuming stuff deleted...  
>  
> Marty

Wouldn't Ian's STARS.LHA do what he he wants? Works great for me.

Bush

---

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### 1.413 MSG-410 Subject: Re: Flc-scr/Imagine-svga/interchange

Subject: Re: Flc-scr/Imagine-svga/interchange  
Date: Saturday, 20 May 1995 20:13:00  
From: danger@cts.com (Dan Gervais)

---

I got my Video for windows installed and this thing works! It's a little flakey but I have created an AVI with The targas generated by Impulse 3.0 for the PC. I am delighted to find that For very little money I can make AVI's of 3D stuff. It has quite a bunch of options for compression so you can get the AVI down to a resonable size. One small caveat, you have to have frames starting with 0 not 1 so I just copied the first frame to pic0000.tga and it worked fine. One other thing I discovered is that is HAS to have consecutive frame numbers. I had an anim that I put in a skip amount when I generated the frames and I had to re-render the rest of the frames. I could have renumbered but in this case it was easy to make the rest of the frames.  
I hope this helps anyone out there who was wondering about Imagine and AVI's  
Dan

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### 1.414 MSG-411 Subject: Re: About Particles

Subject: Re: About Particles  
Date: Saturday, 20 May 1995 22:41:26  
From: Torgeir Holm <torgeirh@powertech.no>

---

On 20-May-95 12:07:49, Martin Keitel wrote:

>Well, it depends on how small you want the cubes to be. If you want  
>hundreds of them then it might be very hard to model the sphere made of  
>cubes.

>But if you are satisfied with,say 34 cubes, here's a suggestion:

[...snip...]

---

>There might seem to be a lot of work in this. But I don't think there  
>really is. Because copying and pasting is really quick and easy.

It is also possible to replicate the cube along a primitive sphere.

Just add a primitive sphere, make a tiny cube, and replicate it along a path. Type in the sphereobject name (should be sphere) as the path, enter the number of copies, and \*Shazam\*! You have a sphere covered with cubes...

If you want the cubes to be perpendicular to the sphere surface, check the align Y axis to path box.

You will notice that this produces one object, so the tumble effect won't work. In order to solve this, select the object, select slice, and it will make each cube a child object, and create a parent axis. Now tumble (and sway) will work perfectly.

Torge!r

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## 1.415 MSG-412 Subject: Re: Black triangles

Subject: Re: Black triangles

Date: Sunday, 21 May 1995 00:10:45

From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

---

Hello Martin, on May 20 you wrote:

> I haven't tried Milan's glass texture yet, but I wonder if the black  
> triangles are something new. I mean, if I render a complicated object  
> with lots of curved surfaces (which, of course are not actually curved  
> because they are made of flat faces) in trace with shadow casting light  
> sources, there are always a few dark triangles here and there. And they  
> certainly are faces that are shadowed completely as if the phong-effect  
> wasn't working in that spot.  
> Have you ever tried rendering a landscape with a sunset, so that the  
> mountains in the horizon would cast long shadows on the valleys? It's  
> awful, especially if the faces on the landscape object are large (if you  
> don't have 30 megs of Ram, they have to be quite large): the shadows are  
> anything else but smooth.  
> I think this is because the drop shadows really don't handle the phong  
> effect. So, a face is either totally lit or totally in the shadow. I  
> wonder if this has been fixed in 3.2...

As I understand it, phong is for smoothing edges not faces and if Imagine decides a face has to be in shadow it can't split that face and colour part

---



of it.

You will have to fracture some of the faces to get more detailed shadowing.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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### 1.416 MSG-413 Subject: Re: Help!

Subject: Re: Help!

Date: Sunday, 21 May 1995 00:39:50  
From: Kelly Petlig <kpetlig@halcyon.com>

-----  
You'll find that there are many fewer 32 bit C compilers for the PC than the Amiga, so many of the texture support is more difficult. Amiga users also tend to be more of a roll-your-own group. Don't fret, though, as the Imagine/Turbo-Silver platform has only been out on the PC one fifth the time as it has the Amiga.

ObImBit: A vortex type object looks great with a wide angle lense, trick is to make it look like a vortex. Use ADPro to "Twirl" almost any image and map it X&Z flat onto the vortex object.

Mr.Kelly Petlig <kpetlig@halcyon.com>  
(Yes, I'm using an Amiga computer)

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### 1.417 MSG-414 Subject: Re: Object speed

Subject: Re: Object speed

Date: Sunday, 21 May 1995 00:44:37  
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

-----

---

Hello Martin, on May 20 you wrote:

>  
> My method of getting variable speed on a path: get rid of the path!  
> Confused? You won't be after this episode of advice.  
>  
> First, make your path. Make an object follow the path (it might be just  
> an axis) in the action editor.  
> Now, load the actual object that is supposed to follow the path. Make  
> changes to it's position and alignment in regular intervals (every 10th  
> frame, every 20th frame - depends on the density of curves in the path,  
> if your path is very variable, you might want to use irregular interval)  
> using the previous object (let' say its an axis: it's an axis) as reference.  
> When you want to slow down the object's speed place it a little behind  
> the axis, when you want it to speed up, make it catch up the axis or  
> place it in front of it, and so on. Remember to make position and  
> alignment bars for each key frame. If your object is for ecample a car on  
> a road, don't align it to the path in the curves: Make it turn a little  
> too early and straighten a little too late.  
> When all is well, destroy the path and the axis. Some people might want  
> things to be controlled more automatically, but manual key framing is  
> still a good way to make nice animations!

Has anyone used Association in the Action Ed to any degree. I've done basic movements as a test but nothing elaborate. It could be used in the car example, the manual says you can associate objects and still alter their position and orientation while maintaining the association.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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## 1.418 MSG-415 Subject: Re: Viewmodes

Subject: Re: Viewmodes  
Date: Sunday, 21 May 1995 02:17:50  
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

-----  
Hello Rod, on May 20 you wrote:

> Just a quick question about the above.  
>  
> I want to create images to be used for printing.  
> If the resolution and aspect ratio was a custom setting, and the file  
> format was ILBM24, does a viewmode have to be selected?

---

> Basically I require my images to be 1:1 ration at varying sizes. Is the  
> viewmode setting there just to add a palette or something for displaying  
> on Amiga? If I pick HAM or HIRES or whatever, does this affect the  
> quality of the image or will it always be 24bit?

Viewmode sets the Amiga screen resolution that will be used when the picture is displayed. You could for example render a 320x256 image and select a viewmode of HIRES/LACE, after rendering, the image will be displayed on a HiRes Lace screen when you view it. The Width and Height of the image is the page size and is independant of the screen resolution. These settings don't alter the palette but the aspect ratio will be different for various screen modes. If you want a 1:1 ratio select either LoRes or HiRes/Lace. The HAM button is only for viewing, your rendered image will still be 24-bit.

Try this test pattern:- set up a project to render a primitive disk (default settings). Set your camera so the disk looks like a circle in the perspective view. In the Project editor, select a preset of LoRes (320x256) with all the viewmodes off. Render. Select Show. Now select Modify and select the LACE viewmode and render again then Show. You will see the disk is now egg shaped because you are displaying a 256 pixel image on a 512 display and the horizontal resolution is the same. You can see how this could affect your print-out.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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## 1.419 MSG-416 Subject: SOS - HELP!!

Subject: SOS - HELP!!  
Date: Sunday, 21 May 1995 11:41:16  
From: "Myles.Johnson" <mylesj@school-of-computing.plymouth.ac.uk>

-----  
Help!! I,ve got some work on that involves writing a basic set of 3-d modelling tools. This involves implementing a volume sweep which allows 3-d objects to be created from solid 2-d shapes. If any of you out there have experience in graphics programming then I would love to hear from you!! Im thinking of implementing the package in either Turbo C++ or Visual Basic. At the moment im really struggling with the volume sweep implementation.

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## 1.420 MSG-417 Subject: Probs With Attributes

Subject: Probs With Attributes  
Date: Sunday, 21 May 1995 12:16:41  
From: billf@attic.apana.org.au (Bill Falconer)

-----  
Hi There Imagineers,

I just got a copy Imagine2 on a PcFormat Coverdisk and realised that there was no Attributes included. So I grabbed my Amiga Imagine2 Attributes and I am now using them. The problem is that when in Attribute requester I load the Attribute in and realise that only last 2 RGB values are present the rest of the selections are correct. I have also noticed after rendering the Image there is a Light Blue tinge to the so Called Perfect White Lights. So I reset and the Lamps to white (255,255,255) and still I get that blue tinge ( CYAN).

Any Help on these 2 problems would be greatly appreciated.

reagards

Bill Falconer

V-Tag:

Gravity doesn't exist: the earth sucks.

Bill Falconer

Written on The Attic BBS .Contact me on the BBS as Bill F or mail me at billf@attic.apana.org.au

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## 1.421 MSG-418 Subject: Re: Probs With Attributes

Subject: Re: Probs With Attributes  
Date: Sunday, 21 May 1995 18:54:06  
From: Kelly Computer Consultants <kcc@wariat.org>

-----  
On Sun, 21 May 1995, Bill Falconer wrote:

> The problem is that when in Attribute  
> requester I load the Attribute in and realise that only last 2 RGB values  
> are present the rest of the selections are correct. I have also noticed after  
> rendering the Image there is a Light Blue tinge to the so Called Perfect

---

> White Lights. So I reset and the Lamps to white (255,255,255) and still I  
> get that blue tinge ( CYAN).

This was a known bug with 2.0; the RGB values are actually shifted one field over, so the Red value is left blank (0) and the other two values are taken from the preceding field.

It was fixed in 3.0.

Doug Kelly  
Kelly Computer Consultants

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### 1.422 MSG-419 Subject: Displaying text in spline editor--help

Subject: Displaying text in spline editor--help  
Date: Sunday, 21 May 1995 19:02:56  
From: jacob@altair.csustan.edu (Dave Jacob)

---

I want to extrude some postscript text in the spline editor, and I'm following the manual,s instructions, but when it comes time for Imagine to display text, all it displays is an axis. No text appears at all. I've got PC Imagine 3.0 -- can anyone tell me what I am doing wrong, or what button to push?

Any help appreciated--thanks.

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### 1.423 MSG-420 Subject: Re: Flc-scr/Imagine-svga/interchange

Subject: Re: Flc-scr/Imagine-svga/interchange  
Date: Sunday, 21 May 1995 22:10:00  
From: danger@cts.com (Dan Gervais)

---

I forgot to say what the program was. It is playit from:  
Shamrock Systems and Technology  
#428, 10636 - 120 Street

---

Edmonton, Ab, T5H 4L5  
Canada

You can contact Shamrock Systems for business other than orders at  
FAX: 403-426-5040  
Compuserve 70274,24  
Internet patrick@shamrck.ersys.edmonton.ab.ca

>I got my Video for windows installed and this thing works! It's a little  
>flakey but I have created an AVI with The targas generated by Impulse 3.0  
>for the PC. I am delighted to find that For very little money I can make  
>AVI's of 3D stuff. It has quite a bunch of options for compression so you  
>can get the AVI down to a resonable size. One small caveat, you have to  
>have frames starting with 0 not 1 so I just copied the first frame to  
>pic0000.tga and it worked fine. One other thing I discovered is that is HAS  
>to have consecutive frame numbers. I had an anim that I put in a skip  
>amount when I generated the frames and I had to re-render the rest of the  
>frames. I could have renumbered but in this case it was easy to make the  
>rest of the frames.  
>I hope this helps anyone out there who was wondering about Imagine and AVI's  
>Dan  
>  
>  
>

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## 1.424 MSG-421 Subject: Re: Suggestion for a project

Subject: Re: Suggestion for a project  
Date: Sunday, 21 May 1995 23:41:18  
From: Jeff Keena <jkeena@ozemail.com.au>

-----  
On Sun, 7 May 1995, James Brooks wrote:

> Date: Sun, 7 May 1995 22:38:49 -0400 (EDT)  
> From: James Brooks <jamesb@clark.net>  
> To: Jeff Keena <jkeena@ozemail.com.au>  
> Cc: imagine@email.sp.paramax.com  
> Subject: Re: Suggestion for a project  
>  
> On Mon, 8 May 1995, Jeff Keena wrote:  
>  
>> On Sat, 6 May 1995, Charles Blaquiere wrote:  
>>  
>>> Date: Sat, 6 May 1995 19:24:43 -0400 (EDT)  
>>> From: Charles Blaquiere <blaq@io.org>  
>>> To: imagine@email.sp.paramax.com

```

> > > Subject: Suggestion for a project
> > >
> > > > From: gregory denby <gdenby@twain.helios.nd.edu>
> > > >
> > > > I'll bet a lot of you have become tired of Imagine's opening
> > > > screen, and have made your own. (...) What've you folks done?
> > > >
> > > > Oddly enough, nothing.
> > > >
> > > > I still like the Imagine logo. It has a Middle-Eastern, Arabian Nights
> > > > flavor which brings to mind an exotic genie endowed with magical
> > > > powers asking, "How may I serve you?"
> > > >
> > > > I like your idea, though. Personally, I'm a logo freak. Can't get enough
> > > > of them. Love the beauty of a well-designed font. Looking forward to see
> > > > how others respond to the thread.
> > > >
> > > >
> > > >
> > > > Simple reply. Deleted the file 8-)
> > > > One less thing to fragmet memory.
> > > >
> > > > If I am not mistaken, Imagine will not load without having some kind of
> > > > pix as the intro. At least that was the way back with version 2.0
> > > >
> > > > Just my 2 1/5 cents.
> > > >
> > > > Alex
> > > >
> > > > -----
> > > > James "Alex" Brooks           Amiga 4000/040/28MHz 20MB RAM
> > > > Lightwave 3.5 / Imagine 3.0   VideoToaster 4000 3.1
> > > > Syquest 3.5" 270MB           Bernoulli 90Pro
> > > > NEC 3xp Triple Speed CDROM    Warp Engine 4028
> > > > Epson ES-600C Scanner         E-Mail: jamesb@clark.net
> > > > -----
> > > >
> > > >

```

It works for me...then again, I am using Imagine 3.1. Actually the PC version is only 2.0 and it works without a pic. Oh well...

Jeff.

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## 1.425 MSG-422 Subject: Re: Displaying text in spline editor--help

```

Subject: Re: Displaying text in spline editor--help
Date:    Sunday, 21 May 1995 23:56:54
From:    "Anime a day..." <b7655@hopi.dtcc.edu>

```

---

On Sun, 21 May 1995, Dave Jacob wrote:

>  
> I want to extrude some postscript text in the spline editor, and I'm  
> following the manual,s instructions, but when it comes time for Imagine  
> to display text, all it displays is an axis. No text appears at all. I've  
> got PC Imagine 3.0 -- can anyone tell me what I am doing wrong, or what  
> button to push?  
>  
> Any help appreciated--thanks.  
>

Hello.. after reading your message I wasn't positive on the process.  
I do have 3.2 so someone correct me if it is easier now..  
But the last I did this was when I had 3.0

ok..

I read your message, multi-tasked and opened Imagine. went to the  
Spline editor and picked 'load font'. Up came the register (with nothing  
in it) . So I clicked on 'read' and went to my psfonts dir. Clicked on  
TStimes23 and then typed in 'Yo Joe!' (first thing that popped in my  
mind ;^ ) ) press return and presto... up came Yo Joe! in all its  
fontness.

go get some psfonts if need be.. I think there are some scattered  
through aminet. I should pick up more since I only have 1. But I think  
there is a way to convert text through TypeSmith.

see ya

Bill

Thread 495

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## 1.426 MSG-423 Subject: Re: Lightning and other Natural Phenomena

Subject: Re: Lightning and other Natural Phenomena  
Date: Monday, 22 May 1995 00:48:15  
From: videoman@netcom.com

---



-----

>  
 > >Originally-From: <surentrr@vax.sbu.ac.uk>  
 > >To: imagine@email.sp.paramax.com  
 > >How can I create a Lightning type effect for my anims using a PD/Shareware ut  
 il  
 > >What utilis can I use ?  
 >  
 > Also have a look at BlackBelt's "WinImages:FX" which isn't PD/shareware but  
 > comparatively cheap. It does lightning, fire, auras and all sorts of image  
 > processing with effects over time. There is a demo at blackbelt.com  
 >  
 > Tom Ellard, Severed Communications Australia tome@next.com.au

tried to find "blackbelt.com" no luck, ftp.backbelt.com connects to  
 someplace, but it did not look like blackbelt.

--

```

..-----
|   == When Dreams Become Reality ==                == IM Design==   |
| ~~~~~~| ~~~~~~| ~~~~~~| ~~~~~~| ~~~~~~| ~~~~~~| ~~~~~~| ~~~~~~| ~~~~~~|
| videoman@netcom.com      | FTP: ftp.netcom.com | Video Production |
| videoman@cyberspace.org | DIR: pub/videoman  | 3D Graphics & DTP |
| Mosaic Home Page: file://ftp.netcom.com/pub/vi/videoman/web/HOME.html |
| ~~~~~~| ~~~~~~| ~~~~~~| ~~~~~~| ~~~~~~| ~~~~~~| ~~~~~~| ~~~~~~| ~~~~~~|
    
```

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**1.427 MSG-424 Subject: Probs With Attributes**

Subject: Probs With Attributes  
 Date: Monday, 22 May 1995 02:47:13  
 From: Torgeir Holm <torgeirh@powertech.no>

-----

On 21-May-95 11:16:41, Bill Falconer wrote:

[...snip...]  
 >noticed after rendering the Image there is a Light Blue tinge to the so  
 >Called Perfect White Lights. So I reset and the Lamps to white (255,255,255)  
 >and still I get that blue tinge ( CYAN).

Could be the color blance of your monitor. Does a 255x3 square look white in a  
 paint program?

Torge!r

Thread 417

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### 1.428 MSG-425 Subject: No subject

Subject: No subject  
Date: Monday, 22 May 1995 02:47:14  
From: Torgeir Holm <torgeirh@powertech.no>

---

On 20-May-95 00:47:02, Anders Lattermann wrote:

>Anyone got an address and faxnumber to Elastic Reality?

Elastic Reality inc.  
925 Stewart St.  
Madison, WI 53713  
USA

Phone: 608 273 6585

sorry, but didn't have the fax number...

Torge!r

Thread 365

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### 1.429 MSG-426 Subject: Re: Black triangles

Subject: Re: Black triangles  
Date: Monday, 22 May 1995 03:17:12  
From: "Anime a day..." <b7655@hopi.dtcc.edu>

---

On Sun, 21 May 1995, Robert Byrne wrote:

> Hello Martin, on May 20 you wrote:

>

> > I think this is because the drop shadows really don't handle the phong  
> > effect. So, a face is either totally lit or totally in the shadow. I  
> > wonder if this has been fixed in 3.2...

---

>  
> As I understand it, phong is for smoothing edges not faces and if Imagine  
> decides a face has to be in shadow it can't split that face and colour part  
> of it.  
>  
> You will have to fracture some of the faces to get more detailed shadowing.  
>

Funny, I was just messing with font objects since someone was asking (btw, I might have steared that user wrong.) If you want to USE the fonts in the Detail editor, just go to the Detail editor and use the Make Font Object feature under Add.... the Spline stuff is used for refrence I think.. but there might be a way to get the spline fonts to come to Detail.. I just don't bother with that way... maybe someone else can mention it..

anyway.. back to the black triangles. I just rendered a Capital 'T' that was extruded and started adding textures to it.. I got a great effect with the Monster & Pebbles textures on it and a green color to it..

well, there ARE black streaks in it...and I did have a second light caszting shadows.. it sucks.. but I guess I have to tinker with it or lose the second light...

Bill (b0nez)

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### 1.430 MSG-427 Subject: Re: Displaying text in spline editor--help

Subject: Re: Displaying text in spline editor--help  
Date: Monday, 22 May 1995 08:47:39  
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

-----  
The PS font loader in V2.9 and V3.0 was not...hmmm, what's a diplomatic word here...very robust. It requires the font to be a specific Type 1 if I remember correctly.

The PS font loader was...let's see, what's the right word here...highly optimized in V3.1.

If you don't upgrade, there are some PS fonts around that will load in V3.0 but you might have to do some searching. Some of the PS fonts on aminet are the "proper" Type 1.

---

On Sun, 21 May 1995, Dave Jacob wrote:

>  
> I want to extrude some postscript text in the spline editor, and I'm  
> following the manual's instructions, but when it comes time for Imagine  
> to display text, all it displays is an axis. No text appears at all. I've  
> got PC Imagine 3.0 -- can anyone tell me what I am doing wrong, or what  
> button to push?  
>  
> Any help appreciated--thanks.  
>

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### 1.431 MSG-428 Subject: Re: Probs With Attributes

Subject: Re: Probs With Attributes  
Date: Monday, 22 May 1995 09:04:09  
From: aciolino@ccmail.rrdts.donnelley.com

---

Reply Separator

---

Hi There Imagineers,

I just got a copy Imagine2 on a PcFormat Coverdisk and realised that there was no Attributes included. So I grabbed my Amiga Imagine2 Attributes and I am now using them. The problem is that when in Attribute requester I load the Attribute in and realise that only last 2 RGB values are present the rest of the selections are correct. I have also noticed after rendering the Image there is a Light Blue tinge to the so Called Perfect White Lights. So I reset and the Lamps to white (255,255,255) and still I get that blue tinge ( CYAN ).

I have the same problem with Amiga Imagine 2.0 and PC Imagine 2.0. I stopped using the Amiga and went to PC 3.0, but I've loaded those objects since then, and nothing was wrong.

Point is: I've had the problem. I think I resolved it by re-adding my Red to the object (255 in this case).

I never had the lights issue, though. Mostly because I don't usually use White Light.

---

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### 1.432 MSG-429 Subject: Creating faces in the spline editor

Subject: Creating faces in the spline editor  
Date: Monday, 22 May 1995 10:50:47  
From: Steve McLaughlin <stevemcl@VNET.IBM.COM>

---

Is there a way to limit the number of faces and points created in the Spline editor? I created a simple outline with about 10 knots and then added points (extruded to 50 units), with no bevels, faces on both front and back, and a godzillion tiny faces get created! I don't need that many, is there someway to reduce the number of faces and points?

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### 1.433 MSG-430 Subject: Crestline Software

Subject: Crestline Software  
Date: Monday, 22 May 1995 11:04:15  
From: bcbisig@wawona.vmsmail.ethz.ch

---

Does anybody know the Fax number of this company??

Thanx & Greetinx

Daniel

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### 1.434 MSG-431 Subject: Re: Imagine's future

Subject: Re: Imagine's future  
Date: Monday, 22 May 1995 11:04:49  
From: "Breno A. Silva" <INF02%BRUFSE.BITNET@VTBIT.CC.VT.EDU>

---

-----

Hi Jaco.

I've seen of those Digimax stuff actually working, and I've gotta admit that it's big bang for the buck(\$700). Keep in mind it looks like a poor man's solution for 3d digitizing, but after some gluing... it works! Works very well. And it comes with the software, that's got basically the same interface of Imagine, obviously with different options. It's got good 3d resolution, and Mike Halvorson's brother really impressed me with the intuitiveness of the digitizing. As a matter of fact, you don't really need to draw a grid over the object just parallel lines (horizontal, vertical or whichever best), and later you just passes the pointer (a lethal weapon, I have to say), over the lines of the object, previously glued in the digitizing axis in two ends. you simple pitch the object as needed, and the software/hardware does the rest. Great idea, 'couse the pointer tip, always ponts to the exact 3d relative point (ie, if your glue is good enough :). Since it's minimally mechanic, they can make it cheap, and considering the software features was much better than the closest competitor, which on its turn costs around \$2,500 without the software... well, you get the picture. So, if you want my advice, just get a good hot glueing/soldering device and step on it! ;)

\*\*\*\*\*  
 \* Breno A. Silva (INFO@BRUFSE.BITNET) \*  
 \* PRO Graph Computer Graphics \*  
 \*\*\*\*\*

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## 1.435 MSG-432 Subject: Particles

Subject: Particles  
 Date: Monday, 22 May 1995 11:08:02  
 From: bcbisig@wawona.vmsmail.ethz.ch

-----

May be my question has been already discussed here before and I missed it...

Is it possible to add brush maps to individual objects which have been grouped together by the particle function. I dont want the brush to extend over all individual copies but rather to repeat on each object.

What I want to do is to create windows which have all the same picture on it.

Is this possible and if yes could someone please post a short how to do it ?

Thanx & Greetinx

-----

Daniel

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### 1.436 MSG-433 Subject: Re: Displaying text in spline editor--help

Subject: Re: Displaying text in spline editor--help  
Date: Monday, 22 May 1995 11:43:18  
From: Mike McCool <mikemcoo@efn.org>

-----  
Hey y'all,

All these references to TypeSmith . . . I'm a bit new to fonts, so pardon my asking, but is this a pd util?

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### 1.437 MSG-434 Subject: Re: Displaying text in spline editor...

Subject: Re: Displaying text in spline editor...  
Date: Monday, 22 May 1995 11:58:14  
From: gregory denby <gdenby@elgreco.helios.nd.edu>

-----  
Dave Jacob writes...

>...all it displays is an axis.

Evidently there are quite a few variants of the AT1 fonts. Some Imagine loads just fine, some you get just an axis, others you get an error message "missing encoding vector" or some such.

So try a disfferent font.

Theres a big collection on aminet in the text/fonts subdirectory. They start with "AT1Fonts....lha" There are perhaps a dozen files, from san serif fonts to dingbats. Of the dozens of fonts available, about one in four works in Imagine.

Check 'em out.

---

Greg Denby

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### 1.438 MSG-435 Subject: Re: Displaying text in spline editor--help

Subject: Re: Displaying text in spline editor--help

Date: Monday, 22 May 1995 12:51:42

From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

---

>On Sun, 21 May 1995, Dave Jacob wrote:  
>> I want to extrude some postscript text in the spline editor, and I'm  
>> following the manual,s instructions, but when it comes time for Imagine  
>> to display text, all it displays is an axis. No text appears at all. I've  
>> got PC Imagine 3.0 -- can anyone tell me what I am doing wrong, or what  
>> button to push?  
> Hello.. after reading your message I wasn't positive on the process.  
>I do have 3.2 so someone correct me if it is easier now..  
>But the last I did this was when I had 3.0  
> I read your message, multi-tasked and opened Imagine. went to the  
>Spline editor and picked 'load font'. Up came the register (with nothing  
>in it) . So I clicked on 'read' and went to my psfonts dir. Clicked on  
>TStimes23 and then typed in 'Yo Joe!' (first thing that popped in my  
>mind ;^) ) press return and presto... up came Yo Joe! in all its  
>fontness.

You just happened to have a lot of luck :) on that one.  
There are a lot of fonts flying around which have the wrong encoding vector  
builtin. On the Amiga you can import/change encodingvector/export them using  
Typesmith. Imagine is quite picky which encoding vector to use. Try to find a  
postscript font editor/converter which will let you change the encoding  
vector from adobe to custom or vice versa. I'm not sure which vector Imagine  
wants.

Hope this might help you, Joop

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### 1.439 MSG-436 Subject: Re: Particles

---



Subject: Re: Particles  
Date: Monday, 22 May 1995 13:58:44  
From: aciolino@rrddts.donnelley.com

---

Is it possible to add brush maps to individual objects which have been grouped together by the particle function. I dont want the brush to extend over all individual copies but rather to repeat on each object.

What I want to do is to create windows which have all the same picture on it.

I might have this right, but I'm thinking you want a bunch of "particle" windows that are flat planes, like hanging in space of something, or looking into a spaceship window, but it's really just the same bitmap.

Make a primitive plane. Orient it any way you like.

Attach your brushmap. Render to taste.

When you've got the brushmap and plane looking good, save it.

Make a Sphere? Plane? in Detail editor. Particlize it. In the particles requestor, choose the option to load an object as the particle, instead of choosing pyramid or octagon. You add the object in the dialog box, and Boom! Imagine makes every particle your object from the first step!

-AC

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#### **1.440 MSG-437 Subject: Re: Displaying text in spline editor--help**

Subject: Re: Displaying text in spline editor--help  
Date: Monday, 22 May 1995 16:31:28  
From: Waland J F <walaj@essex.ac.uk>

---

>I want to extrude some postscript text in the spline editor, and I'm  
>following the manual,s instructions, but when it comes time for Imagine  
>to display text, all it displays is an axis. No text appears at all. I've  
>got PC Imagine 3.0 -- can anyone tell me what I am doing wrong, or what  
>button to push?

---

check the encoding of the font - Imagine is a bit picky. Apparently the best way to fix this on the Amiga, is to load the font into TypeSmith with typesmith encoding, and then save it out. (Or is it the other way round, and use adobe encoding???)

jon

Jonathan Waland                      University of Essex, UK                      walaj@essex.ac.uk  
A4000/030-25/882-33 14Meg Ram, 540Meg Hard, 2x Floppy, Double Speed CDROM  
<<http://cswww2.essex.ac.uk/users/walaj/homepage.html>>

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### 1.441    **MSG-438 Subject: Re: Creating faces in the spline editor**

Subject: Re: Creating faces in the spline editor

Date:        Monday, 22 May 1995 18:20:00  
From:        Roger Straub <[straub@csn.net](mailto:straub@csn.net)>

---

On Mon, 22 May 1995, Steve McLaughlin wrote:

> Is there a way to limit the number of faces and points created  
> in the Spline editor? I created a simple outline with about 10  
> knots and then added points (extruded to 50 units), with no bevels,  
> faces on both front and back, and a godzillion tiny faces get created!  
> I don't need that many, is there someway to reduce the number of faces and  
> points?  
>

Yah, just scale up your spline object's axis before extruding. I usually double the size of the axis and then extrude, and the object turns out nicely. The larger your axis, the fewer faces will be created.

See ya,  
Roger

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### 1.442    **MSG-439 Subject: Re: Creating faces in the spline editor**

---

Subject: Re: Creating faces in the spline editor  
Date: Monday, 22 May 1995 21:16:50  
From: jgoldman@acs.bu.edu

---

>  
> Is there a way to limit the number of faces and points created  
> in the Spline editor? I created a simple outline with about 10  
> knots and then added points (extruded to 50 units), with no bevels,  
> faces on both front and back, and a godzillion tiny faces get created!  
> I don't need that many, is there some way to reduce the number of faces and  
> points?

Yes, as a matter of fact... If you scale up the spline object's axis you will reduce the degree to which Imagine interpolates points along spline curves. To modify the axis' scale while maintaining object size use Shift-s, and scale the axis up. The larger the axis, in relation to object size, the coarser the results. Scale factors greater than 5 will create very visible differences. Experiment for best results.

Hope it helps...

Jeff-->

E-Mail: jgoldman@acs.bu.edu

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### 1.443 MSG-440 Subject: Re: Displaying text in spline editor--help

Subject: Re: Displaying text in spline editor--help  
Date: Monday, 22 May 1995 21:39:31  
From: Dave Rhodes <dave@darhodes.demon.co.uk>

---

Hi Dave Jacob

> I want to extrude some postscript text in the spline editor, and I'm  
> following the manual,s instructions, but when it comes time for Imagine  
> to display text, all it displays is an axis. No text appears at all.

Imagine (on my Amiga) is very picky about which PostScript fonts will work, and which won't, the ones that don't either give you an error message, or just a pointless axis (literally).

---

I bought a set of over 100 PS fonts when I first got 2.9, and by trial and error, found that only EIGHT of them would work !  
I've studied them all, but can't find the common denominator in the ones that work, which is missing in the ones that don't.

I believe that Imagine 3.2 has a better success rate, (at least better than 8% !) but maybe a PC man with 3.2 could let us know if this is true.

--

~=====  
Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -  
-----

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#### **1.444 MSG-441 Subject: Re: Creating faces in the spline editor**

Subject: Re: Creating faces in the spline editor  
Date: Monday, 22 May 1995 21:59:08  
From: Dave Rhodes <dave@darhodes.demon.co.uk>

-----  
Hi Steve.

> Is there a way to limit the number of faces and points created  
> in the Spline editor? I created a simple outline with about 10  
> knots and then added points (extruded to 50 units), with no bevels,  
> faces on both front and back, and a godzillion tiny faces get created!  
> I don't need that many, is there someway to reduce the number of faces and  
> points?

Yes there is, luckily.

After you get the splines the way you want them, (i.e.the outline looks good), scale the \_axis only\_ to be bigger, befor you add points, and it will make far less edges out of the splines.

It's not very scientific, I know, but at least you can just keep trying with different axis sizes until you get the resolution you want. You don't have to delete the points if you go too far, for example, just go to add points and do it again, and the old points will have gone.

Obviously, the same works the other way, in that making the axis smaller will make more points/edges/faces on the object.

--

---

~=====~  
Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -  
-----

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### 1.445 MSG-442 Subject: Re: Crestline Fax

Subject: Re: Crestline Fax  
Date: Monday, 22 May 1995 23:06:03  
From: Broctune@aol.com

-----  
I can't find a fax number but I do have this

Crestline Software publishing  
P.O. Box 4691  
Crestline, CA 92325 USA  
Tel. 909-338-1786

Also I think some of their products are available at AntiGravity

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### 1.446 MSG-443 Subject: Spike Fx Prob (PC)

Subject: Spike Fx Prob (PC)  
Date: Tuesday, 23 May 1995 00:16:10  
From: gregory denby <gdenby@elgreco.helios.nd.edu>

-----  
Before I write a bug report letter let me ask: Anyone else using Imagine v 3.2 PC having a problem with the Spike FX. It is doing nothing when I use it. My Amiga version is just fine, as it was in earlier versions.

Explode, fireworks, and shred all work just fine, but I suppose I'll have to look at them all.

Thanks for replies,  
Greg Denby

---

gdenby@darwin.cc.nd.edu

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## 1.447 MSG-444 Subject: Adding brushes/Edit Axis

Subject: Adding brushes/Edit Axis

Date: Tuesday, 23 May 1995 09:39:00

From: Toby Edwards <tobs@perihelion.co.uk>

-----  
I am having a problem with mapping a brush to an object,  
the object in question is a roof, but not just an  
ordinary roof !

The roof is bowed somewhat and is alot narrower at the  
top than the bottom.

When I map the tiles iff to it (using colour, genlock,  
flat Z, flat X) instead of the tiles looking as if they  
were straight across they appear to bow TOWARDS the top of the  
roof ! (I would have thought the other way !).

I have tried editting the axis but it doesnt seem to  
have any effect, eek, err... What effect should  
rotating/scaling (!) do (apart from the brush  
disappearing). I think I am a bit confused by this  
edit axis thing... errr ... help ?!

Lost and confused,

Toby

=====  
"Remember kids, if theres a gun in the room"  
"make sure your the one holding it."  
-- Captain Combat  
=====

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---

**1.448 MSG-445 Subject: Re: Postscript fonts**

Subject: Re: Postscript fonts  
Date: Tuesday, 23 May 1995 12:38:52  
From: Mike McCool <mikemcoo@efn.org>

---

> Hi, just replying about some folks having probs with PS fonts.  
> I have with great success, any .pfb PC PS fonts. No errors at all.  
> Haven't tried any Amiga PS fonts as I have many, many PC PS fonts.  
> BTW, I am using the Amiga version of Imagine.  
>

I thought folks were exaggerating, when they said they were getting like one out of eight fonts to load and work properly. Then I started finding all these fonts that wouldn't work. Even PS fonts that would load into the spline editor wouldn't always extrude. Got that message about bad numbering bug.

Word to the wise: if Imagine asks you to show results, for gravy's sake say yes. It spent the next five minutes spewing out all the incorrectly numbered spots on the font. I couldn't re-boot out of the mess, cause I was doing something of vital importance to the survival of mankind on another screen.

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**1.449 MSG-446 Subject: Re: Black triangles**

Subject: Re: Black triangles  
Date: Tuesday, 23 May 1995 12:45:08  
From: Mike McCool <mikemcoo@efn.org>

---

> >Object feature under Add.... the Spline stuff is used for refrence I  
> >think.. but there might be a way to get the spline fonts to come to  
> >Detail.. I just don't bother with that way... maybe someone else can  
> >mention it..  
>  
> You have to use the ADD points function in the Spline editor. This makes an  
> object out of your curves. You can then save this object, just as you would  
> in detail (just remember to use the save points item, not the save item).  
>  
> If you add a font object in detail, it uses amiga bitmap fonts, giving you a  
> lot less detail, and you lose the beveling options you have in the Spline  
> Editor

---

Thanks, Torgier, for reminding us. It really does pay to read the manual--be it ever so mumbly.

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## 1.450 MSG-447 Subject: Babylon 5 .iob's

Subject: Babylon 5 .iob's  
Date: Tuesday, 23 May 1995 12:49:06  
From: jonathan.haigh@unn.ac.uk

-----  
Hi all,

Re- the problems in converting the LWOB's to iob's for PC.

I have already mailed one or two people personally about this problem, If you can't get access to Creations (north) BBS , like if you are using a university account, then a possible solution to the problem was suggested by the sysop,

namely, since there seems to be no converters yet, that we might upload the converted objects to the aminet so that you can all get at them.

This may take a short amount of time as we both have exams looming but quite alot of the objects have been converted for our own use already, we can finish this off in between revision and exams and upload them.

Since there seems to be a demand then we'll get on to it. Don't hold your breath though as it may take a week or two...

JR.

-----  
Oops I've run out of Tagline idea's. Quick Brainstorm.....

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## 1.451 MSG-448 Subject: Phone

---



Subject: Phone  
Date: Tuesday, 23 May 1995 14:22:30  
From: Mike McCool <mikemcoo@efn.org>

---

Anybody ever come across a telephone object, either for us, for LW?

Thanx.

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### 1.452 MSG-449 Subject: Spline editor

Subject: Spline editor  
Date: Tuesday, 23 May 1995 14:34:58  
From: milan@Dieppe.artmediatech.nl (Milan Polle)

---

Hi all,

wouldn't it be a lot easier if you could just specify the maximum angle you would like to have in your object, to reduce the point/edge/face count? This way you also get rid of a lot of inline vertices forming a simple straight line.

And it would also be neat if you could convert a spline from the spline editor to a path for use in stage or extrusion in detail.

You can make an outline of edges and points in spline though, for use in the detail editor with spin or sweep or something. Just make sure the shape is closed and don't add any faces.

Let your Imagination run wild, Milan

BTW Neat .sig about the earth sucking :)

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### 1.453 MSG-450 Subject: Re: Black triangles

Subject: Re: Black triangles  
Date: Tuesday, 23 May 1995 17:11:49

---

From: Torgeir Holm <torgeirh@powertech.no>

---

On 22-May-95 02:17:12, Anime a day... wrote:

> Funny, I was just messing with font objects since someone was asking  
> (btw, I might have steared that user wrong.) If you want to USE the fonts  
> in the Detail editor, just go to the Detail editor and use the Make Font  
> Object feature under Add.... the Spline stuff is used for refrence I  
> think.. but there might be a way to get the spline fonts to come to  
> Detail.. I just don't bother with that way... maybe someone else can  
> mention it..

You have to use the ADD points function in the Spline editor. This makes an object out of your curves. You can then save this object, just as you would in detail (just remember to use the save points item, not the save item).

If you add a font object in detail, it uses amiga bitmap fonts, giving you a lot less detail, and you lose the beveling options you have in the Spline Editor

Torge!r

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## 1.454 MSG-451 Subject: Re: Imagine's future

Subject: Re: Imagine's future  
Date: Tuesday, 23 May 1995 17:11:51  
From: Torgeir Holm <torgeirh@powertech.no>

---

On 22-May-95 10:04:49, Breno A. Silva wrote:

> I've seen of those Digimax stuff actually working, and I've gotta  
> admit that it's big bang for the buck(\$700). Keep in mind it looks like  
> a poor man's solution for 3d digitizing, but after some gluing... it works!  
> Works very well. And it comes with the software, that's got basically the  
> [...snip...]  
> its turn costs around \$2,500 \_without\_ the software... well, you get the  
> picture. So, if you want my advice, just get a good hot glueing/soldering  
> device and step on it! ;)

And it also got the DV magazine's award of excellence (or something like that), and scored the most points in their 3D digitizer test.

---

Torge!r

Thread 7

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## 1.455 MSG-452 Subject: Re: Displaying text in spline editor--help

Subject: Re: Displaying text in spline editor--help  
Date: Tuesday, 23 May 1995 18:04:21  
From: Waland J F <walaj@essex.ac.uk>

> All these references to TypeSmith . . . I'm a bit new to fonts,  
>so pardon my asking, but is this a pd util?

nope, it's commercial, I'm afraid...

theres a review on aminet...

TypeSmith2.02.txt docs/rview 5K Text: TypeSMITH version 2.02

jon

Jonathan Waland University of Essex, UK walaj@essex.ac.uk  
A4000/030-25/882-33 14Meg Ram, 540Meg Hard, 2x Floppy, Double Speed CDROM  
<<http://cswww2.essex.ac.uk/users/walaj/homepage.html>>

Thread 437

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## 1.456 MSG-453 Subject: TEXTURES...

Subject: TEXTURES...  
Date: Tuesday, 23 May 1995 18:48:05  
From: Lumbient@aol.com

High I would like to converse about an idea I had one night about a texture.  
But I have limited coding experience and(as you know!) no compiler. I don't  
know who I can trust! Maybe Milan, or ??? The texture would be awesome! and  
allow ANYONE to write textures for their favorite program(not LW!  
Imagine!!!). Please someone respond!

---Lumbient

Thread 202

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## 1.457 MSG-454 Subject: Re: Digimax WAS: Imagine's future

Subject: Re: Digimax WAS: Imagine's future  
Date: Tuesday, 23 May 1995 19:06:01  
From: Joe Cotellese <joece@ensoniq.com>

---

Not owning one I am not sure if this is feasible but wouldn't it be better if instead of gluing the arm was spring loaded? I would imagine it would be more flexible and probably not much more expensive?

Joe Cotellese

>a poor man's solution for 3d digitizing, but after some gluing... it works!

>Works very well. And it comes with the software, that's got basically the

[...snip...]

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## 1.458 MSG-455 Subject: Re: Phone

Subject: Re: Phone  
Date: Tuesday, 23 May 1995 19:18:42  
From: Roger Straub <straub@csn.net>

---

On Tue, 23 May 1995, Mike McCool wrote:

> Anybody ever come across a telephone object, either for us, for LW?  
>

Carmen Rizollo has made one, I can uuencode it to those who want it. It

---

IS rather large, however, and will run over the memory limitations of most users.

> Thanx.  
>

See ya,  
Roger

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### 1.459 MSG-456 Subject: Re: Black triangles

Subject: Re: Black triangles  
Date: Tuesday, 23 May 1995 21:35:27  
From: Martin Keitel <mk-tel@sik.ppoy.fi>

-----  
On Mon, 22 May 1995, Anime a day... wrote:

> anyway.. back to the black triangles. I just rendered a Capital 'T'  
> that was extruded and started adding textures to it.. I got a great  
> effect with the Monster & Pebbles textures on it and a green color to it..  
>  
> well, there ARE black streaks in it...and I did have a second light  
> caszting shadows.. it sucks.. but I guess I have to tinker with it or  
> lose the second light...  
>

I'm not quite sure that this is the same problem here. Because a capital T is not the kind of object that should produce these black triangles. And secondly, I have noticed some unwanted black shadowlike spots in monster texture even when there are no shadow casting lights. I think there is something wrong with the texture.

Marty

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### 1.460 MSG-457 Subject: Re: Displaying text in spline editor--help

Subject: Re: Displaying text in spline editor--help  
 Date: Tuesday, 23 May 1995 23:12:43  
 From: greggh@slip6.odyssey.apana.org.au (Gregory Hellenen)

-----  
 Hi Mike (Mike McCool), in <Pine.SUN.3.91.950522104214.29381A-100000@haus.efn.org> on May 22 you wrote:

> Hey y'all,  
 >  
 > All these references to TypeSmith . . . I'm a bit new to fonts,  
 > so pardon my asking, but is this a pd util?  
 Most definitely not.  
 TypeSmith is an excellent commercial product from Soft-Logik (the PageStream people). AFAIK it is the only PS font editor/creator for the Amiga.

--  
 +-----//\\_\_/E\S\C\O\M\\_\_/\\_\_/\\_\_+  
 Gregory Hellenen AMIGA is REBORN /// Lecturer Information Technology  
 Developer - LaseRage /// SEMC TAFE Western Australia  
 Ferndale W.A. Australia \_\_/\\_\_/\\_\_// greggh@odyssey.apana.org.au  
 CBMNET:greggh@laserage.adsp.sub.org\XX/ greggh@laserage.DIALix.oz.au  
 +-----+

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## 1.461 MSG-458 Subject: Re: Displaying text in spline editor--help

Subject: Re: Displaying text in spline editor--help  
 Date: Wednesday, 24 May 1995 00:04:47  
 From: Torgeir Holm <torgeirh@powertech.no>

-----  
 On 22-May-95 10:43:18, Mike McCool wrote:

> All these references to TypeSmith . . . I'm a bit new to fonts,  
 >so pardon my asking, but is this a pd util?

Nope, it's a commercial program from SoftLogic

Torge!r

---

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## 1.462 MSG-459 Subject: Re: Postscript fonts

Subject: Re: Postscript fonts  
Date: Wednesday, 24 May 1995 00:27:37  
From: yrod@ozemail.com.au

---

Hi, just replying about some folks having probs with PS fonts.  
I have with great success, any .pfb PC PS fonts. No errors at all.  
Haven't tried any Amiga PS fonts as I have many, many PC PS fonts.  
BTW, I am using the Amiga version of Imagine.

Rodney Macey  
yrod@ozemail.com.au  
.... generating ... 01.48% complete

Thread 445

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## 1.463 MSG-460 Subject: Re: Digimax WAS: Imagine's future

Subject: Re: Digimax WAS: Imagine's future  
Date: Wednesday, 24 May 1995 00:55:28  
From: Torgeir Holm <torgeirh@powertech.no>

---

On 23-May-95 14:06:01, Joe Cotellese wrote:

>Not owning one I am not sure if this is feasible but wouldn't it be better if  
>instead of gluing the arm was spring loaded? I would imagine it would be  
>more flexible and probably not much more expensive?

Sounds to me as if a spring load would be a lot less safe than gluing the  
model on. When you're digitizing, you don't want that model to slip at all.  
And if it has an awkward shape, a spring loaded arm would have problems  
holding it without it slipping.

just my 2 norwegian xre's worth

---

Torge!r

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### 1.464 MSG-461 Subject: Re: How do you make trees ?

Subject: Re: How do you make trees ?

Date: Wednesday, 24 May 1995 01:11:00

From: Martin Keitel <mk-tel@sik.ppoy.fi>

---

I have also had lots of troubles making trees. But my troubles haven't actually been in the modelling itself (well, I admit a realistic tree is not one of the simplest objects to model) but in how to make the tree consume as little memory as possible yet remaining somewhat detailed. And this is naturally because I want to make a forrest, or a garden at least.

But let's think about it. A forrest is made of hundreds of objects that have (or at least can have) exactly the same structure. Why couldn't it be possible to clone an object in the stage editor as many times as one wants, so that the object is loaded only once. In this way, only the object's position, size and alignment data would consume precious memory. Actually I expected this from 3.0:s clone function.

Now, wouldn't this be a nice feature in 4.0?

Marty

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### 1.465 MSG-462 Subject: Re: How do you make trees.

Subject: Re: How do you make trees.

Date: Wednesday, 24 May 1995 01:27:00

From: Martin Keitel <mk-tel@sik.ppoy.fi>

---



On Tue, 16 May 1995, Dylan Neill wrote:

> > If you have Vista/Vistapro create a landscape with trees in it export to Imagine  
> > then just cut out the trees you want.  
> >  
> > Can anyone confirm this will work as I don't have Vista?  
>  
> Nah, I've tried it before and it only saves the landscape. (PC and Amiga  
> versions)  
>  
But naturally you can render close-ups of trees in Vista and use them as brush maps in Imagine. Vista really makes some very nice looking trees if you use high or ultra detail. I hope they would add a feature in Vista, which would enable you to use Imagine (or DFX) objects in the landscape. I know you can save DEM landscapes in Imagine format, but they consume so much memory.

Marty

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## 1.466 MSG-463 Subject: Re: Quickies (snow)

Subject: Re: Quickies (snow)  
Date: Wednesday, 24 May 1995 01:33:43  
From: Martin Keitel <mk-tel@sik.ppoy.fi>

-----  
On Tue, 16 May 1995, gregory denby wrote:

> Quick snow (a little memory intensive.) Create a primitive disk, six sides.  
> Save as "flake." Create another primitive, anyone may do, depending on  
> the situation. I like to use another 6 sided primitive disk. Scale it  
> large. Pick all edges. Fracture, fracture, fracture. Pick object.  
> fracture = .5. Bend, twist, shear, pull push, etc till well deformed.  
> Apply particles, specify file "flake," align to face, specify size to  
> something small, around 5 +- 2. Set attribute to bright. Render.  
>  
> Of course, succeeding deformations can be used for various states, making  
> a swirling snow storm.

Why not use the particle effect with rain option to make animation? I have made a "rain" of autumn leaves with this technique. A plain plain (plain plain?) with enough sections will do as the rain object though.

Marty

---

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### 1.467 MSG-464 Subject: Re: Quickies (snow)

Subject: Re: Quickies (snow)  
Date: Wednesday, 24 May 1995 01:44:12  
From: gregory denby <gdenby@elgreco.helios.nd.edu>

---

I wrote some stuff about making quick snow showers, and Marty (Keitel) replied "Why not use the particle effectwith the rain option..."

I've got to admit that after my first few tries with particle, and was unable to figure just what was going to happen with the FX, I decided to form shapes by hand. That way I could be assured of not having particles flying out of walls or bouncing of of invisible coordinates.

Just recently I've been working with the FX a lot more, and I suppose I'll get a better grasp of how they work. For now it is still easier to make a shape out of fractured faces, and sweep 'em around a corner.

Greg Denby  
gdenby@darwin.cc.nd.edu

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### 1.468 MSG-465 Subject: Programming Textures

Subject: Programming Textures  
Date: Wednesday, 24 May 1995 02:57:21  
From: DAVEH47@delphi.com

---

Hi Imagine users!

I keep hearing talk on this "channel" about programming textures. Not to sound naive, but...you mean one can program CUSTOM textures for Imagine? Like in C or C++ ?????? Can anyone tell me how to

---

get info. on how to do it?

-- Dave (DaveH47@delphi.com)

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### 1.469 MSG-466 Subject: Trees and stuff

Subject: Trees and stuff  
Date: Wednesday, 24 May 1995 03:19:00  
From: w.graham6@genie.geis.com

---

If you have the RAM, you can make forests, porcupine quills, things like that by duplicating the base object, say the ground, selecting some of it's polys and making a subgroup out of them, and doing custom particles, one set for the tree, one for the leaves. To save memory, you can delete the polys not included in the particles. The particles are positioned on the triangles based on the position of the particle object's axis, so for the tree just make sure the axis is at the bottom, and make sure the leaves axis is in the same place. With a texture on them, and if you don't look too close, it'll work. Needs lots of RAM, tho, but does work. Coplanar, a way of life.

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### 1.470 MSG-467 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 24 May 1995 04:28:29  
From: imagine-relay@email.sp.paramax.com

---

On 22-May-95 10:43:18, Mike McCool wrote:

> All these references to TypeSmith . . . I'm a bit new to fonts,  
>so pardon my asking, but is this a pd util?

Nope, it's a commercial program from SoftLogic

Torge!r

---

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### 1.471 MSG-468 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 24 May 1995 05:42:37  
From: imagine-relay@email.sp.paramax.com

---

On Tue 23-May-1995 2:20a, aciolino wrote:

a>  
a> I have the same problem with Amiga Imagine 2.0 and PC Imagine 2.0. I  
a> stopped using the Amiga and went to PC 3.0, but I've loaded those  
a> objects since then, and nothing was wrong.  
a>  
a> Point is: I've had the problem. I think I resolved it by re-adding my  
  
a> Red to the object (255 in this case).  
a>  
a> I never had the lights issue, though. Mostly because I don't usually  
a> use White Light.

Actually I found out what the problem was I noticed that the reflect settings had been altered too. So I reset them and now everything seems to be working fine. Does anybody know if PcFormat HD Disk version came with Attributes. Also does anybody know what the RGB values are for GOLD .

Thanks to all those who have replied to this message and I am very grateful for your help.

V-Tag:

New from McAfee: WiScan. Removes all Windows programs.

Bill Falconer

Written on The Attic BBS .Contact me on the BBS as Bill F or mail me at billf@attic.apana.org.au

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### 1.472 MSG-469 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 24 May 1995 06:26:26  
From: imagine-relay@email.sp.paramax.com

---

---

On Wed, 17 May 1995 aciolino@ccmail.rrdts.donnelley.com wrote:

>  
> Hmmm...I wonder what would happen if I told Imagine to Load an object  
> (a Tree!)? Would it load 500 trees if I had 500 points via the  
> particle effect? Or would it load just one tree, save memory, and  
> simply render 500 copies of it, exponentially increasing rendering  
> time...  
>

It does load all the trees. Nevertheless, I made an island with trees in the following way:

I generated the island with Vista Pro and Terraform and used several mountaintop textures to alter the colour at different altitudes of the surface (I also used the bumpnoise texture to add more detail to landscape).

I modelled a very simple trunk of a tree with a few branches to use as a particle object.

I duplicated the whole landscape and removed most of its points (this was rather laborious because I wanted the trees to be scattered around somewhat realistically). Then I told this new object to be a particle object with the simple tree as the particle (I copied the tree to ram: to speed up rendering).

Then I copied this leafless forest-object again. I changed the particle from the tree to spheres and adjusted the size of the particles so that it was convenient. This object was moved slightly higher than the trunk object because it was supposed to make the leaves to the trees.

I made it a fog object and added the zooloo-texture to make small dots in it representing leaves (you might use some other texture for this purpose). Voila!

The whole island still consumed lots of memory but I was able to render it and a bunch of birds without troubles with 18 megs of RAM (not my own Amiga, I only have 6 megs).

I was disappointed that the depth of field effect does not work with fog objects. If the fog object doesn't have a texture it really doesn't matter. But if it does, it gets blurred heavily even when it should be perfectly in the focus.

Marty K

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**1.473 MSG-470 Subject: VISTA PRO3 and TOASTER on PC**

---

Subject: VISTA PRO3 and TOASTER on PC

Date: Wednesday, 24 May 1995 10:54:25

From: surentrr@vax.sbu.ac.uk

-----  
Yes ! 2 Great things are on the horizon :-)

1) In the current PC FORMAT , in the News section they mention that the guys who produced the Video Toaster on the Amiga have released a similar product on to the PC Market (in America ). I cannot remember its name or specific details (the copy is at home ).

2) Future publishing (the people who publish PC formats ,Amiga Format e.t.c. ) are selling another PC mag . called PC Guide . On the cover of the first issue will be the FULL version of Vista Pro 3.0 (CD ONLY)  
The reason I think it is the full version is that the cover will have two CD's on it . In the past Mags have given cover programs which are incomplete.

I think it's priced around 5.00 pounds . I think its aimed towards new users and people who are just starting out on computers/PC's

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## 1.474 MSG-471 Subject: Re: Digimax

Subject: Re: Digimax

Date: Wednesday, 24 May 1995 12:24:04

From: "Breno A. Silva" <INF02%BRUFSE.BITNET@VTBIT.CC.VT.EDU>

-----  
I totally agree with Torgeir (did I spell it right?). A spring holder would certainly distort the shape as it's being digitized. That's why they suggest hot glueing devices, and not normal glues. Remember you need to rotate the object very frequently around the x axis, so it'd be easy to lose it's fixed axis correspondently if you had a loosy connection. By the way, that's on the left side. The right side appears to have a more "pressure-like" approach, 'cause it's the one mechanically dedicated to make easier the rotation.

While we're on the subject, it's amazing how the software builds the object for ya. It seems to create cross sections in the orientation you're digitizing, and then later builds the object, and the cross-sections are point relativity independent, so you can easily add more points in the area you need, without worrying. The other software I saw just simply couldn't do any connection to the object after you'd made a digitizing "pass". Really amazing.

Greetings,

---

\*\*\*\*\*  
\* Breno A. Silva <INF02@BRUFSE.BITNET> \*  
\* PRO Graph Computer Graphics \*  
\*\*\*\*\*

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## 1.475 MSG-472 Subject: MovingTheAxis

Subject: MovingTheAxis  
Date: Wednesday, 24 May 1995 13:15:58  
From: Mike McCool <mikemcoo@efn.org>

-----  
Hey Joe,

If I understand your query, you should be able to just click the Shift button, then the Move button, and put your axis anywhere you want it.

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## 1.476 MSG-473 Subject: Re: Programming Textures

Subject: Re: Programming Textures  
Date: Wednesday, 24 May 1995 14:34:48  
From: Joe Cotellese <joe@ensoniq.com>

-----  
Dave,

The information you seek is on AMINET. There is a document which describes how to program textures for Imagine. If you wish to program textures for the PC you must be using a compiler which supports the relocatable executable format (REX) the only one that I know of is Watcom 10.x. I am really bummed about it, I have VC++ and Borland. I really don't want another compiler on my system :-).

Joe Cotellese

Hi Imagine users!

---

for Imagine? Like in C or C++ ?????? Can anyone tell me how to get info. on how to do it?

-----  
x>"1???

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### 1.477 MSG-474 Subject: Re: How do you make trees ?

Subject: Re: How do you make trees ?  
Date: Wednesday, 24 May 1995 14:38:37  
From: Joe Cotellese <joec@ensoniq.com>

-----  
Actually, this would be a great feature. I really wish we had that capability. I have 16MB of RAM but it never seems to be enough. =20

Actually though, if you did want to do a forest couldn't you just render some trees and that picture as a backdrop. I would guess that if you placed some additional trees in front of the backdrop you could make a pretty realistic looking forest.

Joe Cotellese

be possible to clone an object in the stage editor as many times as one wants, so that the object is loaded only once. In this way, only the object's position, size and alignment data would consume precious memory.=

Actually I expected this from 3.0:s clone function.

Now, wouldn't this be a nice feature in 4.0?

-----  
x>"&????Q?0

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### 1.478 MSG-475 Subject: Re: How do you make trees.

Subject: Re: How do you make trees.  
Date: Wednesday, 24 May 1995 14:45:34

---



From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

-----  
Hello Martin, on May 24 you wrote:

> But naturally you can render close-ups of trees in Vista and use them as  
> brush maps in Imagine. Vista really makes some very nice looking trees if  
> you use hihg or ultra detail. I hope they would add a feature in Vista,  
> which would enable you to use Imagine (or DFX) objects in the landscape.  
> I know you can save DEM landscapes in Imagine format, but they consume  
> \_so\_ much memory.

If Imagine had an Arexx interface the ASCII scripts that Vista produces for the camera could come in real handy. These scripts contain the map coordinates, pitch, roll, yaw etc. You could render an aircraft or vehicle on a black background to follow the Vista camera movements and composite it onto the Vista landscape.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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## 1.479 MSG-476 Subject: Re: About Particles

Subject: Re: About Particles  
Date: Wednesday, 24 May 1995 14:49:33  
From: Ian Smith <iansmith@moose.erie.net>

-----  
On Wed, 24 May 1995, Joe Cotellese wrote:  
> Does STARS work with Imagine 2.0 (I have 3.0 for the PC).  
>  
> Joe Cotellese  
>  
> Wouldn't Ian's STARS.LHA do what he wants? Works great for me.

I don't see why it wouldn't work with 2.0 as long as you don't try and make it a particle object.

--  
Imagine Page - Visit!  
IanSmith@moose.erie.net <http://moose.erie.net/~iansmith>

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## 1.480 MSG-477 Subject: Is it soup yet?

Subject: Is it soup yet?  
 Date: Wednesday, 24 May 1995 14:55:00  
 From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-----  
 Just curious. Wasn't v3.3 due last month and 4.0 this month?=" duck and cover...incoming" /-----  
 | Mike van der Sommen / \_ /\_/ /\_/ /\_ \ / | Santa Barbara, Ca. /\_/ / \ / / / / \ | mike.vandersommen@caddy.uu.silcom.com HAUS BBS (805-683-1388) | "Irony can make revenge a welcome alternative" \-----  
 ----- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388  
 8

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## 1.481 MSG-478 Subject: Re: Phone

Subject: Re: Phone  
 Date: Wednesday, 24 May 1995 15:01:34  
 From: etxwtg@epa.ericsson.se (Per-Erik Westerberg - T/HY)

-----  
 > On Tue, 23 May 1995, Mike McCool wrote:  
 >  
 > > Anybody ever come across a telephone object, either for us, for LW?  
 > >  
 >  
 > Carmen Rizollo has made one, I can uuencode it to those who want it. It  
 > IS rather large, however, and will run over the memory limitations of  
 > most users.  
 >

The object can be found in aminet under gfx/3dobj and it is named "SpeakrFON.lha".

> > Thanx.  
 > >  
 >  
 > See ya,

> Roger  
>

```
/* Per-Erik Westerberg ! \ ~~~ E-mail: etxwtg@eogss.ericsson.se */
/* Ericsson Telecom AB ! !>-!"> Voice: +46 (0)8 7193683 Fax: ...94060 */
/* EO8/ETX/TX/HM ! / ~~~ */
/* 12625 Stockholm ! . . . "Yet to be filled in with ...?" . . . */
```

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## 1.482 MSG-479 Subject: FAQ and question

Subject: FAQ and question  
Date: Wednesday, 24 May 1995 15:22:58  
From: Joe Cotellesse <joec@ensoniq.com>

-----  
Hello,

If anyone is interested, I converted latest Imagine FAQ into a Word 6.0 document - complete with tables and Table of Contents. (Not that I don't have a life, just wanted to learn some new Word features). It still needs some work and I'll probably improve it with the next FAQ release.

If you are interested email me with the Subject FAQ REQUEST and I'll send it to you.

Now, the question. Is there anyway to interactively move the Axis on an object? I swore I was able to do that before but last night I couldn't find anything. Basically I was playing around with the deformations last night and wanted to move the axis around to see what effect it had. The only way I found was to use the Transformations requester. I would much rather just drag the axis to a new spot on the object.

Joe Cotellesse

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## 1.483 MSG-480 Subject: Re: About Particles

---

Subject: Re: About Particles  
Date: Wednesday, 24 May 1995 15:25:51  
From: Joe Cotellese <joe@ensoniq.com>

---

Does STARS work with Imagine 2.0 (I have 3.0 for the PC).

Joe Cotellese

Wouldn't Ian's STARS.LHA do what he wants? Works great for me.

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## 1.484 MSG-481 Subject: COOL PIC's

Subject: COOL PIC's  
Date: Wednesday, 24 May 1995 15:56:37  
From: Granberg Tom <tom.granberg@TV2.no>

---

HEY DUDES!

I've been out of reach the last couple of months, due to mailserver problems here at TV2 in norway.

I've promised you all some godies to look at, my first attempt to upload it to

aminet didnt work, so instead I made a deal with a friend of mine to make a homepage(html) for it. And here are the address:

[www.nhidh.nki.no/~pednaa](http://www.nhidh.nki.no/~pednaa)

Then click on the "Tom Granberg homepage"

Remember that none of the pictures can be used whitout my permission, but you may

download it for your own pleasure/inspiration. All of pictures are modeled&rendered in imagine, have look and enjoy!

Please feel free to send me some thoughts about what you like or not.

See you around?

[tom.granberg@tv2.no](mailto:tom.granberg@tv2.no)

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---

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## 1.485 MSG-482 Subject: Re: FAQ and question

Subject: Re: FAQ and question  
Date: Wednesday, 24 May 1995 18:20:27  
From: Roger Straub <straub@csn.net>

-----  
On Wed, 24 May 1995, Joe Cotellese wrote:

>  
> Now, the question. Is there anyway to interactively move the Axis on an  
> object? I swore I was able to do that before but last night I couldn't

Yah - just hold down shift when you press 'm', and you will move the axis  
only. Or click on the 'Shft' button on the screen.

> Joe Cotellese

See ya,  
Roger

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## 1.486 MSG-483 Subject: Phone

Subject: Phone  
Date: Wednesday, 24 May 1995 18:58:24  
From: Torgeir Holm <torgeirh@powertech.no>

-----  
On 23-May-95 13:22:30, Mike McCool wrote:

>Anybody ever come across a telephone object, either for us, for LW?

I think Carmen R. made a phone object a while back.. Should be on aminet in  
3Dobj.

Torgeir

---

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### 1.487 MSG-484 Subject: Re: Telephone (fwd)

Subject: Re: Telephone (fwd)  
Date: Wednesday, 24 May 1995 20:15:31  
From: Mike McCool <mikemcoo@efn.org>

---

Hey Brian, et al,

Thanks, you, for the offer of the cordless. I'm afraid this is for a personal project, and my style is the old coaltar plastic phones with the traditional rotary dial and the headsets heavy enough to crack hickory nuts.

Strangely enough there's an awakening of interest in this style of phone. Yuppies (you know, those people who have wire phones on them all the time and who wonder why the stats on brain tumors are going off the charts) are gobbling up these old phones at garage sales and thrift shops and having them renovated to use in their homes. How quaint.

But thanks again, for the tip on tomahawk. I'll shoot over there when I hang up and check out your object. If not for now, for later use, right? See ya.

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### 1.488 MSG-485 Subject: Re: Moving Axis - Thanks

Subject: Re: Moving Axis - Thanks  
Date: Wednesday, 24 May 1995 20:39:29  
From: Joe Cotellese <joeec@ensoniq.com>

---

Thanks to everyone who responded to my moving axis question. I knew I was able to do it, I just forgot how

Anyway, as Mike Reid puts it:

---

>Select the object then hold down the shift key and press R to rotate, S to  
>scale and M to move the axis. You can also use the transformation requester  
>(R Alt/Amiga / T) and select axis only. Hope this helps.

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## 1.489 MSG-486 Subject: Quickies!

Subject: Quickies!  
Date: Wednesday, 24 May 1995 20:48:27  
From: Charles Blaquiere <blaq@io.org>

---

Hey, this is fun! After a week away from home, I come back to find lots of little modelling tricks in my mailbox! C'mon folks, let's make this a thread to archive. I volunteer to save all contributions and upload them to Aminet as a worthy text file.

Let's keep the thread moving. I'm sure there are a lot more quickies waiting to be shared.

I guess "slicing an object with itself, to create a group with separate objects corresponding to each separate object part" (the opposite of Joining a group into a single object) would qualify for the quickie hall of fame, right?

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## 1.490 MSG-487 Subject: FAQ and question

Subject: FAQ and question  
Date: Wednesday, 24 May 1995 20:48:32  
From: Torgeir Holm <torgeirh@powertech.no>

---

On 24-May-95 10:22:58, Joe Cotellese wrote:

>Now, the question. Is their anyway to interactively move the Axis on an  
>object? I swore I was able to do that before but last night I couldn't find

---

>anything. Basically I was playing around with the deformations last night  
>and wanted to move the axis around to see what effect it had. The only way I  
>found was to use the Transformations requester. I would much rather just  
>drag the axis to a new spot on the object.

Shift-M

Torge!r

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### 1.491 MSG-488 Subject: Re: About Particles

Subject: Re: About Particles

Date: Wednesday, 24 May 1995 21:11:31

From: Charles Blaquiere <blaq@io.org>

---

> From: Torgeir Holm <torgeirh@powertech.no>  
>  
> >Well, it depends on how small you want the cubes to be. If you want  
> >hundreds of them then it might be very hard to model the sphere made of  
> >cubes.  
> > [...snip...]  
> >There might seem to be a lot of work in this.  
>  
> It is also possible to replicate the cube along a primitive sphere.  
>  
> Just add a primitive sphere, make a tiny cube, and replicate it along a  
> path. Type in the sphereobject name (should be sphere) as the path,  
> enter the number of copies, and \*Shazam\*! You have a sphere covered with  
> cubes...

D'oh!

And to think of all the clicking I had to go through, not to mention digging Mach IV (macro recorder) out of its dusty drawer... but hey, this is what this mailing list is for! To learn painfully simple answers from others with a different perspective. Thanks a bunch, Torgeir, for this quick tip! I'd pretty much given up on the "extrude along an object" trick, because extruding a circle along a sphere did not give me a 3-d wireframe sphere... but "replicating along an object" worked the first time around!

And, you can specify the wrong number of copies, to have the cubes misaligned automatically.

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## 1.492 MSG-489 Subject: Another possible bug (3.2)

Subject: Another possible bug (3.2)  
Date: Wednesday, 24 May 1995 22:36:03  
From: gregory denby <gdenby@elgreco.helios.nd.edu>

-----  
Hi All,

As I mentioned a few days ago, the FX "spike" doesn't seem to work on my copy of Imagine v 3.2 PC. No one has replied that they have the same problem, so maybe its just my copy, but... It appears Global Fog also does not work. Since "spike" works just fine on the Ami version of 3.2, I'm supposing global fog also is O.K.

Could anyone else with 3.2 PC check either of these out, since I don't want to mail Impulse with a notice of a broken feature when its just my copy.

Thanx  
Greg Denby  
gdenby@darwin.cc.nd.edu

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## 1.493 MSG-490 Subject: Re: About Particles

Subject: Re: About Particles  
Date: Thursday, 25 May 1995 00:11:32  
From: Bush Doktor <sppcarso@ultrix.uor.edu>

-----  
On Wed, 24 May 1995, Joe Cotellese wrote:

> Does STARS work with Imagine 2.0 (I have 3.0 for the PC).  
>  
> Joe Cotellese  
>  
> Wouldn't Ian's STARS.LHA do what he wants? Works great for me.

I would think so, but then I haven't tried it on 2.0.:-) Just put in the parameters you want & it makes the object. I've used it for all kinda things so far (except making stars, duh!).

---

Bush

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## 1.494 MSG-491 Subject: Re: Brush Tacking

Subject: Re: Brush Tacking  
Date: Thursday, 25 May 1995 00:24:43  
From: Charles Blaquiere <blaq@io.org>

---

> From: Roger Straub <straub@csn.net>  
>  
> > I'm sure this is relatively simple request but I haven't been able to  
> > figure out how to tack a picture down and use a special effect such as  
> > explode and keep the various parts of the picture tacked down to the  
> > various pieces as they explode. Is this possible?  
>  
> OK. Create your object. Pick it. Choose the 'States' command under the  
> 'States' menu. Click on 'Create'. Name your state. Now go into Attributes  
> (F7) and bring up the info screen for your map. type your state's name  
> into the 'LockState' field. Click on OK. That's it. Now you can use  
> explode, shredder(if you're lucky and have 3.2), particles, whatever, and  
> your map will be tacked to the object as if you painted it there yourself.

Ummm Roger, I believe that Lockstate only applies to object transforms obtained through the uses of various states; Action-editor FX modules do not take Lockstate into account. I just tried exploding a 2 x 2-section plane (big triangles = easy to see) with a repeating brushmap (double gradient -- the border where the brush repeats is highly visible). The result: the flying pieces did not carry their original brush mapping with them, but rather moved through a fixed "brushmap space", which is the problem we were trying to fix.

If the user wants an explosion where the pieces will maintain their original brushmap color, I believe (though I may be wrong) that he'll have to deform the object into an exploded shape, create a state based on that, and lock the brushmap to the default state. Does anybody else have an opinion? I really haven't touched states that much.

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**1.495 MSG-492 Subject: Decals**

Subject: Decals  
Date: Thursday, 25 May 1995 00:44:56  
From: Charles Blaquiere <blaq@io.org>

---

> From: w.graham6@genie.geis.com  
>  
> A genlock is a device that allows you to overlay rgb animation over video.  
> The Imagine genlock options are for defining colors that will be  
> transparent when using a genlock device. They have nothing to do with  
> "decals" on an object.

Actually, the "Use genlock" button, found in the brushmap requester, `_does_` have something to do with irregular decals. I just drew a red ampersand (&) on a black background. (Black was palette position zero) I added this brush onto a white plane. With "Use genlock" inactive, (the default) I got a red ampersand on a black plane, i.e. the entire image was mapped onto the object. With "Use genlock" activated, I got a red ampersand onto a white plane, white being the base color of the plane, as defined in Attributes.

So, to create irregular decals, just make sure your brush's background is color zero, and click on the "Use genlock" button.

> To decal an irregular shaped image onto an object the simple, tho  
> seemingly mysterious thing to do is to make the "background" color, i.e.,  
> the color you don't want to be noticed, the same color as the object.

Will only work if the underlying object is a solid color, without textures or other brushes.

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**1.496 MSG-493 Subject: Displaying text in spline editor--help**

Subject: Displaying text in spline editor--help  
Date: Thursday, 25 May 1995 00:51:43  
From: Charles Blaquiere <blaq@io.org>

---

> From: Dave Jacob <jacob@altair.csustan.edu>  
>  
> I want to extrude some postscript text in the spline editor, and I'm  
> following the manual,s instructions, but when it comes time for Imagine  
> to display text, all it displays is an axis. No text appears at all. I've

---

> got PC Imagine 3.0 -- can anyone tell me what I am doing wrong, or what  
> button to push?

One thing Impulse doesn't tell you is that in order to be supported, PS fonts must use the Adobe standard encoding vector. Just open up the .PFB file in any text editor and search for the following string:

/Encoding StandardEncoding

If /Encoding is something else, such as "(Postscript Outline Character Set)", then Imagine won't even show the font in the file list. If Imagine shows the font, but an empty axis appears, you may have some weird PD fonts built using who-knows-what-utility. <said in a disgusted, "ewww--cooties" tone B^> > You may then want to load the font into a translation utility, such as Fontographer or Typesmith, and resave the font. This might clean it up. Maybe.

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## 1.497 MSG-494 Subject: Re: FAQ and question

Subject: Re: FAQ and question

Date: Thursday, 25 May 1995 00:56:37

From: dunc <dunc@eraser.demon.co.uk>

-----  
Hi Torgeir,

> On 24-May-95 10:22:58, Joe Cotellese wrote:

>

> >Now, the question. Is there anyway to interactively move the Axis on an  
> >object? I swore I was able to do that before but last night I couldn't find  
> >anything. Basically I was playing around with the deformations last night  
> >and wanted to move the axis around to see what effect it had. The only way I

> >found was to use the Transformations requester. I would much rather just  
> >drag the axis to a new spot on the object.

>

it all depends on how you use the move command ie mouse or keyboard if you click on the buttons at the bottom of the screen then the object is affected if you use keyboard shortcuts then the axis only is affected (you have to use the shift button or key though)

or is it the other way around ??

duncan

---

while im here a little tip for pixpro users

if you convert an object (or obtain one) and it wont render because of face errors etc just fracture the whole object with a value of 1.0 and it should render ok im not sure if this increases the size of the object you could merge it afterwards for safty ←

```

|||||
|
|      dunc@eraser.demon.co.uk      |
|
|
|||||

```

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### 1.498 MSG-495 Subject: Re: Displaying text in spline editor--help

Subject: Re: Displaying text in spline editor--help  
Date: Thursday, 25 May 1995 00:57:31  
From: Charles Blaquiere <blaq@io.org>

> From: Dave Rhodes <dave@darhodes.demon.co.uk>

>

> I bought a set of over 100 PS fonts when I first got 2.9, and  
> by trial and error, found that only EIGHT of them would work !

Dave, for what it's worth, I've been told that the PS fonts which come with the Corel Draw CD are very palatable to Imagine.

Here's what David Hoffman had to say on CompuServe:

```

-----
#: 72715 S4/Impulse
   21-Jan-94 14:57:06
Sb: #72653-Corel Fonts & Imagine
Fm: David Hofmann 100112,3243

```

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### 1.499 MSG-496 Subject: Imagine's future... hmmm

Subject: Imagine's future... hmmm  
Date: Thursday, 25 May 1995 01:09:05  
From: Charles Blaquiere <blaq@io.org>

---

> From: Jaco Gerber <docnet!rtf@docnet.infolink.co.za>  
>

> OK, yes... the service program IS just another money-making scheme,

Actually, the continuous upgrade program is not a money-making scheme at all. If you have Imagine 3.0 and subscribe to the program, you're paying Impulse \$100 US to get versions 3.1, 3.2, 3.3, and 4.0. If you don't get onto the program, it'll still cost you \$100 US to upgrade to 4.0 whenever it's released... except you'll have spent a year or two using 3.0, while the rest of us were happily playing with the additional functions, and bug fixes, in 3.1, 3.2, and 3.3.

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## 1.500 MSG-497 Subject: Lightning and other Natural Phenomena

Subject: Lightning and other Natural Phenomena  
Date: Thursday, 25 May 1995 01:15:08  
From: Charles Blaquiere <blaq@io.org>

---

> From: surentrr@vax.sbu.ac.uk  
>  
> I don't want to resort to drawing my lightning effect using a paint  
> package as I'm not too good at 2D drawing.

Here's an idea: create a lightning bolt by zooming in on a forked area of a Mandelbrot set, using any of the 2<sup>15</sup> PD fractal programs out there. The image should be 16- or 256-level greyscale, with a black background; the outer edge of the lightning would have the darkest grey, and the innermost areas would be full white.

You could then bring down the brightness to 10%, using a PD image processor, and save as "lightning.001". Then reload, bring down the brightness to 20%, and save as "lightning.002". And so on. This 10-frame sequence could be mapped into Imagine.

Because of the color selection in the original image, revealing the brighter areas first, will make it look as if the lightning bolt is actually growing.

---

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## 1.501 MSG-498 Subject: Re: Lightning and other Natural Phenomena

Subject: Re: Lightning and other Natural Phenomena

Date: Thursday, 25 May 1995 01:16:35

From: Charles Blaquiere <blaq@io.org>

---

> From: videoman@netcom.com

>

> tried to find "blackbelt.com" no luck, ftp.backbelt.com connects to  
> someplace, but it did not look like blackbelt.

They're now on the World Wide Web! I logged on yesterday, but have no  
recollection of the exact address. Try www.blackbelt.com or www.bbelt.com.

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## 1.502 MSG-499 Subject: Re: Particles

Subject: Re: Particles

Date: Thursday, 25 May 1995 01:25:05

From: Charles Blaquiere <blaq@io.org>

---

> From: aciolino@rrddts.donnelley.com

>

> > Is it possible to add brush maps to individual objects which have been  
> > grouped together by the particle function. I dont want the brush to  
> > extend over all individual copies but rather to repeat on each object.  
> >

> > What I want to do is to create windows which have all the same picture  
> > on it.

>

> <Stuff about making a single, brushmapped plane deleted>

>

> Make a Sphere? Plane? in Detail editor. Particlize it. In the  
> particles requestor, choose the option to load an object as the

---

> particle, instead of choosing pyramid or octagon. You add the object  
> in the dialog box, and Boom! Imagine makes every particle your  
> object from the first step!

Unfortunately, particles get rendered as the base object, without their brushmap. I just tried it: I added a colorful brushmap to a plane, saved it. I added a sphere, particlized it, using my plane as the particle filename. Quick-rendered, and got a bunch of white planes. Bummer.

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### 1.503 MSG-500 Subject: States bug! and fix

Subject: States bug! and fix  
Date: Thursday, 25 May 1995 01:37:19  
From: Charles Blaquiere <blaq@io.org>

---

> From: gregory denby <gdenby@elgreco.helios.nd.edu>  
>  
> I'm using v. 3.2 on the PC (will check to see if this "feature" also  
> occurs on the Amiga) and just ran into an awkwardness in states.  
>  
> Without going into to much detail, I'll just say that I deformed  
> some objects by both manually moving points and by scaling the object.

Ummm, I hope you're not telling us that you scaled the object, axes and all, in some states? That's a big no-no, Gregory. Remember, the main axis of an object is a stable reference point, against which everything else is measured; it cannot be moved, rotated, or scaled when you are defining states. (You're allowed to do such transformations as long as you then transform the AXIS ONLY back to its former setting, leaving the axis untouched, but the points deformed)

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### 1.504 MSG-501 Subject: TIP...OCTREES

Subject: TIP...OCTREES  
Date: Thursday, 25 May 1995 01:40:24  
From: Charles Blaquiere <blaq@io.org>

---



---

> From: Lumbient@aol.com  
>  
> Anyway heres the tip-If you have an animation of a dog fight with 20  
> planes doing barrel rolls and stuff, keep the Octree level high! So  
> you can be sure of a high enough octree resolution.  
> But, if you have a single object(or two :) lower the levels. With one  
> object the # of levels can be two!  
> REASON-octrees may sound cool but the time needed to transverse the octree  
> list(nodes)can kill the preformance, so, keeping the # low can  
> significantly increase preformance!

Since you now know how octrees work, perhaps you can tell us what kind of numbers to plug into what kind of situation? I'd love to know.

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## 1.505 MSG-502 Subject: Transparent decal?

Subject: Transparent decal?  
Date: Thursday, 25 May 1995 01:43:31  
From: Charles Blaquiere <blaq@io.org>

---

> From: Mike Vandersommen <mike.vandersommen@caddy.uu.silcom.com>  
>  
> I dunno. I'm a bit confused about it myself. A previous message said the  
> color doesn't matter, as long as the "position" of the color is 0 (or  
> something like that). However, in preferences it gives a specific  
> "genlock" color for non-Amiga IFFs as f0f0f0 (white), so your example  
> would make sense. I always assumed what ever color you set for GENLOCK  
> in preferences would be the transparent color. I always set this to  
> BLACK.

Mike, please go back and reread my message. If you're using `_register-based_` images, Imagine will always use palette position zero as the genlock (transparent) area, whatever its color. For `_24-bit images_`, however, there is no palette; in this case, you must tell Imagine which of the 16 million colors you wish to make transparent.

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**1.506 MSG-503 Subject: Re: Transparent decal?**

Subject: Re: Transparent decal?  
Date: Thursday, 25 May 1995 01:54:39  
From: Charles Blaquiere <blaq@io.org>

-----  
> From: Mike McCool <mikemcoo@efn.org>  
>  
> I ALWAYS use a 24bit brushmap. It just comes out better every time.

Amen, brother! Please everyone, remember that Imagine always stores brushmaps in memory as full 24-bit images; it doesn't matter is your 320x200 logo is a 1-bit image (8K uncompressed) -- Imagine will expand it to full 24-bit when loading (192K uncompressed!)

You can't do anything about it. And when nature gives you lemons, you make lemonade. In this case, take advantage of the full 24-bit nature of all loaded brushmaps! Add subtle discolorations to your plane fuselage, they'll render faster than a texture! Add subtle, or flashy, gradients anywhere you see fit! Imagine's gobbling up the RAM anyway, so why not take full advantage of it?

In addition, there's another aspect that's quite important to understand: since every brushmap gets expanded to 24 bits/pixel, large brushmaps may not fit into memory. However, since you have a full 24 bits of color to play with, you can shrink the bitmap in a good image processing program, which will average neighboring pixels. The result will be a smaller file, which looks practically identical to the memory hog you had before. (You'd need to zoom in to see the difference) Depending on your application, in Imagine, 320x200 may be all you need.

So remember: you gain NOTHING by reducing the \_palette depth\_ of a brushmap, or converting it from 24-bit down to a smaller bit depth. You potentially gain LOTS of free memory by redusing the \_pixel size\_ of a brushmap, with little or no visible degradation. This concept should be firmly etched into every Imagine user's mind.

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**1.507 MSG-504 Subject: Quickies!**

Subject: Quickies!  
Date: Thursday, 25 May 1995 02:21:45  
From: Charles Blaquiere <blaq@io.org>

-----

> From: m.rubin9@genie.geis.com  
>  
> BlaQ or whoever started this thread:  
>  
> >I guess "slicing an object with itself, to create a group with separate  
> >objects corresponding to each separate object part" (the opposite of  
> >Joining a group into a single object) would qualify for the quickie hall  
> >of fame, right?  
>  
> Can you explain this one again? I've tried it a few times and I just  
> get the object with an additional axis, even when the object was  
> created by joining primitives. Maybe I'm missing something?

Here's an example. Add a default primitive sphere. Add a plane, 5x5 units, 1x1 sections. Extrude it 5 units to make a cube. Then replicate the cube along a path, but instead of entering the name of a path object, enter SPHERE! Select a suitable number of copies, such as 50.

You now have a bunch of cubes, but since Replicate only adds copies to your existing object, all the cubes are attached to a single axis; they're a single Imagine object.

Now here comes the trick. Pick the object, and only the object, and Slice. After a while, you'll get the usual Slice result: (and I'm not talking about "an edge is too close to an edge"! <grin> This is not 3.0) a group, with an empty axis called PARTS as the parent, and each child representing a different set of intersecting components... but since the object was sliced with itself, you get a child for each separate part of the original object, i.e. wherever a set of faces is totally distinct from the rest of the original object, and does not intersect with any other faces, it becomes an object of its own.

In this case, under PARTS you'll get 51 separate cubes, rather than one single object which just looks like 51 cubes. Think of it as the opposite of Joining separate objects into one.

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## 1.508 MSG-505 Subject: Is it soup yet?

Subject: Is it soup yet?  
Date: Thursday, 25 May 1995 02:26:23  
From: Charles Blaquiére <blaq@io.org>

-----  
> From: Mike Vandersommen <mike.vandersommen@caddy.uu.silcom.com>

---

>  
> Just curious. Wasn't v3.3 due last month and 4.0 this month?  
>  
> ..." duck and cover....incoming"

You're still new to this Impulse thing, aren't you? <grin>

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## 1.509 MSG-506 Subject: Amiga&PC in class

Subject: Amiga&PC in class  
Date: Thursday, 25 May 1995 02:31:13  
From: Charles Blaquiere <blaq@io.org>

---

> From: m.rubin9@genie.geis.com  
>  
> I've been teaching a college computer animation class on Amigas,  
> lately using Imagine quite a bit. We are probably going to buy two  
> Pentiums to add to our lab and I'm hoping that students will be able  
> to move files and images back and forth easily between the two  
> platforms. At first I guess we'll just sneakernet PC formatted  
> floppies, but I'd love to get anyone's suggestions/warnings about such  
> a mixed platform production environment, particularly around Imagine.

I intend to plop down a Pentium 100 next to my trusty Amiga 3000 this summer. I want to set up a full peer-to-peer network, so that the two machines may access each other's files transparently. I'll be asking for information and real-life experiences, both here and on CompuServe, and I certainly intend to report on my findings when done. So Jon, it may be a couple of months, but you should have an answer before the fall semester.

> Please let's not start a platform war!

Oh Gawd, please don't! I'm still dizzy from the last one.

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## 1.510 MSG-507 Subject: Re: Lightning and other Natural Phenomena

---

Subject: Re: Lightning and other Natural Phenomena  
Date: Thursday, 25 May 1995 03:01:47  
From: tome@next.com.au (Tom Ellard)

-----  
>> Also have a look at BlackBelt's "WinImages:FX" which isn't PD/shareware but  
>> comparatively cheap. It does lightning, fire, auras and all sorts of image  
>> processing with effects over time. There is a demo at blackbelt.com

>tried to find "blackbelt.com" no luck, ftp.backbelt.com connects to  
>someplace, but it did not look like blackbelt.

>

My apologies, here is some extra information regarding Black Belt.

Black Belt Systems  
Building #2, 398 Johnson Road  
Glasgow, MT (Montana)  
Postal Code: 59230  
USA

US & Canadian Sales: (800) 852-6442  
International Sales: (406) 367-5513  
Technical Issues: (406) 367-5509  
14.4 v32 Multiline BBS: (406) 367-2227  
Incoming G3 FAX line: (406) 367-2329

Company Hours: 9 A.M. through 5 P.M., M.S.T. (two hours earlier  
than E.S.T., seven hours earlier than GMT) Monday  
through Friday, excluding holidays.

Further information for modem users is also available online via the  
CompuServe Information Service (CIS) in section 8 of the ANVENA forum. Log  
onto CompuServe and type GO BLACKBELT at any ! prompt; this will take you  
directly to the ANVENA forum. Address your inquiries to CIS ID 74774,3106.

Tom Ellard, Severed Communications Australia tome@next.com.au

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## 1.511 MSG-508 Subject: Re: Rendering times

Subject: Re: Rendering times  
Date: Thursday, 25 May 1995 03:16:54  
From: cjo@esrange.ssc.se

Steve Jalim wrote;

>Am i just being unreasonable or is 14 hours for a hires 24bit trace with  
>two proceduaral terxtures, two brushmaps and a plastic bottle with water i=  
n  
>the bottom with EDLE at 0 on an Amiga 3000/040 a little on the slow side?

As we say in Sweden; spik i foten! (If you don't understand that I suppose  
you'll just have to learn Swedish, don't you ;) )  
Yesterday I rendered a 800x600 image with a (reflective) piano and a sconce  
(sort of a candlestick): 22 hours!!! :-O  
And I'm just using the default preferences, no extreme values.  
Hmmm, anybody managed to fit a Cyberstorm into a A500 yet? (It is  
accelerated, I just want more speed...)

>What tricks can I perform so that I can see my renders before I have  
>grandkids?

Set OLDA true (use old antialiasing).  
Set RSDP as low as you can, obviously you'll have to be able to see through  
the bottle and the water, so maybe 5 will do.

```
*-----*
| Conny Joensson   | Swedish Space Corp. Estrange   |
| Kiruna          | Satellite operations - Telecom Div. |
| Sweden          | cjo@smtpgw.esrange.ssc.se      |
*-----*
```

Thread 3

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## 1.512 MSG-509 Subject: Amiga&PC in class

Subject: Amiga&PC in class  
Date: Thursday, 25 May 1995 04:41:00  
From: m.rubin9@genie.geis.com

-----

I've been teaching a college computer animation class on Amigas,  
lately using Imagine quite a bit. We are probably going to buy two  
Pentiums to add to our lab and I'm hoping that students will be able  
to move files and images back and forth easily between the two  
platforms. At first I guess we'll just sneakernet PC formatted  
floppies, but I'd love to get anyone's suggestions/warnings about such  
a mixed platform production environment, particularly around Imagine.  
Please let's not start a platform war! I'm just hoping to lower the  
learning curve next semester. Thanks in advance.

Jon (Cooper Union in NYC)

Thread 506

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### 1.513 MSG-510 Subject: Quickies!

Subject: Quickies!  
Date: Thursday, 25 May 1995 04:41:00  
From: m.rubin9@genie.geis.com

---

Blag or whoever started this thread:

>I guess "slicing an object with itself, to create a group with separate  
>objects corresponding to each separate object part" (the opposite of  
>Joining a group into a single object) would qualify for the quickie hall  
>of fame, right?

Can you explain this one again? I've tried it a few times and I just  
get the object with an additional axis, even when the object was  
created by joining primitives. Maybe I'm missing something?

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### 1.514 MSG-511 Subject: Impulse's Phone&Fax Numbers

Subject: Impulse's Phone&Fax Numbers  
Date: Thursday, 25 May 1995 09:43:17  
From: spartacom@ib.com

---

Hi,

I need Impulse's phone and fax numbers.

Thanx,

Kaj Wierda  
SpartaCom Sales Europe

---

spartacom@ib.com

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## 1.515 MSG-512 Subject: Re: Amiga&PC in class

Subject: Re: Amiga&PC in class  
Date: Thursday, 25 May 1995 10:09:20  
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

---

I've got a Pentium 90 sitting next to an A2000/030 and have also been looking at options for a transparent peer to peer network. I'm sorry to say I haven't found a satisfactory solution (yet). I'm currently using PC2Amiga (public domain, null modem connection, makes the PC a peripheral device to the Amiga). However, data transfer is slow!!!

Other potential (but unexplored options):

- 1) Oxxi Amiga Client software which allows ARCNet or Ethernet configured Amigas to operate as a client on a Novell network. Oxxi's phone # 310-427-1227
- 2) Legendary Design "Link It", Its a parallel transfer cable and software package (similar to the public domain Amiga to Amiga software "Parnet"). "Link It" is currently "vaporware" (I placed my order 5 mo's ago).  
Legendary Design's phone # 519-753-6120
- 3) TCP/IP AmiNet shareware and other PC based TCP/IP software package? I've got a Commodore A2065 Ethernet card, AmiNet and Windows for Workgroups version of TCP/IP. I've yet to purchase an ethernet card for the PC, roll up my sleeves and give this option a try. Anyone out there with any first hand experience?

George

Thread 540

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## 1.516 MSG-513 Subject: Latest ESCOM news

---



Subject: Latest ESCOM news  
Date: Thursday, 25 May 1995 10:47:29  
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

-----  
The latest on the Amiga front line...

----- Forwarded message -----

ESCOM PLANNING POWERPC AMIGA NEXT YEAR; PONDERING OTHER OS's (May 23rd 1995) Escom AG, the Heppenheim, Germany-based computer manufacturer and retailer that has bought Commodore's technology and rights will produce a PowerPC-based machine next year. The company is also planning to support other operating systems including Windows NT, OS/2 and Mac OS.

The company will lay out its full technical plans for the Amiga next week, however on the face of it, it looks as if the company will produce a version of the Amiga based on the new PowerPC Hardware Reference Platform, which would let it run the foreign OS's without too much trouble.

The corollary of this is that, going with the HRP hardware platform would let the company license its operating system out to other PowerPC-based manufacturers. An Escom spokesman said the company intended that the licensing policy would be "as open as possible", though could not give details, as we went to press.

The company is focusing its efforts on retaining and growing the Amiga's traditional multimedia base. Production of the Amiga models 4000, 1200 and 600 will be restarted. Even the trusty Commodore 64 will be dragged out of retirement to server the East European market. Before the PowerPC machines appear, the company intends to bolster its top end with a machine based on the Motorola 68060 processor.

The company also intends to push Amiga technology into the set-top box arena and is talking of a PC-add in card that will let PC-users run Amiga applications.

(C) PowerPC News - Free by mailing: add@power.globalnews.com

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## 1.517 MSG-514 Subject: Re: Fonts and eps files

Subject: Re: Fonts and eps files

---

Date: Thursday, 25 May 1995 11:26:18  
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

-----  
>Chales forward a message from a compuserve forum, in which it was  
>stated that you can save a logo as a Type 1 font and then use this  
>in Spline.  
>If the logo was saved as Type 1, how would you get this font to display  
>the orig. logo?  
>Can you import object orientated .eps files from Illustrator, Freehand,  
>Art Expression, Corel Draw etc. into the Spline editor?  
>It would be pretty cool if you could.  
>At the moment, I create the logo, save it as an .eps file, go to  
>Photoshop and convert the file to .iff the import this file in Detail  
>with Convert bitmap.  
>Any other suggestions?

I use Pro Draw 3.0, Art Expression and Typesmith 2.0 (Amiga software products) to develop logos and other 2D objects for subsequent import to Imagine. Their structured drawing tools are far superior to those of Imagine's Spline Editor.

If you have these programs, here's the process:

- 1) Design a structured drawing in Pro Draw 3.0, save as a clip file, use the Art Expression "Convert" utility program to convert to an IFF D2RD file or:
- 2) Design a structured drawing in Art Expressions and save as a IFF D2RD file.
- 3) Start Typesmith.
- 4) Create a new project (project/new/outline).
- 5) Import the IFF D2RD file (project/import/IFF D2RD drawing).
- 6) Edit the font attributes to give the "full name" field a unique font name.
- 7) Initiate the export of the structured drawing as a font now preserved as a capital "A" (project/export/PFM Postscript type 1 outline).
- 8) Set the encoding type to "Typesmith".
- 9) Start the Imagine Spline Editor.
- 10) Set the current font to the previously saved Typesmith font name.
- 11) Set the input text field to capital "A"
- 12) Your Pro Draw or Art Expression structured drawing is now an Imagine spline object.

George

---

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## 1.518 MSG-515 Subject: 1950

Subject: 1950  
 Date: Thursday, 25 May 1995 12:05:15  
 From: Red Hawk <qual397@cdc700.cdc.polimi.it>

-----  
 Hi!!!!!!  
 Can someone tell me the frequency of monitor 1950 from commodore.....  
 I have lost the instruction....

Please Help me !!!

Flavio Ceruti

```

-----
! E-Mail: qual397@cdc700.cdc.polimi.it      ___/// !
! Amiga 4000/40 25Mhz 18Mb 2.0GbSCSI      \XX/ !
! Home Page:                               !
! http://cdc715_0.cdc.polimi.it/~qual397/  !
-----

```

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## 1.519 MSG-516 Subject: Re[2]: Amiga&PC in class

Subject: Re[2]: Amiga&PC in class  
 Date: Thursday, 25 May 1995 14:13:08  
 From: spack@mv.us.adobe.com

-----  
 > 3) TCP/IP AmiNet shareware and other PC based TCP/IP software package?  
 > I've got a Commodore A2065 Ethernet card, AmiNet and Windows for  
 > Workgroups version of TCP/IP. I've yet to purchase an ethernet card  
 > for the PC, roll up my sleeves and give this option a try. Anyone  
 > out there with any first hand experience?

No, but this is the approach I am going to try. The other piece of this puzzle

---

is the actual client to client software - NFS. TCP/IP would only allow FTP'ing, I believe.

-Scott  
spack@adob.com

The following is an attached File item from cc:Mail. It contains information that had to be encoded to ensure successful transmission through various mail systems. To decode the file use the UUDECODE program.

----- Cut Here -----

--> ATTACHEMENT: rfc822.txt <--

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**1.520 MSG-517 Subject: Displaying text in spline**

Subject: Displaying text in spline  
Date: Thursday, 25 May 1995 14:33:00  
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-----

-> From: Charles Blaquiere <blaq@io.org>->-> /Encoding StandardEncoding-  
>-> If /Encoding is something else, such as "(Postscript Outline Chara=cte-> Set  
)", then Imagine won't even show the font in the file list. If-> Imagine shows t  
he font, but an empty axis appears, you may have so=me-> weird PD fonts built us  
ing who-knows-what-utility. <said in a disg=ust-> "ewww--cooties" tone B^> You  
may then want to load the font into= a-> translation utility, such as Fontgrap  
her or Typesmith, and resave= th-> font. This might clean it up. Maybe.Thank you  
Charles! I have directory with TONS of PS fonts that arehit and miss when loadi  
ng. Most do....many don't. I've been tryingto weed out the ones that DON'T, and  
you hit the bullseye. I triedloading fonts with different encoding and nada. Now  
all I have to do =isview the font and kill the "non-standard" encoded ones.Brav  
o, sir! /-----  
van der Sommen / \_ /\_/ /\_/ /\_ \ / | Mike  
 . /\_\_\_/ / \ / / / / \ | mike.vande  
rsommen@caddy.uu.silcom.com HAUS BBS (805-683-1388) | "Irony can  
make revenge a welcome alternative" \\_\_\_\_\_  
----- =FE InterNet - GrafX Haus BBS - Santa Barbara, Ca - (805  
) 683-1388

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**1.521 MSG-518 Subject: Re: Displaying text in spline editor--help**

Subject: Re: Displaying text in spline editor--help  
Date: Thursday, 25 May 1995 15:02:12  
From: Roger Straub <straub@csn.net>

---

On Wed, 24 May 1995, Charles Blaquiere wrote:

> translation utility, such as Fontographer or Typesmith, and resave the  
What's Fontographer?

See ya,  
Roger

Thread 434

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**1.522 MSG-519 Subject: Re: Brush Tacking**

Subject: Re: Brush Tacking  
Date: Thursday, 25 May 1995 15:06:07  
From: Roger Straub <straub@csn.net>

---

On Wed, 24 May 1995, Charles Blaquiere wrote:

>  
> Ummm Roger, I believe that Lockstate only applies to object transforms  
> obtained through the uses of various states; Action-editor FX modules do  
> not take Lockstate into account. I just tried exploding a 2 x 2-section

Aha. I see. Sorry for the slip-up.

>  
> If the user wants an explosion where the pieces will maintain their  
> original brushmap color, I believe (though I may be wrong) that he'll  
> have to deform the object into an exploded shape, create a state based  
> on that, and lock the brushmap to the default state. Does anybody else  
> have an opinion? I really haven't touched states that much.  
>

You could explode the object in Stage, then use the Snapshot function and

---

then import that object as a state.

See ya,  
Roger

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## 1.523 MSG-520 Subject: Rendering times

Subject: Rendering times  
Date: Thursday, 25 May 1995 15:15:19  
From: S.A.Jalim@exeter.ac.uk

-----  
hiya all

Am i just being unreasonable or is 14 hours for a hires 24bit trace with two proceduaral terxtures, two brushmaps and a plastic bottle with water in the bottom with EDLE at 0 on an Amiga 3000/040 a little on the slow side?

What tricks can I perform so that I can see my renders before I have grandkids?

cheers

steve

| Steve Jalim -> ge94saj@ex.ac.uk | <http://www.ex.ac.uk/~ge94saj/steve1.html> |  
|-----|  
| Scully: Can you determine the cause of death? |  
| My instinct tells me that burial in cement is murder. |  
|-----|

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## 1.524 MSG-521 Subject: Re[2]: How do you make trees.

Subject: Re[2]: How do you make trees.  
Date: Thursday, 25 May 1995 15:31:24  
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

---

---

>If Imagine had an Arexx interface the ASCII scripts that Vista produces  
>for the camera could come in real handy. These scripts contain the map  
>coordinates, pitch, roll, yaw etc. You could render an aircraft or vehicle  
>on a black background to follow the Vista camera movements and composite  
>it onto the Vista landscape.

>-- Bob

>: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au  
>: : Amiga A3000/25 : Ballina, NSW Australia

I wonder if the decompiled stage file (produced by the public domain  
program Imagine Staging Language, "ISL") and a VistaPro script file  
could somehow be used to synchronize camera position and angle in both  
Imagine and Vistpro animations for subsequent compositing?

George

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## 1.525 MSG-522 Subject: Workbench 3.1 upgrades?

Subject: Workbench 3.1 upgrades?

Date: Thursday, 25 May 1995 16:06:41  
From: yrod@ozemail.com.au

---

Sorry, this message relates only to Amiganoids.

I have the A2000, with workbench 2.1 on board.  
If anybody out there has upgraded their A2000 to workbench 3.1,  
I would be interested to know if the screen redraws are quicker now  
when using Imagine 3.0.  
Also, what effect does extra fast ram have to the screen re-draws if any?

Thanx

Rodney Macey

.... generating ... 99.99% complete

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---

**1.526 MSG-523 Subject: Re: Brush Tacking**

Subject: Re: Brush Tacking  
Date: Thursday, 25 May 1995 18:09:36  
From: ldpdat@PrimeNet.Com (DThompson)

-----  
>Ummm Roger, I believe that Lockstate only applies to object transforms  
>obtained through the uses of various states; Action-editor FX modules do  
>not take Lockstate into account.

Deleted material

>If the user wants an explosion where the pieces will maintain their  
>original brushmap color, I believe (though I may be wrong) that he'll  
>have to deform the object into an exploded shape, create a state based  
>on that, and lock the brushmap to the default state. Does anybody else  
>have an opinion? I really haven't touched states that much.

>

>

Sorry, Charley,

I don't know what you're doing wrong, but I use it all the time and it works. As long as you set a default state, lock the brush to it, and set its state in the action or stage editor, it will work. You could atomize it and each individual poly keeps its color. It works on all the other effects, too.

Dave Thompson

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**1.527 MSG-524 Subject: Re: Brush Tacking**

Subject: Re: Brush Tacking  
Date: Thursday, 25 May 1995 18:10:07  
From: ldpdat@PrimeNet.Com (DThompson)

-----  
At 11:24 PM 5/24/95 -0400, Charles Blaquiere wrote:

>> From: Roger Straub <straub@csn.net>

>>

>> > I'm sure this is relatively simple request but I haven't been able to  
>> > figure out how to tack a picture down and use a special effect such as  
>> > explode and keep the various parts of the picture tacked down to the  
>> > various pieces as they explode. Is this possible?

>>

>> OK. Create your object. Pick it. Choose the 'States' command under the  
>> 'States' menu. Click on 'Create'. Name your state. Now go into Attributes



>> (F7) and bring up the info screen for your map. type your state's name  
>> into the 'LockState' field. Click on OK. That's it. Now you can use  
>> explode, shredder(if you're lucky and have 3.2), particles, whatever, and  
>> your map will be tacked to the object as if you painted it there yourself.  
>  
>Ummm Roger, I believe that Lockstate only applies to object transforms  
>obtained through the uses of various states; Action-editor FX modules do  
>not take Lockstate into account. I just tried exploding a 2 x 2-section  
>plane (big triangles = easy to see) with a repeating brushmap (double  
>gradient -- the border where the brush repeats is highly visible). The  
>result: the flying pieces did not carry their original brush mapping  
>with them, but rather moved through a fixed "brushmap space", which is  
>the problem we were trying to fix.  
>  
>If the user wants an explosion where the pieces will maintain their  
>original brushmap color, I believe (though I may be wrong) that he'll  
>have to deform the object into an exploded shape, create a state based  
>on that, and lock the brushmap to the default state. Does anybody else  
>have an opinion? I really haven't touched states that much.  
>  
>

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## 1.528 MSG-525 Subject: Re: Brush Tacking

Subject: Re: Brush Tacking  
Date: Thursday, 25 May 1995 18:12:08  
From: ldpd@PrimeNet.Com (DThompson)

---

>To: Charles Blaquiere <blaq@io.org>, imagine@email.sp.paramax.com  
>From: ldpd@primenet.com (DThompson)  
>Subject: Re: Brush Tacking  
>  
>>Ummm Roger, I believe that Lockstate only applies to object transforms  
>>obtained through the uses of various states; Action-editor FX modules do  
>>not take Lockstate into account.  
> Deleted material  
>>If the user wants an explosion where the pieces will maintain their  
>>original brushmap color, I believe (though I may be wrong) that he'll  
>>have to deform the object into an exploded shape, create a state based  
>>on that, and lock the brushmap to the default state. Does anybody else  
>>have an opinion? I really haven't touched states that much.  
>>  
>>  
>Sorry, Charley,  
>  
>I don't know what you're doing wrong, but I use it all the time and it

works. As long as you set a default state, lock the brush to it, and set its state in the action or stage editor, it will work. You could atomize it and each individual poly keeps its color. It works on all the other effects, too.

>  
>Dave Thompson  
>

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## 1.529 MSG-526 Subject: Re: Amiga&PC in class

Subject: Re: Amiga&PC in class  
Date: Thursday, 25 May 1995 18:17:48  
From: ldpdat@PrimeNet.Com (DThompson)

---

At 03:41 AM 5/25/95 UTC, m.rubin9@genie.geis.com wrote:  
>I've been teaching a college computer animation class on Amigas,  
>lately using Imagine quite a bit. We are probably going to buy two  
>Pentiums to add to our lab and I'm hoping that students will be able  
>to move files and images back and forth easily between the two  
>platforms. At first I guess we'll just sneakernet PC formatted  
>floppies, but I'd love to get anyone's suggestions/warnings about such  
>a mixed platform production environment, particularly around Imagine.  
>Please let's not start a platform war! I'm just hoping to lower the  
>learning curve next semester. Thanks in advance.  
>  
>Jon (Cooper Union in NYC)

We've got a multiple platform net going here with Amigas, PC's, and an SGI. Wasn't easy, but it can be done. There was another product called Link It that used a cable on the serial or parrallel port to transfer data, but we never received the product we had ordered and cancelled it. If you want to know more about multiplatform networking, E-mail me and we'll have a shot at it.

Dave Thompson  
ldpdat@primenet.com

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## 1.530 MSG-527 Subject: Fonts and eps files

---

Subject: Fonts and eps files  
 Date: Thursday, 25 May 1995 18:42:12  
 From: yrod@ozemail.com.au

-----  
 Chales forward a message from a compuserve forum, in which it was stated that you can save a logo as a Type 1 font and then use this in Spline.  
 If the logo was saved as Type 1, how would you get this font to display the orig. logo?  
 Can you import object orientated .eps files from Illustrator, Freehand, Art Expression, Corel Draw etc. into the Spline editor?  
 It would be pretty cool if you could.  
 At the moment, I create the logo, save it as an .eps file, go to Photoshop and convert the file to .tiff then import this file in Detail with Convert bitmap.  
 Any other suggestions?

Rod Macey  
 yrod@ozemail.com.au  
 .... generating ... 59.48% complete

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### 1.531 MSG-528 Subject: Re: Amiga&PC in class

Subject: Re: Amiga&PC in class  
 Date: Thursday, 25 May 1995 18:48:42  
 From: davem@micom.com (David Monachello)

-----  
 > From imagine-relay@email.sp.paramax.com Thu May 25 10:23:57 1995  
 > Received: from micom.micom.com by sid.micom.com (4.1/SMI-4.1)  
 > id AA07287; Thu, 25 May 95 10:23:57 PDT  
 > Received: from email.sp.paramax.com ([129.218.87.10]) by micom.micom.com (4.1/SMI-4.0)  
 > id AA11225; Thu, 25 May 95 10:23:54 PDT  
 > Received: by email.sp.paramax.com (4.1/SMI-4.1)  
 > id AA21137; Thu, 25 May 95 11:11:52 CDT  
 > Return-Path: <debeaugw@songs.sce.com>  
 > Received: from sce.com ([155.13.32.41]) by email.sp.paramax.com (4.1/SMI-4.1)  
 > id AA21133; Thu, 25 May 95 11:11:50 CDT  
 > Received: from SONGS.sce.com by sce.com (AIX 3.2/UCB 5.64/4.03)  
 > Other potential (but unexplored options):  
 > 1) Oxxi Amiga Client software which allows ARCNet or Ethernet

> configured Amigas to operate as a client on a Novell network.

hi,

I have this setup at home. It works fine with pcs, macs and amigas. The drawbacks are:

- 1) it is not peer to peer. You only share the disks on the novell server
- 2) you have to dedicate a pc to be the server

I have minimal haddisks installed on my non-server machines. Almost all my drive space (a few gigs) are on the server.

I had an old 386 just laying around so the 2nd point was not an issue for me.

later,  
dave

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## 1.532 MSG-529 Subject: IM

Subject: IM

Date: Thursday, 25 May 1995 19:46:16

From: Darren Priestnall <darren@hanger.demon.co.uk>

---

I'm not on the Imagine list any more everyone.....couldn't cope with all the mail.....I do miss the debate though.

Just mailing to say I look forward to Imagine V4.

My biggest grievance with Imagine is it's interface, especially it's use of splines and animation path's compared to Lightwave's.

I do however love all the little trick's I keep finding in Imagine and all the textures.....Imagine with a useable front end, sound's like a winner to me :)

My only other grievance is Imagine's rendering engine.

I use Real3D a lot and when I render glasses, they really look like glasses, not plastic imitation's.

However, I am told by fellow Imagine user's that the V4 update will be a new interface...GREAT.....and the next big update will be a rewrite of the rendering engine.....Imagine look's like it has a bright future :)

Any new's regarding the new Imagine updates, email me direct, I'm not on the list :(

---

--

~=====

Darren Priestnall - darren@hanger.demon.co.uk (PandGImaging)  
Connecting via Demon Internet, Finchley, London, N3 1TT. Tel: 081-349-0063  
-- Full IP Connectivity for a 10 UKP per month - no usage/online fees!! --

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### 1.533 MSG-530 Subject: Questions...

Subject: Questions...

Date: Thursday, 25 May 1995 20:33:53  
From: paris@lor.jrent.com

-----  
Since this is the first time I've been able to say something on this list (a professor gave me an archived copy of the list from around last summer, I believe

e) I'm going to ask one question that's been on my mind since I first saw a discussion on ARexx/Rexx support in Imagine. If the problem is 'portability' and

lack of access to Rexx on some fronts, what about implementing a command-line interface? This would give the ability to write ARexx scripts, as well as DOS batch files, to automate some things... and would avoid the problem of some people not being able to take advantage of this feature... Any comments?

That being said, does anyone have any suggestions or modeling tips relating to doing organic/semi-organic models? I'm thinking in particular of trying to model a T-Rex or a person's face. I tend to approach modeling with the idea that the points and polygons are basically virtual clay, and thus pulling, stretching, and otherwise maneuvering points, lines, etc. to try to accomplish the form that I want. I can get something which resembles what I want in a very basic form (ie, blocky instead of nicely formed...) by using the Forms Editor, but when I try to manipulate the models in the Detail Editor to try to smooth them out, I end up with unsightly splotches of black 'pits'. Am I approaching this wrong? Anyone have any suggestions on how to approach such models differently?

Also, I'm running Imagine on a '386 with 8 megs of RAM. Any suggestions on how to get realistic models without so many details that the RAM evaporates? Anyone care to share stories about 'the least amount of RAM you've used to create a satisfyingly realistic scene'?

Finally, does anyone know of a mailing list for professional animators/modelers/whatever that covers the subject of being a professional in that field from a cross-platform/cross-package standpoint? (This list, I assume, covers Imagine first and foremost and anything else secondarily...) If no one knows of such a list, how many people would be interested in joining/creating such a list?

---

Thanks in advance,

Jeff Krase (paris@lor.jrent.com)

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### 1.534 MSG-531 Subject: Upgrade Program

Subject: Upgrade Program

Date: Thursday, 25 May 1995 21:47:49

From: Jaco Gerber <docnet!rtf@docnet.infolink.co.za>

-----  
to: Charles Blaquiere

I do happen to be on the Service Program... but all I meant was that at \$100 for four upgrades, the upgrades should really be notable. More than just one or two new features, a bugfix or two and some textures.

Thanks for reading the post though,  
Jaco

Thread 407

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### 1.535 MSG-532 Subject: Re: FAQ and question

Subject: Re: FAQ and question

Date: Friday, 26 May 1995 00:46:30

From: Kent Marshall Worley <mumu@america.net>

-----  
On Wed, 24 May 1995, Joe Cotellese wrote:

> Hello,

>

> If anyone is interested, I converted latest Imagine FAQ into a Word 6.0 document - complete with tables and Table of Contents. (Not that I don't have a life, just wanted to learn some new Word features). It still needs some work and I'l

---

I probably improve it with the next FAQ release.

>

> If you are interested email me with the Subject FAQ REQUEST and I'll send it to you.

>

> Now, the question. Is there anyway to interactively move the Axis on an object? I swore I was able to do that before but last night I couldn't find anything. Basically I was playing around with the deformations last night and wanted to move the axis around to see what effect it had. The only way I found was to use the Transformations requester. I would much rather just drag the axis to a new spot on the object.

>

> Joe Cotellese

>

>

>

sure send me the FAQ.

as for interactively moving the axis I know I will be dreaming when I say it should be part of the up coming texture/ attributes preview menu in 3.3. I have essence and I am eagerly awaiting this new feature.

mumu

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### 1.536 MSG-533 Subject: Realistic Render

Subject: Realistic Render  
Date: Friday, 26 May 1995 02:59:49  
From: Broctune@aol.com

-----

I have Imagine 3.2 and I want to know what the settings are for the most absolute best render of a scene.

P.S. Does anyone have any info on what majors new things will be added to Imagine 4.0, will metaballs be included?

Thread 541

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### 1.537 MSG-534 Subject: Brush Tacking

---

Subject: Brush Tacking  
Date: Friday, 26 May 1995 04:14:20  
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

---

Regarding the recent discussion on locking a brush to an object. Here's a tip I found in Carmen Rizzolo's "Imagine Organizer" found on Aminet/docs/misc/IM\_ORG12.lha. It was written before V3 was released.

Basically it is a Slice tutorial but with a twist. You use a plane to slice a sphere into two halves and save them. Wrap a brush onto the original sphere select Transform Axes then write down the X,Y,Z values for Position, Align and Size. Save the attributes. Return to the Detail Editor and select Transformations and write down the X,Y,Z values for Position and Size. Reload one of the hemispheres and bring up the Transformations requester again and click on Transform Axes Only and enter the Position and Size values you wrote down earlier. Bring up the Attributes requester and load the previously saved attribute, select the brush to get at its requester and select Transform Axes and restore the Position, Align and Size values to the ones you wrote down. Save the object. Repeat this operation for the other half of the sphere.

When you render the hemispheres, the brushmap will be split down the middle and orientated exactly as the original sphere.

This technique could be applied to any object with any amount of sliced sections. The object you use as the slicer could be a distorted plane to give a rough look to the pieces.

Of course Carmen had a much fuller explanation in his tutorial which covers about thirteen subjects. The version I have was updated in March '93, there may be a later version.

All credit goes to Carmen Rizzolo for this mini tutorial.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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## 1.538 MSG-535 Subject: Re: Rendering times

Subject: Re: Rendering times  
Date: Friday, 26 May 1995 05:54:13  
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

---



-----  
Hello S.A.Jalim, on May 25 you wrote:

> Am i just being unreasonable or is 14 hours for a hires 24bit trace with  
> two proceduaral terxtures, two brushmaps and a plastic bottle with water in  
> the bottom with EDLE at 0 on an Amiga 3000/040 a little on the slow side?  
>  
> What tricks can I perform so that I can see my renders before I have  
> grandkids?

Sounds way too slow.

Can you give some more details, more config file settings, type of lights  
and how many, world size etc.

Here's a comparison for you on an A3000/030.

The VertiSketch digitised Hand object with Bones and eight States, size  
900Kb, no brushes or textures, but one group of faces for the fingernails.  
This is placed on a primitive plane which has a 210KB 24-bit brush mapped onto  
it. One main light with shadows off, one fill light with shadows on.  
Global world size is the default settings, XYZ = 0.

Config: EDLE = 12, AARC = 10, RSDP = 6, OCTD = 6

Full Trace render: 45 mins

It's not a complex scene, but neither is yours. I've watched a friend  
render similar scenes on his A4000/040 and his times are at most 10% of  
mine.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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### 1.539 MSG-536 Subject: Re[3]: How do you make trees.

Subject: Re[3]: How do you make trees.  
Date: Friday, 26 May 1995 06:14:39  
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

-----  
Hello DEBEAUMONT,, on May 25 you wrote:

> I wonder if the decompiled stage file (produced by the public domain  
> program Imagine Staging Language, "ISL") and a VistaPro script file  
> could somehow be used to synchronize camera position and angle in both  
> Imagine and Vistpro animations for subsequent compositing?  
>  
> George

I've never used ISL and just had a look at ISL\_2\_0.lha. This was created for use with Imagine V2.0 staging files. If these are compatible with V3+ or there is a later version of ISL then it would be worth a try. It would really enhance Vista anims to have an animated object included in an otherwise stagnant landscape.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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## 1.540 MSG-537 Subject: Organic Modelling

Subject: Organic Modelling

Date: Friday, 26 May 1995 09:23:41  
From: gdenby@darwin.nd.edu (Greg Denby)

-----  
Jeff Krase writes:

>That being said, does anyone have any suggestions or modeling tips  
>relating to doing organic/semi-organic models? I'm thinking in particular  
>of trying to model a T-Rex or a person's face. I tend to approach modeling  
>with the idea that the points and polygons are basically virtual clay, and  
>thus pulling, stretching, and otherwise maneuvering points, lines, etc. to  
>try to accomplish the form that I want. I can get something which resembles  
>what I want in a very basic form (ie, blocky instead of nicely formed...)   
>by using the Forms Editor, but when I try to manipulate the models in the  
>Detail Editor to try to smooth them out, I end up with unsightly splotches  
>of black 'pits'. Am I approaching this wrong? Anyone have any suggestions  
>on how to approach such models differently?

I'll bet part about "splotches and black 'pits'" is related to phong shading problems.

If I remember correctly, neither phong nor gourand shading interpolates from the vertices(points) defining the objects, but (?I think?) the face normals and edge normals respectively. So, while the points on a either side of a human face may have symmetrical co-ordinates, if their edges are not also symmetrical, the

---

surface  
will have bends that shade badly, i.e. what is an bulge on one side can be  
a dent  
on the other.

This problem often happens when deforming a primitive or Forms object in  
Imagine. All the diagonals go the same way, like so, : / : / : / : (was that  
recognizable?) If you were to pull a nose, for example, from such a mesh, one  
side will slant up to the ridge of the nose, while the other will slant from  
the ridge towards the eye. A mesh like so works better : / : / : \ : \.

To see how shading will work, use the shaded view option in Perspective, or  
do quickrenders in colored face mode.

When I want really specific organic objects, I've stopped using Forms, and  
draw them by hand. Its a bit tedious, but the results are better. Think of it  
as making a wire frame work, and glueing tissue on it. From the front  
view, use Add lines, and sketch in the high, mid, and low features. Using an  
eye for example: on the eye-lid, draw the indented upper curve, the bulging  
lower curve, and the swell in the middle. From the side view, pull these back

and forth to get the proper depth. Then its connect the dot time.

So far I've not figured out how to automatically or manually work around the  
unexpected crinkles that appear when animating a shape.

Hope this helps,  
Greg Denby  
gdenby@darwin.nd.edu

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## 1.541 MSG-538 Subject: Blackbelt address

Subject: Blackbelt address  
Date: Friday, 26 May 1995 11:08:49  
From: digitist@lava.ivg.com

-----  
> > tried to find "blackbelt.com" no luck, ftp.blackbelt.com connects to  
> > someplace, but it did not look like blackbelt.  
>  
> They're now on the World Wide Web! I logged on yesterday, but have no  
> recollection of the exact address. Try www.blackbelt.com or www.bbelt.com.  
>  
The correct address is:

[www.blackbelt.com/blackbelt/bx\\_top.html](http://www.blackbelt.com/blackbelt/bx_top.html)

---

ftp.blackbelt.com/corporate/blackbelt

It has all the demo's and images you looking for

cu A3

-----  
Real life : Adri Mathlener  
E-Mail : digitist@ivg.com  
-----

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## 1.542 MSG-539 Subject: Re: States bug! and fix

Subject: Re: States bug! and fix  
Date: Friday, 26 May 1995 11:42:12  
From: gregory denby <gdenby@elgreco.helios.nd.edu>

-----  
Awhile back I wrote about problems with deforming objects through states animation, and solving it by removing the size line in the Action Editor.

Charles B. corrected me, "Remember, the main object of the object is the stable reference point, against which everything else is measured; it cannot be moved, rotated or scaled when you are defining states. (You're allowed to do such transformations as long as you transform the AXIS ONLY back to its former setting, leaving the axis untouched, but the points deformed)

Charles' comments are more extensive than the manual's, which, upon several rescans say nothing about maintaining the axis size. This much appears to be true, although I did some further testing, and found that some point deformations don't work even if the axis remains unchanged.

To sum up what I learned, the objects axes, especially the z axis influence how the points deform in Stage and thus in Project. If you make the object's axis large enough to encompass all the point changes you make, they will work O.K. For instance, if the top of the z axis is a 100, and you move your points to 200, the objects surface will not expand past 100, but only when you use it in Stage. In Detail everything will work fine.

It appears that Imagine's design is to control size changes in animations through the Stage/Action size line, while shape deformations are created in Detail. As you probably all know, stretching or smashing an object through the Stage/Action size line works just fine. If you make these transforms in a Detail state, for them to work

---

you must:

Remove the objects size bar in Action.

or

Size the objects axes larger than the outermost points.

or

Group the object to a stable parent object, just as you would with grouped states objects.

Perhaps another FAQ could be called "Imagine under the microscope."

Back to animating,

Greg Denby

gdenby@darwin.cc.nd.edu

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## 1.543 MSG-540 Subject: Re: Amiga&PC in class

Subject: Re: Amiga&PC in class

Date: Friday, 26 May 1995 11:48:39

From: Dylan Neill <dylann@pcug.org.au>

-----  
On Thu, 25 May 1995 m.rubin9@genie.geis.com wrote:

> I've been teaching a college computer animation class on Amigas,  
> lately using Imagine quite a bit. We are probably going to buy two  
> Pentiums to add to our lab and I'm hoping that students will be able  
> to move files and images back and forth easily between the two  
> platforms. At first I guess we'll just sneakernet PC formatted  
> floppies, but I'd love to get anyone's suggestions/warnings about such  
> a mixed platform production environment, particularly around Imagine.

It works fine! I've got an Amiga and a PC set up and Imagine objects and IFF pictures, brushes etc work straight away. You can even load Imagine 3 objects onto imagine 2!

---

```

      | \ / |
      o o
      _____oOO_=( ^ )=_OOo_____
      |         ' ' '   U   ' ' '         |
| Gumby Death Man (Dylan Neill) Amiga 1200/6/120 486DX2-66/24/500 |
| Email: dylann@pcug.org.au WWW: http://www.pcug.org.au/~dylann/ |
|_____|

```

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## 1.544 MSG-541 Subject: Re: Realistic Render

Subject: Re: Realistic Render  
Date: Friday, 26 May 1995 12:39:36  
From: S.A.Jalim@exeter.ac.uk

-----  
>  
> I have Imagine 3.2 and I want to know what the settings are for the most  
> absolute best render of a scence.  
>  
> P.S. Does anyone have any info on what majors new things will be added to  
> Imagine 4.0, will metaballs be included?  
>

In the preferences menu set EDLE =0 and then set the rendering subproject to  
ILBM/RGBN 24 and the resolution to as high as you want. (1024 x 976 if you are  
insane or have a raptor :) ) Remember to view the end image in as high a resolut  
ion  
and number of colours as possible. I go so far as to JPEG the pic and take it  
to a friends PC, rather than being forced to endure HAM6 of my 3000 :)

Set the Global Axis to as close to the boundaries of the visible scene as  
possible to keep the rendering time as low as possible (see aminet/docs/misc  
IM\_ORG.lha for details). This method only really speeds up Im2 renders tho..  
I only get a 25% speed increase with Im3.2

good luck

steve

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## 1.545 MSG-542 Subject: Re: Imagine's future... hmmm

Subject: Re: Imagine's future... hmmm  
Date: Friday, 26 May 1995 14:02:42  
From: Ed Totman <etotman@gort.ucsd.edu>

-----  
> Actually, the continuous upgrade program is not a money-making scheme at

---

> all. If you have Imagine 3.0 and subscribe to the program, you're paying  
> Impulse \$100 US to get versions 3.1, 3.2, 3.3, and 4.0. If you don't get  
> onto the program, it'll still cost you \$100 US to upgrade to 4.0 whenever  
> it's released... except you'll have spent a year or two using 3.0, while  
> the rest of us were happily playing with the additional functions, and  
> bug fixes, in 3.1, 3.2, and 3.3.

Yes, it works in theory, but we paid for the continuous upgrade program too and only received 3.1. I've called Impulse 3 times and spoke with Mike himself 2 times. He was courteous and polite, even offering to ship it to my home address to be sure I got it, but 3+ weeks later -- no 3.2.

Your mileage may vary...

Ed Totman  
etotman@gort.ucsd.edu

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## 1.546 MSG-543 Subject: Re: Fonts and eps files

Subject: Re: Fonts and eps files

Date: Friday, 26 May 1995 14:13:05

From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

-----  
>If the logo was saved as Type 1, how would you get this font to display  
>the orig. logo?

>Can you import object orientated .eps files from Illustrator, Freehand,  
>Art Expression, Corel Draw etc. into the Spline editor?

>It would be pretty cool if you could.

>At the moment, I create the logo, save it as an .eps file, go to

>Photoshop and convert the file to .iff the import this file in Detail

>with Convert bitmap.

>Any other suggestions?

I did it the following way.

I got the logo in IFF form in a rather high resolution (~1024x1024). Fired up Typesmith, told it to start a new font, import the IFF as the letter A and autotrace it.

It generated far too many points but you can fine tune it. Then delete any points you don't want adjust them if needed and save as Type1 with adobe encoding/typesmith encoding, I never know which one.

In Imagine goto the spline editor and load your Type1 font with only the letter A and say "text:=A"--> there is your A erm, logo ready for extrusion.

Should also work on the PC only have to fill in xxx instead of Typesmith.

Greetings Joop

---

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### 1.547 MSG-544 Subject: PC reads Amiga Disks (Wanted)

Subject: PC reads Amiga Disks (Wanted)  
Date: Friday, 26 May 1995 17:39:17  
From: surentrr@vax.sbu.ac.uk

---

Hi Imagineers !,  
I've always been reading Amiga mags with articles on Ray-tracing and GFX.  
I've also got a collection of Cover disks.  
The question is can I read them on My PC ?  
I realise the PC can't emulate an Amiga using Software ,but can  
I access the data on the disks using a PD/Shareware program.  
I want to using some 3d objects on the cover disks with my PC.  
Also to UK readers , Don't forget to buy PC-Guide this month as it has  
Vista -pro 3 CD on the cover as well as another cover CD.  
I believe it costs 4:99 and is published by Future Publishing.

Also ,on this months PC-Answers ,an animation utility will be found.  
The program can create TGA's as well as FLC's in upto 24 bits.  
The utility can do Video style fades/wipes .  
The utility requires Windows and a decent PC.\

I bought the Mag since it had a save disabled version of a 400 pound video  
editing program (Adobe Premeier).

Hope the above is of interest to Graphic Wizards .

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### 1.548 MSG-545 Subject: Editor color preferences

Subject: Editor color preferences  
Date: Friday, 26 May 1995 21:00:23  
From: dgrant@cycor.ca (Dennis Grant)

---

Which colors are people using for the editor colors, or is everyone using  
the defaults?

---





---

On 25-May-95 14:02:12, Roger Straub wrote:

>> translation utility, such as Fontographer or Typesmith, and resave the  
>What's Fontographer?

Font design program on the mac. Made by altsys (frehand people) and distributed by Macromedia.

Torgeir

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### 1.551 MSG-548 Subject: Re: Brush Tacking

Subject: Re: Brush Tacking

Date: Friday, 26 May 1995 22:21:27

From: Torgeir Holm <torgeirh@powertech.no>

---

On 25-May-95 14:06:07, Roger Straub wrote:

>>  
>> If the user wants an explosion where the pieces will maintain their  
>> original brushmap color, I believe (though I may be wrong) that he'll  
>> have to deform the object into an exploded shape, create a state based  
>> on that, and lock the brushmap to the default state. Does anybody else  
>> have an opinion? I really haven't touched states that much.  
>You could explode the object in Stage, then use the Snapshot function and  
>then import that object as a state.

Actually, you would have to do some work with the action bars to make this work. The reason is that exploding an object alters the point count.

You would need two objects, (unless you don't use phong shading) one basic object, and the exploding version, which would have two states. The first state could be achieved by fracturing the object using 1 as the scale. Apply the map to this object, create a state, and tack the map to this state. Now you will be able to import a snapshot of the blown-up object, because the frame count will be the same...

Hope that made any sense... Sorry about the messy structure :-/

Torgeir

Thread 592

---

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## 1.552 MSG-549 Subject: Re: Amiga&PC in class

Subject: Re: Amiga&PC in class  
Date: Friday, 26 May 1995 23:26:40  
From: Kent Marshall Worley <mumu@america.net>

-----  
On Thu, 25 May 1995 m.rubin9@genie.geis.com wrote:

> I've been teaching a college computer animation class on Amigas,  
> lately using Imagine quite a bit. We are probably going to buy two  
> Pentiums to add to our lab and I'm hoping that students will be able  
> to move files and images back and forth easily between the two  
> platforms. At first I guess we'll just sneakernet PC formatted  
> floppies, but I'd love to get anyone's suggestions/warnings about such  
> a mixed platform production environment, particularly around Imagine.  
> Please let's not start a platform war! I'm just hoping to lower the  
> learning curve next semester. Thanks in advance.

>  
> Jon (Cooper Union in NYC)  
>  
>

I have been working on an Ethernet connection without much success.  
Ethernet is a new learning curve I am having a hard time with. I have  
been using "Twin Express" which is a serial transfer package that I get  
115200 CPS transfer rates. I render on a pentium and it takes a couple of  
hours to transfer 100 or so frames to the Amiga.

Mumu

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## 1.553 MSG-550 Subject: Re: Editor color preferences

Subject: Re: Editor color preferences  
Date: Friday, 26 May 1995 23:54:40  
From: fredster@cyberport.net (Fred Aderhold)

-----  
>Which colors are people using for the editor colors, or is everyone using  
>the defaults?

---

>

Here are my colors -

```
BGRD  555      # background color
FGRD  000      # edge color
REQC  777      # requester & gadgets color (bounding box & drag points)
BVLB  ccc      # bright bevel color (points & group lines)
BVLD  444      # dark bevel color (selected objects edges & points)
GRID  666      # grid color
PICK  66f      # picked edge color
PPNT  f66      # picked point color
SPCK  c6f      # selected picked edge
SPPT  ff6      # selected picked point
BWLC  fff      # line color in "B & W Wire/Shade"
COLC  fff      # line color in "Color Shade"
STAR  888      # star color in "Trace" and "Scanline"
COL0  000      # "color 0" RGB value for stills
QSKY  555555   # "Quickrender" background color
```

I couldn't stand the default orange - made me nuts!

-----  
Fred Aderhold  
fredster@cyberport.net

After we pull the pin, Mr. Grenade is  
NOT our friend!

-----  
Thread 63

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## 1.554 MSG-551 Subject: Re: Rendering times

Subject: Re: Rendering times  
Date: Saturday, 27 May 1995 02:15:02  
From: gregory denby <gdenby@elgreco.helios.nd.edu>

-----  
S.A. Jalim asks about a 14 hour render, and Robert (Bob) Byrne offers a comparison using the "VertiSketch digitized Hand object with Bones and eight States."

Wow, a hand with eight states! Where is this found?

Greg Denby

---



**1.556 MSG-553 Subject: Steve Worley email address**

Subject: Steve Worley email address  
Date: Saturday, 27 May 1995 16:22:00  
From: Paul Rance <paul@rance.demon.co.uk>

-----  
Does anyone know what Steve Worley or Apex's email address is. I want to ask a few questions about Essence & Forge.

failing that does anyone know when the PC version of Essence will be out.

thanks

Paul R  
--

```
..-----  
!Email paul@rance.demon.co.uk                2:254/516.2@Fidonet  !  
!                                              !  
! WWW page is http://metro.turnpike.net/P/paulr/index.html  !  
\-----/
```

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**1.557 MSG-554 Subject: OBJECTS&ATTRIBUTES**

Subject: OBJECTS&ATTRIBUTES  
Date: Saturday, 27 May 1995 17:00:06  
From: Granberg Tom <tom.granberg@TV2.no>

-----  
Howdy folks, out there in cyberspace!

For your information I have been out of reach the last couple of months due to problems with our mail system, but now they have installed a new version of the

software, so it's seems to work just fine.

Glad to be back on the list, and enjoy all you guys&gals superb devotion to one of the finest 3D packages there is!

Just wonder if you folks are interested in som very cool and somewhat huge objects from my own collection?

I've also made a rather huge and nice selection of attr. mostly containing 1 or

---

more textures, some of them uses essence I&II, others are compatible with Imagine 3.2 's textures. You PC users can also use some of them. I think some of

the attr. will blow your socks of, one of my friends in an animation company that uses SGI-Wavefront/Softimage saw some of the rendered attr. and he just went loco!

If you want to have a look, just pop into this WWW address:

<http://hobbes.nhidh.nki.no:80/~pednaa/tv2/tomg.html>

I maybe going to put up some of the objects&attr on this site for you to download.

If not you guys&gals know a better place to put them? And if you do please tell me where and how to get them there!

tom.granberg@tv2.no

-A4000/04040warpengine -2GB HD -36MB ram -DPS-PAR

PS. could somone point me at the correct adress, where I could find VMM(Virtual Memory, I think?)

PS2. Does anyone know what IM4.0 going to be like?

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## 1.558 MSG-555 Subject: FONT TROUBLE

Subject: FONT TROUBLE

Date: Saturday, 27 May 1995 17:20:09

From: Granberg Tom <tom.granberg@TV2.no>

-----  
Howdy all!

Can anybody help me, I can't seem to get all of the characters to work. This is

a problem since I live in Norway, and need to use the:o slash,o ring, and ae, but it seems like imagine doesnt bother loading those characters. I've checked the font in Typesmith, and all of the char. is there.

This problem also occur on the pc version!

tom.granberg@tv2.no

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---

**1.559 MSG-556 Subject: Showcase on SGI**

Subject: Showcase on SGI  
Date: Saturday, 27 May 1995 22:12:44  
From: eths1306@ele.etsmtl.ca

-----  
My friend is new to rendering program and he has access to a silicon graphics Indigo with Showcase 3D renderer. I don't know at all ShowCase so I would like to know.

-If there is possibility to exchange stuff between ShowCase and Imagine project things like animation, object?

-Is there any format that he can render that would permits me to see his graph on a PC?

thanks for your help

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**1.560 MSG-557 Subject: Re: Organic Modeling**

Subject: Re: Organic Modeling  
Date: Saturday, 27 May 1995 23:55:25  
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

-----  
Hello,

Don't have the former posts handy, it was about Forms editor making different sides (let's assume a human head) hmmm... different. So, when you fine tune the object in Detail, you get shading problems, for faces in opposite places.

To overcome it and get the ' ///|\\ ' placing of faces, I use the Forms editor by making only one half of the head. Think of a half ball, which has its inner side - flat, like a rubber ball cut in half.

It's not easy to get the right aspect, when making only half of a head, but when you load it into Detail, copy, paste, scale -1, join, delete the inner faces, and merge all the points of the outer circle, it looks like it's the easy part yet...

---



How do you come back from 3D ?  
Ayalon M. Hermony            Internet: ila2024@datasrv.co.il

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## 1.561    MSG-558 Subject: Re: Editor color preferences

Subject: Re: Editor color preferences  
Date:        Sunday, 28 May 1995 00:19:42  
From:        rbyrne@3dform.edex.edu.au (Robert Byrne)

-----  
Hello Dennis, on May 26 you wrote:

> Which colors are people using for the editor colors, or is everyone using  
> the defaults?

I've been using these since V2.0

```
BGRD  888      # background color
FGRD  000      # edge color
REQC  e92      # requester & gadgets color (bounding box & drag points)
BVLB  fc7      # bright bevel color (points & group lines)
BVLD  b62      # dark bevel color (selected objects edges & points)
GRID  999      # grid color
PICK  66f      # picked edge color
PPNT  f66      # picked point color
SPCK  94f      # selected picked edge (was c6f)
SPPT  0b0      # selected picked point (was ff6)
BWLC  fff      # line color in "B & W Wire/Shade"
COLC  fff      # line color in "Color Shade"
STAR  888      # star color in "Trace" and "Scanline"
COL0  000      # "color 0" RGB value for stills
```

-- Bob

```
: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :
: Amiga A3000/25    : Ballina, NSW Australia :
```

Thread                    550

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---

**1.562 MSG-559 Subject: Re: Steve Worley email address**

Subject: Re: Steve Worley email address  
Date: Sunday, 28 May 1995 00:43:00  
From: Paul Townend <Paul.Townend@raytech.co.uk>

-----  
Hello Paul - nice to talk to someone whose work I admire.  
Hope this address is OK as I've dug it out from the old archives.  
I'm interested in what system You have now as I know You used to run an  
A4000 16meg , but I understand You took the PC path as I have recently  
done.  
Plus, have You "made it" in the commercial sense? If so, what've You done  
so far? (Nosey or what?!).

Steve Worley is at spworley@netcom.com

Please mail me back if You have time. Thanks. Paul.

|  
| Internet: Paul.Townend@raytech.co.uk  
|-----|  
| Gated from RAYTECH BBS - free access raytracing support in the UK |  
|----- call +44 1862 83 2020 modem - 24 hours ! |

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**1.563 MSG-560 Subject: Re: Rendering times**

Subject: Re: Rendering times  
Date: Sunday, 28 May 1995 00:46:51  
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

-----  
> Hello S.A.Jalim, on May 25 you wrote:  
>  
> > Am i just being unreasonable or is 14 hours for a hires 24bit trace with  
> > two proceduaral terxtures, two brushmaps and a plastic bottle with water in  
  
> > the bottom with EDLE at 0 on an Amiga 3000/040 a little on the slow side?  
> >  
> > What tricks can I perform so that I can see my renders before I have  
> > grandkids?  
>  
> Sounds way too slow.

>

Viewed your picture uploaded to Aminet and you mention using Virtual Memory. I take it this means you used something like VMM or Gigamem. If you do, using a hard disk for memory will result in very slow rendering times. If the hard disk access time is 8 msec, compare that to the access time for 70 nanosecond RAM and it is several thousand times slower. Maybe you just need more RAM. Also, textures, transparency, reflections and refraction in trace mode just has a high cpu cycle cost. Nice picture, though.

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## 1.564 MSG-561 Subject: Re: Rendering times

Subject: Re: Rendering times

Date: Sunday, 28 May 1995 01:28:30

From: rbyrne@3dform.edex.edu.au (Robert Byrne)

-----  
Hello Gregory, on May 26 you wrote:

> S.A. Jalim asks about a 14 hour render, and Robert (Bob) Byrne offers  
> a comparison using the "VertiSketch digitized Hand object with Bones  
> and eight States."

>

> Wow, a hand with eight states! Where is this found?

It is on the LightROM Vol 1 CD in a demo directory. In there are some samples of the VertiSketch 3d digitizer including the hand. It's a LightWave object converted with InterChange then I added bones and various states for individual finger movements. I've just finished rendering an Opal anim of it which only has a skin coloured attribute applied, but still looks good. With the right noise texture (skin pores) it would be quite realistic.

Bones would have to be one of the best features of Imagine, it's much easier and faster to put together complex movements than using the Cycle Editor.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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## 1.565 MSG-562 Subject: Re: Organic Modeling

Subject: Re: Organic Modeling  
Date: Sunday, 28 May 1995 01:39:22  
From: jgoldman@acs.bu.edu

-----  
>  
> It's not easy to get the right aspect, when making only half of a head, but  
> when you load it into Detail, copy, paste, scale -1, join, delete the  
> inner faces, and merge all the points of the outer circle, it looks like  
> it's the easy part yet...

I'm assuming everyone knows they can select symmetry for the Top view (in both the X and Y axes), as well as the standard right (Z/Y) and front (Z/X) views, by selecting which axis to be symmetrical upon creating a new object. No?

Well, it does eliminate the need to Detail editor copy/scale/paste for most examples. There are incidences where symmetry is needed in the object, but setting X or Y symmetry is not beneficial, however...

Jeff-->

E-Mail: jgoldman@acs.bu.edu

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## 1.566 MSG-563 Subject: Re: Steve Worley email address

Subject: Re: Steve Worley email address  
Date: Sunday, 28 May 1995 01:46:56  
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

-----  
Hello Paul, on May 27 you wrote:

> Does anyone know what Steve Worley or Apex's email address is. I  
> want to ask a few questions about Essence & Forge.

Steve Worley - spworley@netcom.com

---

He may be hard to track down in which case I'm using Forge and Essence Vol 2 Version 3 on an Amiga. If the questions are not of a technical nature, fire away.

> failing that does anyone know when the PC version of Essence will  
> be out.

Can't help you there.

FWIW - If anyone is using Real3D on an Amiga, there supposed to be a program called Realism or something similar that converts Essence textures for use in that program.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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## 1.567 MSG-564 Subject: FONT TROUBLE

Subject: FONT TROUBLE

Date: Sunday, 28 May 1995 01:57:07  
From: Torgeir Holm <torgeirh@powertech.no>

-----  
On 27-May-95 18:20:09, Granberg Tom wrote:

>Can anybody help me, I can't seem to get all of the characters to work. This  
>is a problem since I live in Norway, and need to use the:o slash,o ring, and  
>ae, but it seems like imagine doesnt bother loading those characters. I've  
>checked the font in Typesmith, and all of the char. is there. This problem  
>also occur on the pc version!

Move the character to a different key in typesmith.

Torge!r

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## 1.568 MSG-565 Subject: Re: FastROM/VMM render speedup?

---

Subject: Re: FastROM/VMM render speedup?  
 Date: Sunday, 28 May 1995 10:54:47  
 From: "JOSEPH F. HART" <VISHART@ubvms.cc.buffalo.edu>

-----  
 Interesting... I have VMM 3.0a and cannot get it to work with either CPU or SetCPU using the FASTROM translation. It simply hangs when I try it. VMM works find without FASTROM, however. I am using an A2000 with a 2630 accelerator.

```

Joseph Hart | Internet: VISHART@ubvms.cc.buffalo.edu
Niagara Falls, NY | /// Plink : OSS542
| \\/// Ham call: WA2SND
| \XX/ FreeNet : af804@freenet.buffalo.edu
| *** AMIGA - Computers for REAL MEN ***
=====

```

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## 1.569 MSG-566 Subject: Re: How do you make trees.

Subject: Re: How do you make trees.  
 Date: Sunday, 28 May 1995 13:06:10  
 From: Martin Keitel <mk-tel@sik.ppoy.fi>

-----  
 On Wed, 24 May 1995, Robert Byrne wrote:

> If Imagine had an Arexx interface the ASCII scripts that Vista produces for  
 > the camera could come in real handy. These scripts contain the map  
 > coordinates, pitch, roll, yaw etc. You could render an aircraft or vehicle  
 > on a black background to follow the Vista camera movements and composite it  
 > onto the Vista landscape.

>  
 Yes. And even without Arexx you could always load the Vista script into some text editor and write down the coordinates and values by hand (after first finding out how the parameters are organized in vista scripts) and use them in the imagine script. But: Unfortunately this does not help, if you want to place objects on the ground. Because then they would have to be sometimes partially or totally covered by the hills in the landscape.

Marty

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## 1.570 MSG-567 Subject: Fire and quilt textures

Subject: Fire and quilt textures  
 Date: Sunday, 28 May 1995 13:15:34  
 From: Dylan Neill <dylann@pcug.org.au>

-----

HI! I recently had an error happen on my hard drive and it killed my fire and quilt textures. Is it OK for someone to send me these textures (cause I also seemed to have lost my update disks!). If you want I can send you whats left of my fire and quilt textures just so you know I'm not trying to scam a free copy or something! (BTW They're the PC versions)

---

```

          | \ / |
            o O
          _____oOO_=( ^ )=_OOo_____
          |          ' ' '      U      ' ' '          |
| Gumby Death Man (Dylan Neill) Amiga 1200/6/120 486DX2-66/24/500 |
| Email: dylann@pcug.org.au WWW: http://www.pcug.org.au/~dylann/ |
|_____|

```

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## 1.571 MSG-568 Subject: Re: OBJECTS&ATTRIBUTES

Subject: Re: OBJECTS&ATTRIBUTES  
 Date: Sunday, 28 May 1995 14:35:54  
 From: Dave Rhodes <dave@darhodes.demon.co.uk>

-----

Hi Tom,

> Just wonder if you folks are interested in som very cool and somewhat huge  
 > objects from my own collection?

---

How huge ? i.e. could I render them in 10 meg (without VMM) ?

> <http://hobbes.nhidh.nki.no:80/~pednaa/tv2/tomg.html>

Thanks for this, I'll have a look later...

> I maybe going to put up some of the objects&attr on this site for you to  
> download.

> -A4000/0404

warpengine -2GB HD -36MB ram -DPS-PAR

^^^^^^^

...and you want virtual memory..?

Well, it's on Aminet, as follows:

VMM\_V3\_0.lha aminet/util/misc (179K)

I have it, but I haven't tried it yet...

See yer.

Dave

--

~-----~  
Dave Rhodes - dave@darhodes.demon.co.uk - Yorkshire - England -  
-----

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## 1.572 MSG-569 Subject: Re: FONT TROUBLE.....

Subject: Re: FONT TROUBLE.....

Date: Sunday, 28 May 1995 14:46:24

From: Granberg Tom <tom.granberg@TV2.no>

-----  
I WROTE:

>Can anybody help me, I can't seem to get all of the characters to work. This  
>is a problem since I live in Norway, and need to use the:o slash,o ring, and  
>ae, but it seems like imagine doesnt bother loading those characters. I've  
>checked the font in Typesmith, and all of the char. is there. This problem  
>also occur on the pc version!

TORGEIR REPLAYED:Move the character to a different key in typesmith.

Hello again Torgeir, nice to have a mail from you again!

---



What kind of keyboard mapping are the Imagine spline editor using, because this confuses me a little bit, you see I can use all the characters when I write text in the text box! So it seems to me that when the spline editor tries to get them it uses another keyboard map than I have set it to, is this right or am I wrong?

See you again Torgeir.

tom.granberg@tv2.no

Ps. Have you visited my homepage yet?

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### 1.573 MSG-570 Subject: Re: MY HOMEPAGE

Subject: Re: MY HOMEPAGE

Date: Sunday, 28 May 1995 15:03:25

From: Granberg Tom <tom.granberg@TV2.no>

-----  
-Adri Mathlener wrote:

-HELLO Tom,

-i visited your home-page and i'm impressed. Is all the work done with imagine alone or did you use packages like photoshop ?

-cu adri

Yes almost every picture is made exclusively in Imagine, the exceptions are: the picture of me(urgh,photoshop), fotball ekstra logo(Lightwave), the rest are made by our truly great software package!

-The machines doesnt make nice graphics, I do!

tom.granberg@tv2.no

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---

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## 1.574 MSG-571 Subject: Re: Steve Worley email address

Subject: Re: Steve Worley email address  
 Date: Sunday, 28 May 1995 19:56:32  
 From: Paul Rance <paul@rance.demon.co.uk>

-----  
 On Sun, 28 May 95 10:46:56 +1000 Robert Byrne <rbyrne@3dform.edex.edu.au> said

>Hello Paul, on May 27 you wrote:

>> Does anyone know what Steve Worley or Apex's email address is. I  
 >> want to ask a few questions about Essence & Forge.

>Steve Worley - spworley@netcom.com

>He may be hard to track down in which case I'm using Forge and Essence Vol  
 >2 Version 3 on an Amiga. If the questions are not of a technical nature,  
 >fire away.

>> failing that does anyone know when the PC version of Essence will  
 >> be out.

>Can't help you there.

>FWIW - If anyone is using Real3D on an Amiga, there supposed to be a  
 >program called Realism or something similar that converts Essence textures  
 >for use in that program.

>-- Bob

Thanks for the reply, theyre not really technical questions just  
 wanting to make some suggestions for Forge, like real bumpmap  
 output. I'm using a PC as well as an Amiga and I dont half  
 miss the Essence/Forge combination on the PC.

Paul R

--

..-----  
 !Email paul@rance.demon.co.uk 2:254/516.2@Fidonet !  
 ! !  
 ! WWW page is <http://metro.turnpike.net/P/paulr/index.html> !  
 \-----/

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## 1.575 MSG-572 Subject: Re: FONT TROUBLE.....

Subject: Re: FONT TROUBLE.....  
Date: Monday, 29 May 1995 00:24:53  
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

-----  
Hello Granberg, on May 28 you wrote:

> What kind of keyboard mapping are the Imagine spline editor using, because thi  
s  
> confuses me a little bit, you see I can use all the characters when I write te  
xt  
> in the text box! So it seems to me that when the spline editor tries to get th  
em  
> it uses another keyboard map than I have set it to, is this right or am I wron  
g?

I use a custom keymap where the : and ; keys are reversed, I use colons  
more often than semi-colons. These map correctly in the Spline Editor  
(Amiga IMv3.0) so it is using my system's keymap.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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## 1.576 MSG-573 Subject: Re: Rendering times

Subject: Re: Rendering times  
Date: Monday, 29 May 1995 10:51:35  
From: S.A.Jalim@exeter.ac.uk

-----  
Dear Ted,

Thanks for the advice..... and the compliment :)

Just one thing... I though VMM does page swaps.. that is to say that, yes,

---

it does cache ram onto HD, but it doesn't do it continually... I thought that it swaps every 2 meg or something....

Can someone clear it up for me please?

Thanks

steve

---

```
|Steve Jalim -> S.A.Jalim@ex.ac.uk | http://www.ex.ac.uk/~ge94saj/stevel.html|
|-----|
| Deep Throat: Why do people like you believe what you believe when there is |
|               so much evidence to the contrary to dissuade you?           |
|                                                                              |
|   Mulder:    Because some of the evidence to the contrary is not entirely |
|               disuasive....                                                |
|                                                                              |
| Deep Throat: Exactly, Mr. Mulder.                                          |
|                                                                              |
|-----|
```

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**1.577 MSG-574 Subject: Re: Latest ESCOM news**

Subject: Re: Latest ESCOM news  
 Date: Monday, 29 May 1995 12:14:27  
 From: FERNANDO PENA D'ANDREA <DANDREA@aton.inf.ufrgs.br>

---

Here in Brazil are arriving news about an new Amiga with PC slots in the mother board. It's true? News about Amiga tend to be a few out of the truth here |(. Sorry to ask about Amiga news in an Imagine list, but we have very few ways to get news here.

Fernando D'Andrea. A1200/2mb/HD 64mb/14mhz.  
 dandrea@aton.inf.ufrgs.br\*\*\*\*\*  
 Fernando Pena D'Andrea.  
 E-Mail: dandrea@aton.inf.ufrgs.br  
 \*\*\*\*\*

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**1.578 MSG-575 Subject: Re: FastROM/VMM render speedup?**

Subject: Re: FastROM/VMM render speedup?  
 Date: Monday, 29 May 1995 14:08:45  
 From: dgrant@cycor.ca (Dennis Grant)

-----  
 >Interesting... I have VMM 3.0a and cannot get it to work  
 >with either CPU or SetCPU using the FASTROM translation.  
 >It simply hangs when I try it. VMM works fine without  
 >FASTROM, however. I am using an A2000 with a 2630 accelerator.

Don't use setCPU to use FASTROM, use the FASTROM option within VMM instead.

(as documented in the VMM manual)

>  
 >-----  
 > | Internet: VISHART@ubvms.cc.buffalo.edu  
 >Joseph Hart | /// Plink : OSS542  
 >Niagara Falls, NY | \\/// Ham call: WA2SND  
 > | \XX/ FreeNet : af804@freenet.buffalo.edu  
 > | \*\*\* AMIGA - Computers for REAL MEN \*\*\*  
 >=====

-----  
 Dennis Grant Cycor Tech Support Staff/HTML Design/Graphic Artist/Amiga support  
 dgrant@cycor.ca Amiga 4000/030/6/970/'882/17" IDEK/NEC CD-ROM/14.4  
 CLSIP/AmiTCP  
 http://www.cycor.ca/TCave/ Visit Trog's Cave!

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**1.579 MSG-576 Subject: Re: FastROM/VMM render speedup?**

Subject: Re: FastROM/VMM render speedup?  
 Date: Monday, 29 May 1995 16:09:03  
 From: Roger Straub <straub@csn.net>

-----  
 On Mon, 29 May 1995, Dennis Grant wrote:

> >Interesting... I have VMM 3.0a and cannot get it to work  
 > >with either CPU or SetCPU using the FASTROM translation.  
 > >It simply hangs when I try it. VMM works find without  
 > >FASTROM, however. I am using an A2000 with a 2630 accelerator.  
 >  
 > Don't use setCPU to use FASTROM, use the FASTROM option within VMM instead.  
 >  
 > (as documented in the VMM manual)  
 >

Which version of VMM are you using? I'm using 3.0, and I can't find the  
 FastROM option anywhere.

> >  
 > >-----  
 > > | Internet: VISHART@ubvms.cc.buffalo.edu  
 > >Joseph Hart | /// Plink : OSS542  
 > >Niagara Falls, NY | \\/// Ham call: WA2SND  
 > > | \XX/ FreeNet : af804@freenet.buffalo.edu  
 > > | \*\*\* AMIGA - Computers for REAL MEN \*\*\*  
 > >=====

-----

> Dennis Grant Cycor Tech Support Staff/HTML Design/Graphic Artist/Amiga support  
 > dgrant@cycor.ca Amiga 4000/030/6/970/'882/17" IDEK/NEC CD-ROM/14.4  
 > CLSIP/AmiTCP  
 > http://www.cycor.ca/TCave/ Visit Trog's Cave!  
 >  
 >  
 >

See ya,  
 Roger

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## 1.580 MSG-577 Subject: Re: FONT TROUBLE.....

Subject: Re: FONT TROUBLE.....  
 Date: Monday, 29 May 1995 19:36:12  
 From: Torgeir Holm <torgeirh@powertech.no>

-----

On 28-May-95 15:46:24, Granberg Tom wrote:

>Hello again Torgeir, nice to have a mail from you again!

>What kind of keyboard mapping are the Imagine spline editor using, because

---

>this confuses me a little bit, you see I can use all the characters when I  
>write text in the text box! So it seems to me that when the spline editor  
>tries to get them it uses another keyboard map than I have set it to, is  
>this right or am I wrong?

I don't know what keymap the spline editor uses... maybe Mike H can enlighten  
us if he is reading this.. So we norwegians can get the entire alphabet :)

>See you again Torgeir.

later

>Ps. Have you visited my homepage yet?

Haven't had the chance, but I'll stop by tonight.

Torgeir

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## 1.581 MSG-578 Subject: Old Antialias Switch?

Subject: Old Antialias Switch?

Date: Monday, 29 May 1995 19:59:03

From: yrod@ozemail.com.au

---

In a message replying to a users rendering speed problems, someone  
(Charles or Robert?) gave a hint to turn on the Old Antialias switch.  
So I tried this.

Wow, a render that previously took around 6hrs now took 2hrs.

I view the two renders to see if I could spot any difference in the  
output, but they looked identicle. I was using a low res though  
(320x256).

What are the benefits, apart from having to watch your machine render  
three time longer, of the new antialiasing?

And what is the Antialiasing Rays per pixel setting?

Thanks for the tip who ever wrote it, I guess it was either Charles or  
Robert, as they always come up with the goods.

Rodney Macey

yrod@ozemail.com.au

.... generating ... 69.69% complete

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---

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## 1.582 MSG-579 Subject: Re: Brush Tacking

Subject: Re: Brush Tacking  
Date: Tuesday, 30 May 1995 01:19:01  
From: Charles Blaquiere <blaq@io.org>

---

> From: DThompson <ldpdat@primenet.com>  
>  
> >If the user wants an explosion where the pieces will maintain their  
> >original brushmap color, I believe (though I may be wrong) that he'll  
> >have to deform the object into an exploded shape, create a state based  
> >on that, and lock the brushmap to the default state. Does anybody else  
> >have an opinion? I really haven't touched states that much.  
> >  
> >  
> >  
> Sorry, Charley,  
>  
> I don't know what you're doing wrong, but I use it all the time and it  
> works. As long as you set a default state, lock the brush to it, and  
> set its state in the action or stage editor, it will work. You could  
> atomize it and each individual poly keeps its color. It works on all  
> the other effects, too.  
>  
> Dave Thompson

Dave,

I can't get it to work. I created a very coarse sphere, added a WrapX/WrapZ brushmap. I then created a state called DEFAULT, and activated all 5 buttons. I went into Attributes and set the Lockstate for the brush to DEFAULT, then saved the object.

I loaded the sphere and set its state to DEFAULT. I exploded the sphere over 10 frames, with distance = 10, min and max rotations = 0.2. This results in mostly rotating triangles, and clearly shows the brush image perfectly immobile, while the triangles rotate as they wish. The triangles do NOT carry the brushmap with them as they move.

Please, give me some more detailed instructions.

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---



**1.583 MSG-580 Subject: Displaying text in spline**

Subject: Displaying text in spline  
Date: Tuesday, 30 May 1995 01:28:06  
From: Charles Blaquiere <blaq@io.org>

---

> From: Mike Vandersommen <mike.vandersommen@caddy.uu.silcom.com>  
>  
> Thank you Charles! I have directory with TONS of PS fonts that are  
> hit and miss when loading. Most do....many don't. I've been trying  
> to weed out the ones that DON'T, and you hit the bullseye. I tried  
> loading fonts with different encoding and nada. Now all I have to do is  
> view the font and kill the "non-standard" encoded ones.

<blush> Thanks! I'll risk repeating myself, but this tip is certainly worth it:

#: 72715 S4/Impulse  
21-Jan-94 14:57:06  
Sb: #72653-Corel Fonts & Imagine  
Fm: David Hofmann 100112,3243

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**1.584 MSG-581 Subject: Editor color preferences**

Subject: Editor color preferences  
Date: Tuesday, 30 May 1995 01:32:07  
From: Charles Blaquiere <blaq@io.org>

---

> From: Dennis Grant <dgrant@cycor.ca>  
>  
>  
> Which colors are people using for the editor colors, or is everyone using  
> the defaults?  
>

I believe the default Imagine background color is 5,5,5, and on my screen, it makes text and numbers very hard to read. I lightened it up to 6,6,6 and left everything else the same.

Tip: in Preferences, you (1) click on a parameter to edit, then (2) enter values in the label and value fields. You're told that the color sliders and color swatch are there only to assist you visually. I don't remember, however, if the 3.0 docs ever got around to mentioning that if

---

you CLICK ON THE COLOR SWATCH, the slider numbers will be automagically copied into the value field -- no manual typing required.

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## 1.585 MSG-582 Subject: Tom's Homepage

Subject: Tom's Homepage  
Date: Tuesday, 30 May 1995 01:36:49  
From: Torgeir Holm <torgeirh@powertech.no>

-----  
Hey Tom!

Stopped by your hompage last night. A lot of good stuff there, too bad the file sizes were too big for me to download them all... I only have a 14,4 connection, so 300k+ files take a while. May I suggest that you jpeg them with a higher compression. 50-150k woks great :)

I liked the T-bag pictures, are they from an animation? And is the steam a fog object? how did you animate this (supposing you did)

My hompage is under construction, and is not very exciting, but look for my gallery section \*soon\* on <http://www.powertech.no/~torgeirh>

Torge!r

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## 1.586 MSG-583 Subject: Re: Realistic Render

Subject: Re: Realistic Render  
Date: Tuesday, 30 May 1995 01:44:33  
From: Charles Blaquiere <blaq@io.org>

-----  
> From: S.A.Jalim@exeter.ac.uk  
>  
> Set the Global Axis to as close to the boundaries of the visible scene as  
> possible to keep the rendering time as low as possible

---

Close, but not quite. In the Action editor, set the Globals size to 0,0,0. This will cause Imagine to auto-size the world on every frame, so you don't have to figure out the value yourself. (Also prevents chopped-off parts if you change your scene later)

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### 1.587 MSG-584 Subject: Tom's Homepage

Subject: Tom's Homepage  
Date: Tuesday, 30 May 1995 01:51:02  
From: Charles Blaquiere <blaq@io.org>

---

> From: Torgeir Holm <torgeirh@powertech.no>  
>  
>  
> Hey Tom!  
>  
> Stopped by your hompage last night. A lot of good stuff there, too bad the  
> file sizes were too big for me to download them all... I only have a 14,4  
> connection, so 300k+ files take a while. May I suggest that you jpeg  
> them with a higher compression. 50-150k woks great :)

I second that motion, Tom. It's fine to put up high-quality renditions of your renders, but a Web page builder should always include much smaller files, 20 to 50K, to allow people with a slow connection to decide whether to download the huge files.

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### 1.588 MSG-585 Subject: Re: Imagine's future... hmmm

Subject: Re: Imagine's future... hmmm  
Date: Tuesday, 30 May 1995 01:55:09  
From: Charles Blaquiere <blaq@io.org>

---

> From: James Brooks <jamesb@clark.net>

---

>  
 >  
 > So from I understand you are saying there is a chance for me that is  
 > using Imagine 3.0 (right now) to UPGRADE to 4.0 for \$100 when it comes  
 > out?

Exactly. As a matter of fact, you can do yourself a big favor and spend the \$100 on the Constant Upgrade program instead. You'll get to play with 4.0 features as they are released in 3.1, 3.2, and 3.3, rather than having to wait for the final 4.0 to come out.

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**1.589 MSG-586 Subject: Re: Brush Tacking**

Subject: Re: Brush Tacking  
 Date: Tuesday, 30 May 1995 07:40:33  
 From: jbk4@email.psu.edu (The Prophet)

-----  
 >Dave,  
 >  
 >I can't get it to work. I created a very coarse sphere, added a  
 >WrapX/WrapZ brushmap. I then created a state called DEFAULT, and  
 >activated all 5 buttons. I went into Attributes and set the Lockstate  
 >for the brush to DEFAULT, then saved the object.  
 >  
 >I loaded the sphere and set its state to DEFAULT. I exploded the sphere  
 >over 10 frames, with distance = 10, min and max rotations = 0.2. This  
 >results in mostly rotating triangles, and clearly shows the brush image  
 >perfectly immobile, while the triangles rotate as they wish. The  
 >triangles do NOT carry the brushmap with them as they move.  
 >  
 >Please, give me some more detailed instructions.

Don't set your sphere to DEFAULT in Stage/Action. Create a second state and use that, even if it is the exact same as your default. You shouldn't use DEFAULT states, they stand as a reference state for states that you do use.

Jaeson K.

```

( | \      ( / \      ( )      _ / )
 ) | )_  _  / / _  _  _ /  _  ( X_ )
 ( | /~ \ / \_ ) /---~/ ) / ) / ) /~\ / \_ ) / _
 ) ll/ 1/ \_ ( / ( / ( _//_// / \_ ( )
 ( _____ )      ( _/      ( )
    
```

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## 1.590 MSG-587 Subject: Re[2]: Displaying text in spline editor--help

Subject: Re[2]: Displaying text in spline editor--help  
Date: Tuesday, 30 May 1995 08:37:24  
From: aciolino@rrddts.donnelley.com

---

On 25-May-95 14:02:12, Roger Straub wrote:

>> translation utility, such as Fontographer or Typesmith, and resave the  
>What's Fontographer?

Font design program on the mac. Made by altsys (frehand people) and distributed by Macromedia.

Fontographer is also out for the PC.

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## 1.591 MSG-588 Subject: Re: Brush Tacking

Subject: Re: Brush Tacking  
Date: Tuesday, 30 May 1995 12:03:49  
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

---

Hello Charles, on May 30 you wrote:

> Dave,  
>  
> I can't get it to work. I created a very coarse sphere, added a  
> WrapX/WrapZ brushmap. I then created a state called DEFAULT, and  
> activated all 5 buttons. I went into Attributes and set the Lockstate  
> for the brush to DEFAULT, then saved the object.

---

>  
> I loaded the sphere and set its state to DEFAULT. I exploded the sphere  
> over 10 frames, with distance = 10, min and max rotations = 0.2. This  
> results in mostly rotating triangles, and clearly shows the brush image  
> perfectly immobile, while the triangles rotate as they wish. The  
> triangles do NOT carry the brushmap with them as they move.  
>  
> Please, give me some more detailed instructions.

Although it is'nt mentioned in the manual's States tutorial, in the Bones tutorial it says under no circumstances should you use the DEFAULT state in the Action Editor as it holds the information which all other states are based on and any morph to this state will be linear. I realise that your not actually morphing from one state to another but you could try this:-

Clone the DEFAULT state, call it MAIN and de-select the Shape button, use this state in the Action Editor. Also it might be worth Updating the MAIN state after everything is set up, someone has mentioned this as a fix for a brush tacking bug but I forget what version of Imagine he was referring to.

-- Bob

: Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :  
: Amiga A3000/25 : Ballina, NSW Australia :

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## 1.592 MSG-589 Subject: DANDREA: about Dust2.lha

Subject: DANDREA: about Dust2.lha  
Date: Tuesday, 30 May 1995 12:57:54  
From: Bassilis Psomiadis <bpsomiad@athena.auth.gr>

-----  
DANDREA,

Sorry but I can't send you the Dust2.lha file I promised you. However I have an alternative way for you to get it. The answer if ftp by mail.

Send mail to:

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---

**1.593 MSG-590 Subject: FW: States bug! and fix**

Subject: FW: States bug! and fix  
Date: Tuesday, 30 May 1995 14:48:21  
From: Joe Cotellese <joec@Ensoniq.COM>

---

-----  
From: Joe Cotellese[SMTP:joec@ensoniq.com]  
Sent: Thursday, May 25, 1995 2:02 PM

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**1.594 MSG-591 Subject: Re: Brush Tacking**

Subject: Re: Brush Tacking  
Date: Tuesday, 30 May 1995 15:20:34  
From: Charles Blaquiere <blaq@io.org>

---

> From: The Prophet <jbk4@email.psu.edu>  
>  
> Don't set your sphere to DEFAULT in Stage/Action. Create a second  
> state and use that, even if it is the exact same as your default.  
> You shouldn't use DEFAULT states, they stand as a reference state  
> for states that you do use.

I still can't get it to work. I created a very coarse sphere, added a WrapX/WrapZ brushmap. I then created a state called DEFAULT, and activated all 5 buttons. I created a second state, identical to DEFAULT, and called it TACKED. I went into Attributes and set the Lockstate for the brush to DEFAULT, then saved the object.

I loaded the sphere and set its state to TACKED, not DEFAULT. I exploded the sphere over 10 frames, with distance = 10, min and max rotations = 0.2. This time, I didn't even check whether the triangles were carrying the brush around with them as they rotated, because `_most triangles did not have ANY brush mapping applied_`. They were just white.

Obviously, I'm still missing something. How cum youse guyz can explode an object, but I can't? <pout>

Again, more detailed instructions seem in order.

---

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## 1.595 MSG-592 Subject: Re: Brush Tacking

Subject: Re: Brush Tacking  
Date: Tuesday, 30 May 1995 17:40:01  
From: ldpdat@PrimeNet.Com (DThompson)

---

>  
>Dave,  
>  
>I can't get it to work. I created a very coarse sphere, added a  
>WrapX/WrapZ brushmap. I then created a state called DEFAULT, and  
>activated all 5 buttons. I went into Attributes and set the Lockstate  
>for the brush to DEFAULT, then saved the object.  
>  
>I loaded the sphere and set its state to DEFAULT. I exploded the sphere  
>over 10 frames, with distance = 10, min and max rotations = 0.2. This  
>results in mostly rotating triangles, and clearly shows the brush image  
>perfectly immobile, while the triangles rotate as they wish. The  
>triangles do NOT carry the brushmap with them as they move.  
>  
>Please, give me some more detailed instructions.  
>  
>  
>  
try not using DEFAULT for a state name, in the earlier versions this seems  
to be meant only for use in bones. Using the state DEFAULT causes state  
attributes to be lost.

Also try upgrading to 3.2 and 3.3 (whenever it's out).

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## 1.596 MSG-593 Subject: Spline Editors

Subject: Spline Editors  
Date: Tuesday, 30 May 1995 17:43:55  
From: paris@lor.jrent.com

---



---

Does anyone know of a FreeForm-type program for Dos or Windows? Or does anyone know of where to get a copy of FreeForm that will \*run\* under Windows? I think that splines would be the easiest way to get an organic-looking object modelled.

Does anyone know of a better/easier/at-least-as-good method of getting organic objects in Imagine? Or am I going to have to fall back on something like 3DS or trueSpace?

Jeff (paris@lor.jrent.com)

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### 1.597 MSG-594 Subject: Tom's Homepage

Subject: Tom's Homepage

Date: Wednesday, 31 May 1995 01:44:29

From: Torgeir Holm <torgeirh@powertech.no>

---

Hey Tom!

Stopped by your hompage last night. A lot of good stuff there, too bad the file sizes were too big for me to download them all... I only have a 14,4 connection, so 300k+ files take a while. May I suggest that you jpeg them with a higher compression. 50-150k woks great :)

I liked the T-bag pictures, are they from an animation? And is the steam a fog object? how did you animate this (supposing you did)

My hompage is under construction, and is not very exciting, but look for my gallery section \*soon\* on <http://www.powertech.no/~torgeirh>

Torge!r

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### 1.598 MSG-595 Subject: Fountain-Particles

Subject: Fountain-Particles

Date: Wednesday, 31 May 1995 01:49:54

From: dunc <dunc@eraser.demon.co.uk>

---

-----

does anyone have any ideas on how to make a fountain with the particle fx (action ed) i have managed to get a spout of triangles going up and down but i cant manage a spread at the top of the spout  
what i have is a pool of 'water' with a tube coming out of the water and some triangles sort of shooting out of there its very crude at the moment but im working on it well as soon as i get the fountain 'up and running'

anyone got any suggestions ????????

duncan

dunc@eraser.demon.co.uk

```
|||||  
|  
|      dunc@eraser.demon.co.uk      |  
|  
|||||
```

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## 1.599 MSG-596 Subject: TIP...LIGHT!!!

Subject: TIP...LIGHT!!!  
Date: Wednesday, 31 May 1995 03:00:38  
From: Lumbient@aol.com

-----

A lot of you have been talking about using a fog object to simulate the effect of a bright light reflecting off thousands of tiny particles suspended in air(well thats what it is). Here is a sort of short thing you can try to further the effect:

Make a cone.

Make it white and bright.

add the textures: filtnoiz(think thats it) and mnttop.  
align the Z axis for the mount top texture so its running down in the

---

direction of the light. Adjust the length of the Z axis so the axis reaches all the way to the end of the cone. In the texture box-make the color white and the filter 255-255-255 and reflect 0-0-0.

OK now comes the fun part-the noise settings can be anything. I usually use #'s that are relatively low: magnitude- .5 and velocity 1.0.

The filter noise is really just an addition to help make the texture appear blochy. WHY? because-"the distribution of particles in and area is not perfect throughout the entire area but rather, more highly 'active' in some, although the average of the area is generally the same as other areas" anyway, add the texture and make the Z axis align with the cone(like the previous texture). Then make the "size" larger in the Z direction than in any other. Finally make the amount of noise high to cut up the spheres.

The effect should fade with distance and have the little bloches. The mnttop texture should go second not first in the list. The only thing that would make this texture complete is if there was some way to align the two texture with the world coords. and lock them there.(if there is tell me :)

Damn, that was a "short" description!!!

---Lumbient

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## 1.600 MSG-597 Subject: TIP...LIGHT!!!

Subject: TIP...LIGHT!!!

Date: Wednesday, 31 May 1995 03:42:09

From: Charles Blaquiere <blaq@io.org>

-----  
> From: Lumbient@aol.com

>

>

> The only thing that would make this texture complete is if there was  
> some way to align the two texture with the world coords. and lock them  
> there.(if there is tell me :)

Well, you could always add an empty axis as the parent of your object, and apply the textures to this parent axis. Make sure the "Apply to children" button is activated in all textures, and you have a group where the actual beam of light is free to move, but the textures will stay fixed in space.

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---

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## 1.601 MSG-598 Subject: Two things

Subject: Two things  
Date: Wednesday, 31 May 1995 05:45:42  
From: cjo@esrange.ssc.se

-----  
1  
=3D  
There's a new image in my gallery.  
URL <http://www.kiruna.se/is/cjo/gallery.html>  
(Check out --"-- /monthly.html as well)

2  
=3D  
Why on earth haven't I used "set zone" before?!?  
What a neat feature!

\*-----\*  
| Conny Joensson | Swedish Space Corp. Esrange |  
| Kiruna | Satellite operations - Telecom Div. |  
| Sweden | cjo@smtpgw.esrange.ssc.se |  
\*-----\*

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## 1.602 MSG-599 Subject: Re[2]: brush tacking

Subject: Re[2]: brush tacking  
Date: Wednesday, 31 May 1995 08:30:25  
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

-----  
>ON 5/31/95 Milan WROTE:  
>BTW I was checking the DOF feature, and it's userfriendliness sucks like  
>a vacuumcleaner. Try reading the doc, I saw the words dancing before my eyes.  
>Pretty stupid to mix the 3D glasses and DOF settings like that.  
>I am currently (well, when I have time) trying to find out exactly what the  
>settings are, so I can come up with a system to set the camera to real life  
>settings like 50mm lens and 5.6 F-Stop. Imagine needs much more real life  
>stuff, like lightwave has. Otherwise you could never compose imagine images  
>with life action (Jurassic Park III done with Imagine?) How about a pref  
>setting for x imagine units = 1 cm ?

As a final addition to an image, I decided to defocus background objects. The DOF text file was a mess...just downright painful to read. After several passes, I decided to do a quality control check on my thought processes. I pulled out a text book on radiation chemistry (which I know little about) and found I could make better progress. Anyway, with a few clues hiding in the DOF text file and several hours of trial and error I managed to get the result I wanted. If there is someone out there who has pulled himself/herself up out of the gutter and understands Imagine's implementation of DOF, there are at least a couple of us who are still face down in the mud and in need of assistance.  
George

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### 1.603 MSG-600 Subject: ReversePath'sDirection?

Subject: ReversePath'sDirection?

Date: Wednesday, 31 May 1995 11:52:33  
From: Mike McCool <mikemcoo@efn.org>

---

I've tried several ways to do this, but I can't figure it out, so I thought I better go to the well.

It would be nice if I could get my path to 'turn around and come back the same way.' I've tried rotating the path's y-axis 180 degrees, and moving it to the tail end of the path--but no soap.

This sounds a bit vague, so maybe my exact designs would help. I have a curly s-shaped path, along which a wormy-snake-like object will grow/extrude over time. The GROW effect is delicious for this--but I want the worm/snake to go on past the camera and leave the scene. You know, his head passes the camera and passes out of the screen and then his tail comes on by and passes out too?

I've gotten interesting results just using GROW's 'Time Reversed' button, making the worm/snake wiggle in, then recede the way he came--and I was hoping to use this trick to somehow make the object pass on into and through the scene. You know, make the object's head and tail identical, then load in a second identical version of the object, only with the path ends inverted, so the start of the path becomes the end of the path, and so that, with the Time Reversed button set, he'll 'grow' backwards, past the camera and out of the scene?

(The above paragraph reads like a bad translation from the German. If anyone makes sense out of it, I'll give them fifty bucks).

---

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## 1.604 MSG-601 Subject: Re: Brush Tacking

Subject: Re: Brush Tacking  
Date: Wednesday, 31 May 1995 11:53:34  
From: Torgeir Holm <torgeirh@powertech.no>

-----  
On 30-May-95 00:19:01, Charles Blaquiere wrote:

>Dave,

>I can't get it to work. I created a very coarse sphere, added a  
>WrapX/WrapZ brushmap. I then created a state called DEFAULT, and  
>activated all 5 buttons. I went into Attributes and set the Lockstate  
>for the brush to DEFAULT, then saved the object.

>I loaded the sphere and set its state to DEFAULT. I exploded the sphere  
>over 10 frames, with distance = 10, min and max rotations = 0.2. This  
>results in mostly rotating triangles, and clearly shows the brush image  
>perfectly immobile, while the triangles rotate as they wish. The  
>triangles do NOT carry the brushmap with them as they move.

>Please, give me some more detailed instructions.

Charles, try fracturing the sphere with a 1.00 scale in detail, before you  
apply the map. That way the default state, and the exploded object will have  
the same point count. I haven't tried this myself, but i get the impression  
that this is the problem.

Torge!r

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## 1.605 MSG-602 Subject: TIP...LIGHT!!!

Subject: TIP...LIGHT!!!  
Date: Wednesday, 31 May 1995 12:08:02  
From: Torgeir Holm <torgeirh@powertech.no>

---

---

On 30-May-95 22:00:38, Lumbient wrote:

>The effect should fade with distance and have the little bloches. The mnttop  
>texture should go second not first in the list. The only thing that would  
>make this texture complete is if there was someway to align the two texture  
>with the world coords. and lock them there.(if there is tell me :)

Just add an axis and make it the parent of the cone. Apply all the textures to the parent axis, with the apply to children box checked. Now you can animate the cone through states without touching the parent, and the textures will follow world coordinates, producing the spotlight-in-smoky-room effect you want.

Any fog textures that need to go on the object itself (such as fog top, or ghost) don't need to be mapped to the parent. These could go directly on the cone, since they don't deal with the noise effect, but rather with the fog length of the object. Adding the nebula texture to the parent might look good though.

Torge!r

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## 1.606 MSG-603 Subject: Help with an effect

Subject: Help with an effect  
Date: Wednesday, 31 May 1995 13:22:32  
From: "Murray L. Crane" <sis2471@sis.port.ac.uk>

---

Hi all. I wonder if you could help me with an effect I'm trying to get...

For a picture I'm doing in Imagine 3.0 (on PC and/or Amiga...) I have made a model of a submarine. What I want coming out of the back of the sub is a disturbed water style of effect, much like the one that they used in "The Hunt for Red October" for that wierd aqua-jet on the Red October, but I don't want to surround my scene with a HUGE sphere of water, I just want the effect to be in the "air" at the back of the sub... any help would be appreciated...

Also, to Tom Granberg, on your picture of the half-face in a fish tank (don't blame me, that's what it looks like) how did you make the wires bend so smoothly... every time I try that effect I get nothing as good looking as you do...

Cheerio, Murray.

---

```
+-----  
| Murray L. Crane - sis2471@sis.port.ac.uk      (until July '95)  
|                               netwalker@buddahs.demon.co.uk (coming soon)  
+-----  
| The Inedible Buddahs  
| Bashing it out in Imagine for all the Universe to see  
+-----
```

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### 1.607 MSG-604 Subject: Re: Brush tacking

Subject: Re: Brush tacking  
Date: Wednesday, 31 May 1995 13:42:04  
From: milan@Dieppe.artmediatech.nl (Milan Polle)

---

Deselect the shape button? I thought this was the only important info for the other state. I recall doing it this way: Make a DEFAULT state with all buttons selected, make another state and just select shape. (make sure you had the lockstate set to DEFAULT in the first place). Now you should probably select the other state in the action editor (actor bar).  
If it all won't work, maybe you should fracture the object first to get the faces disattached. I can't remember if I ever succeeded with tacking a brush/texture to an exploding object. I thought it was pretty lame that particles didn't keep a piece of the map, but simply turned to one colour. Now I am thinking of something else, maybe the texture/brush's bounding box (axis) should contain the whole explosion size, I'm not sure, but you might check it.

Well, that's all I can squeeze out of my neurons at the moment, hope it contains something useful.

Milan

BTW I was checking the DOF feature, and it's userfriendliness sucks like a vacuumcleaner. Try reading the doc, I saw the words dancing before my eyes. Pretty stupid to mix the 3D glasses and DOF settings like that.  
I am currently (well, when I have time) trying to find out exactly what the settings are, so I can come up with a system to set the camera to real life settings like 50mm lens and 5.6 F-Stop. Imagine needs much more real life stuff, like lightwave has. Otherwise you could never compose imagine images with life action (Jurassic Park III done with Imagine?) How about a pref setting for x imagine units = 1 cm ?

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## 1.608 MSG-605 Subject: Re: Fire and quilt textures

Subject: Re: Fire and quilt textures  
 Date: Wednesday, 31 May 1995 14:31:06  
 From: Joe Cotellese <joec@Ensoniq.COM>

-----  
 I would just call IMPULSE. They would have your customer number which would verify that you have a real copy. I would bet that they probably would send you out the textures.

Joe C.

=20

I recently had an error happen on my hard drive and it killed my fire=20 and quilt textures. Is it OK for someone to send me these textures (cause=

=20 I also seemed to have lost my update disks!). If you want I can send you =

what's left of my fire and quilt textures just so you know I'm not try in=

g=20 to scam a free copy or something! (BTW They're the PC versions)

-----  
 x>"????Jo?C%Ö'  
 ß?  
 á?ë#Q?Đc?@

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## 1.609 MSG-606 Subject: Re: Two things (zones)

Subject: Re: Two things (zones)  
 Date: Wednesday, 31 May 1995 14:33:01  
 From: Roger Straub <straub@csn.net>

-----  
 On Wed, 31 May 1995 yrod@ozemail.com.au wrote:

> What does set zones do exactly?

>

When you select 'Set Zone' from the Display menu, you can draw a square in the perspective window. This controls how much of the Persp. window is rendered when you do a QuickRender.

> Rodney Macey  
> yrod@ozemail.com.au  
>  
>  
>

See ya,  
Roger

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### 1.610 MSG-607 Subject: How do I create a picture on my AMIGA for the PC world?

Subject: How do I create a picture on my AMIGA for the PC world?  
Date: Wednesday, 31 May 1995 16:28:29  
From: Steve McLaughlin <stevemcl@VNET.IBM.COM>

-----  
Hi, what's the easiest way to get a picture created on my AMIGA Imagine v3.0 to a pc paint program, for example Corel? I want to print them out at my local copier store. Does Imagine(amiga) have any output other than ILBM?  
thanks

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### 1.611 MSG-608 Subject: Re: Two things (zones)

Subject: Re: Two things (zones)  
Date: Wednesday, 31 May 1995 16:30:06  
From: Ian Smith <iansmith@moose.erie.net>

-----  
On Wed, 31 May 1995 yrod@ozemail.com.au wrote:  
>  
> What does set zones do exactly?

Set Zone lets you render only part of an image. You select Set Zone from

---

the menu, and you can then use a drag box to select part of the perspective view. When Imagine renders the image, it only renders what you selected. Great for test renders, and since it even works in the project screen, you can continue an aborted trace due to a crash or power outage. Just remember to keep the old file so you can composite the two together. Now, if Imagine only would let you enter numeric values, or better yet, automatically let you resume an interrupted render. That seems simple enough to see in 3.3 perhaps.. :-)

--

IanSmith@moose.erie.net Visit Below! :-)  
My HP48/Imagine Home Page --- <http://moose.erie.net/~iansmith>

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### 1.612 MSG-609 Subject: Trouble using tiff file as brush map

Subject: Trouble using tiff file as brush map  
Date: Wednesday, 31 May 1995 16:52:26  
From: Rich Van Gaasbeck <[richv@hpindsl.cup.hp.com](mailto:richv@hpindsl.cup.hp.com)>

-----  
Last night I tried to use a tiff file saved from Fractal Design Painter 3.1 as a brush map. Imagine 2.0 PC complained that it didn't like the file. I think the error was "unknow tiff format" or something. I was able to save my FDP image as a jpeg and then convert it with the image processing tool that comes with Shaddock's imagine book to a "tiff 5.0" file. This worked. There must be an easier way.

I didn't even know that tiff had different versions, but apparently so. Which versions does Imagine 2.0 understand? Is there restriction on the variations of tiff that I'm hitting. Like number of colors or compression or something?

Rich

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### 1.613 MSG-610 Subject: Re: Two things (zones)

Subject: Re: Two things (zones)  
Date: Wednesday, 31 May 1995 19:36:50  
From: [yrod@ozemail.com.au](mailto:yrod@ozemail.com.au)

---

---

What does set zones do exactly?

Rodney Macey  
yrod@ozemail.com.au

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## 1.614 MSG-611 Subject: Re: Lighting Calculations

Subject: Re: Lighting Calculations  
Date: Wednesday, 31 May 1995 21:41:06  
From: Roger Straub <straub@csn.net>

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On Wed, 31 May 1995 paris@lor.jrent.com wrote:

> ... Also, in the FAQ, it  
> says that we can use values greater than 255 for lights...? Does this actually  
> work, or does Imagine simply treat values greater than 255 as being equal to  
> 255?

Values greater than 255 are treated as brighter light sources, i.e., if you place a 255,255,255 light 20 units off of a ground and render, the area that the light illuminates is relatively small, but if you increase the light's intensity to 1000,1000,1000, then it will illuminate a much greater area. I hope that's decipherable by someone other than me...

>  
> --Jeff  
>

See ya,  
Roger

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**1.615 MSG-612 Subject: Lighting Calculations**

Subject: Lighting Calculations  
Date: Wednesday, 31 May 1995 23:25:08  
From: paris@lor.jrent.com

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Are there any means of determining how 'bright' a light to use based on wattages ? What I mean is, is there any way to equate the values in Imagine with the wattage rating on a RL light-bulb, and if so, how? ... Also, in the FAQ, it says that we can use values greater than 255 for lights...? Does this actually work, or does Imagine simply treat values greater than 255 as being equal to 255?

--Jeff

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