IMAGINE MAILING LIST

COLLABORATORS

	TITLE : IMAGINE MAILING LIST		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		April 16, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

IMAGINE MAILING LIST

1.1   IMAGINE MAILING LIST NUMBER V63

```
                            This GUIDE File was generated by an
               IMAGINE MAILING LIST PROCESSOR
                Written By Joop van de Wege
                          © 1994

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+-------------------------------oOO-(_)-OOo-------------------------------+
|                                                                         |
| This is the Imagine Mailing List (imagine@email.sp.paramax.com) Archive #63 |
| covering messages from Jun 01 1995 to Jun 30 1995.                      |
|                                                                         |
| If you have any questions or problems with this file, E-mail Joop vd Wege  |
| at Joop.vandeWege@medew.ento.wau.nl                                     |
| To join the IML, send email to: imagine-request@email.eag.unisysgsg.com   |
| and in the subject line type in: subscribe                             |
|                                                                         |
|      Thanks goes to: Neil Miller for the Imagine Mailing List Processor   |
|                      Nik Vukovljak for the archives                     |
+-------------------------------------------------------------------------+



            Turn the Page
```

1.2   IMAGINE MAILING LIST V63 CONTENTS

```
            Click-->
              1
            MSG-   1  Subject: Re: Trouble using tiff file as brush map
Click-->
              2
            MSG-   2  Subject: DOF
Click-->
```

```
Click-->
                  22
                MSG-  22  Subject: Re:MyHomepage(Tom)
Click-->
                  23
                MSG-  23  Subject: RE:Help with an effect
Click-->
                  24
                MSG-  24  Subject: Re:Objects&Attributes
Click-->
                  25
                MSG-  25  Subject: TEXTURE-DIFFERES
Click-->
                  26
                MSG-  26  Subject: Re: Rotoscoping
Click-->
                  27
                MSG-  27  Subject: RE:color text failure
Click-->
                  28
                MSG-  28  ------=> Sorry NO Subject!
Click-->
                  29
                MSG-  29  Subject: Color text failure
Click-->
                  30
                MSG-  30  Subject: RE: 3ds objects on Imagine?
Click-->
                  31
                MSG-  31  Subject: Computer espionage by M$ (fwd)
Click-->
                  32
                MSG-  32  Subject: Movie
Click-->
                  33
                MSG-  33  Subject: Gfx formats to use as brush
Click-->
                  34
                MSG-  34  Subject: Light Flash (was Re: Lighting Calculations)
Click-->
                  35
                MSG-  35  Subject: Re: Lighting Calculations
Click-->
                  36
                MSG-  36  Subject: Re: Rotoscoping
Click-->
                  37
                MSG-  37  Subject: Re: Computer espionage by M$ (fwd)
Click-->
                  38
                MSG-  38  Subject: ReversePath'sDirection?
Click-->
                  39
                MSG-  39  Subject: Re: Two things
Click-->
                  40
                MSG-  40  Subject: Re: Two things
```

```
Click-->
                41
              MSG-  41  Subject: Re: Light Flash (was Re: Ligh...
Click-->
                42
              MSG-  42  Subject: Re: TEXTURE-DIFFERES
Click-->
                43
              MSG-  43  Subject: Re: gfx formats to use as brush
Click-->
                44
              MSG-  44  Subject: 3ds objects on Imagine?
Click-->
                45
              MSG-  45  Subject: Re:MyHomepage(Tom)
Click-->
                46
              MSG-  46  Subject: TEXTURE-DIFFERES
Click-->
                47
              MSG-  47  Subject: Re: Computer espionage by M$ (fwd)
Click-->
                48
              MSG-  48  Subject: Re: Computer espionage by M$ (fwd)
Click-->
                49
              MSG-  49  Subject: Re: Computer espionage by M$ (fwd)
Click-->
                50
              MSG-  50  Subject: Spline Ed SubGroups
Click-->
                51
              MSG-  51  Subject: Re: color text failure
Click-->
                52
              MSG-  52  Subject: Re: Computer espionage by M$ (fwd)
Click-->
                53
              MSG-  53  Subject: Re: Lighting Calculations
Click-->
                54
              MSG-  54  Subject: Re: Rotoscoping
Click-->
                55
              MSG-  55  Subject: Re: Lighting Calculations
Click-->
                56
              MSG-  56  Subject: Re: different fluids - different colours
Click-->
                57
              MSG-  57  Subject: Re: Lighting Calculations
Click-->
                58
              MSG-  58  Subject: Re: Spline Ed SubGroups
Click-->
                59
              MSG-  59  Subject: Re: Lighting Calculations
```

```
Click-->
                  60
               MSG-  60  Subject: Ham6 to fli/flc?
Click-->
                  61
               MSG-  61  Subject: Re: Rotoscoping
Click-->
                  62
               MSG-  62  Subject: Animator Salary Inquiry
Click-->
                  63
               MSG-  63  Subject: Re: Spline Ed SubGroups
Click-->
                  64
               MSG-  64  Subject: Re: Computer espionage by M$ (fwd)
Click-->
                  65
               MSG-  65  Subject: RE: Rotoscoping
Click-->
                  66
               MSG-  66  Subject: SWapCRF, SOLID
Click-->
                  67
               MSG-  67  Subject: Re: ham6 to fli/flc?
Click-->
                  68
               MSG-  68  Subject: IML archives on Aminet
Click-->
                  69
               MSG-  69  Subject: Quickie-Ground Cover
Click-->
                  70
               MSG-  70  Subject: Re: Old Antialias Switch?
Click-->
                  71
               MSG-  71  Subject: Re: Rotoscoping
Click-->
                  72
               MSG-  72  Subject: Re: Rotoscoping
Click-->
                  73
               MSG-  73  Subject: (Not so) Quickie! :)
Click-->
                  74
               MSG-  74  Subject: Re: Old Antialias Switch?
Click-->
                  75
               MSG-  75  Subject: RE: Rotoscoping
Click-->
                  76
               MSG-  76  Subject: Re: SWapCRF, SOLID
Click-->
                  77
               MSG-  77  Subject: Hands and Feet
Click-->
                  78
               MSG-  78  Subject: Re: Rotoscoping
```

```
Click-->
                79
            MSG-  79  Subject: Re: Rotoscoping
Click-->
                80
            MSG-  80  Subject: Explosion Flash
Click-->
                81
            MSG-  81  Subject: Re: Rotoscoping
Click-->
                82
            MSG-  82  Subject: Re: Rotoscoping
Click-->
                83
            MSG-  83  Subject: SWapCRF, SOLID
Click-->
                84
            MSG-  84  Subject: Re: Rotoscoping
Click-->
                85
            MSG-  85  Subject: Amiga/PC Networking
Click-->
                86
            MSG-  86  Subject: Re: Lighting Calculations
Click-->
                87
            MSG-  87  Subject: Re: Old Antialias Switch?
Click-->
                88
            MSG-  88  Subject: Quickie-Ground Cover
Click-->
                89
            MSG-  89  Subject: Re: Old Antialias Switch?
Click-->
                90
            MSG-  90  Subject: Re: Hands and Feet
Click-->
                91
            MSG-  91  Subject: Re: SWapCRF, SOLID
Click-->
                92
            MSG-  92  Subject: Apex contact info
Click-->
                93
            MSG-  93  Subject: Re: SWapCRF, SOLID
Click-->
                94
            MSG-  94  Subject: Re: Animator Salary Inquiry
Click-->
                95
            MSG-  95  Subject: Re: Quickie-Ground Cover
Click-->
                96
            MSG-  96  Subject: Re: Hands and Feet
Click-->
                97
            MSG-  97  Subject: Re: Hands and Feet
```

```
Click-->
                 98
                MSG-  98  Subject: Re: Rotoscoping
Click-->
                 99
                MSG-  99  Subject: Re: Rotoscoping
Click-->
                100
                MSG- 100  Subject: Hands and Feet
Click-->
                101
                MSG- 101  Subject: Variation on a theme
Click-->
                102
                MSG- 102  Subject: Re: Quickie-Ground Cover
Click-->
                103
                MSG- 103  Subject: New Ground Cover
Click-->
                104
                MSG- 104  Subject: Rotoscoping
Click-->
                105
                MSG- 105  Subject: 3DS to Imagine converter
Click-->
                106
                MSG- 106  Subject: ?
Click-->
                107
                MSG- 107  Subject: Re:Different Fluids
Click-->
                108
                MSG- 108  Subject: RE:ROTOSCOPING
Click-->
                109
                MSG- 109  Subject: AQUA JET VAPOUR
Click-->
                110
                MSG- 110  Subject: RE:My Homepage
Click-->
                111
                MSG- 111  Subject: Re: Rotoscoping
Click-->
                112
                MSG- 112  Subject: Re: Old Antialias Switch?
Click-->
                113
                MSG- 113  Subject: Book on writing textures
Click-->
                114
                MSG- 114  Subject: Re: Lighting Calculations
Click-->
                115
                MSG- 115  Subject: Mobius Strip Anim
Click-->
                116
                MSG- 116  Subject: DXF to Imagine
```

```
Click-->
                117
                MSG- 117  Subject: Re: AQUA JET VAPOUR
Click-->
                118
                MSG- 118  Subject: Amiga anims to PC?
Click-->
                119
                MSG- 119  Subject: Re: DXF to Imagine
Click-->
                120
                MSG- 120  Subject: RE: Lighting Calculations
Click-->
                121
                MSG- 121  Subject: For those who want to UNSUBSCRIBE
Click-->
                122
                MSG- 122  Subject: Re: SWapCRF, SOLID
Click-->
                123
                MSG- 123  Subject: RE: DXF to Imagine
Click-->
                124
                MSG- 124  Subject: Re: (Not so) Quickie! :) (fwd)
Click-->
                125
                MSG- 125  Subject: RE:My Homepage
Click-->
                126
                MSG- 126  Subject: Quickie-Ground Cover
Click-->
                127
                MSG- 127  Subject: Re: Lighting Calculations
Click-->
                128
                MSG- 128  Subject: Re: DXF to Imagine
Click-->
                129
                MSG- 129  Subject: Re: Rotoscoping
Click-->
                130
                MSG- 130  Subject: Re: Lighting Calculations
Click-->
                131
                MSG- 131  Subject: Rotoscoping
Click-->
                132
                MSG- 132  Subject: DCTV/DigiView digitizing (was: Rotoscoping)
Click-->
                133
                MSG- 133  Subject: Re: SWapCRF, SOLID
Click-->
                134
                MSG- 134  Subject: Wire-frame rendering
Click-->
                135
                MSG- 135  Subject: Re: Rotoscoping
```

```
Click-->
                136
                MSG- 136  Subject: Wireframe redux
Click-->
                137
                MSG- 137  Subject: Wire-frame rendering
Click-->
                138
                MSG- 138  Subject: FTP Problems
Click-->
                139
                MSG- 139  Subject: Conformations
Click-->
                140
                MSG- 140  Subject: Re: Explosion Flash
Click-->
                141
                MSG- 141  Subject: Amiga-PHOENIX
Click-->
                142
                MSG- 142  Subject: Re: Wire-frame rendering
Click-->
                143
                MSG- 143  Subject: Re: rotoscoping
Click-->
                144
                MSG- 144  Subject: Imagine 3.3
Click-->
                145
                MSG- 145  Subject: Conformations
Click-->
                146
                MSG- 146  Subject: Imagine 3.3
Click-->
                147
                MSG- 147  Subject: Re: SWapCRF, SOLID
Click-->
                148
                MSG- 148  Subject: A descent fog texture
Click-->
                149
                MSG- 149  Subject: ST:tng shield
Click-->
                150
                MSG- 150  Subject: PC's and Video output.
Click-->
                151
                MSG- 151  Subject: A descent fog texture
Click-->
                152
                MSG- 152  Subject: Re: Conformations
Click-->
                153
                MSG- 153  Subject: Re: Rotoscoping
Click-->
                154
                MSG- 154  Subject: Snappy
```

```
Click-->
                155
                MSG- 155  Subject: Re: Imagine 3.3
Click-->
                156
                MSG- 156  Subject: Video mail lists
Click-->
                157
                MSG- 157  Subject: Space Ship Textures
Click-->
                158
                MSG- 158  Subject: RE:ROTOSCOPING
Click-->
                159
                MSG- 159  Subject: Prefs
Click-->
                160
                MSG- 160  Subject: Particle/memory problem?(95 lines long)
Click-->
                161
                MSG- 161  Subject: Re: Prefs
Click-->
                162
                MSG- 162  Subject: RE: Lighting Calculations
Click-->
                163
                MSG- 163  Subject: Atmosphere
Click-->
                164
                MSG- 164  Subject: FLC resolution
Click-->
                165
                MSG- 165  Subject: Re: Rotoscoping
Click-->
                166
                MSG- 166  Subject: Re: Rotoscoping
Click-->
                167
                MSG- 167  Subject: Re: Snappy
Click-->
                168
                MSG- 168  Subject: Re: FLC resolution
Click-->
                169
                MSG- 169  Subject: RE:FLC resolution
Click-->
                170
                MSG- 170  Subject: Re: Prefs
Click-->
                171
                MSG- 171  Subject: Easy MPEG
Click-->
                172
                MSG- 172  Subject: Re: DXF to Imagine
Click-->
                173
                MSG- 173  Subject: :-(
```

```
Click-->
                174
                MSG- 174  Subject: Re: A descent fog texture
Click-->
                175
                MSG- 175  Subject: Imagine and VMM
Click-->
                176
                MSG- 176  Subject: Re: A descent fog texture
Click-->
                177
                MSG- 177  Subject: Need help with effect
Click-->
                178
                MSG- 178  Subject: Is it worth it?
Click-->
                179
                MSG- 179  Subject: RE:FLC resolution
Click-->
                180
                MSG- 180  Subject: Vista Pro not working !
Click-->
                181
                MSG- 181  Subject: Re: Easy MPEG
Click-->
                182
                MSG- 182  Subject: Pix
Click-->
                183
                MSG- 183  Subject: Re: particle/memory problem?(95 lines long)
Click-->
                184
                MSG- 184  Subject: Re: Amiga anims to PC?
Click-->
                185
                MSG- 185  Subject: Re: FLC resolution
Click-->
                186
                MSG- 186  Subject: Re: Imagine and VMM
Click-->
                187
                MSG- 187  Subject: Re: Prefs
Click-->
                188
                MSG- 188  Subject: Re: A descent fog texture
Click-->
                189
                MSG- 189  Subject: Atmosphere
Click-->
                190
                MSG- 190  Subject: Is it worth it?
Click-->
                191
                MSG- 191  Subject: Re: FLC resolution
Click-->
                192
                MSG- 192  Subject: Re: FLC resolution
```

```
Click-->
                193
                MSG- 193  Subject: Re: Is it worth it?
Click-->
                194
                MSG- 194  Subject: Re: Vista Pro not working !
Click-->
                195
                MSG- 195  Subject: RE:FLC resolution
Click-->
                196
                MSG- 196  Subject: Re: Is it worth it?
Click-->
                197
                MSG- 197  Subject: Re: need help with effect
Click-->
                198
                MSG- 198  Subject: Re: FLC resolution
Click-->
                199
                MSG- 199  Subject: Re: FLC resolution - How to do it right!!!
Click-->
                200
                MSG- 200  Subject: Re: Is it worth it?
Click-->
                201
                MSG- 201  Subject: Mobius Strip Anim
Click-->
                202
                MSG- 202  Subject: Conformations
Click-->
                203
                MSG- 203  Subject: Imagine 3.3
Click-->
                204
                MSG- 204  Subject: Re: A descent fog texture
Click-->
                205
                MSG- 205  Subject: Scanline spheres vs. Trace spheres
Click-->
                206
                MSG- 206  Subject: RE:FLC resolution
Click-->
                207
                MSG- 207  Subject: Re: Vista Pro not working !
Click-->
                208
                MSG- 208  Subject: Re: Wire-frame rendering
Click-->
                209
                MSG- 209  Subject: Re: DXF to Imagine
Click-->
                210
                MSG- 210  Subject: RE:FLC resolution
Click-->
                211
                MSG- 211  Subject: Re: Prefs
```

```
Click-->
                212
                MSG- 212  Subject: Wacom tablets
Click-->
                213
                MSG- 213  Subject: Re: Snappy
Click-->
                214
                MSG- 214  Subject: Re: Rotoscoping
Click-->
                215
                MSG- 215  Subject: Re: Prefs
Click-->
                216
                MSG- 216  Subject: Re: Atmosphere
Click-->
                217
                MSG- 217  Subject: MovieSetter
Click-->
                218
                MSG- 218  Subject: Re: FLC resolution
Click-->
                219
                MSG- 219  Subject: Re: Scanline spheres vs. Trac...
Click-->
                220
                MSG- 220  Subject: Do you want a tutorial?
Click-->
                221
                MSG- 221  Subject: Re: FLC resolution
Click-->
                222
                MSG- 222  Subject: Re: MovieSetter
Click-->
                223
                MSG- 223  Subject: Re: Atmosphere
Click-->
                224
                MSG- 224  Subject: Re: DCTV and Kinko's
Click-->
                225
                MSG- 225  Subject: Re: A descent fog texture
Click-->
                226
                MSG- 226  Subject: Re: Atmosphere
Click-->
                227
                MSG- 227  Subject: Re: need help with effect
Click-->
                228
                MSG- 228  Subject: Particle/memory problem?(95 lines long)
Click-->
                229
                MSG- 229  Subject: Scanline spheres vs. Trace spheres
Click-->
                230
                MSG- 230  Subject: Re: A descent fog texture
```

```
Click-->
                231
                MSG- 231  Subject: Re: FLC resolution
Click-->
                232
                MSG- 232  Subject: Re: Atmosphere
Click-->
                233
                MSG- 233  Subject: RE:FLC resolution
Click-->
                234
                MSG- 234  Subject: Re: Book on writing textures
Click-->
                235
                MSG- 235  Subject: Problem With Texture Mapping
Click-->
                236
                MSG- 236  Subject: Re: FLC resolution
Click-->
                237
                MSG- 237  Subject: Re: Atmosphere
Click-->
                238
                MSG- 238  Subject: Re: Book on writing textures
Click-->
                239
                MSG- 239  Subject: Re: A descent fog texture
Click-->
                240
                MSG- 240  Subject: Re: Do you want a tutorial?
Click-->
                241
                MSG- 241  Subject: I'll Send it....
Click-->
                242
                MSG- 242  Subject: Re: Atmosphere
Click-->
                243
                MSG- 243  Subject: Re: Atmosphere
Click-->
                244
                MSG- 244  Subject: Re: Atmosphere
Click-->
                245
                MSG- 245  Subject: Re :space ship textures
Click-->
                246
                MSG- 246  Subject: Jobs for modelers -Atlanta, GA Ibm required
Click-->
                247
                MSG- 247  Subject: Re: DCTV and Kinko's
Click-->
                248
                MSG- 248  Subject: Re: Wacom tablets
Click-->
                249
                MSG- 249  Subject: Re: Amiga anims to PC?
```

```
Click-->
                  250
                  MSG- 250  Subject: Re: Problem With Texture Mapping
Click-->
                  251
                  MSG- 251  Subject: Re: Atmosphere
Click-->
                  252
                  MSG- 252  Subject: Re: Atmosphere
Click-->
                  253
                  MSG- 253  Subject: Re: Atmosphere
Click-->
                  254
                  MSG- 254  Subject: Whew!!! Glad thats done!!!
Click-->
                  255
                  MSG- 255  Subject: Windows 3.11, Windows NT 3.5, Windows 95
Click-->
                  256
                  MSG- 256  Subject: Re: Problem With Texture Mapping
Click-->
                  257
                  MSG- 257  Subject: Re: Atmosphere
Click-->
                  258
                  MSG- 258  Subject: Re: MovieSetter
Click-->
                  259
                  MSG- 259  Subject: Re: Wacom tablets
Click-->
                  260
                  MSG- 260  Subject: Re: MovieSetter
Click-->
                  261
                  MSG- 261  Subject: Random-looking textures (was: Space Ship  ←
                     Textures)
Click-->
                  262
                  MSG- 262  Subject: Re: Atmosphere
Click-->
                  263
                  MSG- 263  Subject: RE:Vista-Pro Not working !
Click-->
                  264
                  MSG- 264  Subject: Re: Wacom Tablet
Click-->
                  265
                  MSG- 265  Subject: Re: Atmosphere
Click-->
                  266
                  MSG- 266  Subject: Re: Atmosphere
Click-->
                  267
                  MSG- 267  Subject: Re: DCTV and Kinko's
Click-->
                  268
```

```
                        MSG- 268  Subject: IS IT THERE ???
Click-->
                        269
                        MSG- 269  Subject: Re: Problem With Texture Mapping
Click-->
                        270
                        MSG- 270  Subject: Windows 3.11, Windows NT 3.5, Windows 95
Click-->
                        271
                        MSG- 271  Subject: IS IT THERE ???
Click-->
                        272
                        MSG- 272  Subject: Aminet.
Click-->
                        273
                        MSG- 273  Subject: REX's and TEXTURES...again!!!
Click-->
                        274
                        MSG- 274  Subject: Re: Random-looking textures (was: Space Ship  ←↩
                           Textures)
Click-->
                        275
                        MSG- 275  Subject: Re: FLC resolution
Click-->
                        276
                        MSG- 276  Subject: Re: REX's and TEXTURES...again!!!
Click-->
                        277
                        MSG- 277  Subject: Re: FLC resolution
Click-->
                        278
                        MSG- 278  Subject: Re: Aminet.
Click-->
                        279
                        MSG- 279  Subject: Re[2]: REX's and TEXTURES...again!!!
Click-->
                        280
                        MSG- 280  Subject: Impulse???
Click-->
                        281
                        MSG- 281  Subject: Re: Impulse???
Click-->
                        282
                        MSG- 282  Subject: Lightbulb
Click-->
                        283
                        MSG- 283  Subject: Re: Impulse???
Click-->
                        284
                        MSG- 284  Subject: Re: Random-looking textures (was: Space Ship  ←↩
                           Textures)
Click-->
                        285
                        MSG- 285  Subject: Re: Impulse???
Click-->
                        286
                        MSG- 286  Subject: Re: Wacom Tablet
```

```
Click-->
                287
                MSG- 287  Subject: Re: Atmosphere
Click-->
                288
                MSG- 288  Subject: B5 Aminet Uploads...
Click-->
                289
                MSG- 289  Subject: Re: Impulse???
Click-->
                290
                MSG- 290  Subject: Re: FLC resolution
Click-->
                291
                MSG- 291  Subject: Mike H / Textures [was: Re: Impulse???]
Click-->
                292
                MSG- 292  Subject: Re: Impulse???
Click-->
                293
                MSG- 293  Subject: Re: Impulse???
Click-->
                294
                MSG- 294  Subject: Re: Spline Ed SubGroups
Click-->
                295
                MSG- 295  Subject: Re: Impulse???
Click-->
                296
                MSG- 296  Subject: Re: Mike H
Click-->
                297
                MSG- 297  Subject: Re: Impulse???
Click-->
                298
                MSG- 298  Subject: Re: Mike H
Click-->
                299
                MSG- 299  Subject: Mike H
Click-->
                300
                MSG- 300  Subject: Smacker Flic Compression
Click-->
                301
                MSG- 301  Subject: Assigning attributes to subgroups
Click-->
                302
                MSG- 302  Subject: Re: Mike H
Click-->
                303
                MSG- 303  Subject: Re: Spline Ed SubGroups
Click-->
                304
                MSG- 304  Subject: Grow Effect prob in 2.0
Click-->
                305
                MSG- 305  Subject: Re: Spline Ed SubGroups
```

```
Click-->
                 306
                 MSG- 306  Subject: Re: Impulse???
Click-->
                 307
                 MSG- 307  Subject: Re: Imagine Developers Kit
Click-->
                 308
                 MSG- 308  Subject: Imagine Developers Kit
Click-->
                 309
                 MSG- 309  Subject: Re: Atmosphere
Click-->
                 310
                 MSG- 310  Subject: Re: Imagine Developers Kit
Click-->
                 311
                 MSG- 311  Subject: Re: Mike H
Click-->
                 312
                 MSG- 312  Subject: Re: Mike H
Click-->
                 313
                 MSG- 313  Subject: Re: Spline Ed SubGroups
Click-->
                 314
                 MSG- 314  ------=> Sorry NO Subject!
Click-->
                 315
                 MSG- 315  Subject: Re: FLC resolution
Click-->
                 316
                 MSG- 316  Subject: SPIN & SWEEP
Click-->
                 317
                 MSG- 317  Subject: Imagine & OS/2
Click-->
                 318
                 MSG- 318  Subject: Re: re Mike H
Click-->
                 319
                 MSG- 319  Subject: Re: Imagine Developers Kit
Click-->
                 320
                 MSG- 320  Subject: Another Quickie
Click-->
                 321
                 MSG- 321  Subject: Impulse and a tip!
Click-->
                 322
                 MSG- 322  Subject: Re: Spline Ed SubGroups
Click-->
                 323
                 MSG- 323  Subject: Re Mike H
Click-->
                 324
                 MSG- 324  Subject: More Imagine info
```

```
Click-->
                325
                MSG- 325  Subject: Re: Impulse???
Click-->
                326
                MSG- 326  Subject: Re: Impulse and a tip!
Click-->
                327
                MSG- 327  Subject: Re: Mike H
Click-->
                328
                MSG- 328  Subject: Dare 2 Imagine Guide
Click-->
                329
                MSG- 329  Subject: Re: SPIN & SWEEP
Click-->
                330
                MSG- 330  Subject: Re: Wire-frame rendering
Click-->
                331
                MSG- 331  Subject: Re: Developer Kit Info
Click-->
                332
                MSG- 332  Subject: Developer Kit Info
Click-->
                333
                MSG- 333  Subject: Line o' pixels
Click-->
                334
                MSG- 334  Subject: Re: Impulse???
Click-->
                335
                MSG- 335  Subject: Re: Mike H
Click-->
                336
                MSG- 336  Subject: Re: SPIN & SWEEP
Click-->
                337
                MSG- 337  Subject: Re: Atmosphere
Click-->
                338
                MSG- 338  Subject: Re: FLC resolution
Click-->
                339
                MSG- 339  Subject: Imagine Developers Kit
Click-->
                340
                MSG- 340  Subject: Re: Impulse???
Click-->
                341
                MSG- 341  Subject: Re: Dare 2 Imagine Guide
Click-->
                342
                MSG- 342  Subject: Email and imagine
Click-->
                343
                MSG- 343  Subject: Effects.doc
```

```
Click-->
                344
                MSG- 344  Subject: Impulse and a tip!
Click-->
                345
                MSG- 345  Subject: Re: Impulse???
Click-->
                346
                MSG- 346  Subject: Mike H
Click-->
                347
                MSG- 347  Subject: Mike H
Click-->
                348
                MSG- 348  Subject: Re: Mike H
Click-->
                349
                MSG- 349  Subject: Re: SPIN & SWEEP
Click-->
                350
                MSG- 350  Subject: Re: Atmosphere
Click-->
                351
                MSG- 351  Subject: Re: Grow Effect prob in 2.0
Click-->
                352
                MSG- 352  Subject: Imagine & OS/2
Click-->
                353
                MSG- 353  Subject: Should I upgrade???
Click-->
                354
                MSG- 354  Subject: TDDD Info?
Click-->
                355
                MSG- 355  Subject: FInally Upgraded
Click-->
                356
                MSG- 356  Subject: Re: SPIN & SWEEP
Click-->
                357
                MSG- 357  Subject: Off message post
Click-->
                358
                MSG- 358  Subject: UNSUBSCRIBE*UNSUBSCRIBE*UNSUBSCRIBE* ↩
                   UNSUBSCRIBE !!!!
Click-->
                359
                MSG- 359  Subject: Re: FInally Upgraded
Click-->
                360
                MSG- 360  Subject: Re: Finally Upgraded
Click-->
                361
                MSG- 361  Subject: Re: TDDD Info?
Click-->
                362
```

```
                        MSG- 362  Subject: Re: TDDD Info?
Click-->
                        363
                        MSG- 363  Subject: Re: Should I upgrade???
Click-->
                        364
                        MSG- 364  Subject: Stereo 3D on Imagine 2.0
Click-->
                        365
                        MSG- 365  Subject: Re: SPIN & SWEEP
Click-->
                        366
                        MSG- 366  Subject: Re: SPIN & SWEEP
Click-->
                        367
                        MSG- 367  Subject: Eye-like camera
Click-->
                        368
                        MSG- 368  Subject: Re: FLC resolution
Click-->
                        369
                        MSG- 369  Subject: Books ?!?
Click-->
                        370
                        MSG- 370  Subject: Re: Atmosphere
Click-->
                        371
                        MSG- 371  Subject: Should I upgrade???
Click-->
                        372
                        MSG- 372  Subject: Re: Stereo 3D explained
Click-->
                        373
                        MSG- 373  Subject: Stereo 3D explained
Click-->
                        374
                        MSG- 374  Subject: Depth of Field
Click-->
                        375
                        MSG- 375  Subject: Spline interpolation (was: Re: Atmosphere)
Click-->
                        376
                        MSG- 376  Subject: RE: Imagine Developers Kit
Click-->
                        377
                        MSG- 377  Subject: Re: Effects.doc
Click-->
                        378
                        MSG- 378  Subject: Re: Depth of Field
Click-->
                        379
                        MSG- 379  Subject: D2i guide
Click-->
                        380
                        MSG- 380  Subject: Re: Depth of Field
Click-->
                        381
```

```
                    MSG- 381  Subject: Re: Should I Upgrade???
Click-->
                    382
                    MSG- 382  Subject: GVP 1230 MK1
Click-->
                    383
                    MSG- 383  Subject: Re: Stereo 3D explained
Click-->
                    384
                    MSG- 384  Subject: PowerPC Amiga?
Click-->
                    385
                    MSG- 385  Subject: Re: Depth of Field
Click-->
                    386
                    MSG- 386  Subject: Impulse and contacting them
Click-->
                    387
                    MSG- 387  Subject: Re: Depth of Field
Click-->
                    388
                    MSG- 388  Subject: RE.Depth of field2
Click-->
                    389
                    MSG- 389  Subject: Imagine 2.0 projects in 3.2
Click-->
                    390
                    MSG- 390  Subject: RE.impulse and cont.....
Click-->
                    391
                    MSG- 391  Subject: 3D Artist Mag
Click-->
                    392
                    MSG- 392  Subject: Depth of Field
Click-->
                    393
                    MSG- 393  Subject: Spline interpolation (was: Re: Atmosphere)
Click-->
                    394
                    MSG- 394  Subject: Imagine 2.0 projects in 3.2
Click-->
                    395
                    MSG- 395  Subject: 3D Artist Mag
Click-->
                    396
                    MSG- 396  Subject: Textures
Click-->
                    397
                    MSG- 397  Subject: New Features Wanted II
Click-->
                    398
                    MSG- 398  Subject: Re: Eye-like camera
Click-->
                    399
                    MSG- 399  Subject: Effects Documentation
Click-->
                    400
```

```
                    MSG- 400  Subject: Re: Textures
Click-->
                    401
                    MSG- 401  Subject: Re: Depth of Field
Click-->
                    402
                    MSG- 402  Subject: Re:Eye-like camera
Click-->
                    403
                    MSG- 403  Subject: Re: RE.impulse and cont.....
Click-->
                    404
                    MSG- 404  Subject: Re: 3D Artist Mag
Click-->
                    405
                    MSG- 405  Subject: New Features Wanted III!
Click-->
                    406
                    MSG- 406  Subject: Waterfall?!?
Click-->
                    407
                    MSG- 407  Subject: Imagine Faq #6 Online
Click-->
                    408
                    MSG- 408  Subject: Address?
Click-->
                    409
                    MSG- 409  Subject: Things Wanted and Just some talk
Click-->
                    410
                    MSG- 410  Subject: Imagine Wish List
Click-->
                    411
                    MSG- 411  Subject: Re: Things Wanted and Just some talk
Click-->
                    412
                    MSG- 412  Subject: New Features Wanted III!
Click-->
                    413
                    MSG- 413  Subject: Things Wanted and Just some talk
Click-->
                    414
                    MSG- 414  Subject: Re: Things Wanted and Just some talk
Click-->
                    415
                    MSG- 415  Subject: Interrupting Redraws
Click-->
                    416
                    MSG- 416  Subject: Activating Windows
Click-->
                    417
                    MSG- 417  Subject: Re: Imagine Wish List
Click-->
                    418
                    MSG- 418  Subject: Re: New Features Wanted III!
Click-->
                    419
```

```
                     MSG- 419  Subject: New Features Wanted 4!
Click-->
                     420
                     MSG- 420  Subject: Re: Activating Windows
Click-->
                     421
                     MSG- 421  Subject: Wish list
Click-->
                     422
                     MSG- 422  Subject: Re: Activating Windows
Click-->
                     423
                     MSG- 423  Subject: Depth of Field
Click-->
                     424
                     MSG- 424  Subject: Mike's Response!
Click-->
                     425
                     MSG- 425  Subject: Firehole tute?
Click-->
                     426
                     MSG- 426  Subject: Motion Blur
Click-->
                     427
                     MSG- 427  Subject: Wishing..upon a 3d star...
Click-->
                     428
                     MSG- 428  Subject: Re: Motion Blur
Click-->
                     429
                     MSG- 429  Subject: Hammers
Click-->
                     430
                     MSG- 430  Subject: Wishlist
Click-->
                     431
                     MSG- 431  Subject: Re: Mike's Response!
Click-->
                     432
                     MSG- 432  Subject: DV review of Pixel Putty Solo 1.3
Click-->
                     433
                     MSG- 433  Subject: Re: wishlist
Click-->
                     434
                     MSG- 434  Subject: Objects
Click-->
                     435
                     MSG- 435  Subject: What might be, what might not
Click-->
                     436
                     MSG- 436  Subject: RE:Motion blur++++
Click-->
                     437
                     MSG- 437  Subject: One simple wish..
Click-->
                     438
```

```
                    MSG- 438  Subject: PC Imagine Uploads?
Click-->
                    439
                    MSG- 439  Subject: Note on Wishlist
Click-->
                    440
                    MSG- 440  Subject: Screwy Mouse Pointer
Click-->
                    441
                    MSG- 441  Subject: Arexx ImageFX script
Click-->
                    442
                    MSG- 442  Subject: All that we want...
Click-->
                    443
                    MSG- 443  Subject: Re: Things Wanted and Just some talk
Click-->
                    444
                    MSG- 444  Subject: Re: PC Imagine Uploads?
Click-->
                    445
                    MSG- 445  Subject: Re: Screwy Mouse Pointer
Click-->
                    446
                    MSG- 446  Subject: 3D Artist Mag
Click-->
                    447
                    MSG- 447  Subject: Interrupting Redraws
Click-->
                    448
                    MSG- 448  Subject: Hammers
Click-->
                    449
                    MSG- 449  Subject: Univesa
Click-->
                    450
                    MSG- 450  Subject: Re: Univesa
Click-->
                    451
                    MSG- 451  Subject: Re: Things Wanted and Just some talk
Click-->
                    452
                    MSG- 452  Subject: Re: Interrupting Redraws
Click-->
                    453
                    MSG- 453  Subject: Fwd: PC Imagine Uploads?
Click-->
                    454
                    MSG- 454  Subject: Fwd: Interrupting Redraws
Click-->
                    455
                    MSG- 455  Subject: Fwd: Univesa
Click-->
                    456
                    MSG- 456  Subject: Fwd: Screwy Mouse Pointer
Click-->
                    457
```

```
                        MSG- 457  Subject: Fwd: Univesa
Click-->
                        458
                        MSG- 458  Subject: Fwd: Things Wanted and Just some talk
Click-->
                        459
                        MSG- 459  Subject: Re:Re:All that we want...
Click-->
                        460
                        MSG- 460  Subject: Re: need help with effect
Click-->
                        461
                        MSG- 461  Subject: Snappy Frame Grabber
Click-->
                        462
                        MSG- 462  Subject: More'n'more things...
Click-->
                        463
                        MSG- 463  Subject: Version 3.3, whoopee
Click-->
                        464
                        MSG- 464  Subject: Re: All that we want...
Click-->
                        465
                        MSG- 465  Subject: Quickie (sort of)
Click-->
                        466
                        MSG- 466  Subject: Re:Quickie (sort of)
Click-->
                        467
                        MSG- 467  Subject: Re: Aliasing (was Re: Quickie (sort of) )
Click-->
                        468
                        MSG- 468  Subject: Re: Snappy Frame Grabber
Click-->
                        469
                        MSG- 469  Subject: Extrusion problem
Click-->
                        470
                        MSG- 470  Subject: Aliasing (was Re: Quickie (sort of) )
Click-->
                        471
                        MSG- 471  Subject: Re: Aliasing (was Re: Quickie (sort of) )
Click-->
                        472
                        MSG- 472  Subject: Re: All that we want...
Click-->
                        473
                        MSG- 473  Subject: Screwy Mouse Pointer
Click-->
                        474
                        MSG- 474  Subject: New homepage
Click-->
                        475
                        MSG- 475  Subject: Lining up images on objects
Click-->
                        476
```

```
                        MSG- 476  Subject: Re: Extrusion problem
Click-->
                        477
                        MSG- 477  Subject: Re: Extrusion problem
Click-->
                        478
                        MSG- 478  Subject: Re: Extrusion problem
Click-->
                        479
                        MSG- 479  Subject: IML-FAQ#07 preview
Click-->
                        480
                        MSG- 480  Subject: Resolutions
Click-->
                        481
                        MSG- 481  Subject: Another new homepage
Click-->
                        482
                        MSG- 482  Subject: Re: Re:Quickie (sort of)
Click-->
                        483
                        MSG- 483  Subject: Wish list
Click-->
                        484
                        MSG- 484  Subject: DV magazine ad
Click-->
                        485
                        MSG- 485  Subject: Re: wishlist
Click-->
                        486
                        MSG- 486  Subject: Whats DPS PAR ?
Click-->
                        487
                        MSG- 487  Subject: Re: Resolutions
Click-->
                        488
                        MSG- 488  Subject: Viewpoint CDROM/Avalon changes
Click-->
                        489
                        MSG- 489  Subject: Re: All that we want...
Click-->
                        490
                        MSG- 490  Subject: Re: Aliasing (was Re: Quickie (sort of) )
Click-->
                        491
                        MSG- 491  Subject: Re: Aliasing (was Re: Quickie (sort of) )
Click-->
                        492
                        MSG- 492  Subject: Re: Aliasing (was Re: Quickie (sort of) )
Click-->
                        493
                        MSG- 493  Subject: Re: All that we want...
Click-->
                        494
                        MSG- 494  Subject: Good for a laugh: furry cow!
Click-->
                        495
```

```
                       MSG- 495  Subject: Re: All that we want...
Click-->
                       496
                       MSG- 496  Subject: Re: Aliasing (was Re: Quickie (sort of) )
Click-->
                       497
                       MSG- 497  Subject: Re: Aliasing (was Re: Quickie (sort of) )
Click-->
                       498
                       MSG- 498  Subject: Re: Spline interpolation
Click-->
                       499
                       MSG- 499  Subject: Re: wish list
Click-->
                       500
                       MSG- 500  ------=> Sorry NO Subject!
Click-->
                       501
                       MSG- 501  Subject: Re:Re:All that we want...
Click-->
                       502
                       MSG- 502  Subject: IM3.3
Click-->
                       503
                       MSG- 503  Subject: Home Page Wonders
Click-->
                       504
                       MSG- 504  Subject: Re: IM3.3
Click-->
                       505
                       MSG- 505  Subject: Homepage
Click-->
                       506
                       MSG- 506  Subject: Effects?
Click-->
                       507
                       MSG- 507  Subject: Beta Testing??
Click-->
                       508
                       MSG- 508  Subject: A NEW LINE!
Click-->
                       509
                       MSG- 509  Subject: Humanoid
Click-->
                       510
                       MSG- 510  Subject: Another site...
Click-->
                       511
                       MSG- 511  Subject: Motion Blur
Click-->
                       512
                       MSG- 512  Subject: Re: Wanted- brush tacking
Click-->
                       513
                       MSG- 513  Subject: All that we want...
Click-->
                       514
```

```
                        MSG- 514  Subject: Another new homepage
Click-->
                        515
                        MSG- 515  Subject: Re: Beta Testing??
Click-->
                        516
                        MSG- 516  Subject: Re: Home Page Wonders
Click-->
                        517
                        MSG- 517  Subject: RE:ImageFX Arexx
Click-->
                        518
                        MSG- 518  Subject: IML homepages
Click-->
                        519
                        MSG- 519  Subject: Re: Wanted-brush tacking
Click-->
                        520
                        MSG- 520  Subject: Shuttle/MIR Site
Click-->
                        521
                        MSG- 521  Subject: HAIR textures (was: Re: wish list)
Click-->
                        522
                        MSG- 522  Subject: Re: Wanted- brush tacking
Click-->
                        523
                        MSG- 523  Subject: Re: Wanted-brush tacking
Click-->
                        524
                        MSG- 524  Subject: Re: REALTIME 3D SUCKS!
Click-->
                        525
                        MSG- 525  Subject: Let's get serious!
Click-->
                        526
                        MSG- 526  Subject: REALTIME 3D SUCKS!
Click-->
                        527
                        MSG- 527  Subject: (Fwd) Sci-VW: MISC: Original Stereoscopic 3D  ←
                            Content Sought
Click-->
                        528
                        MSG- 528  Subject: RE:HAIR2
Click-->
                        529
                        MSG- 529  Subject: RE:ImageFX Arexx
Click-->
                        530
                        MSG- 530  Subject: The wishlist syndrome
Click-->
                        531
                        MSG- 531  Subject: Mapping & light
Click-->
                        532
                        MSG- 532  Subject: Weekly Postings
Click-->
```

```
                533
                MSG- 533  Subject: NEW NICKNAME!
Click-->
                534
                MSG- 534  Subject: Re:Humanoid
Click-->
                535
                MSG- 535  Subject: What is NURBS ?
Click-->
                536
                MSG- 536  Subject: Re: REALTIME 3D SUCKS!
Click-->
                537
                MSG- 537  Subject: Wishlist
Click-->
                538
                MSG- 538  Subject: Re: What is NURBS ?
Click-->
                539
                MSG- 539  Subject: Re: (Fwd) Sci-VW: MISC: Original Stereoscopic ←
                   3D Content Sough
Click-->
                540
                MSG- 540  Subject: NEWMODE-Perspective View
Click-->
                541
                MSG- 541  Subject: Re: REALTIME 3D SUCKS!
Click-->
                542
                MSG- 542  Subject: Fwd: mapping & light
Click-->
                543
                MSG- 543  Subject: Re:Humanoid
Click-->
                544
                MSG- 544  Subject: Re: Another new homepage
Click-->
                545
                MSG- 545  Subject: Wishlist
Click-->
                546
                MSG- 546  Subject: Re: brushmap tacking
Click-->
                547
                MSG- 547  Subject: New Feature Administrator
Click-->
                548
                MSG- 548  Subject: Enough Lurking
Click-->
                549
                MSG- 549  Subject: Yet another wish
Click-->
                550
                MSG- 550  Subject: Sorry!!!
Click-->
                551
                MSG- 551  Subject: RE:REALTIME SUCKS2
```

```
Click-->
                  552
                  MSG- 552  Subject: Re: Wishlist
Click-->
                  553
                  MSG- 553  Subject: Re: New Feature Administrator
Click-->
                  554
                  MSG- 554  Subject: Amateurs!
Click-->
                  555
                  MSG- 555  Subject: Motion Blurring
Click-->
                  556
                  MSG- 556  Subject: Re: Metaball hand object pics LW PLUGIN
Click-->
                  557
                  MSG- 557  Subject: ReBoot Homepage
Click-->
                  558
                  MSG- 558  Subject: Re: Wishlist
Click-->
                  559
                  MSG- 559  Subject: Re: NEW NICKNAME!
Click-->
                  560
                  MSG- 560  Subject: Re: Amateurs!
Click-->
                  561
                  MSG- 561  Subject: REALISTIC MATERIALS!
Click-->
                  562
                  MSG- 562  Subject: States menu.
```

1.3   IMAGINE MAILING LIST V63 CONTENTS

```
                  Click-->
                    1
                  MSG- 527  Subject: (Fwd) Sci-VW: MISC: Original Stereoscopic 3D  ←
                      Content Sought
Click-->
                    2
                  MSG- 539  Subject: Re: (Fwd) Sci-VW: MISC: Original Stereoscopic  ←
                      3D Content Sough
Click-->
                    3
                  MSG-  73  Subject: (Not so) Quickie! :)
Click-->
                    4
                  MSG- 124  Subject: Re: (Not so) Quickie! :) (fwd)
Click-->
                    5
                  MSG- 500  ------=> Sorry NO Subject!
Click-->
                    6
```

```
                    MSG- 314  ------=> Sorry NO Subject!
Click-->
                      7
                    MSG-  28  ------=> Sorry NO Subject!
Click-->
                      8
                    MSG- 446  Subject: 3D Artist Mag
Click-->
                      9
                    MSG- 395  Subject: 3D Artist Mag
Click-->
                     10
                    MSG- 391  Subject: 3D Artist Mag
Click-->
                     11
                    MSG- 404  Subject: Re: 3D Artist Mag
Click-->
                     12
                    MSG-  44  Subject: 3ds objects on Imagine?
Click-->
                     13
                    MSG-  11  Subject: 3ds objects on Imagine?
Click-->
                     14
                    MSG-  30  Subject: RE: 3ds objects on Imagine?
Click-->
                     15
                    MSG-  17  Subject: Re: 3ds objects on Imagine?
Click-->
                     16
                    MSG- 105  Subject: 3DS to Imagine converter
Click-->
                     17
                    MSG- 173  Subject: :-(
Click-->
                     18
                    MSG- 106  Subject: ?
Click-->
                     19
                    MSG- 151  Subject: A descent fog texture
Click-->
                     20
                    MSG- 148  Subject: A descent fog texture
Click-->
                     21
                    MSG- 230  Subject: Re: A descent fog texture
Click-->
                     22
                    MSG- 239  Subject: Re: A descent fog texture
Click-->
                     23
                    MSG- 225  Subject: Re: A descent fog texture
Click-->
                     24
                    MSG- 204  Subject: Re: A descent fog texture
Click-->
                     25
```

```
                MSG- 188  Subject: Re: A descent fog texture
Click-->
                 26
                MSG- 176  Subject: Re: A descent fog texture
Click-->
                 27
                MSG- 174  Subject: Re: A descent fog texture
Click-->
                 28
                MSG- 508  Subject: A NEW LINE!
Click-->
                 29
                MSG- 416  Subject: Activating Windows
Click-->
                 30
                MSG- 420  Subject: Re: Activating Windows
Click-->
                 31
                MSG- 422  Subject: Re: Activating Windows
Click-->
                 32
                MSG- 408  Subject: Address?
Click-->
                 33
                MSG- 470  Subject: Aliasing (was Re: Quickie (sort of) )
Click-->
                 34
                MSG- 467  Subject: Re: Aliasing (was Re: Quickie (sort of) )
Click-->
                 35
                MSG- 492  Subject: Re: Aliasing (was Re: Quickie (sort of) )
Click-->
                 36
                MSG- 491  Subject: Re: Aliasing (was Re: Quickie (sort of) )
Click-->
                 37
                MSG- 490  Subject: Re: Aliasing (was Re: Quickie (sort of) )
Click-->
                 38
                MSG- 496  Subject: Re: Aliasing (was Re: Quickie (sort of) )
Click-->
                 39
                MSG- 497  Subject: Re: Aliasing (was Re: Quickie (sort of) )
Click-->
                 40
                MSG- 471  Subject: Re: Aliasing (was Re: Quickie (sort of) )
Click-->
                 41
                MSG- 442  Subject: All that we want...
Click-->
                 42
                MSG- 513  Subject: All that we want...
Click-->
                 43
                MSG- 489  Subject: Re: All that we want...
Click-->
                 44
```

```
                    MSG- 464  Subject: Re: All that we want...
Click-->
                45
                    MSG- 472  Subject: Re: All that we want...
Click-->
                46
                    MSG- 495  Subject: Re: All that we want...
Click-->
                47
                    MSG- 493  Subject: Re: All that we want...
Click-->
                48
                    MSG- 554  Subject: Amateurs!
Click-->
                49
                    MSG- 560  Subject: Re: Amateurs!
Click-->
                50
                    MSG- 118  Subject: Amiga anims to PC?
Click-->
                51
                    MSG- 184  Subject: Re: Amiga anims to PC?
Click-->
                52
                    MSG- 249  Subject: Re: Amiga anims to PC?
Click-->
                53
                    MSG- 141  Subject: Amiga-PHOENIX
Click-->
                54
                    MSG-  85  Subject: Amiga/PC Networking
Click-->
                55
                    MSG- 272  Subject: Aminet.
Click-->
                56
                    MSG- 278  Subject: Re: Aminet.
Click-->
                57
                    MSG-  62  Subject: Animator Salary Inquiry
Click-->
                58
                    MSG-  94  Subject: Re: Animator Salary Inquiry
Click-->
                59
                    MSG- 481  Subject: Another new homepage
Click-->
                60
                    MSG- 514  Subject: Another new homepage
Click-->
                61
                    MSG- 544  Subject: Re: Another new homepage
Click-->
                62
                    MSG- 320  Subject: Another Quickie
Click-->
                63
```

```
                MSG- 510  Subject: Another site...
Click-->
            64
                MSG-  92  Subject: Apex contact info
Click-->
            65
                MSG- 109  Subject: AQUA JET VAPOUR
Click-->
            66
                MSG- 117  Subject: Re: AQUA JET VAPOUR
Click-->
            67
                MSG- 441  Subject: Arexx ImageFX script
Click-->
            68
                MSG- 301  Subject: Assigning attributes to subgroups
Click-->
            69
                MSG- 163  Subject: Atmosphere
Click-->
            70
                MSG- 189  Subject: Atmosphere
Click-->
            71
                MSG- 232  Subject: Re: Atmosphere
Click-->
            72
                MSG- 251  Subject: Re: Atmosphere
Click-->
            73
                MSG- 223  Subject: Re: Atmosphere
Click-->
            74
                MSG- 244  Subject: Re: Atmosphere
Click-->
            75
                MSG- 242  Subject: Re: Atmosphere
Click-->
            76
                MSG- 243  Subject: Re: Atmosphere
Click-->
            77
                MSG- 252  Subject: Re: Atmosphere
Click-->
            78
                MSG- 370  Subject: Re: Atmosphere
Click-->
            79
                MSG- 350  Subject: Re: Atmosphere
Click-->
            80
                MSG- 262  Subject: Re: Atmosphere
Click-->
            81
                MSG- 257  Subject: Re: Atmosphere
Click-->
            82
```

```
                        MSG- 226  Subject: Re: Atmosphere
Click-->
                   83
                        MSG- 265  Subject: Re: Atmosphere
Click-->
                   84
                        MSG- 337  Subject: Re: Atmosphere
Click-->
                   85
                        MSG- 253  Subject: Re: Atmosphere
Click-->
                   86
                        MSG- 237  Subject: Re: Atmosphere
Click-->
                   87
                        MSG- 216  Subject: Re: Atmosphere
Click-->
                   88
                        MSG- 309  Subject: Re: Atmosphere
Click-->
                   89
                        MSG- 266  Subject: Re: Atmosphere
Click-->
                   90
                        MSG- 287  Subject: Re: Atmosphere
Click-->
                   91
                        MSG- 288  Subject: B5 Aminet Uploads...
Click-->
                   92
                        MSG- 507  Subject: Beta Testing??
Click-->
                   93
                        MSG- 515  Subject: Re: Beta Testing??
Click-->
                   94
                        MSG- 113  Subject: Book on writing textures
Click-->
                   95
                        MSG- 234  Subject: Re: Book on writing textures
Click-->
                   96
                        MSG- 238  Subject: Re: Book on writing textures
Click-->
                   97
                        MSG- 369  Subject: Books ?!?
Click-->
                   98
                        MSG- 546  Subject: Re: Brushmap tacking
Click-->
                   99
                        MSG-  29  Subject: Color text failure
Click-->
                  100
                        MSG-  51  Subject: Re: Color text failure
Click-->
                  101
```

```
                         MSG-  31  Subject: Computer espionage by M$ (fwd)
Click-->
                         102
                         MSG-  48  Subject: Re: Computer espionage by M$ (fwd)
Click-->
                         103
                         MSG-  47  Subject: Re: Computer espionage by M$ (fwd)
Click-->
                         104
                         MSG-  37  Subject: Re: Computer espionage by M$ (fwd)
Click-->
                         105
                         MSG-  52  Subject: Re: Computer espionage by M$ (fwd)
Click-->
                         106
                         MSG-  64  Subject: Re: Computer espionage by M$ (fwd)
Click-->
                         107
                         MSG-  49  Subject: Re: Computer espionage by M$ (fwd)
Click-->
                         108
                         MSG- 139  Subject: Conformations
Click-->
                         109
                         MSG- 202  Subject: Conformations
Click-->
                         110
                         MSG- 145  Subject: Conformations
Click-->
                         111
                         MSG- 152  Subject: Re: Conformations
Click-->
                         112
                         MSG- 379  Subject: D2i guide
Click-->
                         113
                         MSG- 328  Subject: Dare 2 Imagine Guide
Click-->
                         114
                         MSG- 341  Subject: Re: Dare 2 Imagine Guide
Click-->
                         115
                         MSG- 267  Subject: Re: DCTV and Kinko's
Click-->
                         116
                         MSG- 224  Subject: Re: DCTV and Kinko's
Click-->
                         117
                         MSG- 247  Subject: Re: DCTV and Kinko's
Click-->
                         118
                         MSG- 132  Subject: DCTV/DigiView digitizing (was: Rotoscoping)
Click-->
                         119
                         MSG- 423  Subject: Depth of Field
Click-->
                         120
```

```
                      MSG- 392  Subject: Depth of Field
Click-->
                      121
                      MSG- 374  Subject: Depth of Field
Click-->
                      122
                      MSG-  15  Subject: Depth of field camera settings
Click-->
                      123
                      MSG- 378  Subject: Re: Depth of Field
Click-->
                      124
                      MSG- 380  Subject: Re: Depth of Field
Click-->
                      125
                      MSG- 385  Subject: Re: Depth of Field
Click-->
                      126
                      MSG- 401  Subject: Re: Depth of Field
Click-->
                      127
                      MSG- 387  Subject: Re: Depth of Field
Click-->
                      128
                      MSG- 332  Subject: Developer Kit Info
Click-->
                      129
                      MSG- 331  Subject: Re: Developer Kit Info
Click-->
                      130
                      MSG-  56  Subject: Re: Different fluids - different colours
Click-->
                      131
                      MSG- 220  Subject: Do you want a tutorial?
Click-->
                      132
                      MSG- 240  Subject: Re: Do you want a tutorial?
Click-->
                      133
                      MSG-   2  Subject: DOF
Click-->
                      134
                      MSG- 484  Subject: DV magazine ad
Click-->
                      135
                      MSG- 432  Subject: DV review of Pixel Putty Solo 1.3
Click-->
                      136
                      MSG- 116  Subject: DXF to Imagine
Click-->
                      137
                      MSG- 123  Subject: RE: DXF to Imagine
Click-->
                      138
                      MSG- 209  Subject: Re: DXF to Imagine
Click-->
                      139
```

```
                    MSG- 128  Subject: Re: DXF to Imagine
Click-->
                    140
                    MSG- 119  Subject: Re: DXF to Imagine
Click-->
                    141
                    MSG- 172  Subject: Re: DXF to Imagine
Click-->
                    142
                    MSG- 171  Subject: Easy MPEG
Click-->
                    143
                    MSG- 181  Subject: Re: Easy MPEG
Click-->
                    144
                    MSG- 399  Subject: Effects Documentation
Click-->
                    145
                    MSG- 343  Subject: Effects.doc
Click-->
                    146
                    MSG- 377  Subject: Re: Effects.doc
Click-->
                    147
                    MSG- 506  Subject: Effects?
Click-->
                    148
                    MSG- 342  Subject: Email and imagine
Click-->
                    149
                    MSG- 548  Subject: Enough Lurking
Click-->
                    150
                    MSG-  80  Subject: Explosion Flash
Click-->
                    151
                    MSG- 140  Subject: Re: Explosion Flash
Click-->
                    152
                    MSG- 469  Subject: Extrusion problem
Click-->
                    153
                    MSG- 478  Subject: Re: Extrusion problem
Click-->
                    154
                    MSG- 476  Subject: Re: Extrusion problem
Click-->
                    155
                    MSG- 477  Subject: Re: Extrusion problem
Click-->
                    156
                    MSG- 367  Subject: Eye-like camera
Click-->
                    157
                    MSG- 398  Subject: Re: Eye-like camera
Click-->
                    158
```

```
                        MSG- 355  Subject: FInally Upgraded
Click-->
                        159
                        MSG- 360  Subject: Re: Finally Upgraded
Click-->
                        160
                        MSG- 359  Subject: Re: FInally Upgraded
Click-->
                        161
                        MSG- 425  Subject: Firehole tute?
Click-->
                        162
                        MSG- 164  Subject: FLC resolution
Click-->
                        163
                        MSG- 199  Subject: Re: FLC resolution - How to do it right!!!
Click-->
                        164
                        MSG- 198  Subject: Re: FLC resolution
Click-->
                        165
                        MSG- 315  Subject: Re: FLC resolution
Click-->
                        166
                        MSG- 290  Subject: Re: FLC resolution
Click-->
                        167
                        MSG- 185  Subject: Re: FLC resolution
Click-->
                        168
                        MSG- 191  Subject: Re: FLC resolution
Click-->
                        169
                        MSG- 221  Subject: Re: FLC resolution
Click-->
                        170
                        MSG- 192  Subject: Re: FLC resolution
Click-->
                        171
                        MSG- 218  Subject: Re: FLC resolution
Click-->
                        172
                        MSG- 231  Subject: Re: FLC resolution
Click-->
                        173
                        MSG- 275  Subject: Re: FLC resolution
Click-->
                        174
                        MSG- 368  Subject: Re: FLC resolution
Click-->
                        175
                        MSG- 236  Subject: Re: FLC resolution
Click-->
                        176
                        MSG- 168  Subject: Re: FLC resolution
Click-->
                        177
```

```
                      MSG- 338  Subject: Re: FLC resolution
Click-->
                      178
                      MSG- 277  Subject: Re: FLC resolution
Click-->
                      179
                      MSG- 121  Subject: For those who want to UNSUBSCRIBE
Click-->
                      180
                      MSG- 138  Subject: FTP Problems
Click-->
                      181
                      MSG- 454  Subject: Fwd: Interrupting Redraws
Click-->
                      182
                      MSG- 542  Subject: Fwd: mapping & light
Click-->
                      183
                      MSG- 453  Subject: Fwd: PC Imagine Uploads?
Click-->
                      184
                      MSG- 456  Subject: Fwd: Screwy Mouse Pointer
Click-->
                      185
                      MSG- 458  Subject: Fwd: Things Wanted and Just some talk
Click-->
                      186
                      MSG- 457  Subject: Fwd: Univesa
Click-->
                      187
                      MSG- 455  Subject: Fwd: Univesa
Click-->
                      188
                      MSG-  33  Subject: Gfx formats to use as brush
Click-->
                      189
                      MSG-  43  Subject: Re: Gfx formats to use as brush
Click-->
                      190
                      MSG- 494  Subject: Good for a laugh: furry cow!
Click-->
                      191
                      MSG- 304  Subject: Grow Effect prob in 2.0
Click-->
                      192
                      MSG- 351  Subject: Re: Grow Effect prob in 2.0
Click-->
                      193
                      MSG- 382  Subject: GVP 1230 MK1
Click-->
                      194
                      MSG- 521  Subject: HAIR textures (was: Re: wish list)
Click-->
                      195
                      MSG-  60  Subject: Ham6 to fli/flc?
Click-->
                      196
```

```
                       MSG-  67  Subject: Re: Ham6 to fli/flc?
Click-->
                       197
                       MSG- 448  Subject: Hammers
Click-->
                       198
                       MSG- 429  Subject: Hammers
Click-->
                       199
                       MSG- 100  Subject: Hands and Feet
Click-->
                       200
                       MSG-  77  Subject: Hands and Feet
Click-->
                       201
                       MSG-  90  Subject: Re: Hands and Feet
Click-->
                       202
                       MSG-  97  Subject: Re: Hands and Feet
Click-->
                       203
                       MSG-  96  Subject: Re: Hands and Feet
Click-->
                       204
                       MSG-   4  Subject: Re: Help with an effect
Click-->
                       205
                       MSG- 503  Subject: Home Page Wonders
Click-->
                       206
                       MSG- 516  Subject: Re: Home Page Wonders
Click-->
                       207
                       MSG- 505  Subject: Homepage
Click-->
                       208
                       MSG-  19  Subject: Re: How do I create a picture on my AMIGA for  ←
                          the PC world?
Click-->
                       209
                       MSG- 509  Subject: Humanoid
Click-->
                       210
                       MSG- 241  Subject: I'll Send it....
Click-->
                       211
                       MSG- 502  Subject: IM3.3
Click-->
                       212
                       MSG- 504  Subject: Re: IM3.3
Click-->
                       213
                       MSG- 317  Subject: Imagine & OS/2
Click-->
                       214
                       MSG- 352  Subject: Imagine & OS/2
Click-->
```

```
              215
              MSG- 389  Subject: Imagine 2.0 projects in 3.2
Click-->
              216
              MSG- 394  Subject: Imagine 2.0 projects in 3.2
Click-->
              217
              MSG- 203  Subject: Imagine 3.3
Click-->
              218
              MSG- 146  Subject: Imagine 3.3
Click-->
              219
              MSG- 144  Subject: Imagine 3.3
Click-->
              220
              MSG- 155  Subject: Re: Imagine 3.3
Click-->
              221
              MSG- 175  Subject: Imagine and VMM
Click-->
              222
              MSG- 186  Subject: Re: Imagine and VMM
Click-->
              223
              MSG- 339  Subject: Imagine Developers Kit
Click-->
              224
              MSG- 308  Subject: Imagine Developers Kit
Click-->
              225
              MSG- 319  Subject: Re: Imagine Developers Kit
Click-->
              226
              MSG- 307  Subject: Re: Imagine Developers Kit
Click-->
              227
              MSG- 376  Subject: RE: Imagine Developers Kit
Click-->
              228
              MSG- 310  Subject: Re: Imagine Developers Kit
Click-->
              229
              MSG- 407  Subject: Imagine Faq #6 Online
Click-->
              230
              MSG- 410  Subject: Imagine Wish List
Click-->
              231
              MSG- 417  Subject: Re: Imagine Wish List
Click-->
              232
              MSG-  68  Subject: IML archives on Aminet
Click-->
              233
              MSG- 518  Subject: IML homepages
Click-->
```

```
                    234
                    MSG- 479  Subject: IML-FAQ#07 preview
Click-->
                    235
                    MSG- 344  Subject: Impulse and a tip!
Click-->
                    236
                    MSG- 321  Subject: Impulse and a tip!
Click-->
                    237
                    MSG- 326  Subject: Re: Impulse and a tip!
Click-->
                    238
                    MSG- 386  Subject: Impulse and contacting them
Click-->
                    239
                    MSG- 280  Subject: Impulse???
Click-->
                    240
                    MSG- 293  Subject: Re: Impulse???
Click-->
                    241
                    MSG- 292  Subject: Re: Impulse???
Click-->
                    242
                    MSG- 289  Subject: Re: Impulse???
Click-->
                    243
                    MSG- 306  Subject: Re: Impulse???
Click-->
                    244
                    MSG- 297  Subject: Re: Impulse???
Click-->
                    245
                    MSG- 295  Subject: Re: Impulse???
Click-->
                    246
                    MSG- 285  Subject: Re: Impulse???
Click-->
                    247
                    MSG- 334  Subject: Re: Impulse???
Click-->
                    248
                    MSG- 340  Subject: Re: Impulse???
Click-->
                    249
                    MSG- 345  Subject: Re: Impulse???
Click-->
                    250
                    MSG- 283  Subject: Re: Impulse???
Click-->
                    251
                    MSG- 325  Subject: Re: Impulse???
Click-->
                    252
                    MSG- 281  Subject: Re: Impulse???
Click-->
```

```
              253
              MSG- 415  Subject: Interrupting Redraws
Click-->
              254
              MSG- 447  Subject: Interrupting Redraws
Click-->
              255
              MSG- 452  Subject: Re: Interrupting Redraws
Click-->
              256
              MSG- 268  Subject: IS IT THERE ???
Click-->
              257
              MSG- 271  Subject: IS IT THERE ???
Click-->
              258
              MSG- 190  Subject: Is it worth it?
Click-->
              259
              MSG- 178  Subject: Is it worth it?
Click-->
              260
              MSG- 196  Subject: Re: Is it worth it?
Click-->
              261
              MSG- 200  Subject: Re: Is it worth it?
Click-->
              262
              MSG- 193  Subject: Re: Is it worth it?
Click-->
              263
              MSG- 246  Subject: Jobs for modelers -Atlanta, GA Ibm required
Click-->
              264
              MSG- 525  Subject: Let's get serious!
Click-->
              265
              MSG-  41  Subject: Re: Light Flash (was Re: Ligh...
Click-->
              266
              MSG-  34  Subject: Light Flash (was Re: Lighting Calculations)
Click-->
              267
              MSG- 282  Subject: Lightbulb
Click-->
              268
              MSG- 127  Subject: Re: Lighting Calculations
Click-->
              269
              MSG- 162  Subject: RE: Lighting Calculations
Click-->
              270
              MSG- 130  Subject: Re: Lighting Calculations
Click-->
              271
              MSG-  53  Subject: Re: Lighting Calculations
Click-->
```

```
                272
                MSG-  55  Subject: Re: Lighting Calculations
Click-->
                273
                MSG-  35  Subject: Re: Lighting Calculations
Click-->
                274
                MSG-  18  Subject: Re: Lighting Calculations
Click-->
                275
                MSG-  20  Subject: Re: Lighting Calculations
Click-->
                276
                MSG- 114  Subject: Re: Lighting Calculations
Click-->
                277
                MSG- 120  Subject: RE: Lighting Calculations
Click-->
                278
                MSG-  86  Subject: Re: Lighting Calculations
Click-->
                279
                MSG-  57  Subject: Re: Lighting Calculations
Click-->
                280
                MSG-  59  Subject: Re: Lighting Calculations
Click-->
                281
                MSG- 333  Subject: Line o' pixels
Click-->
                282
                MSG- 475  Subject: Lining up images on objects
Click-->
                283
                MSG-   6  Subject: Making Movies (Mostly...) *grin*
Click-->
                284
                MSG-  16  Subject: Re: Making Movies (Mostly...) *grin*
Click-->
                285
                MSG- 531  Subject: Mapping & light
Click-->
                286
                MSG- 556  Subject: Re: Metaball hand object pics LW PLUGIN
Click-->
                287
                MSG- 299  Subject: Mike H
Click-->
                288
                MSG- 347  Subject: Mike H
Click-->
                289
                MSG- 346  Subject: Mike H
Click-->
                290
                MSG- 291  Subject: Mike H / Textures [was: Re: Impulse???]
Click-->
```

```
                 291
                 MSG- 327  Subject: Re: Mike H
Click-->
                 292
                 MSG- 302  Subject: Re: Mike H
Click-->
                 293
                 MSG- 298  Subject: Re: Mike H
Click-->
                 294
                 MSG- 348  Subject: Re: Mike H
Click-->
                 295
                 MSG- 312  Subject: Re: Mike H
Click-->
                 296
                 MSG- 311  Subject: Re: Mike H
Click-->
                 297
                 MSG- 296  Subject: Re: Mike H
Click-->
                 298
                 MSG- 335  Subject: Re: Mike H
Click-->
                 299
                 MSG- 424  Subject: Mike's Response!
Click-->
                 300
                 MSG- 431  Subject: Re: Mike's Response!
Click-->
                 301
                 MSG- 115  Subject: Mobius Strip Anim
Click-->
                 302
                 MSG- 201  Subject: Mobius Strip Anim
Click-->
                 303
                 MSG- 324  Subject: More Imagine info
Click-->
                 304
                 MSG- 462  Subject: More'n'more things...
Click-->
                 305
                 MSG- 511  Subject: Motion Blur
Click-->
                 306
                 MSG- 426  Subject: Motion Blur
Click-->
                 307
                 MSG- 555  Subject: Motion Blurring
Click-->
                 308
                 MSG- 428  Subject: Re: Motion Blur
Click-->
                 309
                 MSG-  32  Subject: Movie
Click-->
```

```
              310
              MSG- 217  Subject: MovieSetter
Click-->
              311
              MSG- 260  Subject: Re: MovieSetter
Click-->
              312
              MSG- 222  Subject: Re: MovieSetter
Click-->
              313
              MSG- 258  Subject: Re: MovieSetter
Click-->
              314
              MSG- 177  Subject: Need help with effect
Click-->
              315
              MSG- 227  Subject: Re: Need help with effect
Click-->
              316
              MSG- 197  Subject: Re: Need help with effect
Click-->
              317
              MSG- 460  Subject: Re: Need help with effect
Click-->
              318
              MSG- 547  Subject: New Feature Administrator
Click-->
              319
              MSG- 553  Subject: Re: New Feature Administrator
Click-->
              320
              MSG- 419  Subject: New Features Wanted 4!
Click-->
              321
              MSG- 397  Subject: New Features Wanted II
Click-->
              322
              MSG- 405  Subject: New Features Wanted III!
Click-->
              323
              MSG- 412  Subject: New Features Wanted III!
Click-->
              324
              MSG- 418  Subject: Re: New Features Wanted III!
Click-->
              325
              MSG- 103  Subject: New Ground Cover
Click-->
              326
              MSG- 474  Subject: New homepage
Click-->
              327
              MSG- 533  Subject: NEW NICKNAME!
Click-->
              328
              MSG- 559  Subject: Re: NEW NICKNAME!
Click-->
```

```
              329
              MSG- 540  Subject: NEWMODE-Perspective View
Click-->
              330
              MSG- 439  Subject: Note on Wishlist
Click-->
              331
              MSG- 434  Subject: Objects
Click-->
              332
              MSG- 357  Subject: Off message post
Click-->
              333
              MSG-  87  Subject: Re: Old Antialias Switch?
Click-->
              334
              MSG- 112  Subject: Re: Old Antialias Switch?
Click-->
              335
              MSG-  74  Subject: Re: Old Antialias Switch?
Click-->
              336
              MSG-  70  Subject: Re: Old Antialias Switch?
Click-->
              337
              MSG-  89  Subject: Re: Old Antialias Switch?
Click-->
              338
              MSG- 437  Subject: One simple wish..
Click-->
              339
              MSG- 160  Subject: Particle/memory problem?(95 lines long)
Click-->
              340
              MSG- 228  Subject: Particle/memory problem?(95 lines long)
Click-->
              341
              MSG- 183  Subject: Re: Particle/memory problem?(95 lines long)
Click-->
              342
              MSG- 438  Subject: PC Imagine Uploads?
Click-->
              343
              MSG- 444  Subject: Re: PC Imagine Uploads?
Click-->
              344
              MSG- 150  Subject: PC's and Video output.
Click-->
              345
              MSG- 182  Subject: Pix
Click-->
              346
              MSG- 384  Subject: PowerPC Amiga?
Click-->
              347
              MSG- 159  Subject: Prefs
Click-->
```

```
              348
              MSG- 187  Subject: Re: Prefs
Click-->
              349
              MSG- 211  Subject: Re: Prefs
Click-->
              350
              MSG- 161  Subject: Re: Prefs
Click-->
              351
              MSG- 170  Subject: Re: Prefs
Click-->
              352
              MSG- 215  Subject: Re: Prefs
Click-->
              353
              MSG- 235  Subject: Problem With Texture Mapping
Click-->
              354
              MSG- 250  Subject: Re: Problem With Texture Mapping
Click-->
              355
              MSG- 256  Subject: Re: Problem With Texture Mapping
Click-->
              356
              MSG- 269  Subject: Re: Problem With Texture Mapping
Click-->
              357
              MSG- 465  Subject: Quickie (sort of)
Click-->
              358
              MSG- 126  Subject: Quickie-Ground Cover
Click-->
              359
              MSG-  88  Subject: Quickie-Ground Cover
Click-->
              360
              MSG-  69  Subject: Quickie-Ground Cover
Click-->
              361
              MSG-  95  Subject: Re: Quickie-Ground Cover
Click-->
              362
              MSG- 102  Subject: Re: Quickie-Ground Cover
Click-->
              363
              MSG- 261  Subject: Random-looking textures (was: Space Ship  ←
                 Textures)
Click-->
              364
              MSG- 284  Subject: Re: Random-looking textures (was: Space Ship  ←
                 Textures)
Click-->
              365
              MSG- 274  Subject: Re: Random-looking textures (was: Space Ship  ←
                 Textures)
Click-->
```

```
                366
                MSG- 245  Subject: Re :space ship textures
Click-->
                367
                MSG- 323  Subject: Re Mike H
Click-->
                368
                MSG- 318  Subject: Re: Re Mike H
Click-->
                369
                MSG- 388  Subject: RE.Depth of field2
Click-->
                370
                MSG- 390  Subject: RE.impulse and cont.....
Click-->
                371
                MSG- 403  Subject: Re: RE.impulse and cont.....
Click-->
                372
                MSG-   9  Subject: Re: RE: Trouble using tiff file as brush map
Click-->
                373
                MSG-  27  Subject: RE:color text failure
Click-->
                374
                MSG- 107  Subject: Re:Different Fluids
Click-->
                375
                MSG- 402  Subject: Re:Eye-like camera
Click-->
                376
                MSG- 169  Subject: RE:FLC resolution
Click-->
                377
                MSG- 233  Subject: RE:FLC resolution
Click-->
                378
                MSG- 206  Subject: RE:FLC resolution
Click-->
                379
                MSG- 210  Subject: RE:FLC resolution
Click-->
                380
                MSG- 195  Subject: RE:FLC resolution
Click-->
                381
                MSG- 179  Subject: RE:FLC resolution
Click-->
                382
                MSG- 528  Subject: RE:HAIR2
Click-->
                383
                MSG-  23  Subject: RE:Help with an effect
Click-->
                384
                MSG- 543  Subject: Re:Humanoid
Click-->
```

```
              385
              MSG- 534  Subject: Re:Humanoid
Click-->
              386
              MSG- 529  Subject: RE:ImageFX Arexx
Click-->
              387
              MSG- 517  Subject: RE:ImageFX Arexx
Click-->
              388
              MSG- 436  Subject: RE:Motion blur++++
Click-->
              389
              MSG- 125  Subject: RE:My Homepage
Click-->
              390
              MSG- 110  Subject: RE:My Homepage
Click-->
              391
              MSG-  45  Subject: Re:MyHomepage(Tom)
Click-->
              392
              MSG-  22  Subject: Re:MyHomepage(Tom)
Click-->
              393
              MSG-  24  Subject: Re:Objects&Attributes
Click-->
              394
              MSG- 466  Subject: Re:Quickie (sort of)
Click-->
              395
              MSG- 482  Subject: Re: Re:Quickie (sort of)
Click-->
              396
              MSG- 501  Subject: Re:Re:All that we want...
Click-->
              397
              MSG- 459  Subject: Re:Re:All that we want...
Click-->
              398
              MSG- 551  Subject: RE:REALTIME SUCKS2
Click-->
              399
              MSG- 108  Subject: RE:ROTOSCOPING
Click-->
              400
              MSG- 158  Subject: RE:ROTOSCOPING
Click-->
              401
              MSG- 263  Subject: RE:Vista-Pro Not working !
Click-->
              402
              MSG- 561  Subject: REALISTIC MATERIALS!
Click-->
              403
              MSG- 526  Subject: REALTIME 3D SUCKS!
Click-->
```

```
            404
            MSG- 524  Subject: Re: REALTIME 3D SUCKS!
Click-->
            405
            MSG- 541  Subject: Re: REALTIME 3D SUCKS!
Click-->
            406
            MSG- 536  Subject: Re: REALTIME 3D SUCKS!
Click-->
            407
            MSG- 557  Subject: ReBoot Homepage
Click-->
            408
            MSG- 480  Subject: Resolutions
Click-->
            409
            MSG- 487  Subject: Re: Resolutions
Click-->
            410
            MSG-   3  Subject: ReversePath'sDirection?
Click-->
            411
            MSG-  38  Subject: ReversePath'sDirection?
Click-->
            412
            MSG- 273  Subject: REX's and TEXTURES...again!!!
Click-->
            413
            MSG- 276  Subject: Re: REX's and TEXTURES...again!!!
Click-->
            414
            MSG- 279  Subject: Re[2]: REX's and TEXTURES...again!!!
Click-->
            415
            MSG- 104  Subject: Rotoscoping
Click-->
            416
            MSG-  21  Subject: Rotoscoping
Click-->
            417
            MSG- 131  Subject: Rotoscoping
Click-->
            418
            MSG- 214  Subject: Re: Rotoscoping
Click-->
            419
            MSG-  26  Subject: Re: Rotoscoping
Click-->
            420
            MSG-  79  Subject: Re: Rotoscoping
Click-->
            421
            MSG-  82  Subject: Re: Rotoscoping
Click-->
            422
            MSG- 143  Subject: Re: Rotoscoping
Click-->
```

```
                423
                MSG-  81  Subject: Re: Rotoscoping
Click-->
                424
                MSG-  78  Subject: Re: Rotoscoping
Click-->
                425
                MSG-  61  Subject: Re: Rotoscoping
Click-->
                426
                MSG-  65  Subject: RE: Rotoscoping
Click-->
                427
                MSG- 135  Subject: Re: Rotoscoping
Click-->
                428
                MSG-  54  Subject: Re: Rotoscoping
Click-->
                429
                MSG- 111  Subject: Re: Rotoscoping
Click-->
                430
                MSG-  36  Subject: Re: Rotoscoping
Click-->
                431
                MSG-  75  Subject: RE: Rotoscoping
Click-->
                432
                MSG-  71  Subject: Re: Rotoscoping
Click-->
                433
                MSG-  72  Subject: Re: Rotoscoping
Click-->
                434
                MSG-  99  Subject: Re: Rotoscoping
Click-->
                435
                MSG-  84  Subject: Re: Rotoscoping
Click-->
                436
                MSG- 129  Subject: Re: Rotoscoping
Click-->
                437
                MSG- 166  Subject: Re: Rotoscoping
Click-->
                438
                MSG- 165  Subject: Re: Rotoscoping
Click-->
                439
                MSG- 153  Subject: Re: Rotoscoping
Click-->
                440
                MSG-  98  Subject: Re: Rotoscoping
Click-->
                441
                MSG- 219  Subject: Re: Scanline spheres vs. Trac...
Click-->
```

```
                442
                MSG- 205  Subject: Scanline spheres vs. Trace spheres
Click-->
                443
                MSG- 229  Subject: Scanline spheres vs. Trace spheres
Click-->
                444
                MSG- 440  Subject: Screwy Mouse Pointer
Click-->
                445
                MSG- 473  Subject: Screwy Mouse Pointer
Click-->
                446
                MSG- 445  Subject: Re: Screwy Mouse Pointer
Click-->
                447
                MSG- 371  Subject: Should I upgrade???
Click-->
                448
                MSG- 353  Subject: Should I upgrade???
Click-->
                449
                MSG- 381  Subject: Re: Should I Upgrade???
Click-->
                450
                MSG- 363  Subject: Re: Should I upgrade???
Click-->
                451
                MSG- 520  Subject: Shuttle/MIR Site
Click-->
                452
                MSG-  13  Subject: Simpson/Goldman Murder Animation
Click-->
                453
                MSG- 300  Subject: Smacker Flic Compression
Click-->
                454
                MSG- 154  Subject: Snappy
Click-->
                455
                MSG- 461  Subject: Snappy Frame Grabber
Click-->
                456
                MSG- 468  Subject: Re: Snappy Frame Grabber
Click-->
                457
                MSG- 167  Subject: Re: Snappy
Click-->
                458
                MSG- 213  Subject: Re: Snappy
Click-->
                459
                MSG- 550  Subject: Sorry!!!
Click-->
                460
                MSG- 157  Subject: Space Ship Textures
Click-->
```

```
                461
                MSG- 316  Subject: SPIN & SWEEP
Click-->
                462
                MSG- 365  Subject: Re: SPIN & SWEEP
Click-->
                463
                MSG- 366  Subject: Re: SPIN & SWEEP
Click-->
                464
                MSG- 329  Subject: Re: SPIN & SWEEP
Click-->
                465
                MSG- 336  Subject: Re: SPIN & SWEEP
Click-->
                466
                MSG- 349  Subject: Re: SPIN & SWEEP
Click-->
                467
                MSG- 356  Subject: Re: SPIN & SWEEP
Click-->
                468
                MSG-  50  Subject: Spline Ed SubGroups
Click-->
                469
                MSG-  58  Subject: Re: Spline Ed SubGroups
Click-->
                470
                MSG- 294  Subject: Re: Spline Ed SubGroups
Click-->
                471
                MSG-  63  Subject: Re: Spline Ed SubGroups
Click-->
                472
                MSG- 305  Subject: Re: Spline Ed SubGroups
Click-->
                473
                MSG- 303  Subject: Re: Spline Ed SubGroups
Click-->
                474
                MSG- 322  Subject: Re: Spline Ed SubGroups
Click-->
                475
                MSG- 313  Subject: Re: Spline Ed SubGroups
Click-->
                476
                MSG- 393  Subject: Spline interpolation (was: Re: Atmosphere)
Click-->
                477
                MSG- 375  Subject: Spline interpolation (was: Re: Atmosphere)
Click-->
                478
                MSG- 498  Subject: Re: Spline interpolation
Click-->
                479
                MSG- 149  Subject: ST:tng shield
Click-->
```

```
              480
              MSG- 562  Subject: States menu.
Click-->
              481
              MSG- 373  Subject: Stereo 3D explained
Click-->
              482
              MSG- 383  Subject: Re: Stereo 3D explained
Click-->
              483
              MSG- 372  Subject: Re: Stereo 3D explained
Click-->
              484
              MSG- 364  Subject: Stereo 3D on Imagine 2.0
Click-->
              485
              MSG-  83  Subject: SWapCRF, SOLID
Click-->
              486
              MSG-  66  Subject: SWapCRF, SOLID
Click-->
              487
              MSG-  91  Subject: Re: SWapCRF, SOLID
Click-->
              488
              MSG- 122  Subject: Re: SWapCRF, SOLID
Click-->
              489
              MSG- 147  Subject: Re: SWapCRF, SOLID
Click-->
              490
              MSG-  93  Subject: Re: SWapCRF, SOLID
Click-->
              491
              MSG-  76  Subject: Re: SWapCRF, SOLID
Click-->
              492
              MSG- 133  Subject: Re: SWapCRF, SOLID
Click-->
              493
              MSG- 354  Subject: TDDD Info?
Click-->
              494
              MSG- 361  Subject: Re: TDDD Info?
Click-->
              495
              MSG- 362  Subject: Re: TDDD Info?
Click-->
              496
              MSG-  25  Subject: TEXTURE-DIFFERES
Click-->
              497
              MSG-  46  Subject: TEXTURE-DIFFERES
Click-->
              498
              MSG-  42  Subject: Re: TEXTURE-DIFFERES
Click-->
```

```
              499
              MSG- 396  Subject: Textures
Click-->
              500
              MSG- 400  Subject: Re: Textures
Click-->
              501
              MSG- 530  Subject: The wishlist syndrome
Click-->
              502
              MSG- 413  Subject: Things Wanted and Just some talk
Click-->
              503
              MSG- 409  Subject: Things Wanted and Just some talk
Click-->
              504
              MSG- 443  Subject: Re: Things Wanted and Just some talk
Click-->
              505
              MSG- 411  Subject: Re: Things Wanted and Just some talk
Click-->
              506
              MSG- 414  Subject: Re: Things Wanted and Just some talk
Click-->
              507
              MSG- 451  Subject: Re: Things Wanted and Just some talk
Click-->
              508
              MSG-   8  Subject: TIP : Depth of Field
Click-->
              509
              MSG-   7  Subject: Trouble using tiff file as brush map
Click-->
              510
              MSG-  12  Subject: Re: Trouble using tiff file as brush map
Click-->
              511
              MSG-   1  Subject: Re: Trouble using tiff file as brush map
Click-->
              512
              MSG-  10  Subject: RE: Trouble using tiff file as brush map
Click-->
              513
              MSG-   5  Subject: Re: Two things
Click-->
              514
              MSG-  14  Subject: Re: Two things
Click-->
              515
              MSG-  40  Subject: Re: Two things
Click-->
              516
              MSG-  39  Subject: Re: Two things
Click-->
              517
              MSG- 449  Subject: Univesa
Click-->
```

```
                   518
                   MSG- 450  Subject: Re: Univesa
Click-->
                   519
                   MSG- 358  Subject: UNSUBSCRIBE*UNSUBSCRIBE*UNSUBSCRIBE* ←↩
                      UNSUBSCRIBE !!!!
Click-->
                   520
                   MSG- 101  Subject: Variation on a theme
Click-->
                   521
                   MSG- 463  Subject: Version 3.3, whoopee
Click-->
                   522
                   MSG- 156  Subject: Video mail lists
Click-->
                   523
                   MSG- 488  Subject: Viewpoint CDROM/Avalon changes
Click-->
                   524
                   MSG- 180  Subject: Vista Pro not working !
Click-->
                   525
                   MSG- 194  Subject: Re: Vista Pro not working !
Click-->
                   526
                   MSG- 207  Subject: Re: Vista Pro not working !
Click-->
                   527
                   MSG- 212  Subject: Wacom tablets
Click-->
                   528
                   MSG- 259  Subject: Re: Wacom tablets
Click-->
                   529
                   MSG- 248  Subject: Re: Wacom tablets
Click-->
                   530
                   MSG- 286  Subject: Re: Wacom Tablet
Click-->
                   531
                   MSG- 264  Subject: Re: Wacom Tablet
Click-->
                   532
                   MSG- 512  Subject: Re: Wanted- brush tacking
Click-->
                   533
                   MSG- 522  Subject: Re: Wanted- brush tacking
Click-->
                   534
                   MSG- 519  Subject: Re: Wanted-brush tacking
Click-->
                   535
                   MSG- 523  Subject: Re: Wanted-brush tacking
Click-->
                   536
                   MSG- 406  Subject: Waterfall?!?
```

```
Click-->
                537
                MSG- 532  Subject: Weekly Postings
Click-->
                538
                MSG- 535  Subject: What is NURBS ?
Click-->
                539
                MSG- 538  Subject: Re: What is NURBS ?
Click-->
                540
                MSG- 435  Subject: What might be, what might not
Click-->
                541
                MSG- 486  Subject: Whats DPS PAR ?
Click-->
                542
                MSG- 254  Subject: Whew!!! Glad thats done!!!
Click-->
                543
                MSG- 270  Subject: Windows 3.11, Windows NT 3.5, Windows 95
Click-->
                544
                MSG- 255  Subject: Windows 3.11, Windows NT 3.5, Windows 95
Click-->
                545
                MSG- 137  Subject: Wire-frame rendering
Click-->
                546
                MSG- 134  Subject: Wire-frame rendering
Click-->
                547
                MSG- 208  Subject: Re: Wire-frame rendering
Click-->
                548
                MSG- 142  Subject: Re: Wire-frame rendering
Click-->
                549
                MSG- 330  Subject: Re: Wire-frame rendering
Click-->
                550
                MSG- 136  Subject: Wireframe redux
Click-->
                551
                MSG- 421  Subject: Wish list
Click-->
                552
                MSG- 483  Subject: Wish list
Click-->
                553
                MSG- 499  Subject: Re: Wish list
Click-->
                554
                MSG- 427  Subject: Wishing..upon a 3d star...
Click-->
                555
                MSG- 430  Subject: Wishlist
```

```
Click-->
                556
                MSG- 537  Subject: Wishlist
Click-->
                557
                MSG- 545  Subject: Wishlist
Click-->
                558
                MSG- 485  Subject: Re: Wishlist
Click-->
                559
                MSG- 433  Subject: Re: Wishlist
Click-->
                560
                MSG- 552  Subject: Re: Wishlist
Click-->
                561
                MSG- 558  Subject: Re: Wishlist
Click-->
                562
                MSG- 549  Subject: Yet another wish
```

1.4   MSG-1 Subject: Re: Trouble using tiff file as brush map

```
                Subject: Re: Trouble using tiff file as brush map
Date:      Thursday, 01 June 1995 00:26:10
From:      fredster@cyberport.net (Fred Aderhold)
```

```
   ----------------------------------------------------------------------

>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?
>

I believe it has to do with the compression of the .tif file. I've run into
this too, and that was usually it. Look for an option in the program you
saved the tif with to make sure it is uncompressed. If you can't find it
there, there is an excellent converter called Image Alchemy that will do it
for sure!

-------------------------------
Fred Aderhold
fredster@cyberport.net

After we pull the pin, Mr. Grenade is
```

NOT our friend!

Thread   10

-=> RETURN TO CONTENTS!<=-

1.5   MSG-2 Subject: DOF

                    Subject: DOF
Date: Thursday, 01 June 1995 00:27:21
From: dunc <dunc@eraser.demon.co.uk>

On May 31, DEBEAUMONT, GEORGE wrote:

|------------------- text of forwarded message follows -------------------|

     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

ive checked this out a while ago what i did was set it all up according to the
dof.txt the go back to the stage and quickrender check the defocus box for a small
value -to check the maths is right the manual says the defocus in the q/r reques
ter
should be used with smallish values if the value is reasonable i rendered

 if you have a big value it will slow down the render a little

i cant remember the theory i used to calculate the values in the dof requester

 duncan

|----------------------- end of forwarded message -----------------------|

_____

```
||||||||||||||||||||||||||||||||||||
|                                  |
|      dunc@eraser.demon.co.uk     |
|                                  |
||||||||||||||||||||||||||||||||||||
```

Thread   484

-=> RETURN TO CONTENTS!<=-

1.6   MSG-3 Subject: ReversePath'sDirection?

                  Subject: ReversePath'sDirection?
Date: Thursday, 01 June 1995 01:48:35
From: Torgeir Holm <torgeirh@powertech.no>

On 31-May-95 10:52:33, Mike McCool wrote:

>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).

I got it all :))

Anyway, is there a specific reason for using grow in your project? I made a
worm (the 'dune' kind of worm though) animation a few months ago, looking much
the same way you describe here.

The way I did it was creating my worm object in detail, making sure the y axis
was parallell to the worm, sitting in the centre of the head. I then created
my motion path in Stage. A typical wiggly worm path, moving around and over
some dunes (BTW: beige planes with waves texture, a noise texture, and some
magnetic dragging make gread sand dunes.) When importing my worm into the
action editor, i deleted the position and allignment bars, and added new ones.
For the position bar I used follow path, selecting my worm path, and in the
allignment bar I chose conform to path. The latter option causes the the

object to deform itself along the path as it moves.

My worm even had states for opening its mouth and stuff. I'll put it on aminet
if there is an interest..

Torge!r

                              Thread   38

                       -=> RETURN TO CONTENTS!<=-

1.7   MSG-4 Subject: Re: Help with an effect

                   Subject: Re: Help with an effect
Date: Thursday, 01 June 1995 03:43:13
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Murray, on May 31 you wrote:

> 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 doming 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...

If you have a copy of Gareth Qually's tip on making steam or smoke with the
CoolFir texture you could tweak its Noise settings and rotate the axes to
get a pretty good swirl effect. You could apply it to a cone or cylinder.

-- Bob

  : Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :
  :   Amiga A3000/25 : Ballina, NSW Australia :

                              Thread   503

                       -=> RETURN TO CONTENTS!<=-

1.8   MSG-5 Subject: Re: Two things

```
                 Subject: Re: Two things
Date:      Thursday, 01 June 1995 04:31:36
From:      rbyrne@3dform.edex.edu.au  (Robert Byrne)
```

Hello Conny, on May 31 you wrote:

> 1
> =
> There's a new image in my gallery.
> URL http://www.kiruna.se/is/cjo/gallery.html
> (Check out --"--   /monthly.html as well)
>
> 2
> =
> Why on earth haven't I used "set zone" before?!?
> What a neat feature!

It can sure speed things up can't it. I used it when trying out the "steam
rising from coffee/tea" tip. I rendered the first frame in full, went back
to the Stage and set a zone around the top of the cup and rendered the rest
of the frames. Then I used ADPro to composite the "zones" onto the first
frame. It cuts down the rendering times :-)

There are so many great and sometimes obscure features that you tend to
neglect them. Now I'll have to get used to using Layers, don't use them
much.

-- Bob

  : Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :
  :   Amiga A3000/25 : Ballina, NSW Australia :

                      Thread   14

                -=> RETURN TO CONTENTS!<=-

1.9   MSG-6 Subject: Making Movies (Mostly...) *grin*

```
                 Subject: Making Movies (Mostly...) *grin*
Date:      Thursday, 01 June 1995 05:43:50
From:      paris@lor.jrent.com
```

Does anyone have any info on writing scripts to make movies in Imagine? Did
anyone ever get any docs from Impulse on writing the scripts for the 'make
movie' feature in the Project Editor? If not, I'll just write to Mike again...
grin

Also, has everyone heard that Blobs are going to be in version 4.0?

And about REXX... what does anyone think of the idea of adding a command line
interface to Imagine that would allow you to use functions from the command
line? It would at least allow both Amiga and Dos users the capability to write
more general scripts than I think that you can in a make-movie script, although
possibly not as flexible as AREXX... Let me know what you think...

--Jeff
(paris@lor.jrent.com)

                          Thread   16

                   -=> RETURN TO CONTENTS!<=-

1.10   MSG-7 Subject: Trouble using tiff file as brush map

                Subject: Trouble using tiff file as brush map
Date: Thursday, 01 June 1995 07:41:29
From: tome@next.com.au (Tom Ellard)

>From: Rich Van Gaasbeck <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

Make sure you turn off the alpha channel (mask) when saving from Fractal
Painter - it's definetly Painter's fault as other programs don't like it either.

Tom Ellard, Severed Communications Australia tome@next.com.au

                          Thread   12

                   -=> RETURN TO CONTENTS!<=-

1.11   MSG-8 Subject: TIP : Depth of Field

                Subject: TIP : Depth of Field
Date: Thursday, 01 June 1995 11:08:43
From: Stuart Hogton <stuarth@bournemouth.ac.uk>

Hello All,
        I have been playing with DOF recently and I came up with a
method to easily work out the depth I wanted.

        Firstly, create a line of primitives with a small distance
between them. Place the camera at one end looking down the line.
Make sure you can see all the primitives. Go to the Action editor
and add an actor bar in the camera. Do not change anything but the
DOF value (try 3.0 to start with). Do a test render to see if this
creates the amount of depth you desire. Once you achieve the desired
depth, translate your primitives in the z-axis only until they are
out of shot. Now place your objects in the scene whilst referring
to your test render and the line of primitives to see how blurred
each object will be. Hey presto! I hope this soothes any troubled
souls.

        Stu.

                         Thread   7

                    -=> RETURN TO CONTENTS!<=-

1.12   MSG-9 Subject: Re: RE: Trouble using tiff file as brush map

                    Subject: Re: RE: Trouble using tiff file as brush map
Date: Thursday, 01 June 1995 12:41:00
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> I am not really sure if this is true but is Fractal Design saving the alp=
> ha channel information as a sub-chunk in the tiff file. If it is then Im=
> agine should be ignoring it. Generally the guidelines for using IFF type=
> files is to ignore the chunks you don't understand. If anyone has FD it=
> would be interesting to check this, it could be a bug in Imagine.
>
> Joe Cotellese
> =09
>
>   Make sure you turn off the alpha channel (mask) when saving from Fr=
> actal Painter - it's definitely Painter's fault as other programs don't l=
> ike it either.
>
> Tom Ellard, Severed Communications Australia tome@next.com.au
>

It's almost certainly the fault of the mask. You have to be very careful, beca
use if you just hit save in FDP it will always save the mask along with
the tiff. You have to use "save as" and turn off the mask every time.
And I don't think you could say it's a bug in Imagine not to like this.
Other programs, such as Picture Publisher, which should be able to

cope with mask layers, can't properly read FDP tiffs either (or, it reads
them as an inverted 32-bit CMYK file).

Michael

                         Thread   27

                  -=> RETURN TO CONTENTS!<=-

1.13   MSG-10 Subject: RE: Trouble using tiff file as brush map

                 Subject: RE: Trouble using tiff file as brush map
Date: Thursday, 01 June 1995 15:18:39
From: Joe Cotellese <joec@Ensoniq.COM>

I am not really sure if this is true but is Fractal Design saving the alp=
ha channel information as a sub-chunk in the tiff file. If it is then Im=
agine should be ignoring it. Generally the guidelines for using IFF type=
 files is to ignore the chunks you don't understand. If anyone has FD it=
 would be interesting to check this, it could be a bug in Imagine.

Joe Cotellese
=09

     Make sure you turn off the alpha channel (mask) when saving from Fr=
actal Painter - it's definitely Painter's fault as other programs don't l=
ike it either.

Tom Ellard, Severed Communications Australia tome@next.com.au

                         Thread   5

                  -=> RETURN TO CONTENTS!<=-

1.14   MSG-11 Subject: 3ds objects on Imagine?

                 Subject: 3ds objects on Imagine?
Date: Thursday, 01 June 1995 22:46:45
From: Broctune@aol.com

   Is there a way I can load 3d Studio objects onto imagine, I have a PC and I
am wondering where I could find a program or what to do.

Thanx in advance

                          Thread   30

                  -=> RETURN TO CONTENTS!<=-

1.15   MSG-12 Subject: Re: Trouble using tiff file as brush map

                   Subject: Re: Trouble using tiff file as brush map
Date: Thursday, 01 June 1995 23:44:56
From: Kent Marshall Worley <mumu@america.net>

On Wed, 31 May 1995, Fred Aderhold wrote:

> >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?
> >
>
> I believe it has to do with the compression of the .tif file. I've run into
> this too, and that was usually it. Look for an option in the program you
> saved the tif with to make sure it is uncompressed. If you can't find it
> there, there is an excellent converter called Image Alchemy that will do it
> for sure!
>
> ------------------------------
> Fred Aderhold
> fredster@cyberport.net
>
> After we pull the pin, Mr. Grenade is
> NOT our friend!
>
> ------------------------------
>
>
I have found that 3.2 does not like tiff files on the pc so I use IFF and
they work fine on the pc.
   mumu

                              Thread   1

                       -=> RETURN TO CONTENTS!<=-

1.16   MSG-13 Subject: Simpson/Goldman Murder Animation

                  Subject: Simpson/Goldman Murder Animation
Date: Thursday, 01 June 1995 23:49:14
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

   Don't know how many people saw it, but c/net, a show on USA and Sci-Fi
channels, has been showing a computer animation they contracted out to an
animation house that specializes in courtroom visualization. The
computer animation depicts the murders of Nicole Simpson and Ron Goldman
by a single assailant. Aside from the gruesome aspects, it is really an
impressive computer animation.
   This weekend, on June 3rd, c/net will be doing a show on the
behind-the-scenes creation of the animation. While the animation house
doesn't use Imagine (or PC's or Amiga's for that matter), it might be of
interest to see how professionals in the industry are putting together their
animations.
   From the preview, they appear to be using SGI and Alias exclusively but
that is pretty common in the high-end production houses. The character
animation is very fluid so it will be interesting to see how they did it.
   Also, you can download a partial clip of the murder animation from
www.cnet.com. The 320x240 MPEG is 5.7MB but there are also .AVI and .MOV
versions there also.

                              Thread   300

                       -=> RETURN TO CONTENTS!<=-

1.17   MSG-14 Subject: Re: Two things

                      Subject: Re: Two things
Date: Thursday, 01 June 1995 23:58:52
From: Kent Marshall Worley <mumu@america.net>

>
> There are so many great and sometimes obscure features that you tend to
> neglect them. Now I'll have to get used to using Layers, don't use them
> much.
>

```
> -- Bob
>
>    : Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :
>    :   Amiga  A3000/25  :  Ballina, NSW  Australia  :
>
 layers have helped me in my race animation! I have a different layer for
each race car.
      racecar is racecar spelled backwards!
        mumu
```

```
                          Thread           40

                    -=> RETURN TO CONTENTS!<=-
```

1.18   MSG-15 Subject: Depth of field camera settings

```
                 Subject: Depth of field camera settings
Date:      Friday, 02 June 1995 00:44:21
From:      datctva@PrimeNet.Com (DThompson)
```

```
     -------------------------------------------------------------------------
```

If you want the simple way to implement depth of field, here it is,
otherwise the the more complicated way ends up being just as indecipherable
as the Impulse text you've got in front of you.

1- Place your camera where you want it to be. aim it.

2- turn on camera lines. size the local y axis untill the plane that
represents its outer boundery is on top of the object you want in focus.

3- Scale the local x axis until the field of view is what you want. Do not
move or rotate the camera. If you do, go back and re-adjust the y axis again
so it falls across the object you want in focus.

4- Save, save, exit and enter the action editor. Add an actor bar to the camera.

5- A requester pops up. Make sure you set the Y size is depth of field
distance button to on, the apperature size is depth of field width
multiplier button to on, and set the amount to around .01 in the apperature
size box.

6- Render.

If you want to do it the more accurate way with a real apperature size and
racking focal distances, a good method is to sketch your scene out, record
all the distances, and work out the formulas they give you in the text.

Anyone who wants a little more help on this can E-mail me.

Dave Thompson

Thread   378

-=> RETURN TO CONTENTS!<=-

1.19   MSG-16 Subject: Re: Making Movies (Mostly...) *grin*

```
              Subject: Re: Making Movies (Mostly...) *grin*
Date:     Friday, 02 June 1995 00:52:45
From:     fredster@cyberport.net (Fred Aderhold)
```

```
>
>And about REXX... what does anyone think of the idea of adding a command line
>interface to Imagine that would allow you to use functions from the command
>line? It would at least allow both Amiga and Dos users the capability to write

I for one would like to see command line capabilities in Imagine. It'd be
real handy to render a project then process the frames in a batch file!

--------------------------------
Fred Aderhold
fredster@cyberport.net

After we pull the pin, Mr. Grenade is
NOT our friend!

--------------------------------
```

Thread   531

-=> RETURN TO CONTENTS!<=-

1.20   MSG-17 Subject: Re: 3ds objects on Imagine?

```
              Subject: Re: 3ds objects on Imagine?
Date:     Friday, 02 June 1995 00:52:49
From:     fredster@cyberport.net (Fred Aderhold)
```

```
>  Is there a way I can load 3d Studio objects onto imagine, I have a PC and I
>am wondering where I could find a program or what to do.
>

There's a program called WCVT2POV that will convert 3DS files to DXF, which
```

can then be loaded into Imagine. Works pretty good, and is a Windows
program. If it's not on AOL, it's at ftp.povray.org under povray/utilities.
That's a good site to visit anyway, there's a lot of cool PC graphic
utilities there.

Fred Aderhold
fredster@cyberport.net

After we pull the pin, Mr. Grenade is
NOT our friend!

                    Thread   105

                -=> RETURN TO CONTENTS!<=-

1.21   MSG-18 Subject: Re: Lighting Calculations

                Subject: Re: Lighting Calculations
Date: Friday, 02 June 1995 01:24:49
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Jeff, on May 31 you wrote:

> 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?

The manual states that for reference purposes you can consider a
255,255,255 light a 255 watt light bulb and a 128,128,128 a 128 watt light
bulb and so on.

-- Bob

  : Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :
  :   Amiga A3000/25 : Ballina, NSW Australia :

                    Thread   20

                -=> RETURN TO CONTENTS!<=-

1.22   MSG-19 Subject: Re: How do I create a picture on my AMIGA for the PC world?

```
            Subject: Re: How do I create a picture on my AMIGA for the PC  ←
               world?
Date:      Friday, 02 June 1995 01:44:03
From:      Catherine A Tromanhauser <ctromanh@uoguelph.ca>
```

```
        -----------------------------------------------------------------------
```

On Wed, 31 May 1995, Steve McLaughlin wrote:

```
> 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
>
I believe Corel will accept BMP and PCX 24bit files so I use AdPro to
convert the files and then put them on an IBM disk and take them to my
local print store for colour output.  If you can't get access to AdPro
there's probably some PD or SW on Aminet that can do the conversion for
you.  Hope I helped.
```

Sully

```
                       Thread          509
```

1.23   MSG-20 Subject: Re: Lighting Calculations

```
            Subject: Re: Lighting Calculations
Date:      Friday, 02 June 1995 01:47:06
From:      rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)
```

```
        -----------------------------------------------------------------------
```

Hello Roger, on May 31 you wrote:

```
> 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 actual
ly
> > 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...

If I wanted to create the effect of a bright flash at the moment an object
explodes or shreds, ie. the screen turns completely white, would this be
possible by morphing a normal light to an intense light and back to a normal
light? I was thinking of placing this light in front of the camera.
Actually a severe lens flare would probably work as well. I was going to
create this effect in a paint program but it might be easier using Imagine.

-- Bob

                        Thread   114

                  -=> RETURN TO CONTENTS!<=-

1.24   MSG-21 Subject: Rotoscoping

                    Subject: Rotoscoping
Date: Friday, 02 June 1995 02:00:17
From: Granberg Tom <tom.granberg@TV2.no>

Hey guys&gals!

Is there a way to do rotoscoping in imagine, I mean actualy seeing the
pictures(seq.) you are working on? I've tried to show pics in the perspective
window(full) but the trouble is, 1. when you move to another keyframe imagine
doesnt update the picture(seq.), 2. when you do a render the picture is
displaced so the objects,lights,effects you have matched with the footage doesnt

fit anymore(frustrating ey?) Using V-3.2
Does anyone know if Impulse going to put some more light effects into imagine,
like different kind's of lens flares for differnet types of camera's:
35mm, 16mm, 70mm, 1/2"ccd, 1/3"ccd, lights glows, etc.
It would be nice with a optical effects package(plugin kind of type) for imagine

so you could design your own special effects, take for instance the HAZE global

effect, first of all it should not be only a global effect, and second it is
almost unusable since it has no threshold settings, just a fixed color setting,

so bye bye to tranparent effects, light haze in a fog, and things like this, and
it is in these kind of situations you would use it, or what?
 OK! enough wining, it's a great package after all, dont you agree? (JUST GIVE
US USERS WHAT WEEEEEEE WAAAAANT!!)

tom.granberg@tv2.no

Word for the day:"Machines doesnt make nice graphics, I do!"

                    Thread   131

              -=> RETURN TO CONTENTS!<=-

1.25   MSG-22 Subject: Re:MyHomepage(Tom)

              Subject: Re:MyHomepage(Tom)
Date: Friday, 02 June 1995 02:01:22
From: Granberg Tom <tom.granberg@TV2.no>

Hey Togeir!

Nice of you to stop by my homepage, and I'm glad you liked my stuff, more and
better stuff is coming that way. By the way I agree that I should put up some
more heavy compressed pictures as well as the high quality ones. On your
question about the heat vapour(FOG) from the cup in the "T-BAG Graphics" image,

yes it is a fog object with, if I'm not misstaken, the nebula texture on it.
This texture is a bit tricky to get god results from, but when you do, wooow
dudelido timeout kick me, pleasing!.
One problem I found in this texture and, when I come to think of it, all the fog

textures, it disapears when you look at it along the z axis.........Strange?

Word for the day:"Eks-o-dos, Creek word, meaning: Departure, the latin word for

it is: EXODUS" as in the second book in the Bible!

tom.granberg@tv2.no

                    Thread   24

              -=> RETURN TO CONTENTS!<=-

1.26   MSG-23 Subject: RE:Help with an effect

              Subject: RE:Help with an effect
Date: Friday, 02 June 1995 02:45:56
From: Granberg Tom <tom.granberg@TV2.no>

Howdy all!

Murray wrote:

-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...

Well, yes it's a half face, and the picture is called: Intel(igence) just for
fun! The wires is extruded along paths, to avoid to many faces but keep a lot of

cross sections, i used a disk with only 3 points. I then extruded it, first with

a small cross section number, and if i'm not satisfied, increasing the cross
section number.

On your question about the aqua jet, if I understand it correctly you want a
beam type of flow behind the sub, right! First of all I want to know what
version of Imagine you have, then I maybe of some help.
See you around Murray!

tom.granberg@tv2.no

                          Thread   543

                     -=> RETURN TO CONTENTS!<=-

1.27   MSG-24 Subject: Re:Objects&Attributes

                   Subject: Re:Objects&Attributes
Date: Friday, 02 June 1995 03:03:00
From: Granberg Tom <tom.granberg@TV2.no>

Dave Rhodes wrote:

> How huge ? i.e. could I render them in 10 meg (without VMM) ?

Yes! that is, the objects I going to upload, except a couple of realy huge
objects, with a lot details and a lot of textures on them. But I do have some
objects that needs about 22 megs to render, and that is without any textures!

So, Dave you can see that I do need more memory!!

tom.granberg@tv2.no

http://hobbes.nhidh.nki.no:80/~pednaa/tv2/tomg.html

Thread   466

-=> RETURN TO CONTENTS!<=-

1.28   MSG-25 Subject: TEXTURE-DIFFERES

               Subject: TEXTURE-DIFFERES
Date: Friday, 02 June 1995 03:18:06
From: Granberg Tom <tom.granberg@TV2.no>

Howdy folks!

I have one question, is the texture library, both the light textures and
ordinary textures, the same on the pc versions as in the amiga versions?
Cause I couldnt find the caustics and parphaze light texture in the amiga
version, and these texture was way cool.
By the way the pentium is unbelivable fast to render pictures, so now the
quickrender is realy quick.
I get me wrong, I still use the Amiga, and now when escom has bought it, and
plan to release a Risc based platform it's more fun than ever, but it seems more

apropriate to use the pentium to render stuff(RenderEngine)until a 400mhzAmiga
arrives!!! . Even if it, as a platform is not so flexible.
Does anyone now if there going to be a windows version out soon?
By the way, I'am about to upload the objects&Attributes I have talked about,   I

going to upload it to aminet, so saty tuned. By the way thanks, ROBERT BYRNE,
for your great help!!!!

tom.granberg@tv2.no

Ps.Why cant offworld aliens write? It would be a lot easier to know when and
where they have been, if they could leave a message.

Thread   46

-=> RETURN TO CONTENTS!<=-

1.29   MSG-26 Subject: Re: Rotoscoping

               Subject: Re: Rotoscoping
Date: Friday, 02 June 1995 04:41:46
From: paris@lor.jrent.com

It would be nice with a optical effects package(plugin kind of type) for imagine

so you could design your own special effects

--I specifically asked Mike about getting plugin support in Imagine and he told
-- me that's one of the things they're looking into for 4.0 (I think -- he said
-- they were looking into it, but didn't say when/if it would be implemented).
--I think plugins in Imagine would solve a great number of problems.

Jeff (paris@lor.jrent.com)

                        Thread   79

                  -=> RETURN TO CONTENTS!<=-

1.30 MSG-27 Subject: RE:color text failure

                Subject: RE:color text failure
Date: Friday, 02 June 1995 07:05:36
From: jbk4@email.psu.edu (The Prophet)

Does your spline object have itself attached to a parent
axis? If so, you are probably only changing the attributes
of your parent axis and not the actual spline object.

Jaeson K.

  ____   ____   _   _
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)ll/   l/ __ (/   (/   (_//__// / __   (___)
(_____)   (___/   (___)

                        Thread   107

                  -=> RETURN TO CONTENTS!<=-

1.31 MSG-28 Subject: Sorry Could Not Find Subject!

            Date: Friday, 02 June 1995 08:57:44
From: montvai@achilles.rijnh.nl (Attila Montvai)

|Subject: wattage

HI,

> The manual states that for reference purposes you can consider a
255,255,255 light a 255 watt light bulb and a 128,128,128 a 128 watt light
bulb and so on.

This might sound reasonable, but the problem is that it is no way
true.

Imagine is not a radiosity- radiance- etc. renderer. Basic
physical properties are left out in light propagation,
reflection and refraction. The only true statement is: larger
values give hopefully stronger light source.

On the other hand: Imagine (and any other renderer in this
class) NEED NOT TO BE physically correct. It would make
yor life a bit more complicated. (And this bit is fairly
BIG!)

So: trial - and - error.

Attila

P.S. The spectral density of a bulb is in no way equal in
the three rough wavelength ranges modeled by Imagine.
The light of a bulb is not white. You think you see it
as a 'white' light. See how easy to cheat you?

Attila
montvai@achilles.rijnh.nl

==

      |-00000-------|
      |0-------000-0|
      |---0000------| 1.2 Hz(!) ABACUS, 11 rows, 13 spheres
      |---------0000| of different colors on each
      | |
      | |
     ---   ---
==

                    Thread   446

                  -=> RETURN TO CONTENTS!<=-

1.32   MSG-29 Subject: Color text failure

              Subject: Color text failure
Date: Friday, 02 June 1995 10:11:29
From: "Zdenek Pizl, INF 3. (FSE)" <PIZL@KVT.UJEP.CZ>

Hi all !

   I have a little problem. I try to made an object from spline text
object, well - it was O.K. Then I tried to set attribs to that new
object (color, reflect... :-)). And then I rendered this stupid OBJ.
Rendering was over, BUT the text was not in color !!!, it was only
gray-scaled.   ---------------   .

      Why ??? (I tried it with IMAGINE 3.0 ,PC version)

      Bye Pizi from Decin, Czech republic.

                        Thread   51

                  -=> RETURN TO CONTENTS!<=-

1.33   MSG-30 Subject: RE: 3ds objects on Imagine?

                Subject: RE: 3ds objects on Imagine?
Date: Friday, 02 June 1995 12:00:39
From: Joe Cotellese <joec@Ensoniq.COM>

If 3DS can save in AutoCad's DXF format you should be able to bring them =
directly into Imagine. Otherwise you can use Interchange from Syndesis.

Joe C.

   Is there a way I can load 3d Studio objects onto imagine, I have a PC a=
nd I
am wondering where I could find a program or what to do.

                        Thread   17

                  -=> RETURN TO CONTENTS!<=-

1.34   MSG-31 Subject: Computer espionage by M$ (fwd)

                Subject: Computer espionage by M$ (fwd)
Date: Friday, 02 June 1995 12:41:57

From: Mike McCool <mikemcoo@efn.org>

I'm sharing this post with both LW and Imagn lists. There was a
discussion a while back about microsoft's deliberate malfeasance vs
commodore's deliberate stupidity--to which, by the way, NO one responded
with anything but pandering blather. Most of the responses I got were so
frighteningly casuist, it made me wonder just how far a windozer will
pucker up to kiss the ass of his oppressor.

Oh, and to all those shrinking violets who can't assimilate anything
off-topic: either you've used your delete key long before now, or you
realize there could be nothing more topical.

---------- Forwarded message ----------
Date: Fri, 2 Jun 1995 22:30:52 +0900
From: C.W. Vilbiandt <cwv@u-aizu.ac.jp>

                        Thread   48

                  -=> RETURN TO CONTENTS!<=-

1.35   MSG-32 Subject: Movie

                 Subject: Movie
Date: Friday, 02 June 1995 13:02:54
From: Zdenek Pizl INF 3 FSE <PIZL@KVT.UJEP.CZ>

Hi !

   I don't know how to create, edit and use movie file. I would to
make some anim and think that the my movie file is better than the
generated movie file by Imagine ?!!?

 Thanks for answers

          Bye Pizi from Decin B->

                        Thread   217

                  -=> RETURN TO CONTENTS!<=-

1.36   MSG-33 Subject: Gfx formats to use as brush

```
                  Subject: Gfx formats to use as brush
Date:      Friday, 02 June 1995 13:15:32
From:      Zdenek Pizl INF 3 FSE <PIZL@KVT.UJEP.CZ>
```

Hi all!
 What formats of gfx pictures can i use as brushes onto object

                        Thread   43

                   -=> RETURN TO CONTENTS!<=-

1.37   MSG-34 Subject: Light Flash (was Re: Lighting Calculations)

```
                Subject: Light Flash (was Re: Lighting Calculations)
Date:      Friday, 02 June 1995 13:31:44
From:      Curcio Nicholas <curcion@db.erau.edu>
```

On Fri, 2 Jun 1995, Robert Byrne wrote:

> If I wanted to create the effect of a bright flash at the moment an object
> explodes or shreds, ie. the screen turns completely white, would this be
> possible by morphing a normal light to an intense light and back to a normal
> light? I was thinking of placing this light in front of the camera.
> Actually a severe lens flare would probably work as well. I was going to
> create this effect in a paint program but it might be easier using Imagine.
>
> -- Bob

Hi Bob.

I've done this blast effect before. Since lights don't blind the camera,
your whole scene won't turn white. On the other hand, all of the objects
in the scene will wash out. (That's good.) At the same time that you
morph the light, put a CLEAR plane directly in front of the camera. Make
sure it fills up the entire view. In conjuction with the light morph,
morph the CLEAR plane into a WHITE plane. Do it in only a few frames.
It makes a nice flach of 'light'.

Let me know if this helps ya!

Nik

                        Thread   282

1.38   MSG-35 Subject: Re: Lighting Calculations

```
              Subject: Re: Lighting Calculations
Date:     Friday, 02 June 1995 15:07:37
From:     Roger Straub <straub@csn.net>
```

On Fri, 2 Jun 1995, Robert Byrne wrote:

```
>
> If I wanted to create the effect of a bright flash at the moment an object
> explodes or shreds, ie. the screen turns completely white, would this be
> possible by morphing a normal light to an intense light and back to a normal
> light?  I was thinking of placing this light in front of the camera.
> Actually a severe lens flare would probably work as well. I was going to
> create this effect in a paint program but it might be easier using Imagine.
>
```

Have the ambient light in your scene increase to 1000,1000,1000 for one
frame. Then have a white plane obscure the camera's view of the rest of
the scene for a few frames. Fade out the plane and have a big fireball. a
few frames later, have small particles (or shreds) fly past the camera.
Fade out the fireball so that you can see the big shreds moving more
slowly (Shredder works like that, doesn't it?). Voila! A cinema-grade
explosion. I've never personally done this before, so I'll leave the
details up to you.

```
>
> -- Bob
>
```

See ya,
     Roger

Thread   18

1.39   MSG-36 Subject: Re: Rotoscoping

```
              Subject: Re: Rotoscoping
Date:     Friday, 02 June 1995 16:52:44
From:     Dylan Neill <dylann@pcug.org.au>
```

On 2 Jun 1995, Granberg Tom wrote:

> Hey guys&gals!

Hey ARE there any gals on this list? :)

>
> Is there a way to do rotoscoping in imagine, I mean actualy seeing the
> pictures(seq.) you are working on? I've tried to show pics in the perspective

> window(full) but the trouble is, 1. when you move to another keyframe imagine

> doesnt update the picture(seq.), 2. when you do a render the picture is
> displaced so the objects,lights,effects you have matched with the footage does
nt
> fit anymore(frustrating ey?) Using V-3.2

thats strange! I've never had that problem. Make sure you're rendering
the picture at the same size as the backdrop you're loading in (ie if
you're rotoscoping onto a 640x480 pic and then rendering onto a 320x200
version of the background they won't line up.

> Does anyone know if Impulse going to put some more light effects into imagine,

> like different kind's of lens flares for differnet types of camera's:
> 35mm, 16mm, 70mm, 1/2"ccd, 1/3"ccd, lights glows, etc.
> so bye bye to tranparent effects, light haze in a fog, and things like this, a
nd
> it is in these kind of situations you would use it, or what?

Yay! That would be cool! :)

                              |\ /|
                               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/ |
 |_____|

                    Thread   75

                 -=> RETURN TO CONTENTS!<=-

1.40   MSG-37 Subject: Re: Computer espionage by M$ (fwd)

            Subject: Re: Computer espionage by M$ (fwd)
Date: Friday, 02 June 1995 17:32:31
From: Ricardo Hernandez Machado <ricardoh@pts.mot.com>

Mike, I reposted this on the Real 3D list and on the
private Sony PSX mailing list and Jaguar mailing
list. Also on the private list of my college campus
Computer Engineering alumni.

I hope you don't mind.

```
 ---------------------------------------------------------------
|Raist (Ricardo Hernandez Machado) | Scala on the PC, when?      |
|CIM Engineer                      | Real 3D on PC, how much?    |
|Motorola Electronica De           | ImageF/X on PC, will they?  |
|Puerto Rico INC.                  | :-) ;-) :-b :-b ;-b :-)     |
|e-mail: ricardoh@pts.mot.com      | How about these apps on OS/2|
|cc: Mail ARH005@email.mot.com     | Power PC's????????          |
|Opinions are my own and do not represent those of my employer   |
 ---------------------------------------------------------------
```

Thread   52

-=> RETURN TO CONTENTS!<=-

1.41   MSG-38 Subject: ReversePath'sDirection?

               Subject: ReversePath'sDirection?
Date: Friday, 02 June 1995 19:00:31
From: Charles Blaquiere <blaq@io.org>

> 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.
>

As Torgeir said, a great idea would be to define the path more than
twice as long as would be needed to go past the camera; stretch your
undeformed worm's Y axis to more than twice the actual object length; (I
think ?!?) and using some Grow Along Path thingie (I forget the actual
name) to have the worm slither right past the camera.

Apart from that, the only thing I can think of is this: if your path has

an even number of control points, simply jot down the position/align
parameters for every point, and swap the values for each pair of points,
starting at the ends and moving towards the center.

Have you tried scaling the path by -1 in all 3 axes, by the way? That
might be yet another solution.

                            Thread   273

                        -=> RETURN TO CONTENTS!<=-

1.42   MSG-39 Subject: Re: Two things

                    Subject: Re: Two things
Date: Friday, 02 June 1995 19:05:10
From: Charles Blaquiere <blaq@io.org>

> From: Robert Byrne <rbyrne@3dform.edex.edu.au>
>
> There are so many great and sometimes obscure features that you tend to
> neglect them. Now I'll have to get used to using Layers, don't use them
> much.

Oh Gawd! I use Layers like a madman! I often give each object a
different layer, and can then turn anything on or off at will! It's
great... except when Imagine burps and erases all your layer
assignments. I sure hope this has, or will be, fixed.

                            Thread   449

                        -=> RETURN TO CONTENTS!<=-

1.43   MSG-40 Subject: Re: Two things

                    Subject: Re: Two things
Date: Friday, 02 June 1995 19:07:30
From: Charles Blaquiere <blaq@io.org>

> From: Kent Marshall Worley <mumu@america.net>
>
>   racecar is racecar spelled backwards!

And "senator" PRONOUNCED backwards is "rottenness".

                          Thread   39

                   -=> RETURN TO CONTENTS!<=-

1.44   MSG-41 Subject: Re: Light Flash (was Re: Ligh...

                    Subject: Re: Light Flash (was Re: Ligh...
Date: Friday, 02 June 1995 19:54:24
From: Lumbient@aol.com

Nik wrote:
----snip----
> If I wanted to create the effect of a bright flash at the moment an object
> explodes or shreds, ie. the screen turns completely white, would this be
> possible by morphing a normal light to an intense light and back to a
normal
> light? I was thinking of placing this light in front of the camera.
> Actually a severe lens flare would probably work as well. I was going to
> create this effect in a paint program but it might be easier using Imagine.
>
> -- Bob

Hi Bob.

I've done this blast effect before. Since lights don't blind the camera,
your whole scene won't turn white. On the other hand, all of the objects
in the scene will wash out. (That's good.) At the same time that you
morph the light, put a CLEAR plane directly in front of the camera. Make
sure it fills up the entire view. In conjuction with the light morph,
morph the CLEAR plane into a WHITE plane. Do it in only a few frames.
It makes a nice flach of 'light'.

Let me know if this helps ya!

Nik
---snip---

I've also done this effect and have found a *very easy* way to do it!!
Simply add an FX bar in the GLOBALS section. You should pick the "fade too
black" fx. change the settings so it actually fades to white (255, 255, 255)
the hit the "reverse timing" button you should have 1 frame of white the it
fades to the image. Works best if it spans only 3 or 4 frames otherwise it
looks like a fade and not a flash. Ohh, yeah!--I've found that this
accuratly simuates the ccd type cameras 'cause they become white and stay it
for a while...
                              Hope you get the effect....
                                      ----Lumbient

1.45   MSG-42 Subject: Re: TEXTURE-DIFFERES

```
              Subject: Re: TEXTURE-DIFFERES
Date:     Friday, 02 June 1995 20:04:55
From:     bmolsen@bvu-lads.loral.com (Brad Molsen)
```

>Howdy folks!
>
>I have one question, is the texture library, both the light textures and
>ordinary textures, the same on the pc versions as in the amiga versions?
>Cause I couldnt find the caustics and parphaze light texture in the amiga
>version, and these texture was way cool.

        Howdy folks, I'd also like to know if the Amiga version is sans
caustics and parphaze because mine sure is!!!!! I had a hell of a time
trying to accomplish the tute someone put out awhile back using the lite
caustic texture to simulate light patterns underwater.
                                        later,
                                            Brad

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
        Almond rocca?!! Ahhh..no thanks, I have a cat!

Brad Molsen c/o LORAL   bmolsen@bvu-lads.loral.com

13810 SE Eastgate Way Suite 500   (206) 957-3230
Bellevue, Wa 98005   Fax: (206) 746-1335

1.46   MSG-43 Subject: Re: Gfx formats to use as brush

```
              Subject: Re: Gfx formats to use as brush
Date:     Friday, 02 June 1995 20:52:35
From:     Ian Smith <iansmith@moose.erie.net>
```

On Fri, 2 Jun 1995, Zdenek Pizl INF 3 FSE wrote:
> Hi all!
> What formats of gfx pictures can i use as brushes onto object
>

What computer do you have? Both versions read RGBN, RGB8 and
standard Amiga IFF's. In addition, IBM's can use Targa and
TIFF files.

I *really* want to know why they removed the Targe and TIFF code
from the Amiga version... makes it harder to port scenes back and
forth when you have to convert all the image files. How about
DataType support, Impulse? No more problems with file types anymore.
And add ARexx, and get a compiler than can produce 68040 optomized
executables, and and and... :-)

--
IanSmith@moose.erie.net   Visit Below! :-)
My HP48/Imagine Home Page --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/

                        Thread   494

                    -=> RETURN TO CONTENTS!<=-

1.47   MSG-44 Subject: 3ds objects on Imagine?

                Subject: 3ds objects on Imagine?
Date: Friday, 02 June 1995 22:28:56
From: Torgeir Holm <torgeirh@powertech.no>

On 01-Jun-95 17:46:45, Broctune wrote:

> Is there a way I can load 3d Studio objects onto imagine, I have a PC and I
>am wondering where I could find a program or what to do.

You could use interchange to convert it, this works really well. This is
commercial software though, but it is available for both Amiga and PC.

Another amiga program that works is Pixel3D.

Torge!r

                        Thread   11

                    -=> RETURN TO CONTENTS!<=-

1.48   MSG-45 Subject: Re:MyHomepage(Tom)

```
              Subject: Re:MyHomepage(Tom)
Date:     Friday, 02 June 1995 22:28:57
From:     Torgeir Holm <torgeirh@powertech.no>
```

```
        ----------------------------------------------------------------------
```

On 02-Jun-95 03:01:22, Granberg Tom wrote:

>Nice of you to stop by my homepage, and I'm glad you liked my stuff, more and
> better stuff is coming that way. By the way I agree that I should put up
>some more heavy compressed pictures as well as the high quality ones. On

Good :) Btw, saw your Football Ekstra animation yesterday. (both the big one,
and the one on the end of the name field) Did you model that soccer ball
yourself, is it a bumpmap, or did you find it on the net? I'd really like to
know...

>your question about the heat vapour(FOG) from the cup in the "T-BAG
>Graphics" image, yes it is a fog object with, if I'm not misstaken, the
>nebula texture on it. This texture is a bit tricky to get god results from,
>but when you do, wooow dudelido timeout kick me, pleasing!. One problem I
>found in this texture and, when I come to think of it, all the fog textures,
>it disapears when you look at it along the z axis.........Strange?

Yes, I've noticed that too, have you animated it?

Torge!r

                        Thread   22

                    -=> RETURN TO CONTENTS!<=-

1.49   MSG-46 Subject: TEXTURE-DIFFERES

```
              Subject: TEXTURE-DIFFERES
Date:     Friday, 02 June 1995 22:28:59
From:     Torgeir Holm <torgeirh@powertech.no>
```

```
        ----------------------------------------------------------------------
```

On 02-Jun-95 04:18:06, Granberg Tom wrote:

>I have one question, is the texture library, both the light textures and
>ordinary textures, the same on the pc versions as in the amiga versions?
>Cause I couldnt find the caustics and parphaze light texture in the amiga
>version, and these texture was way cool.

They're not available for the amiga yet... :(((

Torge!r

                          Thread   42

                    -=> RETURN TO CONTENTS!<=-

1.50   MSG-47 Subject: Re: Computer espionage by M$ (fwd)

              Subject: Re: Computer espionage by M$ (fwd)
Date: Friday, 02 June 1995 22:40:23
From: denryan@interaccess.com

On Fri, 2 Jun 1995, Desktop Images wrote:

> >
> >"Casuist"....excellent $5 word! Had to hit the dictionary for that one!
> Parnoid and Ludicrous can also be found in the dictionary, although they
> don't cost $5.
>
> MSN downloads new versions of itself if it detects an older version when you
> log on. It also receives the registration info, the same stuff your asked
> to fill out in your registration card, when and only when you hit the
> on-line registration button and then click OK. That's it. If you don't
> want them to know your system configuration don't hit the button.
>
> You're giving an awful lot of credit to an on-line system that barely works
> yet. You'll find more info in the new info world (vol 17). I know this
> isn't the place for this discussion but anybody remember the "Good Times"
> virus alert. We really don't need anymore hysterics.

Hear, hear! I have no intention of using win95 for at least a year, and
am no fan of Microsoft, but I'm getting a little fatigued by all these
"alarums and excursions" that have already been discussed to death in
the relevant newsgroups. Gee, let's have another 212 response telling
some poor newbie that the Good Times virus is a hoax! Bah.

Let's back to Imagine, ok?

                          Thread   37

                    -=> RETURN TO CONTENTS!<=-

1.51   MSG-48 Subject: Re: Computer espionage by M$ (fwd)

```
                    Subject: Re: Computer espionage by M$ (fwd)
Date:      Saturday, 03 June 1995 00:10:52
From:      davewarner@globalone.net
```

```
     --------------------------------------------------------------------------
```

```
On Fri, 2 Jun 1995, Mike McCool wrote:

> Most of the responses I got were so
> frighteningly casuist, it made me wonder just how far a windozer will
> pucker up to kiss the ass of his oppressor.


"Casuist"....excellent $5 word!  Had to hit the dictionary for that one!

Seriously though, the included text about Win95's "special" programming
was incredible!  I always thought that MicroSoft was out of control prior
to this, but these actions are reprehensible and if they get away with
it there's no telling what they'll try next!

There MUST be some sort of action taken to stop this, be it governmental
or consumer oriented....someone needs to get this juggernaut on a leash!


     .....the soapbox is now vacant....NEXT?!


                              -David Warner
                               Event Horizon Graphics
```

```
                        Thread          47

                  -=> RETURN TO CONTENTS!<=-
```

1.52   MSG-49 Subject: Re: Computer espionage by M$ (fwd)

```
                    Subject: Re: Computer espionage by M$ (fwd)
Date:      Saturday, 03 June 1995 01:24:57
From:      Brady@desktopimages.com (Desktop Images)
```

```
     --------------------------------------------------------------------------
```

```
At 07:10 PM 6/2/95 -0400, davewarner@globalone.net wrote:
>
>
>On Fri, 2 Jun 1995, Mike McCool wrote:
>
```

```
>> Most of the responses I got were so
>> frighteningly casuist, it made me wonder just how far a windozer will
>> pucker up to kiss the ass of his oppressor.
>
>
>"Casuist"....excellent $5 word!  Had to hit the dictionary for that one!
```

Parnoid and Ludicrous can also be found in the dictionary, although they
don't cost $5.

MSN downloads new versions of itself if it detects an older version when you
log on. It also receives the registration info, the same stuff your asked
to fill out in your registration card, when and only when you hit the
on-line registration button and then click OK. That's it. If you don't
want them to know your system configuration don't hit the button.

You're giving an awful lot of credit to an on-line system that barely works
yet. You'll find more info in the new info world (vol 17). I know this
isn't the place for this discussion but anybody remember the "Good Times"
virus alert. We really don't need anymore hysterics.

```
 Brady Caverly              Instructional Videotapes for
 Desktop Images         Desktop Video, Computer Animation,
                              Windows and the Internet.
             **ORDER 1-800-377-1039**
        Or http://www.desktopimages.com/desktop/
   ********MASTERING THE TOOLS OF TOMORROW*********
```

                         Thread   139

                   -=> RETURN TO CONTENTS!<=-

1.53   MSG-50 Subject: Spline Ed SubGroups

```
                Subject: Spline Ed SubGroups
Date:      Saturday, 03 June 1995 03:32:14
From:      rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)
```

Hi there!

I found an interesting feature of the Spline Editor. When you save an
extruded object three subgroups are saved with it, Front, Back and Side
faces. Try it out, load an object into the Detail Ed, select Pick Faces
then Pick Subgroup.

-- Bob

```
  : Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :
  :   Amiga  A3000/25  :  Ballina, NSW  Australia  :
```

1.54   MSG-51 Subject: Re: Color text failure

```
            Subject: Re: Color text failure
Date:      Saturday, 03 June 1995 04:26:33
From:      rbyrne@3dform.edex.edu.au (Robert Byrne)
```

Hello Zdenek, on Jun 2 you wrote:

>   I have a little problem. I try to made an object from spline text
> object, well - it was O.K. Then I tried to set attribs to that new
> object (color, reflect... :-)). And then I rendered this stupid OBJ.
> Rendering was over, BUT the text was not in color !!!, it was only
> gray-scaled.   ---------------   .
>
>
>   Why ??? (I tried it with IMAGINE 3.0 ,PC version)
>
>   Bye Pizi from Decin, Czech republic.

You may have picked your object in Group mode, try Object mode, pick one
letter and set your attributes, then "Apply" the attribute to the rest of
the letters.

--Bob

  : Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :
  :   Amiga A3000/25 : Ballina, NSW Australia :

1.55   MSG-52 Subject: Re: Computer espionage by M$ (fwd)

```
            Subject: Re: Computer espionage by M$ (fwd)
Date:      Saturday, 03 June 1995 06:59:00
From:      davewarner@globalone.net
```

On Fri, 2 Jun 1995, Desktop Images wrote:

> MSN downloads new versions of itself if it detects an older version when you
> log on. It also receives the registration info, the same stuff your asked
> to fill out in your registration card, when and only when you hit the
> on-line registration button and then click OK. That's it. If you don't
> want them to know your system configuration don't hit the button.

The point is that MicroSoft has put something into their new operating
system that people (I assume) don't know about...and selecting a
Registration option should do ONLY that. Maybe you're correct and
MicroSoft had very noble intentions when they decided to incorporate this
into Win95, but personally, I don't want ANYTHING going into my machine
that I don't put there myself, even if it's something I need! Besides,
why would MicroSoft keep such a "beneficial" feature of Win95 under their
hats?

Purchasers of any product should know EXACTLY what they're buying before
they buy!

> You're giving an awful lot of credit to an on-line system that barely works
> yet. You'll find more info in the new info world (vol 17).

Thanks, I'll check out Info World... ...I don't use any MicroSoft
products yet, but will be forced to when I purchase an Alpha workstation,
and I want to know exactly what I'm getting myself into when I start
using WindozeNT or any other MicroSoft product. Win95 and MSN may not
work properly yet, but that's not really the issue here...seems to me
like MicroSoft is testing the waters to see what they can get away with.

Anyways, this isn't the place to carry on such off-topic discussions...I'll
refrain from posting anymore messages here about this subject.

                                        -David Warner
                                         Event Horizon Graphics

                           Thread   64

                    -=> RETURN TO CONTENTS!<=-

1.56   MSG-53 Subject: Re: Lighting Calculations

               Subject: Re: Lighting Calculations
Date: Saturday, 03 June 1995 07:48:59
From: cjo@esrange.ssc.se

> 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 Imagin=
e
> with the wattage rating on a RL light-bulb, and if so, how?

No. There is no such "conversion method".
Since the effect of a lightbulb decreases with the square of the distance
from the bulb in the real world, but in Imagine a lightsource has the same
effect independant of how far from it the light travels.
(I know, I know, there is controlled fall off and such, but that doesn't
decrease with the square either!)


```
*-------------------------------------------------------------*
|   Conny Joensson    |   Swedish Space Corp. Esrange        |
|   Kiruna            |   Satellite operations - Telecom Div. |
|   Sweden            |   cjo@smtpgw.esrange.ssc.se           |
*-------------------------------------------------------------*
```


                          Thread   55

                     -=> RETURN TO CONTENTS!<=-

1.57   MSG-54 Subject: Re: Rotoscoping

                Subject: Re: Rotoscoping
Date: Saturday, 03 June 1995 08:03:59
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Granberg, on Jun 2 you wrote:

> Is there a way to do rotoscoping in imagine, I mean actualy seeing the
> pictures(seq.) you are working on?

<deleted>

>
> tom.granberg@tv2.no

Could you explain what rotoscoping is exactly? I've seen it mentioned in
relation to some OpalPaint drawing modes but unsure of the technique. I
assume it relates to replacing or overlaying part of an image with another
image, eg. Superman flying over a city backdrop, but that's chroma-keying
is'nt it. Are there similarities?

Thanks, Bob

                          Thread   111

1.58   MSG-55 Subject: Re: Lighting Calculations

```
             Subject: Re: Lighting Calculations
Date:      Saturday, 03 June 1995 11:00:25
From:      cjo@esrange.ssc.se
```

```
   -------------------------------------------------------------------------

> Thats because every point on the surface has its normal parallel(damn how=
s
> that spelled? :) to the incoming light rays.

One "r" and two "l"s, PARALLELL          :-)


*-------------------------------------------------------------*
|   Conny Joensson    |   Swedish Space Corp. Esrange          |
|   Kiruna            |   Satellite operations - Telecom Div.   |
|   Sweden            |   cjo@smtpgw.esrange.ssc.se             |
*-------------------------------------------------------------*


               Thread          35
```

1.59   MSG-56 Subject: Re: Different fluids - different colours

```
             Subject: Re: Different fluids - different colours
Date:      Saturday, 03 June 1995 12:06:00
From:      The.Shark@joshua.nbg.de (Marco Brunner)
```

```
   -------------------------------------------------------------------------

Hi hatter: (and all others, answerd me)

You wrote to the subject: different fluids - different colours:
Well thats my answer:

> I think most packages have the option of making bitmaps transparent/
> translucent.  If you can do this, then you have to wrap the bitmap around
> the half of the glass you can see, to prevent getting the density too far
> out.  Or maybe you can create the different shade between the edge of the
> glass and the centre on the bitmap.  Can't think of a workable solution to
> getting the top of the liquid right.

First thanks, for the much answers to my problem, but, their wasnt still
one I can using to get a good result. - Is it realy impossible, to
raytrace such a picture? - (It should look like a real cocktail with
```

transparent fluids, and backround, shining through.)

Have anyone an idea?

cu -Marco
CrossPoint v3.02

                          Thread   220

                    -=> RETURN TO CONTENTS!<=-

1.60   MSG-57 Subject: Re: Lighting Calculations

                    Subject: Re: Lighting Calculations
Date: Saturday, 03 June 1995 13:13:16
From: gregory denby <gdenby@elgreco.helios.nd.edu>

This discussion prompted me to do some test renders, using regular
point sources and point sources with diminishing fall off, in order
to get a firm notion how they work, Along the way, I came across
something I thought unusual, and might be exploitable for a flash
effect.

Previosuly I had envisioned light sources as uniform spheres, so that
anything within the lights radius (default 255,255,255 or whatever)
would be just as bright as possible. This is not quite true. Because
Imagine uses cast rays to detect objects, the only surfaces that are
brightly illuminated are those which will be found following a conic
projection back to the light source. If your light source is just
about on top of an onject, only a small bright area will be illuminated.
If you pull the light away,an ever larger area is brought to maximum
illumination, as if you were using a spotlight, and not a point source.

So you can get bright flashes on a surface just by moving the light
quickly away.

As to the fall off you can expect from point sources and diminished
point sources, the profile of the point source seem to be, umm, how
can I describe it, an "inside out catenary," while the diminished
fall of is more like a bulbous bell curve. my impression is that
a plain point light looks like an intense source far away, while the
diminished fall off one looks like a nearer source that is limited
by atmosphere.

Hope this helps,
Greg Denby
gdenby@darwin.nd.edu

                    Thread   59

                -=> RETURN TO CONTENTS!<=-

1.61   MSG-58 Subject: Re: Spline Ed SubGroups

                Subject: Re: Spline Ed SubGroups
Date: Saturday, 03 June 1995 15:29:12
From: Lumbient@aol.com

I found this out a while ago. I used these groups in an animation of
shattering letters. They fell and hit the floor, then using the shredder I
had them break-up!!

                                                ----Lumbient

PS-the letters spelled MicroSoft...

                    Thread   294

                -=> RETURN TO CONTENTS!<=-

1.62   MSG-59 Subject: Re: Lighting Calculations

                Subject: Re: Lighting Calculations
Date: Saturday, 03 June 1995 15:47:17
From: Lumbient@aol.com

>Previosuly I had envisioned light sources as uniform spheres, so that
>anything within the lights radius (default 255,255,255 or whatever)
>would be just as bright as possible. This is not quite true. Because
>Imagine uses cast rays to detect objects, the only surfaces that are
>brightly illuminated are those which will be found following a conic
>projection back to the light source. If your light source is just
>about on top of an onject, only a small bright area will be illuminated.
>If you pull the light away,an ever larger area is brought to maximum
>illumination, as if you were using a spotlight, and not a point source.

Hold on...time for some info on algorithmns. The "shadow feeler" algorithmn
finds the normaal of a surface, then projects a shadow feeler ray towards the
light. If it intersects an object before the light its in shadow. But, if
not then Imagine calculates the angle between the surface normal and the
vector to the light position. If the angle is 0 then the piont if fully lit,
and if its 90 then there is no light hitting the surface. Thats why the
light seems to fall off on a plane with a point light above it...the areas

farther from the light have a larger angle of incidence so the light is
diminished more.

Try this put a point light inside a sphere...notice the surface is fully
white!!! Thats because every point on the surface has its normal
parallel(damn hows that spelled? :) to the incoming light rays. Now make an
animation of the light moving around the inside of the sphere and ::bang::
look at that!!! The intensity varys!!

                                                            ---Lumbient

                          Thread   333

                    -=> RETURN TO CONTENTS!<=-

1.63   MSG-60 Subject: Ham6 to fli/flc?

                  Subject: Ham6 to fli/flc?
Date: Saturday, 03 June 1995 17:03:33
From: Mike McCool <mikemcoo@efn.org>

Is there a utility, pd or otherwise, that is capable of this? MainActor
supposedly supports this feature, and you can watch it actually convert
ham6 frames to fli frames--but try watching them on someone's PC.
(Palettes all gone to hell). And just as I was about to pay my registration
fee for MainActor . . .

Thanx, y'all.

(BTW, I'm on an ECS, not an AGA machine).

                          Thread   67

                    -=> RETURN TO CONTENTS!<=-

1.64   MSG-61 Subject: Re: Rotoscoping

                  Subject: Re: Rotoscoping
Date: Saturday, 03 June 1995 19:50:42
From: Mike McCool <mikemcoo@efn.org>

>
> Could you explain what rotoscoping is exactly? I've seen it mentioned in
> relation to some OpalPaint drawing modes but unsure of the technique. I

> assume it relates to replacing or overlaying part of an image with another
> image, eg. Superman flying over a city backdrop, but that's chroma-keying
> is'nt it. Are there similarities?

Thanks, Bob, for posting the above query. I used to think I knew what
rotoscoping was, till this string started. Now I ain't so sure.

I thought rotoscoping entailed laying pix or brushmaps in sequence into
another anim. Like the old museum piece, in which each picture frame on
the wall contains its own separately playing anim.

BTW, if you've got time and space, download GalleryQ from animet. It's in
pix/anim. It's absolutely delicious. (As opposed to 99.9% of the stuff
there that's totally sucky). ('Totally awsome' in any other language
means totally sucky).

                         Thread   65

                   -=> RETURN TO CONTENTS!<=-

1.65   MSG-62 Subject: Animator Salary Inquiry

                  Subject: Animator Salary Inquiry
Date: Saturday, 03 June 1995 22:59:54
From: SGiff68285@aol.com

I am in the process of getting a job with a game company that produces
CDROM's along the likes of Myst. I need to know what I can ask for as a
starting salary. I have no experience previous with gaming companies, but am
fairly skilled in 3D and have a good Art background. I would appreciate the
advice.

Stephen

                         Thread   94

                   -=> RETURN TO CONTENTS!<=-

1.66   MSG-63 Subject: Re: Spline Ed SubGroups

                  Subject: Re: Spline Ed SubGroups
Date: Sunday, 04 June 1995 02:29:04
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Lumbient, on Jun 3 you wrote:

> I found this out a while ago. I used these groups in an animation of
> shattering letters. They fell and hit the floor, then using the shredder I
> had them break-up!!
>
>   ----Lumbient
>
> PS-the letters spelled MicroSoft...

I decided to create a new Imagine intro pic, more as an exercise than
anything else. I extruded the text "Imagine" in the Spline Ed and applied
Latticize at 0.15 to the front and rear faces. The object is gold coloured
with ambient light at 0,0,100. I reduced it to 16 colours but it looks
quite good when dithered and has an antique look.

--Bob

                         Thread   305

                  -=> RETURN TO CONTENTS!<=-

1.67   MSG-64 Subject: Re: Computer espionage by M$ (fwd)

                Subject: Re: Computer espionage by M$ (fwd)
Date: Sunday, 04 June 1995 12:09:04
From: "Timothy F. Lee {UCS}" <timlee@u.washington.edu>

What are all you people afraid of? They didn't have to publically state
that they were created such a database of user configurations or that
they were secretly downloading lists of user installed software. Their
main advantage here is fear... and they have you all scared shitless.
Fear is the the ultimate weapon they have against you and their
competitors.

--tim

Timothy F. Lee (timlee@cac.washington.edu)
Computer Support Analyst, UCS
University of Washington

                         Thread   49

-=> RETURN TO CONTENTS!<=-

1.68   MSG-65 Subject: RE: Rotoscoping

```
            Subject: RE: Rotoscoping
Date:     Sunday, 04 June 1995 13:02:25
From:     Robert.Thompson@LNO.WMC.wmc.telememo.au
```

FROM too long. Original FROM is 'Robert Thompson <Robert.Thompson@LNO.WMC.wmc.te
lememo.au> (Tel)'

-------------------- Original Message Follows --------------------

--------------------------- Start of body part 1

--------------------------- Start of forwarded message 1

Message-ID: <"82202140605991/90575 33*"@MHS>

                    Thread   135

-=> RETURN TO CONTENTS!<=-

1.69   MSG-66 Subject: SWapCRF, SOLID

```
            Subject: SWapCRF, SOLID
Date:     Sunday, 04 June 1995 15:49:24
From:     Michael Hazlett <tarkin@earthlight.co.nz>
```

Hi guys :)

I was doing a Trek anim the other day and I wanted to do a Shield getting
hit.

So I looked up my tutes and found one by Charles Blaquiere which enables
me to do it...except!....I don't have the SwapCRF texture or the SOLID
Texture.

I've asked this b4 but I'd like a response this time :)

Could somebody send me those 2 textures? Because no-one I know has got
them with Imagine or Essence(s).

If you feel it would be illegal to send them, then could someone tell me
an alternative to doing the shield effect.

Thanks look forward to the reply :)

MH

                          Thread   91

                    -=> RETURN TO CONTENTS!<=-

1.70   MSG-67 Subject: Re: Ham6 to fli/flc?

                  Subject: Re: Ham6 to fli/flc?
Date: Sunday, 04 June 1995 16:25:20
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

Hi Mike,

>Is there a utility, pd or otherwise, that is capable of this? MainActor
>supposedly supports this feature, and you can watch it actually convert
>ham6 frames to fli frames--but try watching them on someone's PC.
>(Palettes all gone to hell). And just as I was about to pay my registration
>fee for MainActor . . .

I think you need to convert the anim to single frames and than convert them
to 256 color images using Adpro or the likes and THAN make them into a
FLI/FLC anim.
I had the same problem with some some HAM8 anims. Try the following:
Load the anim into MainActor.
Save as single frames.
Start Image processor.
Convert to 256 color
Start MainActor, or use the IP if it knows FLI/FLC
Reassemble into anim.
Done.

Greetings Joop

                          Thread   448

                    -=> RETURN TO CONTENTS!<=-

1.71   MSG-68 Subject: IML archives on Aminet

```
              Subject: IML archives on Aminet
Date:     Sunday, 04 June 1995 17:51:09
From:     Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)
```

```
    -------------------------------------------------------------------------
```

Hi All,

I just uploaded the latest archive of the IML (#62) to:
ftp.uni-erlangen.de/pub/aminet/new
under the names:
IMLarc62.lha
IMLarc62guide.lha
+.readme

They should appear within a day or 2 on the RECENT list of Aminet.
Number of messages: 614
archive sizes around 250-300KB

Happy reading.

PS:
For PC users I'm currently thinking about putting the Archives into windows
help format.


```
              Thread          518
```

```
          -=> RETURN TO CONTENTS!<=-
```


1.72   MSG-69 Subject: Quickie-Ground Cover

```
              Subject: Quickie-Ground Cover
Date:     Sunday, 04 June 1995 20:38:27
From:     Broctune@aol.com
```

```
    -------------------------------------------------------------------------
```

This is a very cool all purpose ground cover for hills mountains whatever.

 Make an irregular shaped mountain or whatever and do this,

Color-15,162,6s
Dithering-255

Add Texture FUZZ		Defualt disturbed	Peened		
Right	Left			R	L
0.1	0.6			1	0

```
0.2            15                              1              0.5
0.05          140                              0.1            90
0.3            15                              0.5            90

1               0                              1
                0
4               0                              4
            0.6
0.2             0                              0.2            1
0.8             0                             -0.3            0

Cracks
L              R
0              90
0.2            80
0.2             0
15              0
0              0.2
0              0.5
-0.1           0.3
-0.1           0.8
```

You may have to chang the size or other settings of the craks texture to get
the desired effect.

                        Thread   95

                ==> RETURN TO CONTENTS!<=-

1.73 MSG-70 Subject: Re: Old Antialias Switch?

               Subject: Re: Old Antialias Switch?
Date: Sunday, 04 June 1995 21:19:22
From: Mike McCool <mikemcoo@efn.org>

Hey y'all,

     What's going on today? I swear I've never nabbed so many tasty
tidbits from the list as I've gotten today.

     Way to go, all of you!

                        Thread   89

                ==> RETURN TO CONTENTS!<=-

1.74 MSG-71 Subject: Re: Rotoscoping

```
                   Subject: Re: Rotoscoping
Date:      Sunday, 04 June 1995 21:31:47
From:      Mike McCool <mikemcoo@efn.org>


         --------------------------------------------------------------------------

>
> So what do you call it when you use an animation for a background? Like if I
> used a VistaPro flythru as a background while animating a helicopter to make
> it look like the helicopter is in the flythru?
>

You call it cheating.  (Joke.  Weird mood.  Must be all the salt
water I swallowed out at the coast today).


                              Thread          72

                         -=> RETURN TO CONTENTS!<=-
```

1.75   MSG-72 Subject: Re: Rotoscoping

```
                   Subject: Re: Rotoscoping
Date:      Monday, 05 June 1995 00:27:10
From:      jgoldman@acs.bu.edu


         --------------------------------------------------------------------------

>
> So what do you call it when you use an animation for a background? Like if I
> used a VistaPro flythru as a background while animating a helicopter to make
> it look like the helicopter is in the flythru?
>
> -------------------------------
> Fred Aderhold
> fredster@cyberport.net

        Compositing...


                                                     Jeff-->


E-Mail: jgoldman@acs.bu.edu



                              Thread          99

                         -=> RETURN TO CONTENTS!<=-
```

1.76   MSG-73 Subject: (Not so) Quickie! :)

```
              Subject: (Not so) Quickie! :)
Date:     Monday, 05 June 1995 00:33:24
From:     Dylan Neill <dylann@pcug.org.au>
```

```
    ------------------------------------------------------------------------
```

Hey heres one I've been trying to wrap my head around for AGES and I
FINALLY worked it out.. shadows on a flat background!!!

OK kids, follow closely...

Get your object you want to cast shadows, set it up in a scene with
camera and lighting how you want it and use Imagines cool background
feature (which kicks ass on 3d studios! :) and set up your object to do
it's stuff on the background. Then go into the project editor and render
it with your background in the background.

Now heres the tricky part...

Working on your already rendered scene (or a copy if you like)
Set up flat planes in your scene corresponding to the surfaces you want
shadows cast on in the background. (ie a flat plane lined up against the
side of a building) and give the planes these attributes:

Colour 255,255,255
No Reflect, Filter, Roughness
Specular 255,255,255
Hardness 1

Then make another version of the object you want to cast a shadow and
change its attributes to:

Colour 255,255,255
No Reflect, Filter, Roughness
Bright

Now go into the action ed and replace your proper shadow casting object
with the bright white one and get rid of all the other objects you don't
want casting shadow (not including the planes of course!).
Change your lightsources up to about 2000,2000,2000.
Bump up the ambient lighting in the global requester to about 80-140 for
each R G B value.

Then add the negative effect in the global effect area for the whole
animation.

Render this into a different rendering sub-project and you should end up
with blackframes with white/grey spots where the shadows were cast.

Use some paint package (or imagine) and create a black picture the same
size as your anim.

Now, create a script for DTA (PC):

```
C:\im30\my project name.imp\my original subproject.pix\pic*.*
/L
C:\my black pictures name
/CHA
C:\im30\my project name.imp\my shadow subproject.pix\pic*.*
/Omy anims name.FLC
```

(don't forget to put the right names in the right spots! :)

and the run it with:

DTA @my script name

And there you go!

NOTE: To do this on amiga or some other package the DTA script combines
the black picture with the original animation frames using the shadow
animation frames as a alpha channel. Some packages might use alpha
channels the other way around to DTA and so if, when you combine them,
you get just a shadow with some picture in it, don't use the negative
effect when rendering the shadows.

```
                             |\ /|
                              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/ |
 |_____|
```


                    Thread   124

                  -=> RETURN TO CONTENTS!<=-

1.77   MSG-74 Subject: Re: Old Antialias Switch?

                 Subject: Re: Old Antialias Switch?
Date: Monday, 05 June 1995 00:34:21
From: erwin@lr9pstn.lr.tudelft.nl (Erwin Zwart)

Hi yrod,

> 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).

I find the difference in anti-aliasing very easy to see, the old way
uses only one inbetween color for anti-aliasing, the new method
renders much more subpixels (takes more time)

> What are the benefits, apart from having to watch your machine render
> three time longer, of the new antialiasing?

With almost horizontal or vertical edges, the old setting is lousy and
that has disturbed me and my clients for years. I always had to render
twice as much lines than I actually wanted and that costed me more time
than using the slower but better new mode on the wanted number of lines.

> And what is the Antialiasing Rays per pixel setting?

Per default it is 255, that is a 16x16 subpixel matrix, I don't know why
Impulse did that, because you see no difference with 9 (3x3).
So the settings you should use for the best looking, relatively fastest
rendered pictures are: new anti-aliasing, rays per pixel=9, edgelevel=8.
Don't make this last value lower (like someone recently posted, he used
0 which means, render every pixel 255 times....), you can even get away
with values like 16 or 24.
However, Impulse managed to make one more bug in a new 3.0 feature (fix the
old bugs before you create the new ones!), at the end of the anti-aliasing
ramp Imagine renders a wrong pixel, that is too light or too dark.

At last, Imagine stays the fastest raytracer with good object/texture modeler
I know (and I use Lightwave also every day) :-)

Erwin

--
+---+
| Erwin Zwart   E.Zwart@LR.TUDelft.NL   Faculty of Aerospace Engineering |
| phone: +31-15-158278 (or 140034)   Delft University of Technology |
| fax : +31-15-158503   The Netherlands |
+---+

                    Thread   70

               -=> RETURN TO CONTENTS!<=-

1.78   MSG-75 Subject: RE: Rotoscoping

                Subject: RE: Rotoscoping
Date: Monday, 05 June 1995 01:06:45
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

```
    -------------------------------------------------------------------------
```

Hello Bob, on Jun 4 you wrote:

>   Strictly speaking, rotoscoping is an animation technique ....
<deleted>

Thanks, very helpful info. I've been looking for a way to duplicate the
movements of animals etc. Getting the motion of the wings of a flying bird
will be a lot easier using live footage as a guide.

--Bob

                        Thread   71

                     -=> RETURN TO CONTENTS!<=-

1.79   MSG-76 Subject: Re: SWapCRF, SOLID

                    Subject: Re: SWapCRF, SOLID
Date: Monday, 05 June 1995 01:24:02
From: rbyrne@3dform.edex.edu.au (Robert Byrne)


```
    -------------------------------------------------------------------------
```

Hello Michael, on Jun 4 you wrote:

> I was doing a Trek anim the other day and I wanted to do a Shield getting
> hit.
>
> So I looked up my tutes and found one by Charles Blaquiere which enables
> me to do it...except!....I don't have the SwapCRF texture or the SOLID
> Texture.
>
> I've asked this b4 but I'd like a response this time :)
>
> Could somebody send me those 2 textures? Because no-one I know has got
> them with Imagine or Essence(s).
>
> If you feel it would be illegal to send them, then could someone tell me
> an alternative to doing the shield effect.

These came with the first issue of Essence, Vol 1. I'm hoping that when
and if Vol 3 is finished Apex will release one package with ALL the
previous textures included.

--Bob

                        Thread   133

1.80   MSG-77 Subject: Hands and Feet

                    Subject: Hands and Feet
Date: Monday, 05 June 1995 01:33:44
From: DAVEH47@delphi.com

I am working on a 3D model of a Tyrannosaurus, and I'm
having trouble constructing the talons. I have tried the
Detail, Forms, and Spline editors all, and I can't find
any way to make the finger/toes intersect the hand/foot
in such a way as to make a smooth curvy transition, like
a real hand or foot, rather than it just looking like some
object with a bunch of pipes protruding from it. Has
anyone any suggestions?

                    -- Dave

                    Thread   90

1.81   MSG-78 Subject: Re: Rotoscoping

                    Subject: Re: Rotoscoping
Date: Monday, 05 June 1995 02:20:36
From: Torgeir Holm <torgeirh@powertech.no>

On 03-Jun-95 18:50:42, Mike McCool wrote:

>> Could you explain what rotoscoping is exactly? I've seen it mentioned in
>> relation to some OpalPaint drawing modes but unsure of the technique. I
>> assume it relates to replacing or overlaying part of an image with another
>> image, eg. Superman flying over a city backdrop, but that's chroma-keying
>> is'nt it. Are there similarities?

>Thanks, Bob, for posting the above query. I used to think I knew what
>rotoscoping was, till this string started. Now I ain't so sure.
>I thought rotoscoping entailed laying pix or brushmaps in sequence into
>another anim. Like the old museum piece, in which each picture frame on
>the wall contains its own separately playing anim.

Mike & Bob,

Rototscoping is animator's jargon. It means tracing over a live action picture
sequence, in order to get the correct motion, or placement of elements in the
animation. You often draw a totally different character over the picture,
because all you really want are the limb placements. The technique was used in
Lord of the rings to get correct body movement in the action sequences. (I
don't mean the photographic cahracters, but the hand drawn ones)

I use this technique with imagine all the time now. I have a book called the
Male and Female Figure in Motion, by Eadweard Muybridge. This contains
hundreds of picture sequences of people doing all kinds of walks, runs, jumps
etc. The pictures are both from side and front. I scan these in, and use them
as backdrops to create states for bone characters. All I have to do is to line
the bones up with the backdrop for each frame.

Using this technique you get a really lifelike motion, because all the little
sways and bobs that you usually don't notice make it into the final motion.

Of course there are no real rules to rotoscoping, except making sure the
reference point stays in the same place on screen. Just experiment, and
produce wild results :)

Hope this cleared things up :)

Torge!r

                         Thread   61

                    -=> RETURN TO CONTENTS!<=-

1.82   MSG-79 Subject: Re: Rotoscoping

                  Subject: Re: Rotoscoping
Date: Monday, 05 June 1995 02:54:26
From: fredster@cyberport.net (Fred Aderhold)

>
>Rototscoping is animator's jargon. It means tracing over a live action picture
>sequence, in order to get the correct motion, or placement of elements in the

>Of course there are no real rules to rotoscoping, except making sure the
>reference point stays in the same place on screen. Just experiment, and
>produce wild results :)
>
>Hope this cleared things up :)
>

Sure did! Thanks!

So what do you call it when you use an animation for a background? Like if I

used a VistaPro flythru as a background while animating a helicopter to make
it look like the helicopter is in the flythru?

Fred Aderhold
fredster@cyberport.net

Everybody is ignorant, only on different subjects.

                       Thread   82

               -=> RETURN TO CONTENTS!<=-

1.83   MSG-80 Subject: Explosion Flash

                  Subject: Explosion Flash
Date: Monday, 05 June 1995 03:09:32
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello and thanks to everyone for the tips on pre-explosion screen flashes.

Here's what I have done. Two Global effects running at the same time, the
first is the Fade to Black, RGB 255,255,255 with reversed timing over 5
frames, the second is a Lens Flare morphing from 2 to 3 round lenses
decreasing the intensity at the same time, over 4 frames. There is 1 round
light for the lens flare placed above and behind the exploding object with
its Y axis pointing at the camera with RGB set at 1000,1000,1000. The
light moves from left to right and morphs to RGB 255,0,0. This adds a red
flash/glow to the effect.

I have a main and a fill light for the scene, during the last 10 frames
when the exploded pieces are starting to get very small I've morphed the
main light to red and the fill light to yellow to try and get an effect of
a final burn up as they disappear.

The results were'nt bad first time out, no wonder the IML has a good
reputation - Great feedback!

Thanks, Bob

  : Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :
  :   Amiga A3000/25 : Ballina, NSW Australia :

                       Thread   140

               -=> RETURN TO CONTENTS!<=-

1.84   MSG-81 Subject: Re: Rotoscoping

```
                Subject: Re: Rotoscoping
Date:      Monday, 05 June 1995 03:12:41
From:      rbyrne@3dform.edex.edu.au (Robert Byrne)


    ----------------------------------------------------------------------

Hello Mike, on Jun 3 you wrote:

> BTW, if you've got time and space, download GalleryQ from animet.  It's in
> pix/anim.  It's absolutely delicious.  (As opposed to 99.9% of the stuff
> there that's totally sucky).  ('Totally awsome' in any other language
> means totally sucky).
>

I found it on Aminet Set 1, one of the best cycle objects I've seen :-)
I'd love to see the full screen version.

There's a couple of others worth looking at too:-

pix/anim/FredFloaty.lha  5.1 Meg  Rainy street, 2500 frames, greyscale

pix/anim/Windmill.lha    1.1 Meg  Grass field

--Bob



                     Thread          78

              -=> RETURN TO CONTENTS!<=-
```

1.85   MSG-82 Subject: Re: Rotoscoping

```
                Subject: Re: Rotoscoping
Date:      Monday, 05 June 1995 13:22:55
From:      rbyrne@3dform.edex.edu.au (Robert Byrne)


    ----------------------------------------------------------------------

Hello Torgeir, on Jun 5 you wrote:

> Mike & Bob,
>
> Rototscoping is animator's jargon. ......

<deleted>

> Hope this cleared things up :)

Thanks for the info.
```

I can see I'm going to be using this technique quite often myself, I
could'nt freehand draw movements if my life depended on it :-)
It's one of the reasons I like the orthagonal style used in rendering
programs and rotoscoping makes it even easier.

Is anyone using the DCTV hardware for grabbing images? For the purpose of
rotoscoping, image quality would'nt be paramount as long as you can get the
basic movements. I'm looking at this as a cheap way of putting anims to
tape as well.

--Bob

                        Thread   143

                -=> RETURN TO CONTENTS!<=-

1.86   MSG-83 Subject: SWapCRF, SOLID

                    Subject: SWapCRF, SOLID
Date: Monday, 05 June 1995 14:24:49
From: Charles Blaquiere <blaq@io.org>

> From: Michael Hazlett <tarkin@earthlight.co.nz>
>
> Could somebody send me those 2 textures? Because no-one I know has got
> them with Imagine or Essence(s).

SwapCRF and Solid are both Essence I textures. It's illegal, and
immoral, for someone to send them to you. (Geez, aren't I the
heavy-handed one B^( )

Did anyone develop a PD texture which has the same effect? (Reminder:
Solid applies a single color to an entire object, useful when added to
the parent of an entire group with "Apply to children" activated. It also
has a fade parameter, to control the intensity of the color; 0.5 means
the color is applied at 50% strength, leaving the other 50% whatever was
already on the object)

                        Thread   66

                -=> RETURN TO CONTENTS!<=-

1.87   MSG-84 Subject: Re: Rotoscoping

                    Subject: Re: Rotoscoping
Date: Monday, 05 June 1995 14:25:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> So what do you call it when you use an animation for a background?= Li-> used
 a VistaPro flythru as a background while animating a helicopt=er-> it look like
 the helicopter is in the flythru?Special Effects! :)   /----------------------
-------   ___ ___ ___ ___ | 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

                    Thread   129

                 -=> RETURN TO CONTENTS!<=-

1.88   MSG-85 Subject: Amiga/PC Networking

                    Subject: Amiga/PC Networking
Date: Monday, 05 June 1995 14:47:28
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

    There have been a number of posts by individuals looking for ways to
    network Amigas and PCs. A new option has come to my attention.
    Interworks is selling a "pre-release" version of their I-Net 225
    TCP/IP software. A call to Interworks yielded the following
    information:

    1) I-Net 225 will allow an Amiga to connect with any other computer
    system running TCP/IP (including a PC running Windows for Workgroups)
    2) The "pre-release" version has only the basic features enabled.
    3) The final version is due out in approximately 2-3 months.
    Interworks promises lots of bells and whistles.

    I use Interworks ENLAN-DFS peer to peer Amiga networking software and
    its a solid product.

    Their address and phone number:

    Interworks
    43191 Camino Casillas
    Temecula, California 92592-3714
    (909) 699-8120

    P.S. Their entire staff will be taking vacation June 21 through July

15, so any inquiries should be made before or after these dates.

For those of you who are looking for ways to network an Amiga and PC,
a new option has become available. Interworks (909) 699-8120 has
released "I-Net 225 TCP/IP". This is currently "pre-release" version
with only basic features enabled. Final version is due out in 2-3
months.

Specifications included on their FAX sheet:

* Cross-platform itegration to any systems which follow IEEE 802.3
ethernet and TCP/IP protocol
* TCP, UDP and ICMP protocol support
* Network File System (NFS) client application support
* Domain Name Server (DNS) support
* Standard network servers--TelnetD, FingerD, FTPD, RSHD and others
* Internet mail and network news support (SMTP, NNTP, & POP3)
* Remote network printing (LPR)
* Unix like support utilities--Is, chmod, netstat, route, etc.

Requirements:
* AmigaDOS 2.04 or higher
* SANA-II compliant driver (eg. Ethernet, SLIP, etc)
* 1.5 MB RAM and hard drive recommended

                        Thread   272

                  -=> RETURN TO CONTENTS!<=-

1.89   MSG-86 Subject: Re: Lighting Calculations

                Subject: Re: Lighting Calculations
Date: Monday, 05 June 1995 14:48:32
From: Charles Blaquiere <blaq@io.org>

> From: gregory denby <gdenby@elgreco.helios.nd.edu
>
> If your light source is just about on top of an onject, only a small
> bright area will be illuminated.

This is <cough> normal, since the illumination factor depends on the
angle between the surface normal and the vector pointing towards the
light.

        O   point light

        | \   `

```
-----------A---B---C--------- horizontal plane
```

In this diagram, the light (no diminish intensity, by the way) is 10
units above the plane. At point A, the surface normal points exactly
towards the light, for maximum illumination. 10 units away, at B, the
angle between the light and the surface normal is already 45 degrees,
for 70% illumination. At C, the angle is 63 degrees, and the
illumination is down to 45%. We're barely 20 units away, and already the
horizontal plane only looks half as bright!

> If you pull the light away,an ever larger area is brought to maximum
> illumination, as if you were using a spotlight, and not a point source.

Of course. If the light is, say, 1000 units away, the surface normal at B
and C will almost point towards the light, giving almost full
illumination. Or, in more visual terms: if you envision the rays
emanating from a point light as an asterisk with an infinite number of
lines, as you pull away from the light source, the light rays will become
more and more identical, until you get to a distance where they look
almost, but not quite, parallel.

                    Thread   57

                 -=> RETURN TO CONTENTS!<=-

1.90   MSG-87 Subject: Re: Old Antialias Switch?

                    Subject: Re: Old Antialias Switch?
Date: Monday, 05 June 1995 14:53:16
From: Charles Blaquiere <blaq@io.org>

> From: Erwin Zwart <erwin@lr9pstn.lr.tudelft.nl>
>
> With almost horizontal or vertical edges, the old setting is lousy and
> that has disturbed me and my clients for years. I always had to render
> twice as much lines than I actually wanted and that costed me more time
> than using the slower but better new mode on the wanted number of lines.
(...)
> Per default it is 255, that is a 16x16 subpixel matrix, I don't know why
> Impulse did that, because you see no difference with 9 (3x3).
> So the settings you should use for the best looking, relatively fastest
> rendered pictures are: new anti-aliasing, rays per pixel=9, edgelevel=8.
> Don't make this last value lower (like someone recently posted, he used
> 0 which means, render every pixel 255 times....), you can even get away
> with values like 16 or 24.

Erwin, that's wonderful! This message is going straight to my Imagine
text directory. I was also considering doing everything at 2x
resolution, needing 4x the rendering time, plus some time for
Imagemaster to antialias everything down to the desired resolution. If

you say the new anti-alias works better, with less time, I believe you!
And giving us the actual settings you use... pure icing on the cake.
Thanks a bunch.

                         Thread   112

                 -=> RETURN TO CONTENTS!<=-

1.91   MSG-88 Subject: Quickie-Ground Cover

                 Subject: Quickie-Ground Cover
Date: Monday, 05 June 1995 14:57:47
From: Charles Blaquiere <blaq@io.org>

Hey BR, your texture looks really interesting; I was about to fire up
Imagine and try it (Amiga multitasking, you know) but was taken aback at
the jumble of numbers that followed. Perhaps America Online has
reformatted your message for you? I'd love to try out your tip, if you
can be so kind as to repost it with a better format. (One thing that
works on CompuServe: add a period at the start of every line you don't
want reformatted)

                         Thread   69

                 -=> RETURN TO CONTENTS!<=-

1.92   MSG-89 Subject: Re: Old Antialias Switch?

                 Subject: Re: Old Antialias Switch?
Date: Monday, 05 June 1995 15:08:22
From: erwin@lr9pstn.lr.tudelft.nl (Erwin Zwart)

>   What's going on today? I swear I've never nabbed so many tasty
> tidbits from the list as I've gotten today.

Well, it's a long weekend here, so I now had time to reply, normally
I can't find the time even to read it all, work, work, render, render.
I will put some of my pix on Aminet soon (of a flight simulator that is
being build here for two years now). I did a lot of slides with Imagine
(and Silver) the last seven years, but for animation I use now Lightwave
mostly on my PAR. I did a Virgin Records house label logo in Imagine however,
it is on all CD's of that label, Hypercycle. It was also used in a videoclip
shown a lot of times on MTV. A very short part, rotation anim (lissajous

kind object) is on www.riv.nl/yuliana/hypercycle/
Another public Imagine thing I'm working on is the new logo of Audi.
In three weeks that picture (four chrome rings with very specific reflections)
hangs on the head office in Germany on a light sign of 10 meters wide,
anybody got a bigger print of a imagine picture? ;-)
Maybe it will be used worldwide in printing (posters, letterhead) and TV also.
Other projects involve post offices (interior), bus and train stations and
visualisation of new road designs (car path animations) at highway traffic
junctions with flyovers and the lot.

Maybe I should make a homepage also to show off a little :-)
(hmmm, maybe this summer)

Erwin

PS, Mike or anyone, don't CC: to the list, if you reply to the list, exchange
the Reply address with the list address, if you CC: the guy you reply to gets
two msg's and there are already enough msg's in my mailbox every day.

--
+--+
| Erwin Zwart   E.Zwart@LR.TUDelft.NL   Faculty of Aerospace Engineering |
| phone: +31-15-158278 (or 140034)   Delft University of Technology |
| fax : +31-15-158503   The Netherlands |
+--+

                        Thread   437

                  -=> RETURN TO CONTENTS!<=-

1.93   MSG-90 Subject: Re: Hands and Feet

              Subject: Re: Hands and Feet
Date: Monday, 05 June 1995 15:28:01
From: paris@lor.jrent.com

From: LOR::PARIS   5-JUN-1995 09:10:31.62

                        Thread   97

                  -=> RETURN TO CONTENTS!<=-

1.94   MSG-91 Subject: Re: SWapCRF, SOLID

              Subject: Re: SWapCRF, SOLID
Date: Monday, 05 June 1995 17:26:04

From: sauvp@citi.doc.ca (Patrick Sauvageau)

Charles Blaquiere wrote:
>> From: Michael Hazlett <tarkin@earthlight.co.nz>
>>
>> Could somebody send me those 2 textures? Because no-one I know has got
>> them with Imagine or Essence(s).
>
>SwapCRF and Solid are both Essence I textures. It's illegal, and
>immoral, for someone to send them to you. (Geez, aren't I the
>heavy-handed one B^( )
>
>Did anyone develop a PD texture which has the same effect? (Reminder:
>Solid applies a single color to an entire object, useful when added to
>the parent of an entire group with "Apply to children" activated. It also
>has a fade parameter, to control the intensity of the color; 0.5 means
>the color is applied at 50% strength, leaving the other 50% whatever was
>already on the object)

Anybody with a compiler can do this in les than half an hour. I can do it
for Amiga FP and publish the source for somebody else to compile it for the PC.

Do you think that distributing a perfect copy of Apex's solid texture is
"moral", since the amount of work in programing is very small ? Do you think
it would be better calling it by an other name and changing the parameters
order, while keeping exactly the sames functionality ?

(sory for the bad syntax)

Patrick Sauvageau
(sauvp@citi.doc.ca)

                          Thread   122

                     -=> RETURN TO CONTENTS!<=-

1.95   MSG-92 Subject: Apex contact info

            Subject: Apex contact info
Date: Monday, 05 June 1995 17:50:10
From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

Does anyone have address and phone # for Apex software?

Thread   109

-=> RETURN TO CONTENTS!<=-

1.96   MSG-93 Subject: Re: SWapCRF, SOLID

            Subject: Re: SWapCRF, SOLID
Date: Monday, 05 June 1995 18:27:11
From: Ian Smith <iansmith@moose.erie.net>

On Mon, 5 Jun 1995, Charles Blaquiere wrote:
> Did anyone develop a PD texture which has the same effect? (Reminder:
> Solid applies a single color to an entire object, useful when added to
> the parent of an entire group with "Apply to children" activated. It also
> has a fade parameter, to control the intensity of the color; 0.5 means
> the color is applied at 50% strength, leaving the other 50% whatever was
> already on the object)

Ya, I did. :-) The texture is called SetChild and is included with the
IITextures archive. The latest is on my home page, but a slightly older
version is gfx/3d/IITextures?.lha on Aminet. It works with color,
reflectivity, transparency and fog length with seperate fade paramaters
for each. Enjoy.

--
IanSmith@moose.erie.net   Visit Below! :-)
My HP48/Imagine Home Page --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/

Thread   76

-=> RETURN TO CONTENTS!<=-

1.97   MSG-94 Subject: Re: Animator Salary Inquiry

            Subject: Re: Animator Salary Inquiry
Date: Monday, 05 June 1995 18:34:24
From: craigh@fa.disney.com

On Jun 3, 5:59pm, imagine-relay@email.sp.paramax.com wrote:
>
> I am in the process of getting a job with a game company that produces

> CDROM's along the likes of Myst. I need to know what I can ask for as a
> starting salary. I have no experience previous with gaming companies, but am
> fairly skilled in 3D and have a good Art background. I would appreciate the
> advice.
>
> Stephen
>-- End of excerpt from imagine-relay@email.sp.paramax.com

Game companies are notorious for underpaying animators. It's a great way to get

much-needed experience if you don't have any, however.

You didn't mention your experience, salary at current job, etc., so there is no
way anyone could advice you of what salary you could ask for.

Good luck,
Craig

--
    _____

           __
         #####   Craig Hoffman
        #~ ~###   craigh@fa.disney.com
         @ @ #?)
         < /| Walt Disney Feature Animation
         `_' /
         |__/
    _____

                        Thread   481

                    -=> RETURN TO CONTENTS!<=-

1.98   MSG-95 Subject: Re: Quickie-Ground Cover

              Subject: Re: Quickie-Ground Cover
Date: Monday, 05 June 1995 18:35:21
From: Ian Smith <iansmith@moose.erie.net>

On Mon, 5 Jun 1995, Charles Blaquiere wrote:
> Hey BR, your texture looks really interesting; I was about to fire up
> Imagine and try it (Amiga multitasking, you know) but was taken aback at
> the jumble of numbers that followed. Perhaps America Online has
> reformatted your message for you? [SNIP]

Looks to me like the previous message was written in an editor with
a proportional spaced font. Lining up columns that way REALLY messes

things up. It's beyond me why companies do things like that.. it
just sends tons of terribly formatted messages with 100 character lines
spewing out onto the internet. IBM's OS/2 newsreader does the same
thing.

Tried to reformat those numbers, but was unable to figure out just what
everythign meant...

--
IanSmith@moose.erie.net   Visit Below! :-)
My HP48/Imagine Home Page --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/

                    Thread   102

                -=> RETURN TO CONTENTS!<=-

1.99   MSG-96 Subject: Re: Hands and Feet

                Subject: Re: Hands and Feet
Date: Monday, 05 June 1995 18:45:53
From: Ian Smith <iansmith@moose.erie.net>

On Mon, 5 Jun 1995 Lumbient@aol.com wrote:
> PS what version of Imagine do you have? Thats the problem with the Constant
> Upgrage Progam! You have to ask what version all the time!!

Maybe this should be in the FAQ or the IML welcome message? Advise
everyone with proglems/questions/hints to tell everyone their setup.

  "I have Amiga Imagine 3.2 and wonder where the ARexx port is?"

  "I run 3.0 on an IBM and can't get it to boot up under Windows!"

  "My Turbo Silver disk looks really cool, when will you go back
   to those neat reflective, textured foil disk labels?"

Neon Orange.. bleah. I can just imagine.. 'Hey guys, I got us a
GREAT deal on labels!' (sounds of a box opening) 'Ahh! I'm blind!'
At least I know when my Imagine updates come by teh glow of the
mailbox, and it's easy to locate those disks if you need them. :-)

--
IanSmith@moose.erie.net   Visit Below! :-)
My HP48/Imagine Home Page --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/

                    Thread   4

1.100   MSG-97 Subject: Re: Hands and Feet

                    Subject: Re: Hands and Feet
Date: Monday, 05 June 1995 19:32:32
From: Lumbient@aol.com

===O snip O===
 I can't find
any way to make the finger/toes intersect the hand/foot
in such a way as to make a smooth curvy transition, like
a real hand or foot, rather than it just looking like some
object with a bunch of pipes protruding from it.
O=== snip ===O

Hmmm, have you tried the "Fill to Edge-line"? It works great for making the
connections smooth.

PS what version of Imagine do you have? Thats the problem with the Constant
Upgrage Progam! You have to ask what version all the time!!

                                                    ----Lumbient

                    Thread   96

1.101   MSG-98 Subject: Re: Rotoscoping

                    Subject: Re: Rotoscoping
Date: Monday, 05 June 1995 20:37:04
From: Torgeir Holm <torgeirh@powertech.no>

On 04-Jun-95 19:54:26, Fred Aderhold wrote:

>>Rototscoping is animator's jargon. It means tracing over a live action
>>picture sequence, in order to get the correct motion, or placement of
>>elements in the
>>Of course there are no real rules to rotoscoping, except making sure the
>>reference point stays in the same place on screen. Just experiment, and
>>produce wild results :)
>>Hope this cleared things up :)

>Sure did! Thanks!

no problem :)

>So what do you call it when you use an animation for a background? Like if I
>used a VistaPro flythru as a background while animating a helicopter to make
>it look like the helicopter is in the flythru?

Forground/background compositing?

Torge!r

                            Thread   219

                    -=> RETURN TO CONTENTS!<=-

1.102   MSG-99 Subject: Re: Rotoscoping

                Subject: Re: Rotoscoping
Date: Monday, 05 June 1995 20:37:04
From: Torgeir Holm <torgeirh@powertech.no>

On 04-Jun-95 20:31:47, Mike McCool wrote:

>> So what do you call it when you use an animation for a background? Like if
>> I used a VistaPro flythru as a background while animating a helicopter to
>> make it look like the helicopter is in the flythru?

>You call it cheating. (Joke. Weird mood. Must be all the salt
>water I swallowed out at the coast today).

Made any surfing animations?

Torge!r

                            Thread   84

                    -=> RETURN TO CONTENTS!<=-

1.103   MSG-100 Subject: Hands and Feet

                Subject: Hands and Feet
Date: Monday, 05 June 1995 20:37:06
From: Torgeir Holm <torgeirh@powertech.no>

On 05-Jun-95 00:33:44, DAVEH47 wrote:

>I am working on a 3D model of a Tyrannosaurus, and I'm
>having trouble constructing the talons. I have tried the
>Detail, Forms, and Spline editors all, and I can't find
>any way to make the finger/toes intersect the hand/foot
>in such a way as to make a smooth curvy transition, like
>a real hand or foot, rather than it just looking like some
>object with a bunch of pipes protruding from it. Has
>anyone any suggestions?

Use the "set edge line" and "Fill to edge line" functions in 3.2 (upgrade if
you don't have it..) This is exactly what this function does.

Torge!r

                         Thread   77

                    -=> RETURN TO CONTENTS!<=-

1.104   MSG-101 Subject: Variation on a theme

                Subject: Variation on a theme
Date: Monday, 05 June 1995 21:41:47
From: Robert.Thompson@LNO.WMC.wmc.telememo.au

FROM too long. Original FROM is 'Robert Thompson <Robert.Thompson@LNO.WMC.wmc.te
lememo.au> (Tel)'

--------------------- Original Message Follows ---------------------

      Thanks to all those who gave positive feedback
on my tip about rotoscoping. I've been watching the IML
for a couple of months now, and I've picked up quite a
few handy tips along the way. It's good to be able to
return the favour occasionally.
      I've noticed a few questions asking how to
model complex shapes such as hands, feet, talons etc. I
use a variation of the rotoscoping technique to model
some very complex objects.
      The way it is done is to first digitise or draw
a 2D version of the object you want to model (To model a
humanoid I've used a digitised version of Leonardo
DaVinci's drawing so I'll use that as an example). The
picture must be a two colour Iff (for Amiga users) with
the shape filled completely. Use the detail editor's
Object/Convert Iff/Ilbm menu selection, and click on

Don't Add Faces. (You can let Imagine add faces if the
object is not too complex, but it's risky.)

     Extrude the resulting shape to the default
values, then create a primative plane with as many
points as you think you will need for the object. (For
DaVinci's human I used the default 10x10 plane.) Scale
the plane until it's at least twice as big as the object
(no need for precision), and move it so that the bottom
quarter cuts through the middle of the extruded object
(to minimise problems with Slice). Then shift-pick both
objects and select Object/Slice from the menu.

     Once slice has done its stuff you'll be left
with all the objects grouped together. Switch to Pick
Object mode and pick and delete all the objects except
the cutout shape. Extrude the cutout to the default
values, except with 3-6 rows depending on how
complicated your object need be. (I used 4 for DaVinci's
human) Go to Pick Points and Drag Box mode and
shift-pick the top layer of points, scale them to make a
rounded profile, and do the same for the back.
Shift-Move the axis to the neck and use Pinch,
Shift-Move the axis to just below the chest and use
Taper.

     Switch to Pick Faces mode and go the bottom of
the legs. Shift-Pick the lowest faces at the front of
the legs (Use Fracture if you need more points), extrude
to form feet, and voila - a (very rough) bones-ready
human.

     I already have a few heads, hand and feet (made
the same way) ready to splice onto any human I make, and
I find it handy to keep this rough shape in my objects
collection. With a bit of detailing it can be made into
a variety of different people.

     I hope this is not too confusing but I'm
running short of time, If anyone has problems, write and
I'll try to sort it out.

          Bye,
               Bob.

                    Thread   463

               -=> RETURN TO CONTENTS!<=-

1.105   MSG-102 Subject: Re: Quickie-Ground Cover

          Subject: Re: Quickie-Ground Cover
Date: Monday, 05 June 1995 22:28:39
From: Mike McCool <mikemcoo@efn.org>

Hey Ch,

Thanks for this post. I thought it was just my reader that made his
groundcover tute look like minestrone . . .

On Mon, 5 Jun 1995, Charles Blaquiere wrote:

> Hey BR, your texture looks really interesting; I was about to fire up
> Imagine and try it (Amiga multitasking, you know) but was taken aback at
> the jumble of numbers that followed. Perhaps America Online has
> reformatted your message for you? I'd love to try out your tip, if you
> can be so kind as to repost it with a better format. (One thing that
> works on CompuServe: add a period at the start of every line you don't
> want reformatted)
>

                         Thread   261

                    -=> RETURN TO CONTENTS!<=-

1.106   MSG-103 Subject: New Ground Cover

               Subject: New Ground Cover
Date: Monday, 05 June 1995 22:50:21
From: Broctune@aol.com

>.Sorry about the mishap here it is again
>
>.Color-R 15, G 162, B 6   Dithering-255 (Everything else Default)
>
>.Texture1 Fuzz   Texture2 Peened
>Right Value   LeftValue   Right Value   Left Value
>0.1   0.6   1
                             0
>0.2   15   1
                             0.5
>0.05   140   0.1
                        90
>0.3   15   0.5
                          90
>1   0   1
                             0
>4   0   4
                             0.6
>0.2   0   0.2
                           1
>0.8   0   -0.3
                           0
>
>Then add The texture Disturbed and leave its values at default
>

```
>Texture4 Cracks
>Right Value              Left Value
>0                              90
>0.2                            80
>0.2                            0
>15                             0
>0                              0.2
>0                              0.5
>-0.1                          0.3
>-0.1                          0.8
>
>You may have to change the size or other settings of the cracks texture to
get the desired effect.
```

Thread   474

–=> RETURN TO CONTENTS!<=–

1.107   MSG-104 Subject: Rotoscoping

```
              Subject: Rotoscoping
Date:     Monday, 05 June 1995 23:58:00
From:     w.graham6@genie.geis.com
```

If you have Imagine 3.2, and a 256 color display, you can kind of do
rotoscoping by loading digitised images as backdrops when setting up your
bones/states animations. It really does work ok, especially in conjunction
with the Freeze and Constraints commands.

Thread   21

–=> RETURN TO CONTENTS!<=–

1.108   MSG-105 Subject: 3DS to Imagine converter

```
              Subject: 3DS to Imagine converter
Date:     Tuesday, 06 June 1995 02:11:05
From:     zmievski@herbie.unl.edu (Andrey Zmievskiy)
```

Hi, here are some good news for all of you Imagine enthusiasts.

I have uploaded my 3DS-to-Imagine converer to ftp.websharx.com in
pub/imagine/pc. 3DS2IM is a high-speed, reliable converer of 3DS

files to Imagine format. Supports all object types, detect degenerate
objects, provides information on face and vertex count. The
conversion is binary-to-binary, so no time is lost importing or
exporting huge text files, e.g. DXF. 3DS2IM is a shareware. Comments
are welcome.

As an alternative you can visit my homepage and get it from there.

Andrey

                        Thread   173

                   -=> RETURN TO CONTENTS!<=-

1.109   MSG-106 Subject: ?

                 Subject: ?
Date: Tuesday, 06 June 1995 03:48:27
From: Granberg Tom <tom.granberg@TV2.no>

Howdy all!

It's cool to see so many realy good advice' and tips for us Imagine user's.
I've havent read my mail in a couple a days, so this was a very nice suprise!
Thanks!!!!
Keep up the good work!

By the way, I saw somone (screaming) for this adress:
http://hobbes.nhidh.nki.no:80/~pednaa/tv2/tomg.html
It's my homepage, aah, you guessed it?

tom.granberg@tv2.no

                        Thread   151

                   -=> RETURN TO CONTENTS!<=-

1.110   MSG-107 Subject: Re:Different Fluids

                 Subject: Re:Different Fluids
Date: Tuesday, 06 June 1995 04:06:31
From: Granberg Tom <tom.granberg@TV2.no>

Hey, I've done this, I think?

If I'm not misstaken, I've made a box kinda hot solver liquid with different
density and color in different layers. So I think this could be used in your
situation to?
What I did was using the texture "fogpaint" and "clrnoize2", I used the clroize

texture to color the object, put the fogpaint on it and turned of the "denser
color:" by puting a negative number in it, like -1.
Then I put this object inside the slightly larger glass box, and rendered it,
I've then realised that the reafraction index should only be put on the "fog"
object this gave just the desired effect.
If your liqiud is only to be seen from a fixed point of view (POV, eh,EH?) you
could use a sligtly smaller object than your glass and use the "fltrnoize"
texture to get different transparancy on different levels, just stretch the
textures x and y axis.

Hope this helps?

tom.granberg@tv2.no

                    Thread   402

               -=> RETURN TO CONTENTS!<=-

1.111   MSG-108 Subject: RE:ROTOSCOPING

            Subject: RE:ROTOSCOPING
Date: Tuesday, 06 June 1995 05:07:34
From: Granberg Tom <tom.granberg@TV2.no>

Howdy!
Thanks for all the fish, eh, for all the great tips you have given me on this
rotoscoping thing!
I havent tried it all, but the tips on using the same sized image for the
background as the resolution I'm going to render in, was interesting. I think
that this could maybe work, but I can see a possible problem with this
idea (unless you have tried it, and I know it's a bit early to give critic on a

tip I havent tried yet, but here goes!). Imagine's windows are not the correct
aspect ratio compared with most image sizes, that are mostly in 1.3 to 1, or 8
to 6, so if imagine doesnt crop the background picture in x, you would acctualy

work in a x scaled picture, then your alignment of objects and the like, wouldnt

fit when you render it.

tom.granberg@tv2.no

1.112   MSG-109 Subject: AQUA JET VAPOUR

```
              Subject: AQUA JET VAPOUR
Date:      Tuesday, 06 June 1995 07:29:37
From:      Granberg Tom <tom.granberg@TV2.no>
```

```
    ----------------------------------------------------------------------
```

Haydi, Murray!

YOU WANT A MOVING REFRACTION.
I think, since you got a PC?! you do need a little help, (kidin').
But you could just make a tube or something hollow to put behind the aqua-jet
outlet, then you will put on a bump texture, remind you that you dont want to
see the object, so crank the filter settings trough the roof, and make it
bright, and put in something like 1.40 in the refraction box, leave the rest as

it is. NOW COMES THE 1000 dollar question, I suppose you would want the vapour
refraction to fade away at a sertant distance behind the object,
yeah......right..... but since I have surfed a little I came across a selection

of real cool textures(.itx) to use with the pc version of Imagine. One of those

textures (DEBUMP.itx) was able to fade the bump along the z axis, so now you
could just make two states. Where in the second state you would pull the
(bump-Texture) backwards and change the bump setting just a little bit to give
it some variation as it moves bakwards.
PS.It's nice to put something in the background so you could see the refraction,

it's enough to put in a nice color fade(global) then a global bluish fog to add

up to the mystery of silence?!?
The adress to the homepage you could get these way-cool texture collection is:
http://www.aloha.com:80/~sharky/images/blackmon/

HOWDY SHARKY! Long time no speak!?

By the way could somone please tell me if these textures will be converted to
the Amiga Version! (Please Stephen, Please, Please, Please, Please!?!)

See you around Murray! tom.granberg@tv2.no

1.113   MSG-110 Subject: RE:My Homepage

```
                  Subject: RE:My Homepage
Date:      Tuesday, 06 June 1995 07:56:45
From:      Granberg Tom <tom.granberg@TV2.no>
```

```
        ----------------------------------------------------------------------
```

HOWDY TORGEIR!

Nope, I havent modell the soccer ball, TV2 bought it! I did however try to model

one to se if it was possible to do, it wasnt, at least in the time frame I got
at the time. You know a soccer ball have 6 angeled amd 5 angeled patchess that
should fit somewhat tight, so I ran into my first realy HUGE problem trying to

solve the ball raduis versus patch size, versus how many pathes does it take?
How many hair pair does a pig have on his tail, I DONT STEENKIN' KNOW, AND WHO

BLUUDI CARES ANYWAY!
If someone of you guys want to earn some good money, building all sort of cool
stuff, contact Viewpoint datalabs, they are very interested in good modells of
whatever you could imagine. I did, and they sent me a form to read, and some
guide lines reagarding your object(grouping,illegal faces, etc,etc).

I havent animated the T-BAG, but I have animated the fog object, it's looks like

real steam moving. Method: a cross between deformation/texture states

tom.granberg@tv2.no

```
                    Thread            45

                 -=> RETURN TO CONTENTS!<=-
```

1.114   MSG-111 Subject: Re: Rotoscoping

```
                  Subject: Re: Rotoscoping
Date:      Tuesday, 06 June 1995 09:58:05
From:      Mike McCool <mikemcoo@efn.org>
```

```
        ----------------------------------------------------------------------
```

Hey Bob, et al,

     You mentioned DCTV as an option. I've only used two digitizers,
the old Digi-vu, and DCTV, so I'm no expert--but DCTV gives very good
results. Hell, I've even torqued some pretty good digs out of Digi-vu,
which must be as funky as they come. Clearly, the better the input video
source, the better the dig.

DCTV is also the most affordable route to 24bit and access to
tape that you'll find. I nabbed mine for $150, and I see them sometimes
even for less. As all the original 24bit boards have their minor and
major nightmares, DCTV is really a nice working man's alternative.

                         Thread   36

                  -=> RETURN TO CONTENTS!<=-

1.115   MSG-112 Subject: Re: Old Antialias Switch?

               Subject: Re: Old Antialias Switch?
Date: Tuesday, 06 June 1995 10:02:31
From: erwin@lr9pstn.lr.tudelft.nl (Erwin Zwart)

Hi Charles,

> > that has disturbed me and my clients for years. I always had to render
> > twice as much lines than I actually wanted and that costed me more time
> > than using the slower but better new mode on the wanted number of lines.

> Erwin, that's wonderful! This message is going straight to my Imagine
> text directory. I was also considering doing everything at 2x
> resolution, needing 4x the rendering time, plus some time for
> Imagemaster to antialias everything down to the desired resolution. If
> you say the new anti-alias works better, with less time, I believe you!
> And giving us the actual settings you use... pure icing on the cake.

If you render at 2x resolution, the picture will off course be better in
detail, because Imagine then sees smaller details. Anti-aliasing kicks in
only if a certain contrast with the next pixel (edge level) is encountered.
So if it skips a pixel wide detail, it see no edge and doesn't anti-alias.
For certain pictures I render twice as much lines even with new AA
and sometimes I put them on slide without scaling back)

Erwin

--
+--+
| Erwin Zwart   E.Zwart@LR.TUDelft.NL   Faculty of Aerospace Engineering |
| phone: +31-15-158278 (or 140034)   Delft University of Technology |
| fax : +31-15-158503   The Netherlands |
+--+

                         Thread   74

                  -=> RETURN TO CONTENTS!<=-

1.116   MSG-113 Subject: Book on writing textures

                    Subject: Book on writing textures
Date: Tuesday, 06 June 1995 10:17:48
From: Steve McLaughlin <stevemcl@VNET.IBM.COM>

I saw a hardback book at the bookstore:
Texturing and Modeling, A procedural approach, by Ebert/Musgrave/Peachey/
Perlin/Worley. 332 pages. This book contains a toolbox of procedures
upon which programmers can build a library of procedural textures and
objects. It includes extensive explanations of procedural renderings,
modeling, shading, and texturing, and how to design new functions.
isbn: 0-12-228760-6, includes one 3.5 diskette.
It is not Imagine specific.
Check it out and write some great textures!

                       Thread   234

                  -=> RETURN TO CONTENTS!<=-

1.117   MSG-114 Subject: Re: Lighting Calculations

                    Subject: Re: Lighting Calculations
Date: Tuesday, 06 June 1995 12:03:00
From: gregory denby <gdenby@elgreco.helios.nd.edu>

This thread intersected some current work quite nicely. Here's
what I've found as a method for crating good general lighting
within a room.

I'm currently modeling a new gallery installation (I work in a museum).
Previously, I've only really been interested in seeing how object,
walls, etc lay out in perspective. This time I decided I wanted
to get as close to real as possible. I immediately found that
spherical lights caused big problems. Because of the "normal"
problem (see previous posts), the ceiling or floor tended to look
way too dark.

Upping the ambient light just washed everything out. So I grabbed
a bit deeper into the Imagine features bag. I've associated a
parallel ray light to the camera; I've created four rectangular
parallel lights of various low intensities and pointed them
at the floor, ceiling, and sides of the room. With these lights
and the twenty or so shadow casting spotlights, and a large sphereical
"sun" outside the windows, I'm getting pretty close to a realistic

effect.

This has worked much better than dozens of small point lights scattered
throughout the area.

It really would be nice to have radiousity, though. Perhaps, since
there is an Imagine Lite as Well as Pro, perhaps in the future
Impulse could put radiosity into the higher end package for those
who have the crunch or just plain time to use it.

Happy tracing,
Greg Denby

                          Thread   120

                    -=> RETURN TO CONTENTS!<=-

1.118   MSG-115 Subject: Mobius Strip Anim

                Subject: Mobius Strip Anim
Date: Tuesday, 06 June 1995 12:20:56
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

I've been having a look at some more anims on Aminet. I remember seeing
some discussion of the Mobius Strip on a list somewhere and did'nt pay much
attention.

Check out gfx/anim/mobicogs.lha (HAM version 1.8 Meg) or mobicflc.lha (FLC
version 2.1 Meg), it's an Imagine V2.9 render of nine connected cogs in the
shape of a Mobius Strip. It is quite an interesting effect and very well
done, the author is Jason Jack.

--Bob

                          Thread   201

                    -=> RETURN TO CONTENTS!<=-

1.119   MSG-116 Subject: DXF to Imagine

                Subject: DXF to Imagine
Date: Tuesday, 06 June 1995 12:39:43
From: spartacom@ib.com

I have a skull object here, it's in DXF format (ASCII ???)
How do I convert this to an Imagine object ???

Regards,

Kaj Wierda
SpartaCom Sales Europe

                        Thread   123

                  -=> RETURN TO CONTENTS!<=-

1.120   MSG-117 Subject: Re: AQUA JET VAPOUR

                Subject: Re: AQUA JET VAPOUR
Date: Tuesday, 06 June 1995 13:29:26
From: "Murray L. Crane" <sis2471@sis.port.ac.uk>

On 6 Jun 1995, Granberg Tom wrote:

> Haydi, Murray!

Hi Granberg.

> YOU WANT A MOVING REFRACTION.

It doesnt need to move, since the finished pic is for a still frame
competition thing on #amiga, but lets plough on anyway.

> I think, since you got a PC?! you do need a little help, (kidin').

The PC isn't mine... I'm only using it cause my '030 card for my 1200 is
away in Germany being repaired... I'd much rather be using the Amiga for
Imagine 3.2 and the cool Essence textures (both volumes of course :)

> But you could just make a tube or something hollow to put ...
[snip]
> yeah......right..... but since I have surfed a little I came across a
> selection of real cool textures(.itx) to use with the pc version of Imagine.
> One of those textures (DEBUMP.itx) was able to fade the bump along the z
> axis...
[snip]

Thanks... You appear to have hit the nail right on the head here... I'll
get a copy of this texture and try it out forthwith...

> PS. It's nice to put something in the background so you could see the
> refraction, it's enough to put in a nice color fade(global) then a global
> bluish fog to add up to the mystery of silence?!?

I have a killer picture of an octopus which I found whilst trawling the
web, but I think I shall also try your suggestion (the fog) and see what
comes out at the other end...

> The adress to the homepage you could get these way-cool texture collection is:

> http://www.aloha.com:80/~sharky/images/blackmon/

Once again, thanks...

> By the way could somone please tell me if these textures will be converted to

> the Amiga Version! (Please Stephen, Please, Please, Please, Please!?!)

Similarly, please, please, please...

Cheerio, Murray.

```
+--------------
|  Murray L. Crane - sis2471@sis.port.ac.uk         (until July '95)
|                    netwalker@buddahs.demon.co.uk  (after July '95)
+--------------
| The Inedible Buddahs
|  Bashing it out in Imagine for all the Universe to see
+--------------
```

                        Thread   441

                  -=> RETURN TO CONTENTS!<=-

1.121   MSG-118 Subject: Amiga anims to PC?

               Subject: Amiga anims to PC?
Date: Tuesday, 06 June 1995 14:03:11
From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

Is there any way to convert Amiga anims to PC anims?

Andrey

                        Thread   184

                  -=> RETURN TO CONTENTS!<=-

1.122   MSG-119 Subject: Re: DXF to Imagine

```
              Subject: Re: DXF to Imagine
Date:     Tuesday, 06 June 1995 14:11:18
From:     Roger Straub <straub@csn.net>
```

On Tue, 6 Jun 1995 spartacom@ib.com wrote:

> I have a skull object here, it's in DXF format (ASCII ???)
> How do I convert this to an Imagine object ???
>

If you have 3.1+, then you can import it directly into Detail and save it
out as a .iob. If you don't, then there are several PD converters for the
PC out(look on Simtel, I'm not sure), and if you have an Amiga, you could
get Pixel Pro 2 from Impulse for $65. If none of these other options are
viable, or do not work out, then you can buy Interchange, from Syndesis,
for PC(Windoze), Mac, or Amiga for about $120.

>
> Regards,
>
> Kaj Wierda
> SpartaCom Sales Europe
>
>
>

See ya,
     Roger

                     Thread   172

                  -=> RETURN TO CONTENTS!<=-

1.123   MSG-120 Subject: RE: Lighting Calculations

```
              Subject: RE: Lighting Calculations
Date:     Tuesday, 06 June 1995 14:42:00
From:     "Cruickshank, Steven      (DSS)" <SteveCr@gov.nb.ca>
```

Conny wrote:

```
>> Thats because every point on the surface has its normal parallel(damn
how=
s
>> that spelled? :) to the incoming light rays.

>One "r" and two "l"s, PARALLELL         :-)

     Is this how parallel is spelled in Sweden??? ;-)


>*-----------------------------------------------------------*
>|   Conny Joensson    |   Swedish Space Corp. Esrange       |
>|   Kiruna            |   Satellite operations - Telecom Div.    |
>|   Sweden            |   cjo@smtpgw.esrange.ssc.se         |
>*-----------------------------------------------------------*
```

Steven Cruickshank
SteveCr@gov.nb.ca

                          Thread   86

                     -=> RETURN TO CONTENTS!<=-

1.124   MSG-121 Subject: For those who want to UNSUBSCRIBE

```
              Subject: For those who want to UNSUBSCRIBE
Date:      Tuesday, 06 June 1995 15:45:45
From:      wirde@Fysik.UU.SE (Mikael Wirde)
```

Hi!

I've been on the IML for a few weeks, and I have already read lots and
lots of interesting stuff. Incredible list, really! However, every now
and then I encounter mail from people who want to unsubscribe. They
are sometimes sounding(!) frustrated on why they can't do this simple
thing, and as far as I have seen, noone has responded to these messages,
so I think it best to do so, and perhaps bring down the number of
Unsubscribers that really shouldn't be writing their requests directly to
the list.

So, here it is: If you want to unsubscribe, send a message to

   imagine-request@email.eag.unisysgsg.com

with the word "unsubscribe" in the Subject line. Nothing more, nothing less.
If that doesn't work, I doubt that writing directly to the list will.

Good luck!

M Wirde

Thread   138

-=> RETURN TO CONTENTS!<=-

1.125   MSG-122 Subject: Re: SWapCRF, SOLID

                    Subject: Re: SWapCRF, SOLID
Date: Tuesday, 06 June 1995 16:16:13
From: Michael Hazlett <tarkin@earthlight.co.nz>

On Mon, 5 Jun 1995, Charles Blaquiere wrote:

> SwapCRF and Solid are both Essence I textures. It's illegal, and
> immoral, for someone to send them to you. (Geez, aren't I the
> heavy-handed one B^( )

No... that's fine...I might write to Apex and see if I can get it from them.
I still don't understand why nobody over here has those 2 textures....oh
well :)

MH

Thread   147

-=> RETURN TO CONTENTS!<=-

1.126   MSG-123 Subject: RE: DXF to Imagine

                    Subject: RE: DXF to Imagine
Date: Tuesday, 06 June 1995 16:17:55
From: Joe Cotellese <joec@Ensoniq.COM>

If you are using Imagine 3.x it will import some DXF objects.

Joe C.

I have a skull object here, it's in DXF format (ASCII ???)
How do I convert this to an Imagine object ???

Regards,

Kaj Wierda
SpartaCom Sales Europe

                              Thread   209

                     -=> RETURN TO CONTENTS!<=-

1.127   MSG-124 Subject: Re: (Not so) Quickie! :) (fwd)

                    Subject: Re: (Not so) Quickie! :) (fwd)
Date: Tuesday, 06 June 1995 18:17:04
From: Dylan Neill <dylann@pcug.org.au>

On Mon, 5 Jun 1995, Dave Wilson wrote:

>   I don't understand what your trying to say here. Casting shadows on
> a flat background is
> one of the most simple things so I don't think that was what you were trying
> to describe.   The rest of your message didn't give me much of a clue either.
>

I mean casting shadows on a background which imagine considers flat but
making it look like the background is real and what you render on top is
actually in the background

                              |\ /|
                               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/ |
   |_____|

                              Thread   500

                     -=> RETURN TO CONTENTS!<=-

1.128   MSG-125 Subject: RE:My Homepage

                    Subject: RE:My Homepage
Date: Tuesday, 06 June 1995 19:23:47
From: Torgeir Holm <torgeirh@powertech.no>

On 06-Jun-95 08:56:45, Granberg Tom wrote:

>Nope, I havent modell the soccer ball, TV2 bought it! I did however try to
[...snip...]
>reagarding your object(grouping,illegal faces, etc,etc).

Yes, I know modelling that ball myself would be a pain!

BTW: In his book, understanding imagine 2.0, Steve Worley describes how he
made a perfect bump map for a basketball. Anyone have that map? My C
programming skills are non-existant, so I won't attempt to do it the way Steve
Worley did...

>I havent animated the T-BAG, but I have animated the fog object, it's looks
>like real steam moving. Method: a cross between deformation/texture states

Ok, just wondering. (put the anim on your HP?)

Torge!r

                        Thread   110

                   -=> RETURN TO CONTENTS!<=-

1.129   MSG-126 Subject: Quickie-Ground Cover

                    Subject: Quickie-Ground Cover
Date: Tuesday, 06 June 1995 19:23:49
From: Torgeir Holm <torgeirh@powertech.no>

On 05-Jun-95 13:57:47, Charles Blaquiere wrote:

>Hey BR, your texture looks really interesting; I was about to fire up
>Imagine and try it (Amiga multitasking, you know) but was taken aback at
>the jumble of numbers that followed. Perhaps America Online has
>reformatted your message for you? I'd love to try out your tip, if you
>can be so kind as to repost it with a better format. (One thing that
>works on CompuServe: add a period at the start of every line you don't
>want reformatted)

Yes, BR, please repost.

I fired up Texture Studio (registered), to try it out on a simple shape, but I
got lost in the numbers somewhere, and couldn't find my way back out..

Torge!r

                        Thread   88

                    -=> RETURN TO CONTENTS!<=-

1.130   MSG-127 Subject: Re: Lighting Calculations

                  Subject: Re: Lighting Calculations
Date: Tuesday, 06 June 1995 19:23:50
From: Torgeir Holm <torgeirh@powertech.no>

On 05-Jun-95 13:48:32, Charles Blaquiere wrote:

>> If your light source is just about on top of an onject, only a small
>> bright area will be illuminated.
>This is <cough> normal, since the illumination factor depends on the
>angle between the surface normal and the vector pointing towards the
>light.

>   O   point light

> | \   `
>-----------A---B---C--------- horizontal plane

>In this diagram, the light (no diminish intensity, by the way) is 10
>units above the plane. At point A, the surface normal points exactly
[...snip...]

Do what I did, pull the shade off a lamp, and put the bulb up to the wall,
then pull it away. Proved to me that Imagine (and you, Charles) was right :)

Torge!r

                        Thread   162

                    -=> RETURN TO CONTENTS!<=-

1.131   MSG-128 Subject: Re: DXF to Imagine

```
                    Subject: Re: DXF to Imagine
Date:      Tuesday, 06 June 1995 22:34:18
From:      Mike McCool <mikemcoo@efn.org>
```

```
> > I have a skull object here, it's in DXF format (ASCII ???)
> > How do I convert this to an Imagine object ???
> >
>
> If you have 3.1+, then you can import it directly into Detail and save it
> out as a .iob. If you don't, then there are several PD converters for the
> PC out(look on Simtel, I'm not sure), and if you have an Amiga, you could
> get Pixel Pro 2 from Impulse for $65. If none of these other options are
> viable, or do not work out, then you can buy Interchange, from Syndesis,
> for PC(Windoze), Mac, or Amiga for about $120.
>
```

Or what he/you could do is e-mail his dxf object to someone who HAS one
of the above conversion packages, and they could do the job on it for
him/you and send it back.

I for one am on the lookout for skull objects, and would love to
have a crack at it. I own PixelPro3d, so if we're talking amiga, rather
than PC, I'd be happy to convert it for him/you. It would be worth it to
me to get a nice skull. (The one I have now's missing its mandible.
Alas, poor Zorick).

```
                      Thread          119
```

-=> RETURN TO CONTENTS!<=-

1.132   MSG-129 Subject: Re: Rotoscoping

```
                    Subject: Re: Rotoscoping
Date:      Tuesday, 06 June 1995 22:48:39
From:      Mike McCool <mikemcoo@efn.org>
```

```
> Maybe it'll be of interest to those with DCTV, there's another gudget by
> Digital Creations called, RGB Converter.
>
> It lets you, use an Amiga monitor to view DCTV output, so you don't need
> a composite video monitor. (you need composite monitor if you want to test
> your video, or if you record to vcr. But you can use TV to watch the vcr)
>
> It has the same color spectrum as DCTV (3-4 millions colors) and it's
> better for using DCTV Paint. I tried to paint with A1000's 1084 monitor
> that has a composite input, it's no fun.
> Using A3000's 1950 monitor with RGB Converter is great.
```

```
>
> To those digitizing, do you have some great (or small) tips ?
> Shamed to admit, I have Digi-View and DCTV, but never used them for
> digitizing.
>
I'm glad you mentioned this RGB converter thing.  I have a second 1084 on
my desk, hooked to my old A500 actually.  I have my DCTV outputing to
it, and since it's an older 1084, it has the cvbs/rgb switch conveniently
in front.  I just click it to composite to view my DCTV stuff, and back
to RGB for the A500 (like to write this note).

But did I understand you correctly:  the RGB converter yields a better
looking DCTV output than the above setup?  I assume there's some
advantage to using it, or why buy one--but I guess I'm lame on exactly
what the advantage is.  If it looks better, there you have it.

The only digitizing tip I'm qualified to give is this:  use a cool
natural lightsource.  I don't mean cool as opposed to square, I mean cool
as in soft, non-polarized light.

My east window brings in a beautiful clean light, especially here in the
Northwest with so many cloudy days.  A north window works well in just
about any climate.

I've tried literally every other kind of lightsource you could name, but
nothing has given me such good results for digitizing as natural light.

Perhaps someone will pipe in here and give us all the exact formula for a
good tungsten or fluorescent light setup. I sure ain't found it yet.  It
would be nice to be able to digitize after the sun goes down.
```

Thread   166

-=> RETURN TO CONTENTS!<=-

1.133 MSG-130 Subject: Re: Lighting Calculations

```
              Subject: Re: Lighting Calculations
Date:      Wednesday, 07 June 1995 00:27:46
From:      Charles Blaquiere <blaq@io.org>
```

```
> From: gregory denby <gdenby@elgreco.helios.nd.edu>
>
> I've created four rectangular parallel lights of various low intensities
> and pointed them at the floor, ceiling, and sides of the room.

You mean that, for example, you added a rectangular light 0.1 units below
the ceiling, pointed it towards the ceiling, and sized it to fit the
edges of the ceiling? Wonderful idea. Such a light will illuminate the
ceiling evenly, without casting any light on anything else in the scene,
giving you independent control over the ceiling. Repeat at will for all
```

walls. That's great!

                            Thread   53

                      -=> RETURN TO CONTENTS!<=-

1.134   MSG-131 Subject: Rotoscoping

                    Subject: Rotoscoping
Date: Wednesday, 07 June 1995 00:34:01
From: Charles Blaquiere <blaq@io.org>

> From: w.graham6@genie.geis.com
>
> If you have Imagine 3.2, and a 256 color display, you can kind of do
> rotoscoping by loading digitised images as backdrops when setting up your
> bones/states animations. It really does work ok, especially in conjunction
> with the Freeze and Constraints commands.

And since you can load multiple backdrop images (click in the Front
window, Load Backdrop, click in Side window, load different backdrop),
you could actually do a video capture of an actor/dancer using two video
cameras, one in front and one at the side. Each pair of images could be
loaded as separate backdrops in the Detail editor, allowing you to
manipulate your humanoid model in 3 dimensions; cheap 3-D motion capture!

                            Thread   214

                      -=> RETURN TO CONTENTS!<=-

1.135   MSG-132 Subject: DCTV/DigiView digitizing (was: Rotoscoping)

                Subject: DCTV/DigiView digitizing (was: Rotoscoping)
Date: Wednesday, 07 June 1995 00:40:10
From: Charles Blaquiere <blaq@io.org>

> From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>
>
> To those digitizing, do you have some great (or small) tips ?
> Shamed to admit, I have Digi-View and DCTV, but never used them for
> digitizing.

Not many tips from this end, even though I also have both. To be
honest, I always got real dark images with Digi-View, so once I got
DCTV, I simply turned my back on DV. DCTV is OK for quick & dirty
digitizing, but I wouldn't use it for high-quality scans. It's too fuzzy
for that, and even worse are the NTSC artifacts you get around all
vertical edges; for high-quality, I'd use a stock photo CD-ROM, or take
a 35mm snapshot and digitize it on a Mac at Kinko's. (European users:
Kinko's is a chain of photocopy shops all over North America, open 24
hours a day, which now offers Macs and PCs, fully loaded with software,
scanners, printers, even color printers, by the hour)

                        Thread   423

                  -=> RETURN TO CONTENTS!<=-

1.136   MSG-133 Subject: Re: SWapCRF, SOLID

                Subject: Re: SWapCRF, SOLID
Date: Wednesday, 07 June 1995 00:44:55
From: Charles Blaquiere <blaq@io.org>

> From: Patrick Sauvageau <sauvp@citi.doc.ca>
>
> Anybody with a compiler can do this in les than half an hour. I can do it
> for Amiga FP and publish the source for somebody else to compile it for
> the PC.
>
> Do you think that distributing a perfect copy of Apex's solid texture is
> "moral", since the amount of work in programing is very small ? Do you
> think it would be better calling it by an other name and changing the
> parameters order, while keeping exactly the sames functionality ?

Well, I don't want to set myself up as The Internet Ethics Advisor, but
since you asked... <grin> I've always had a problem with the US Patent
Office's ruling that algorithms could be copyrighted. In the specific
case at hand, the idea behind "Solid" is basic to the point of
absurdity, and I really don't think Steve Worley, all-around Great Guy,
(trust me, I know) would object to someone whipping up their own
home-made version of "Solid".

> (sory for the bad syntax)

Hey, don't be! Your English is just fine.

                        Thread   354

1.137   MSG-134 Subject: Wire-frame rendering

```
                Subject: Wire-frame rendering
Date:      Wednesday, 07 June 1995 00:52:50
From:      Charles Blaquiere <blaq@io.org>
```

> From: m.rubin9@genie.geis.com
>
> I'm needing to render out some animations in true wire-frame – no
> hidden line removal. Is there any way to turn off the hidden line
> removal that Imagine defaults to in the project editor? Any ideas of
> work-arounds?

Use Functions/Latticize with a small value, for example 0.1, to
transform your objects into actual lattices made up of skinny little 3-D
sticks, just like the old Tinkertoy sets of old.


```
                Thread          208
```

1.138   MSG-135 Subject: Re: Rotoscoping

```
                Subject: Re: Rotoscoping
Date:      Wednesday, 07 June 1995 01:07:46
From:      Ayalon Hermony <ila2024@zeus.datasrv.co.il>
```

On Tue, 6 Jun 1995, Mike McCool wrote:

> Hey Bob, et al,
>
>   You mentioned DCTV as an option.I've only used two digitizers,
> the old Digi-vu, and DCTV, so I'm no expert--but DCTV gives very good
> results.Hell, I've even torqued some pretty good digs out of Digi-vu,
> which must be as funky as they come. Clearly, the better the input video
> source, the better the dig.
>
>   DCTV is also the most affordable route to 24bit and access to
> tape that you'll find.I nabbed mine for $150, and I see them sometimes

> even for less.As all the original 24bit boards have their minor and
> major nightmares, DCTV is really a nice working man's alternative.
>

Hi,

Maybe it'll be of interest to those with DCTV, there's another gudget by
Digital Creations called, RGB Converter.

It lets you, use an Amiga monitor to view DCTV output, so you don't need
a composite video monitor. (you need composite monitor if you want to test
your video, or if you record to vcr. But you can use TV to watch the vcr)

It has the same color spectrum as DCTV (3-4 millions colors) and it's
better for using DCTV Paint. I tried to paint with A1000's 1084 monitor
that has a composite input, it's no fun.
Using A3000's 1950 monitor with RGB Converter is great.

One thing I didn't understand, they wrote in the manual, it's a RGB composite
output, never heard of such, but you can also use it as input to decoder, to
get a better video than DCTV, or S-VHS, whatever the decoder gives.

To those digitizing, do you have some great (or small) tips ?
Shamed to admit, I have Digi-View and DCTV, but never used them for
digitizing.

          How do you come back from 3D ?
Ayalon M. Hermony   Internet: ila2024@datasrv.co.il

                      Thread   54

                -=> RETURN TO CONTENTS!<=-

1.139   MSG-136 Subject: Wireframe redux

              Subject: Wireframe redux
Date: Wednesday, 07 June 1995 01:33:33
From: Charles Blaquiere <blaq@io.org>

Something occurred to me after I posted my reply re: creating "real"
wireframe objects by using Latticize. I realize the original poster
probably wanted as plain an effect as possible, but how about this for a
twist?

Copy your object (RightAmiga-C). Pick the one that's still on the
display, make it black, and give it a fog length about equal to its size.
Paste the copy back into the editor view, pick it, Latticize it, and make
it Bright, white, with no Phong. (Not needed for bright white, really)

What you'll get is the white wireframe, but lines in the back of the
object are slightly darkened, giving a nice sense of depth.

(My first goal was to make the original object black, but then I
realized that (a) the outer set of latticized faces correspond exactly
to those on the original object, giving rise to the familiar "how does
Imagine determine which of 2 equally-distant surfaces is closer?"
problem, and (b) even if I found a solution, all I would do is hide all
back lines from view, which is exactly what the original poster wanted
to avoid.)

                         Thread   421

                  -=> RETURN TO CONTENTS!<=-

1.140   MSG-137 Subject: Wire-frame rendering

               Subject: Wire-frame rendering
Date: Wednesday, 07 June 1995 03:02:00
From: m.rubin9@genie.geis.com

I'm needing to render out some animations in true wire-frame - no
hidden line removal. Is there any way to turn off the hidden line
removal that Imagine defaults to in the project editor? Any ideas of
work-arounds?

Floater

                         Thread   134

                  -=> RETURN TO CONTENTS!<=-

1.141   MSG-138 Subject: FTP Problems

               Subject: FTP Problems
Date: Wednesday, 07 June 1995 03:57:49
From: Ian Smith <iansmith@moose.erie.net>

Sorry about the problems some of you have had in getting files off my
Web page. The FTP server I was using to store my files no longer
existed as of last week. The files have been moved and can be

downloaded again.

BTW, anyone know the email addrsss of Steven Blackmon, author of
the texture package detxtr.zip? I'd liek to list a contact address
for him.

--
IanSmith@moose.erie.net   Visit Below! :-)
My HP48/Imagine Home Page --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/

                    Thread   454

              -=> RETURN TO CONTENTS!<=-

1.142   MSG-139 Subject: Conformations

                 Subject: Conformations
Date: Wednesday, 07 June 1995 06:31:24
From: Granberg Tom <tom.granberg@TV2.no>

Hai there!

Is it possible to conform a object to a spline/path in the stage/action editor,

without having to move it along the same path?
The only way I got this to work was, reverse the object axis, and move the
object along the spline in one(1) frame, but render from frame two(2) to
whatever frame. This is ok in some cases but in others it is hard/impossible to

get the effect you are after!

I WANT TO MAKE SWAYING PLANTS/SPAGEHETTI OR SOMETHIMG!?!
Or be able to get a particle flow to react according to spline(s), maybe fake
vortex like flows.
I'm not an idiot you know, just a a bit lame in my upper left eye lid, but I do

have some real pain in my synapses.

Thanks.....Bye!?!

tom.granberg@tv2.no

                    Thread   202

              -=> RETURN TO CONTENTS!<=-

1.143   MSG-140 Subject: Re: Explosion Flash

```
               Subject: Re: Explosion Flash
Date:      Wednesday, 07 June 1995 07:02:43
From:      rbyrne@3dform.edex.edu.au (Robert Byrne)
```

```
          --------------------------------------------------------------------------
```

Hello Murray, on Jun 6 you wrote:

> On Mon, 5 Jun 1995, Robert Byrne wrote:
>
> > Hello and thanks to everyone for the tips on pre-explosion screen
> > flashes.
> > [snip]
> >
> > The results were'nt bad first time out, no wonder the IML has a good
> > reputation - Great feedback!
>
> Hows about releasing it to the 'net... I'd love to look at it (seeing as
> how I'm still learning about this stuff) and I'm sure others would like
> to see...
>
> Cheerio, Murray.

It's still in beta stage and was really only meant to be an exercise in
special effects. What I'm aiming to do is something that shows the
features of Imagine, something along the lines of an anim that was released
with Deluxe Paint 3, a collage of effects on screen at the same time. I've
sent you the project to give an idea of what I did.

--Bob

```
                      Thread          469

                   -=> RETURN TO CONTENTS!<=-
```

1.144   MSG-141 Subject: Amiga-PHOENIX

```
               Subject: Amiga-PHOENIX
Date:      Wednesday, 07 June 1995 07:42:31
From:      Granberg Tom <tom.granberg@TV2.no>
```

```
          --------------------------------------------------------------------------
```

PHOENIX ARISES FROM THE ASHES!

I know this is a bit out of the ordinary, so dont flame or barbeque me!?!

In the recent time there have been a lot of strange and (un)true roumors
regarding the raise and fall of Commodore. But now it's settled, the German

based company Escom have bought it, and plan to produce and develop the lovely
Amiga to new hights. One of the first news will be a complete redesign of the
A4000/060 tower modell, I have seen the pre-design done by a very well known
designer here in Norway called Bj|rn Rybakken (an Amiga owner, a friend of mine

bought his A1000, the very first machine that arrived in Norway), he has a very

creative and visionary toughts about how it should look, and to be fair (despite

the fact that I know him) it's look stunning. Next year we will probably see a
risc based Amiga (PowerPc or the HP PA risc chip). This is good news, not only
for Amiga(oids) but for PC users as well since it will most likely be a multiOS

platform, running at your will, NT, MacOS, and a redesigned amigaOS, support for
real time 3D graphics, texture mapping and more, Escom is working with Scala and

Motorola on this! But the first to hit the stores will be the 060 based A4000
tower in October/November.

PS.This information is sort of second hand, but I have confirmed most of it!

tom.granberg@tv2.no

                        Thread   85

                  -=> RETURN TO CONTENTS!<=-

1.145   MSG-142 Subject: Re: Wire-frame rendering

                  Subject: Re: Wire-frame rendering
Date: Wednesday, 07 June 1995 10:52:25
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Floater, on Jun 7 you wrote:

>
> I'm needing to render out some animations in true wire-frame - no
> hidden line removal. Is there any way to turn off the hidden line
> removal that Imagine defaults to in the project editor? Any ideas of
> work-arounds?

If you Latticize your objects with a setting of around 0.1 they will be
transformed into wireframes. Not "true" wireframe but very effective.

--Bob

  : Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :
  :   Amiga A3000/25 : Ballina, NSW Australia :

Thread   330

-=> RETURN TO CONTENTS!<=-

1.146   MSG-143 Subject: Re: Rotoscoping

Subject: Re: Rotoscoping
Date: Wednesday, 07 June 1995 12:06:48
From: Kelly Computer Consultants <kcc@wariat.org>

If you've got the gear, this will be MUCH easier to do if you hook up
both cameras to a SMPTE timecode generator and tape the motion with the
timecode showing on-screen. That way you can make sure you are getting
the correct image pairs (triples? Overhead camera?) for each frame.

Doug Kelly
Kelly Computer Consultants

On Tue, 6 Jun 1995, Charles Blaquiere wrote:

> > From: w.graham6@genie.geis.com
> >
> > If you have Imagine 3.2, and a 256 color display, you can kind of do
> > rotoscoping by loading digitised images as backdrops when setting up your
> > bones/states animations. It really does work ok, especially in conjunction
> > with the Freeze and Constraints commands.
>
> And since you can load multiple backdrop images (click in the Front
> window, Load Backdrop, click in Side window, load different backdrop),
> you could actually do a video capture of an actor/dancer using two video
> cameras, one in front and one at the side. Each pair of images could be
> loaded as separate backdrops in the Detail editor, allowing you to
> manipulate your humanoid model in 3 dimensions; cheap 3-D motion capture!
>

Thread   81

-=> RETURN TO CONTENTS!<=-

1.147   MSG-144 Subject: Imagine 3.3

Subject: Imagine 3.3
Date: Wednesday, 07 June 1995 12:47:02
From: Red Hawk <qua1397@cdc700.cdc.polimi.IT>

Hi!!!!
I'm registered to imagine upgrades but I haven't got received the new version...

                I have only the 3.2 version!!!!!!!!!!!!!!!!!!

Perhaps someone has forget to send it .....HERE in ITALY !!!!!

....Flavio Ceruti..............

 .--.
 ! E-Mail: qua1397@cdc700.cdc.polimi.it   __/// !
 ! Amiga 4000/40 25Mhz 18Mb 2.0GbSCSI   \XX/ !
 | Home Page: !
 ! http://cdc715_0.cdc.polimi.it/~qua1397/   !
  `--'

                   Thread   155

                 -=> RETURN TO CONTENTS!<=-

1.148   MSG-145 Subject: Conformations

               Subject: Conformations
Date: Wednesday, 07 June 1995 15:27:58
From: Charles Blaquiere <blaq@io.org>

> From: Granberg Tom <tom.granberg@TV2.no>
>
> Is it possible to conform a object to a spline/path in the stage/action
> editor, without having to move it along the same path?

I'm not sure if you want an object whose shape will not change over
time, is that it? If so, you could conform the object along the path,
then snapshot the object. The snapshot object can then be used instead,
and can be given its own motion; however, its shape will already reflect
the earlier path.

If snapshot is not what you want, how about this: have object A conform
to path P1; and have path P1 follow path P2. P2 is a mirror image of P1,
obtained by scaling P1 by -1 in all 3 axes. If I'm right, the combined
motions of P1 and P2 should cancel each other out, leaving object A in
the same spot -- except, A's shape will change over time as it conforms
to path P1.

And if you want A to move along a totally unrelated path, say P3, then
have P2 follow P3. All dependents of P2 (P1, A) will inherit this motion.

Does this help, or am I totally off the mark?

```
                 Thread        152

            -=> RETURN TO CONTENTS!<=-
```

1.149   MSG-146 Subject: Imagine 3.3

```
              Subject: Imagine 3.3
Date:     Wednesday, 07 June 1995 15:30:21
From:     Charles Blaquiere <blaq@io.org>


     --------------------------------------------------------------------------

> From: Red Hawk <qua1397@cdc700.cdc.polimi.it>
>
> I'm registered to imagine upgrades but I haven't got received the new
> version...
>
>               I have only the 3.2 version!!!!!!!!!!!!!!!!!
>
> Perhaps someone has forget to send it .....HERE in ITALY !!!!!

If it's any help, I don't have it either, and I'm in Canada.
```

```
                 Thread        144

            -=> RETURN TO CONTENTS!<=-
```

1.150   MSG-147 Subject: Re: SWapCRF, SOLID

```
              Subject: Re: SWapCRF, SOLID
Date:     Wednesday, 07 June 1995 15:42:24
From:     zmievski@herbie.unl.edu (Andrey Zmievskiy)


     --------------------------------------------------------------------------

> Did anyone develop a PD texture which has the same effect? (Reminder:
> Solid applies a single color to an entire object, useful when added to
> the parent of an entire group with "Apply to children" activated. It also
> has a fade parameter, to control the intensity of the color; 0.5 means
> the color is applied at 50% strength, leaving the other 50% whatever was
> already on the object)

I can write them. Shouldn't be too hard. What does SwapCRF do exactly?
```

```
                 Thread         93
```

1.151   MSG-148 Subject: A descent fog texture

```
               Subject: A descent fog texture
Date:       Wednesday, 07 June 1995 15:43:36
From:       Charles Blaquiere <blaq@io.org>
```

> From: Murray L. Crane <sis2471@sis.port.ac.uk>
>
> Is there a descent fog texture for either platform (or both preferably)
> that will do natural looking fog that diminishes in density from the axis.

Ummm, can you clarify that a bit? Do you mean fog that will thin out
depending on the absolute distance to the object axis, i.e. similar to
Imagine's "Radial" texture? This can sometimes be simulated by working
on the actual shape of the object, for example:

- Add a primitive cone, radius = 500, height = 50.

- Rotate it so the apex (technical term for "pointy end" B^) looks
straight at the camera. You also want the object's Y axis to look
straight at the camera.

- Add fog attributes, with a fog length giving you the desired amount of
opacity when object depth = 50.

What you get is an object that has its maximum depth in the middle; that
depth diminishes smoothly until it reaches 0 at the object's outer edge.

If you loaded that object in Stage and tracked it to the camera, you
might get the effect you want. Problems will occur if, when the object
rotates to follow the camera, parts of it which were behind/in front of
other objects, now fall in front/behind. You'll need a nice, large empty
area in which to place your fog cone.

This was just off the top of my head. If you need something different,
please give me some feedback and we can work to make it better.

```
               Thread          230
```

1.152   MSG-149 Subject: ST:tng shield

```
                        Subject: ST:tng shield
Date:       Wednesday, 07 June 1995 16:11:14
From:       Michael Hazlett <tarkin@earthlight.co.nz>
```

Ok Rick here is how to make a ST:tng shield using Imagine
without SwapCRF and SOLID.

First off I got the main part from Charles Blaquiere so...
THANKS Charles :)

What it will do is simulate a PHASER hitting the front and that
portion of the shield will show nothing else (Just like on TV:)

- Create a Primative sphere Scale it to envelop your Starship

- Give it a color of 0,0,0 and click on Bright. also make it a
fog object ie: with a length of 50.00. (I made it black
because you said you don't have SwapCRF and SOLID) Add the
Bandturb texture.

- Edit the texture as follows: 1st column 0, 20, 30, 20, 10, 5,
4, 0.4   2nd column: 0.4, 0.4, 0, 0, 255, 0, 0, 0. Axis
position: 81, 0, -0.9.
(The main difference is that the colour you put on the texture
is the colour of the shield, usually green :)

- States/Create START, click Textures/Brushes on.

- Change the texture: Time to 1   Fade to 1   Axis Position:
67, 0 -0.9

- States/Create END.

-In the Action editor morph from START to END over how many
frames you like. And just reverse the states to dissipate the
shield.

You'll see an energy blast hit the front (or wherever) of the
shield flare up (and if you want) dissipate.

And you can change how transparent the shield is by changing the
fog length :)

Any problems give me a yell. :)

Have fun.

MH

                        Thread   562

1.153   MSG-150 Subject: PC's and Video output.

```
              Subject: PC's and Video output.
Date:       Wednesday, 07 June 1995 17:54:48
From:       surentrr@vax.sbu.ac.uk
```

```
    ----------------------------------------------------------------------
```

```
Hi everyone , I have a question for you .
I need a video card for my PC which can do the following :
Overlay Computer graphics and anims onto Video
Save to video.
I am thinking of buying the Movie Machine Pro buy Fast (was 499 pounds
but now is selling for 299 pounds).
It seems to have some great features at an acceptable price.
Does anyone out there have and /or used it ?
Fast have also recently released a Top Line card called The Movie Machine 2
(retails at 499 pounds) and is similar in spec to afore mentioned  card *with*
the addition of S-VHS in/out and some other features.
What Genlocks do you Graphic Guru's Use on PC's
Money is the big factor as am only Dabbling and not using for companys and such
Thanks .
Ramesh Suren
(Excuse my english, there is a gremlin in this Quay-board)
```

```
                     Thread         182
```

1.154   MSG-151 Subject: A descent fog texture

```
              Subject: A descent fog texture
Date:       Wednesday, 07 June 1995 18:09:39
From:       "Murray L. Crane" <sis2471@sis.port.ac.uk>
```

```
    ----------------------------------------------------------------------
```

```
Hi all,

Is there a descent fog texture for either platform (or both preferably)
that will do natural looking fog that diminishes in density from the axis.

Thankings in advance...

Cheerio, Murray.
```

```
+-------------
|  Murray L. Crane – sis2471@sis.port.ac.uk        (until July '95)
|                    netwalker@buddahs.demon.co.uk  (after July '95)
+-------------
| The Inedible Buddahs
|  Bashing it out in Imagine for all the Universe to see
+-------------
```


                           Thread   148

                     -=> RETURN TO CONTENTS!<=-

1.155   MSG-152 Subject: Re: Conformations

```
                 Subject: Re: Conformations
Date:      Wednesday, 07 June 1995 18:13:22
From:      Ian Smith <iansmith@moose.erie.net>
```

On Wed, 7 Jun 1995, Charles Blaquiere wrote:
> I'm not sure if you want an object whose shape will not change over
> time, is that it? If so, you could conform the object along the path,
> then snapshot the object. The snapshot object can then be used instead,
> and can be given its own motion; however, its shape will already reflect
> the earlier path.

I had a similar problem. I wanted to conform a group of obects to a
path, but I wanted it seamles.. one end to meet the other. So I got
the path length, and made my object that size. The problem came in
when I wanted to morph my path to another, and the length changed. I
was really wishing for a Conform Path To Length With Stretch command.
Another case where macros/ARexx would come in handy to do this auto-
maticly. I did solve the problem, but it was a hack!

What I wanted was a bunch of planes flying in a complex path, with
the path changing size and shape. I ended up setting up the entire
animation and only using one plane. After I had the motion right I
decided how many planes I wanted, and used ISL to conver the staging
to a text file. I then hacked up a quick script to copy the plane
object, shifting it over the desired number of frames. When I was
done, I had the correct number of plans flying along the path, and
they would get closer together and further apart as the path length
changed. It would be easier with render-time macros though...

```
--
IanSmith@moose.erie.net        Visit Below! :-)
My HP48/Imagine Home Page  --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/
```


                           Thread   379

1.156   MSG-153 Subject: Re: Rotoscoping

```
            Subject: Re: Rotoscoping
Date:      Wednesday, 07 June 1995 18:18:09
From:      Ian Smith <iansmith@moose.erie.net>
```

```
    ----------------------------------------------------------------------
```

```
On Tue, 6 Jun 1995, Mike McCool wrote:
> But did I understand you correctly:  the RGB converter yields a better
> looking DCTV output than the above setup?  I assume there's some
> advantage to using it, or why buy one--but I guess I'm lame on exactly
> what the advantage is.  If it looks better, there you have it.

I think the main draw of the device (other than not needing a switch
on your monitor anymore) was that with RGB output you could use the
DCTV with a genlock.  It genlocked using the luma value.  There was
a little knob on it to adjust how close to black a color could be and
still be genlocked.  ALways wanted one, but it was almost as much as
the DCTV itself.  I have an EGS board now, but the DCTV is still great
for displaying animations!  A 640x200 screen with 3 bitplanes looks
much nicer than a 320x200 by 256 color screen, and is smaller too.
At least on raytraced images where you need a LOT of colors.

--
IanSmith@moose.erie.net        Visit Below! :-)
My HP48/Imagine Home Page  -->  http://moose.erie.net/~iansmith/
Come Visit Africa Imports! -->  http://www.cyberenet.net/~africa/
```

```
            Thread          98
```

1.157   MSG-154 Subject: Snappy

```
            Subject: Snappy
Date:      Wednesday, 07 June 1995 20:55:00
From:      tongorad@lava.net (Brian T. McGraw)
```

```
    ----------------------------------------------------------------------
```

```
All this talk of using DCTV to digitize backdrops and such for Imagine has
got me to thinking about a device I saw mentioned in an issue of Digital
Video magazine.  The thing is called Snappy (I think) and is being produced
```

by a company called Play. Snappy is supposed to be a device that hooks up
to an IBM compatible PC and lets you digitize video up to some ridiculously
high resolution (much higher than actual video, if that is possible).

Anyway, does anyone know if this thing is out yet and how well does it
function? Also, I think Play consists of some former Newtek people and the
former Digital Creations (makers of DCTV). If I am right about this, does
that mean that Snappy is basically DCTV for IBM compatible PCs?

Any and all answers will be appreciated.

Thanks,
Brian

                          Thread   461

                    -=> RETURN TO CONTENTS!<=-

1.158   MSG-155 Subject: Re: Imagine 3.3

                    Subject: Re: Imagine 3.3
Date: Wednesday, 07 June 1995 22:37:16
From: Broctune@aol.com

IF it is any consellation I live in the US and still haven't received mine.

                          Thread   175

                    -=> RETURN TO CONTENTS!<=-

1.159   MSG-156 Subject: Video mail lists

                    Subject: Video mail lists
Date: Wednesday, 07 June 1995 22:46:14
From: gareth.qually@tinder.iaccess.za (Gareth Qually)

Does any one know of any video related mail lists or user groups.
I would be most grateful for any help here.

Thanks...

Chow...

gareth.qually@tinderbox.iaccess.za

                         Thread   488

                 -=> RETURN TO CONTENTS!<=-

1.160   MSG-157 Subject: Space Ship Textures

                  Subject: Space Ship Textures
Date: Wednesday, 07 June 1995 23:09:08
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

Hi all!

  I've been struggiling with the problem of getting a decent
looking texture for a space ship. I only have Imagine _2.0_ (haven't
upgraded yet, still saving up the cash) so this rules out a lot of
textures that the rest of you take for granted. I much prefer to use a
procedural texture instead of an image map because I only have 8 megs of
ram(that's the next thing on the upgrade list). Right now I'm playing
with a light grey object with the checks2 texture applied several times
over, with the texture set transparent enough so that you can see squares
of a different size underneath, making it look less uniform. Alas, it
still lacks the realism I'm looking for.

Any help is much appreciated.

     Rick

                         Thread   316

                 -=> RETURN TO CONTENTS!<=-

1.161   MSG-158 Subject: RE:ROTOSCOPING

                  Subject: RE:ROTOSCOPING
Date: Wednesday, 07 June 1995 23:48:18
From: Kent Marshall Worley <mumu@america.net>

On 6 Jun 1995, Granberg Tom wrote:

> background as the resolution I'm going to render in, was interesting. I think

> that this could maybe work, but I can see a possible problem with this
> idea (unless you have tried it, and I know it's a bit early to give critic on
a
> tip I havent tried yet, but here goes!). Imagine's windows are not the correct

> aspect ratio compared with most image sizes, that are mostly in 1.3 to 1, or 8

> to 6, so if imagine doesnt crop the background picture in x, you would acctual
y
> work in a x scaled picture, then your alignment of objects and the like, would
nt
> fit when you render it.
>
> tom.granberg@tv2.no
>
I have found this to be a pain in the ass the other night. I saved a
brush map and loaded it in the spline editor and made a great object out
of it. I extrude it and map the brush on the object and it does not fit.
It seems imagine loads images into the spline editor so they will fill
the editor screen. This is bad! The brush map images need/must be loaded
in at the aspect ratio and pixel ratio that they are. With the ability to
modify imagines screen size this should not be a problem.
   mumu

                        Thread   263

                  -=> RETURN TO CONTENTS!<=-

1.162   MSG-159 Subject: Prefs

                  Subject: Prefs
Date: Thursday, 08 June 1995 00:42:36
From: animlogo@login.dknet.dk (Kent Rise Hansen)

Hi all you imagine-experts !
Does anybody know how to change the basic name
from PICxxxx to PIC.xxxx or aaa.xxxx (notice the
period) when saving generated pictures. There must
be a smarter way to this than manual work with
DirOpus.
I've tried to change names in the path requester
in project editor and in prefs as well.
I'm new in IML and it is difficult to catch up
with just reading the stuff. So finally after
1 1/2 month I feel like throwing a question in

to the arena... :-)
Regards
Kent

                          Thread   187

                   -=> RETURN TO CONTENTS!<=-

1.163 MSG-160 Subject: Particle/memory problem?(95 lines long)

                  Subject: Particle/memory problem?(95 lines long)
Date: Thursday, 08 June 1995 01:09:07
From: David Nix <WRNIX@uga.cc.uga.edu>

Imagineers-

I recently ran into a strange quirk while doing something slightly off
the wall with ver.3.2 and hoped one of you guru's might have a guess.

Admittedly, this is pushing imagine a bit, but ... here goes.

I created a really cool particle animation where I mapped a 24bit IFF
 to a very dense sphere and particlized it. If you ever saw the film
"The Lawnmower Man", you know exactly what this looks like. Over 30
frames the sphere "blows" away in a flurry of tiny spheres, with the
correct segment of the image mapped to each particle as they swarm off.

Here are the specifics:

The image map is a 544x332 24bit IFF from a grabbed frame of video.
 Yes, I know its big.

The sphere is really dense, 1106 points,3312 edges,and 2208 faces. I
believe it was a 36x24 primitive. It is "particlized" into spheres set
to a radius of 2. The random factor was 314. The image (a friends face)
was mapped with a spherical map and saved as both a default and named state
with the texture and map option checked and the lockstate requestor in
the attributes set to the named state(ie... BALL.ONE) and then saved into
the object file. The map stays in the right place throughout the whole
animation.

Now here's where it gets sticky...

In order to get the particles dense enough so that I didnt have holes
inbetween each particle sphere (ie... so that my photo was recognisable
and did'nt look like swiss cheese), I made two more spheres exactly like
the first but scaled smaller and oriented slightly differently to fill
the gaps and placed them inside the first one. One sphere (made up of tiny

spheres) inside another inside another...

I loaded this into the stage editor, set up the lights, did the r/amiga 7,
8, &9 to establish the position and scaling data and saved my changes. Went
to the action editor and applied the particle effect to all three spheres
so that it seems as if a wind force blows them all away. I did several test
renders (allways raytracing to see true CSG sphere particles) and everything
looked fine. Set it off to render overnight.

So whats the problem, you ask?

Frames 28 and 29 are cropped along the left side and the top edge. They
refuse to render any other way. The image output file is 736x467 24bit IFF.

These frames do not contain the greatest density of swirling particles, nor
does my world size excede 1000x1000x1000 imagine units.

Frame 27 looks perfect as does frame 30... I'm stumped. The bad frames look
like they had been rendered with the set zone function set to exclude anything
in a inch wide band along the top and side.

I'm using the newly discovered subdivision and EDLE settings and the new
anti-alias settings that some kind soul posted here about a week ago, and
they seem to work great. In addition, I'm running all this mess on an A4000
with a 28mhz warpengine and 18 megs of ram.

I know this is a huge density of particles, but why choke on these frames if
they dont have the greatest amount of particles in them? Frame 18 or so
has a whole lot more particles visible in it. (rough guess, a total of 6624
particles in all, one for each face).

Any guesses would be welcome...

BTW, it still looks absolutely amazing - I just deleted the two offending
frames.

Thanks in advance-

Dave Nix

PS - Scanline refuses to even load in the initialization stage for these
frames and gives an insufficent ram for objects warning and chokes.

                         Thread   228

                    -=> RETURN TO CONTENTS!<=-

1.164   MSG-161 Subject: Re: Prefs

            Subject: Re: Prefs
Date: Thursday, 08 June 1995 01:25:09
From: Lumbient@aol.com

Hmmmm, I wrote a utility that would do exactly that!!!

Catch: its only for the PC....

Rise your hands you PC Imagineers if you want it!!!!

                                                    ----Lumbient

                        Thread   170

                -=> RETURN TO CONTENTS!<=-

1.165   MSG-162 Subject: RE: Lighting Calculations

                Subject: RE: Lighting Calculations
Date: Thursday, 08 June 1995 03:31:27
From: Torgeir Holm <torgeirh@powertech.no>

On 06-Jun-95 13:42:00, DSS wrote:

>Conny wrote:
>>> Thats because every point on the surface has its normal parallel(damn
>>> that spelled? :) to the incoming light rays.
>>One "r" and two "l"s, PARALLELL   :-)
>   Is this how parallel is spelled in Sweden??? ;-)

At least that's how it's *spelt* in Norway :)

Torge!r

                        Thread   130

                -=> RETURN TO CONTENTS!<=-

1.166   MSG-163 Subject: Atmosphere

                Subject: Atmosphere
Date: Thursday, 08 June 1995 05:48:36
From: Tony_Bernauer@comlink.mpx.com.au (Tony Bernauer)

Hello all,

2 questions,

1/ Can anyone suggest a way of creating something that looks like
atmosphere around a planet ? I've tried making a sphere slightly bigger
than the planet and making it a fog object. This looked Ok when I
quickrendered it but .... in scanline the fog wasn't their.

2/ When I generate still frames in a project they are 24 bit but if I get
Imagine to create an animation from them they get changed to 8 bit?

Thanks, Tony

-- Via DLG Pro v1.0

                        Thread   189

                  -=> RETURN TO CONTENTS!<=-

1.167   MSG-164 Subject: FLC resolution

                Subject: FLC resolution
Date: Thursday, 08 June 1995 07:50:49
From: garyd@pinn.nacjack.gen.nz (Gary Dierking)

I'm using Imagine 3.0 on a PC and can't seem to produce an FLC
animation with resolution greater than 320X200. The stills
come out any size I want, but when I make an animation, I
only get the center 320X200 section of the image. I have the
feeling that I'm missing something very obvious but I don't
know what it is.

                        Thread   199

                  -=> RETURN TO CONTENTS!<=-

1.168   MSG-165 Subject: Re: Rotoscoping

                Subject: Re: Rotoscoping
Date: Thursday, 08 June 1995 09:58:35
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

On Tue, 6 Jun 1995, Mike McCool wrote:

 [del some...]

> But did I understand you correctly:the RGB converter yields a better
> looking DCTV output than the above setup?I assume there's some
> advantage to using it, or why buy one--but I guess I'm lame on exactly
> what the advantage is.If it looks better, there you have it.
>

Thanks to all for the tips about digitizing.

The RGB Converter let you use analog RGB output. In other words, you use
your 1084 monitor, with the 23 pins RGB conector, like your A500.
And because you don't use composite video, it's better. Put the same pic
for viewing with your A500 RGB, and then watch it through the DCTV, you'll
see what I mean.
I wrote that I use the RGB Converter with 1950 monitor. It's an A3000
monitor, it has no composite video input, only analog RGB. The A3000 has
a great feature, it has built in uninterlace circut, and two output.
One 15Khz ordinary Amiga RGB output, and because it's a multisync monitor
(the 1950) you have another output (15 pin) so you can use any SuperVGA
monitor, and have HiRes (736x566 DCTV) with no flicker at all.
I don't know if you need the RGB Converter. Its advantage is for HiRes
painting in RGB mode, for fine details. If you have A500 without any
noninterlace add on, you'll get flickers HiRes screens. Its a different
flicker you get from composite video, although, you can avoid both with
the same 'tricks' (don't paint one pixel horiz lines, avoid high contrast)

Sorry for moving away from Imagine topics, but for me, it's part of doing
animations and testing them by recording to vcr. Altough I can play up to
5 parts of 3D anims made with Imagine,
up to 45 seconds of 3bit 736x566 DCTV at one time, you need a vcr to test
longer attached anims.

            How do you come back from 3D ?
Ayalon M. Hermony,   Internet: ila2024@datasrv.co.il

                    Thread   153

                 -=> RETURN TO CONTENTS!<=-

1.169   MSG-166 Subject: Re: Rotoscoping

                Subject: Re: Rotoscoping
Date: Thursday, 08 June 1995 10:11:44
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

On Wed, 7 Jun 1995, Ian Smith wrote:

[del some...]
> I have an EGS board now, but the DCTV is still great
> for displaying animations!A 640x200 screen with 3 bitplanes looks
> much nicer than a 320x200 by 256 color screen, and is smaller too.
> At least on raytraced images where you need a LOT of colors.
>

Hello,

If you'll go to video, you can record 640x200 all right, but if you plan to
edit it, it's better to record interlace 640x400 (736x566 DCTV) pro vcr
prefer it, and consumer vcrs don't care much about it.
Or, make your 640x200 interlace as well, unless you realy need to save
disk space or ram.

Ignore all the above, if you do it only for home testing your anims.

                How do you come back from 3D ?
Ayalon M. Hermony,   Internet: ila2024@datasrv.co.il

                        Thread   165

                  -=> RETURN TO CONTENTS!<=-

1.170   MSG-167 Subject: Re: Snappy

                Subject: Re: Snappy
Date: Thursday, 08 June 1995 10:34:33
From: Mike McCool <mikemcoo@efn.org>

Hey Brain,--woops, I mean Brian. (There's once when my stumbling dyslexia
did someone a favor instead of insulting them).

You probably got the same message as I did, yesterday, but someone (excuse
my stumbling memory-loss) posted us a note about this very animal.
Mentioned that it is indeed available, for under 200 dollars, and is
already some kind of monumental bestseller, as could easily be understood.

                        Thread   213

1.171   MSG-168 Subject: Re: FLC resolution

                   Subject: Re: FLC resolution
Date: Thursday, 08 June 1995 10:42:27
From: Mike McCool <mikemcoo@efn.org>

Well, I'm no pc'er, but from what I understand, 320 x 200 is it. I've
been converting anims for a pc friend who wants some of my amiga things
for a project he's working on, and this was the first thing I had to do:
convert everything to 320 x 200, 256 colors. FLI has the same resolution
restrictions.

It kind of reminds of the difference between a rooster and a capon.

                   Thread   338

1.172   MSG-169 Subject: RE:FLC resolution

                   Subject: RE:FLC resolution
Date: Thursday, 08 June 1995 10:49:59
From: Mike McCool <mikemcoo@efn.org>

> On a similar note ,I'm using Imagine 2.0 pc and have problems with
> FLCS produced by imagine (even 320x200 Fli's!). They don't seem
> to be read in by other external progs.
> What I do is produce the stills then compile them.

Again, I'm no pc'er, but I had similar problems trying to get my straight
iff/ilbm anims to work once converted to fli/c's. I was using Mainactor,
which went about converted everything fine, but then either crashed or
yielded a flc/fli anim that no pc'er could look out without trashing his
viewer.

Some kind soul suggested performing all the conversions on the original
pix prior to feeding them into MainActor. So I did the sizing down to
320x200, and then fed the whole animal into ADPro and reduced the palette
to 256 colors.

The resulting anim was then loaded into MainActor, which then did the

conversion to fli/flc and yielded which would play nicely on my friend's
pc.

I realize all of the above may be a waste of your time, but perhaps
there's something in the link that will help you on the pc side.

                              Thread   233

                    -=> RETURN TO CONTENTS!<=-

1.173   MSG-170 Subject: Re: Prefs

                    Subject: Re: Prefs
Date: Thursday, 08 June 1995 10:59:17
From: cjo@esrange.ssc.se

Kent R Hansen wrote;
> Does anybody know how to change the basic name
> from PICxxxx to PIC.xxxx or aaa.xxxx (notice the
> period) when saving generated pictures. There must
> be a smarter way to this than manual work with
> DirOpus.

There a a couple of renaming utilities on Aminet ...sorry, don't remember
their names. Just search for "renam" in the index.

```
*----------------------------------------------------------------*
|   Conny Joensson   |   Swedish Space Corp. Esrange            |
|   Kiruna           |   Satellite operations - Telecom Div.    |
|   Sweden           |   cjo@smtpgw.esrange.ssc.se              |
*----------------------------------------------------------------*
```

                              Thread   215

                    -=> RETURN TO CONTENTS!<=-

1.174   MSG-171 Subject: Easy MPEG

                    Subject: Easy MPEG
Date: Thursday, 08 June 1995 11:45:45
From: cjo@esrange.ssc.se

I know that this was discussed some weeks ago but, being as smart as I am ;=
)

I never saved any of the messages. So, here we go again...

When using 'easy_mpeg' to make an mpeg animation on the Amiga my machine
crashes after 5 frames. Why? And how do I prevent it?

```
*----------------------------------------------------------------*
|   Conny Joensson    |   Swedish Space Corp. Esrange            |
|   Kiruna            |   Satellite operations - Telecom Div.    |
|   Sweden            |   cjo@smtpgw.esrange.ssc.se              |
*----------------------------------------------------------------*
```


                        Thread   181

                  -=> RETURN TO CONTENTS!<=-

1.175   MSG-172 Subject: Re: DXF to Imagine

                  Subject: Re: DXF to Imagine
Date: Thursday, 08 June 1995 12:00:15
From: Dave Rhodes <dave@darhodes.demon.co.uk>

Hi Mike, (and the rest...)

> I for one am on the lookout for skull objects, and would love to
> have a crack at it. I own PixelPro3d, so if we're talking amiga, rather
        ^^^^^
        Ouch!

    Maybe 3.3 will have an Un-Skin feature, then all you'll have to do
is make a head. <joke >.

      This _Real world_ vs Imagine technique concept reminds me of a few
posts a while back on the subject of glasses with liquids in, in particular
the idea that they should be darker in the middle, and lighter at the edges.

   Now is it just my eyes, or is it true that liquids DON'T do this at all?

 I've done quite a few projects with beer glasses in, and I tried to make
them look _real_ with the tips given on here, until I actually went to the
trouble of going to the pub to do some err..research (ahem)..

   Now (after much study) , I've decided that I was on the wrong track.
Maybe it's to do with the refraction, but it sure looks the same right
across the width of the glass to me....Even before I drink any...

   Maybe some professor of beer density will shoot me down in flames on this,
but surely it's what our eyes see that we should be striving to re-create.

 Anyone else agree ?

 Anyone got any ideas on how I can do the head (foam) on the beer ?

```
   mine looks a bit like lumpy custard..
(.. now that's something you don't type every day)

> Alas, poor Zorick).

 I didn't know him at all, Horatio.


--


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

                        Thread   171

                    -=> RETURN TO CONTENTS!<=-

1.176   MSG-173 Subject: :-(

```
                Subject: :-(
Date:      Thursday, 08 June 1995 12:55:16
From:      Fernando Pena D'Andrea <DANDREA@aton.inf.ufrgs.br>


 --------------------------------------------------------------------------


   Hi, Imagineers. I'm writting to talk about some objects and
pictures which I had promised. I had my account disk space reduced
drastically, so will be hard to send it. Sorry :-( .
   If the volume of large messages (and in some cases, messages of
all sizes which are completely useless...). Some people may be with
the same trouble too :-(
   That is all, folks.

   Fernando D'Andrea, email: dandrea@aton.inf.ufrgs.br************************
********
Fernando Pena D'Andrea.
E-Mail: dandrea@aton.inf.ufrgs.br
*******************************
```

                        Thread   106

                    -=> RETURN TO CONTENTS!<=-

1.177   MSG-174 Subject: Re: A descent fog texture

```
                Subject: Re: A descent fog texture
Date:      Thursday, 08 June 1995 13:04:38
From:      sauvp@citi.doc.ca (Patrick Sauvageau)
```

"Murray L. Crane" <sis2471@sis.port.ac.uk>:
>What I'm after is doing realistic looking ground cover fog with an
>extruded plain sitting on a ground, to give the scene a spooky gothic
>horror sytle of effect... The fog density in an ordinary fog lengthed
>plane doesn't diminish with height, and consequently it just looks like a
>'cube' of single density fog on the ground. If there is a texture on PC
>and Amiga (version 3+ on both machines) that will do this, I would be
>most grateful for an address to get it or a copy therein. Alternatively,
>any hints on how to make a plane of fog that diminishes with height would
>be appreciated.

I think that you can achive the effect you want by using the "Ghost"
texture. It will reduce the density of the fog as the angle of incidence
between the camera and the surface of the fog decrease. So if you create a
layer of "horror movie fog" (TM G. Romero :-)), your fog will have it's full
density direcly under the camera and it will vanish as it go toward the
horizon. If I remember correctly, the "nebula" texture do the same thing,
but it add some disturbances to the cloud.

Remember that in Imagine, the fog is not an object full of fog; it's only a
level of transparency applied on THE SURFACE of an object. This level is
determined by the distance the "vision line" travel before encoutering
another fog surface. Fog do not exist inside a fog object; only on it's surface.

Good luck and keep us informed of your results..

Patrick Sauvageau
(sauvp@citi.doc.ca)

                            Thread   508

                       -=> RETURN TO CONTENTS!<=-

1.178   MSG-175 Subject: Imagine and VMM

                    Subject: Imagine and VMM
Date: Thursday, 08 June 1995 13:08:16
From: H.KUECK@aigm.westfalen.de (Hendrik Kueck)

Hi,

I use an Amiga 1200 with 6 MB, Imagine 3.0 and VMM3.0.
My poblem with VMM and Imagine is, that if I enable virtual
memory, Imagine consumes more virtual memory than necessary.
I rendered a scene, which I thought was a little too big to

render with 6 MB. So I used VMM. Imagine used all the virtual
memory available. After 4 hours rendering I stopped it because I
thought VMM would kill my harddrive. The picture was at 50%.
After that I tried to render without virtual memory and it
worked. The picture was rendered in 40 minutes.
I would like to setup Imagine and VMM, that Imagine uses the
normal memory first before using virtual memory, because now it
uses fast memory first after that virtual memory and at last it
uses the chip memory. In addition I want Imagine not to use any
more memory than absolut neccesary if I use VMM. Does annyone
know how to achieve this?

Bye,
   Hendrik

                        Thread   186

                 -=> RETURN TO CONTENTS!<=-

1.179   MSG-176 Subject: Re: A descent fog texture

                 Subject: Re: A descent fog texture
Date: Thursday, 08 June 1995 13:09:31
From: "Murray L. Crane" <sis2471@sis.port.ac.uk>

On Wed, 7 Jun 1995, Charles Blaquiere wrote:

> Ummm, can you clarify that a bit? Do you mean fog that will thin out
> depending on the absolute distance to the object axis, i.e. similar to
> Imagine's "Radial" texture? This can sometimes be simulated by working
> on the actual shape of the object, for example:
[snip]

Sure I'll clarify... (having read what I wrote it could do with
clarifying...)

What I'm after is doing realistic looking ground cover fog with an
extruded plain sitting on a ground, to give the scene a spooky gothic
horror sytle of effect... The fog density in an ordinary fog lengthed
plane doesn't diminish with height, and consequently it just looks like a
'cube' of single density fog on the ground. If there is a texture on PC
and Amiga (version 3+ on both machines) that will do this, I would be
most grateful for an address to get it or a copy therein. Alternatively,
any hints on how to make a plane of fog that diminishes with height would
be appreciated.

Cheerio, Murray.

+--------------
| Murray L. Crane - sis2471@sis.port.ac.uk   (until July '95)

```
|                          netwalker@buddahs.demon.co.uk  (after July '95)
+-------------
| The Inedible Buddahs
|  Bashing it out in Imagine 3.2 for all the Universe to see
+-------------
```

```
                        Thread           174

                    -=> RETURN TO CONTENTS!<=-
```


1.180   MSG-177 Subject: Need help with effect

```
              Subject: Need help with effect
Date:      Thursday, 08 June 1995 13:33:04
From:      H.KUECK@aigm.westfalen.de (Hendrik Kueck)
```

```
   --------------------------------------------------------------------------
```

Hi,

what I want to do is an animation, in which particles fly out of
a megaphone and form an word, which moves away from the
megaphone. It should be a kind of a reverse animated implosion.
I played around with the explosion and the particle effect but
did not get the result I want.
If someone can help me with this effect, please write me a mail.

Bye,
  Hendrik

```
                        Thread           227

                    -=> RETURN TO CONTENTS!<=-
```


1.181   MSG-178 Subject: Is it worth it?

```
              Subject: Is it worth it?
Date:      Thursday, 08 June 1995 14:52:05
From:      jkee@motown.ge.com
```

```
   --------------------------------------------------------------------------
```

     Is it really worth it to upgrade from 2.0 on the PC?

Opinions are wanted, I'm contemplating the upgrade
and want to know if the newer versions are worth
the $300 plus the extra $100 to get to the newest
version.

Jon

jkee@motown.ge.com
Lockheed Martin
Government Electronics Systems Division
Moorestown, New Jersey
_____
Written laws are like spiders' webs and will, like them,
only entangle and hold the poor and weak while the rich
and powerful easily break through them.
        Anacharcis, Scythian philosopher, 600 B.C.

_____
Banking was conceived in iniquity and born in sin. Bankers
own the earth. Take it away from them, but leave them the
power to create money, and with the flick of a pen, they
will create enough money to buy it back again and again.
        Josiah Stamp, Former Presidnet, Bank of England
_____

Thread   196

-=> RETURN TO CONTENTS!<=-

1.182   MSG-179 Subject: RE:FLC resolution

              Subject: RE:FLC resolution
Date: Thursday, 08 June 1995 15:25:11
From: surentrr@vax.sbu.ac.uk

On a similar note ,I'm using Imagine 2.0 pc and have problems with
FLCS produced by imagine (even 320x200 Fli's!). They don't seem
to be read in by other external progs.
What I do is produce the stills then compile them.

Thread   528

-=> RETURN TO CONTENTS!<=-

1.183   MSG-180 Subject: Vista Pro not working !

_____

                    Subject: Vista Pro not working !
Date: Thursday, 08 June 1995 15:39:26
From: surentrr@vax.sbu.ac.uk

I have got the Vistapro CDROM from the cover of PCGUIDE,
Most of the programs run except Vista-morph, has anyone out there found
a fix to get it running ?
Also for the first time ,This PC mag has an offer to purchase the full
manual for a cover program(i.e. Vista Pro).They are charging 15 UK pounds.
I wish When Imagine came out they had a similar offer !
What's the view on the Vista Manual ,is it worth buying for its
discussion on advanced features?
The version I'm talking about is Vista 3.0 CD.

                    Thread   194

              -=> RETURN TO CONTENTS!<=-

1.184   MSG-181 Subject: Re: Easy MPEG

                    Subject: Re: Easy MPEG
Date: Thursday, 08 June 1995 15:55:25
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

Hi Conny,

>I know that this was discussed some weeks ago but, being as smart as I am ;=
>) I never saved any of the messages. So, here we go again...
>
>When using 'easy_mpeg' to make an mpeg animation on the Amiga my machine
>crashes after 5 frames. Why? And how do I prevent it?

Adjust your stacksize, or get the new version from Aminet. The author said he
has fixed this error.

Greetings Joop

PS: If you don't want to save each and every message yourself, get the
IMLarc* from Aminet. Either the text version, sorted on date or the
AmigaGuide version which has 2 index pages one sorted on date and one sorted
on thread. Start with message number one and keep pressing enter to see all
threads/messages.

                    Thread   399

1.185   MSG-182 Subject: Pix

```
                Subject: Pix
Date:      Thursday, 08 June 1995 16:05:39
From:      MCADOO <MCADOO@edinboro.edu>
```

Where is a good site for graphics and pictures for the IBM. Not needed for
animation. Trying out new color printer and pictures to try. Thanks for
any assistance given.

Direct from my keyboard to your screen

mcadoo@vax.edinboro.edu

```
                Thread          384
```

1.186   MSG-183 Subject: Re: Particle/memory problem?(95 lines long)

```
                Subject: Re: Particle/memory problem?(95 lines long)
Date:      Thursday, 08 June 1995 16:08:56
From:      Roger Straub <straub@csn.net>
```

On Thu, 8 Jun 1995, David Nix wrote:

> Imagineers-
>
[snip]
>
> Dave Nix
>
> PS - Scanline refuses to even load in the initialization stage for these
> frames and gives an insufficent ram for objects warning and chokes.
>

This is because if you render the sphere particle type in Scanline, it is
treated as a primitive sphere, with faces. With 6624 spheres, you have a
LOT of faces to render. This will exhaust the RAM on most PCs, not to
mention on some low-end SGI machines.

See ya,

        Roger

                        Thread   438

                => RETURN TO CONTENTS!<=-

1.187   MSG-184 Subject: Re: Amiga anims to PC?

                Subject: Re: Amiga anims to PC?
Date: Thursday, 08 June 1995 16:29:13
From: fev0197@comune.bologna.it (Roberto Naldi)

>Is there any way to convert Amiga anims to PC anims?
>
>Andrey

Try MainActor on the Amiga, but don't expect gorgeous results when you start
with an Ham (6-8) anim.
Best wishes,

                            Roberto Naldi

                        Thread   249

                => RETURN TO CONTENTS!<=-

1.188   MSG-185 Subject: Re: FLC resolution

                Subject: Re: FLC resolution
Date: Thursday, 08 June 1995 17:56:03
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Thu, 8 Jun 1995, Mike McCool wrote:

> Well, I'm no pc'er, but from what I understand, 320 x 200 is it. I've
> been converting anims for a pc friend who wants some of my amiga things
> for a project he's working on, and this was the first thing I had to do:
> convert everything to 320 x 200, 256 colors. FLI has the same resolution
> restrictions.
>
> It kind of reminds of the difference between a rooster and a capon.

>

Well, I have the same problem with Imagine 2.0(pc). The stills come out
fine, but if I compile them into an flc in Imagine it crops it off around
the border. I do know that there are higher resolution flcs though.
I've seen an flc animation of a shark (by Cyrus Lum, I think) which is
just incredible, and it has a resolution of 640 x 480.

        Rick

                    Thread   191

                -=> RETURN TO CONTENTS!<=-

1.189   MSG-186 Subject: Re: Imagine and VMM

                Subject: Re: Imagine and VMM
Date: Thursday, 08 June 1995 19:49:38
From: Udo K Schuermann <walrus@wam.umd.edu>

> I rendered a scene, which I thought was a little too big to
> render with 6 MB. So I used VMM. Imagine used all the virtual
> memory available. After 4 hours rendering I stopped it because I
> thought VMM would kill my harddrive. The picture was at 50%.
> After that I tried to render without virtual memory and it
> worked. The picture was rendered in 40 minutes.

My experience is with GigaMem, a commercial VM package. I don't know how
much of it applies to VMM, too, but here's my experience for what it's
worth:

    1.   Give the VM software plenty of buffers.
      Basically you will have to treat it in a similar manner as disk
      buffers. Give it only 512K buffer space and it will thrash,
      trying to move potentially hundreds or thousands of pages of
      memory through a buffer-bottleneck.
    2. GigaMem has cache memory, too, which I'm not sure how it is used.
      My thoughts are that it uses cache memory for various things that
      are never swapped out.

I've rendered scenes that "ate" 17MB of VM and more, allocating 4MB of
buffer space. A good rule of thumb is to assign buffers of 20%-30% the
size of your VM partition. A 40MB partition used for VM should have
between 8MB and 12MB of real memory for buffers. Any less and you run a
much greater chance of thrashing. Of course, how far performance drops
depends a great deal on how applications access your memory (i.e. jump
madly about in random leaps for small chunks everywhere, or stay within
small areas for long periods of time.)

```
> I would like to setup Imagine and VMM, that Imagine uses the
> normal memory first before using virtual memory, because now it
> uses fast memory first after that virtual memory and at last it
> uses the chip memory. In addition I want Imagine not to use any
> more memory than absolut neccesary if I use VMM. Does annyone
> know how to achieve this?
```

Your best bet is to have Imagine use only VM, but assign plenty of buffer
space to the VM software. You may be surprised that Imagine will render in
a comparable amount of time, let's say 60 instead of 40 minutes.

In your case, assign 2 or 3 MB to a 6 to 8MB VM partition. Anything else
and you'll run an increased risk of thrashing.

```
 |._.|_   Udo Schuermann            "The future's not what it used to be!"
 |(:)| )  walrus@wam.umd.edu                    -- Narn Ambassador G'Kar
 |_:_|/   http://www.wam.umd.edu/~walrus/      Babylon 5, "The Long Dark"
```

Thread   339

-=> RETURN TO CONTENTS!<=-

1.190   MSG-187 Subject: Re: Prefs

```
              Subject: Re: Prefs
Date:    Thursday, 08 June 1995 20:00:55
From:    Lumbient@aol.com
```

Oppps, forgot to quote!!! The Utility will actually cut off the pic part of
the file
EX: PIC0001.tif becomes 0001.tif
I'm, still working on making one the will cange the number to the
extension...maybe I have that soon.
EX2 PIC0001.tif becomes PIC.001

Thread   211

-=> RETURN TO CONTENTS!<=-

1.191   MSG-188 Subject: Re: A descent fog texture

```
              Subject: Re: A descent fog texture
Date:    Thursday, 08 June 1995 20:55:31
From:    Charles Blaquiere <blaq@io.org>
```

> From: Murray L. Crane <sis2471@sis.port.ac.uk>
>
> What I'm after is doing realistic looking ground cover fog with an
> extruded plain sitting on a ground, to give the scene a spooky gothic
> horror sytle of effect... The fog density in an ordinary fog lengthed
> plane doesn't diminish with height, and consequently it just looks like a
> 'cube' of single density fog on the ground.

Ahh, I see. You want the same thing as countless Imagine users through
the years: volumetric fog. Such a thing doesn't work in Imagine, where
objects are defined only by their faces; their inside is just as empty
as, well, Rush Limbaugh's heart. <no flames, please!>

As with so many things in 3-D software, you can _simulate_ what you want
through devious tricks. In this case, ditch the fog extruded plane. Add
a flat horizontal plane, 0.01 units above the ground. Make it Bright,
white, and add the FilNoiz2 texture. Make 2 out of the 3 RGB triplets
224,224,224 (i.e. almost, but not quite, transparent); leave the third
triplet as 0,0,0. Render, and you'll see a flat, patchy fog covering the
ground.

If you Replicate this plane 4 times, with length = 0.001 and Z translate
= 20, you'll get a 5-layer object. Since the FilNoiz2 texture is
three-dimentional, each of the 5 plane layers will show a slightly
different pattern of patches. Scale this object to encompass your entire
scene and beyond, including behind the camera. You can now move it slowly
in the X-Y plane, and morph the texture axis' Z-position, to create
moving, morphing fog, with a visual depth. As long as your camera is
placed above, say, Z=40, none of the 5 planes should look like a flat
plane.

You'll have to adjust the RSDP (Resolve Depth) Preferences parameter,
since by default Imagine only calculates 3 levels of transparency.

Are we getting closer to what you want?

DISCLAIMER: This message hasn't been fully checked in Imagine. The
effect may need some experimentation. The principle sounds sound.

                        Thread   176

                  -=> RETURN TO CONTENTS!<=-

1.192   MSG-189 Subject: Atmosphere

                  Subject: Atmosphere
Date: Thursday, 08 June 1995 20:57:17
From: Charles Blaquiere <blaq@io.org>

> From: Tony Bernauer <Tony_Bernauer@comlink.mpx.com.au>
>
> 1/ Can anyone suggest a way of creating something that looks like
> atmosphere around a planet ? I've tried making a sphere slightly bigger
> than the planet and making it a fog object. This looked Ok when I
> quickrendered it but .... in scanline the fog wasn't their.

Tony, which version of Imagine are you using? Some versions had a
problem with transparency in scanline mode. You may not be doing
anything wrong, Imagine might.

                          Thread   232

                    -=> RETURN TO CONTENTS!<=-

1.193   MSG-190 Subject: Is it worth it?

                 Subject: Is it worth it?
Date: Thursday, 08 June 1995 21:06:40
From: Charles Blaquiere <blaq@io.org>

> From: jkee@motown.ge.com
>
>   Is it really worth it to upgrade from 2.0 on the PC?

In one word, YES.

In many words:

- Perspective window adjustable in real-time; objects can be picked and
moved using the perspective window; new "quick edges" to define a subset
of edges which give you the basic shape of an object (just as fast as
bounding box, but more descriptive)

- About 100 textures now

- Bones, to allow your object to smoothly deform by adjusting a few
bones (empty axes). Textures/brushes can stretch as the skin does, too.

- Particle objects (each triangular face is replaced with an entire
other object); particle Action editor F/X, to animate such objects
(exploding, bouncing particles, rain, wind...)

- Tons of deformation functions such as Twist, Pinch, Shear... Freeform
deformation tool (use one object to deform another); Applique, which
uses the greyscale value of a bitmap to deform an object (e.g. primitive
plane becomes mountain range in one operation)

– States: each object file can now include multiple poses (sitting,
standing up). In Stage or Action, morph from one state to another.
Depending on the information you need/don't need for each state,
combined file may be much smaller than previous "separate object files"
method.

And on and on and on... I'll let others add their favorite features.

                              Thread   178

                     -=> RETURN TO CONTENTS!<=-

1.194   MSG-191 Subject: Re: FLC resolution

                Subject: Re: FLC resolution
Date: Friday, 09 June 1995 01:33:58
From: fredster@cyberport.net (Fred Aderhold)

>I'm using Imagine 3.0 on a PC and can't seem to produce an FLC
>animation with resolution greater than 320X200. The stills
>come out any size I want, but when I make an animation, I
>only get the center 320X200 section of the image. I have the
>feeling that I'm missing something very obvious but I don't
>know what it is.

I believe the problem is what resolution Imagine is capable of displaying on
your system. At the first screen check the available video modes. If all you
have is standard VGA available, that's what'll happen!

If you know that your video card is capable of much more than that, you need
to load a VESA driver before you load Imagine. If none came with your card,
you should look for UNIVESA. That's what I'm using and it works great!

Fred Aderhold
fredster@cyberport.net

"Hark, what wind through yonder sphincter breaks?"

                              Thread   221

                     -=> RETURN TO CONTENTS!<=-

1.195   MSG-192 Subject: Re: FLC resolution

```
                     Subject: Re: FLC resolution
Date:     Friday, 09 June 1995 01:34:03
From:     fredster@cyberport.net (Fred Aderhold)
```

```
   ----------------------------------------------------------------------
```

```
>Well, I'm no pc'er, but from what I understand, 320 x 200 is it.  I've
>been converting anims for a pc friend who wants some of my amiga things
>for a project he's working on, and this was the first thing I had to do:
>convert everything to 320 x 200, 256 colors.  FLI has the same resolution
>restrictions.
>
>It kind of reminds of the difference between a rooster and a capon.
>
```

```
Actually, an FLC can be any size with 256 colors, and an FLI can only be
320x200. The only other difference (I think) is that flc's use a different
compression method so the file size tends to be a bit smaller...
```

```
--------------------------------
Fred Aderhold
fredster@cyberport.net

"Hark, what wind through yonder sphincter breaks?"
--------------------------------
```

```
                     Thread         218

                -=> RETURN TO CONTENTS!<=-
```

1.196   MSG-193 Subject: Re: Is it worth it?

```
                     Subject: Re: Is it worth it?
Date:     Friday, 09 June 1995 01:34:06
From:     fredster@cyberport.net (Fred Aderhold)
```

```
   ----------------------------------------------------------------------
```

```
>     Is it really worth it to upgrade from 2.0 on the PC?
>
>     Opinions are wanted, I'm contemplating the upgrade
>     and want to know if the newer versions are worth
>     the $300 plus the extra $100 to get to the newest
>     version.
>                                                                  >
```

```
I played with 2.0 for about a month before upgrading to 3.0, etc. The answer
is a resounding YES! You can't even do a spotlight with soft edges in 2.0!
```

```
--------------------------------
```

Fred Aderhold
fredster@cyberport.net

"Hark, what wind through yonder sphincter breaks?"

                         Thread   246

                  -=> RETURN TO CONTENTS!<=-

1.197   MSG-194 Subject: Re: Vista Pro not working !

                 Subject: Re: Vista Pro not working !
Date: Friday, 09 June 1995 01:34:08
From: fredster@cyberport.net (Fred Aderhold)

>I have got the Vistapro CDROM from the cover of PCGUIDE,
>Most of the programs run except Vista-morph, has anyone out there found
>a fix to get it running ?
>Also for the first time ,This PC mag has an offer to purchase the full
>manual for a cover program(i.e. Vista Pro).They are charging 15 UK pounds.
>I wish When Imagine came out they had a similar offer !
>What's the view on the Vista Manual ,is it worth buying for its
>discussion on advanced features?
>The version I'm talking about is Vista 3.0 CD.

The VistaPro manual is a fine example of how documentation should written.
Well laid-out whith lots of exercises to demonstrate all the features. Do I
understand that you got the full VistaPro CD for the price of a magazine?
You bet I'd buy the manual!

Fred Aderhold
fredster@cyberport.net

"Hark, what wind through yonder sphincter breaks?"

                         Thread   207

                  -=> RETURN TO CONTENTS!<=-

1.198   MSG-195 Subject: RE:FLC resolution

Subject: RE:FLC resolution
Date: Friday, 09 June 1995 01:35:09
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

   The problem in MainActor and its FLC format was recognized as a bug and
a bugfix plus some enhancements are available on aminet.
   Going over old territory, but .FLI is an older animation format for
PC's and generally set to 320x200. .FLC is newer and capable of
640x480x256 color. I think .FLC can even come in 24-bit.
   The problem of trying to go straight from a HAM6 animation to a .FLC is
that HAM is a 4096 color, special interlace format. So, if you try to go
from 4096 to 256 colors, without using an intelligent image processing
program, then you just get a basically random dithering effect which
results in an image that looks like crap.
   I think it has also been acknowledged that the .FLI format in ImaginePC
V2.0 was less than standard. There is even some mention of this in DTA
(Dave's Targa Animator). Don't know if the format has since been more
standardized in later versions of Imagine.

On Thu, 8 Jun 1995, Mike McCool wrote:

>
> > On a similar note ,I'm using Imagine 2.0 pc and have problems with
> > FLCS produced by imagine (even 320x200 Fli's!). They don't seem
> > to be read in by other external progs.
> > What I do is produce the stills then compile them.
>
> Again, I'm no pc'er, but I had similar problems trying to get my straight
> iff/ilbm anims to work once converted to fli/c's. I was using Mainactor,
> which went about converted everything fine, but then either crashed or
> yielded a flc/fli anim that no pc'er could look out without trashing his
> viewer.
>
> Some kind soul suggested performing all the conversions on the original
> pix prior to feeding them into MainActor. So I did the sizing down to
> 320x200, and then fed the whole animal into ADPro and reduced the palette
> to 256 colors.
>
> The resulting anim was then loaded into MainActor, which then did the
> conversion to fli/flc and yielded which would play nicely on my friend's
> pc.
>
> I realize all of the above may be a waste of your time, but perhaps
> there's something in the link that will help you on the pc side.
>

                              Thread   179

                       -=> RETURN TO CONTENTS!<=-

1.199   MSG-196 Subject: Re: Is it worth it?

```
                Subject: Re: Is it worth it?
Date:      Friday, 09 June 1995 01:44:10
From:      gregory denby <gdenby@elgreco.helios.nd.edu>
```


```
    -------------------------------------------------------------------------
```


```
jkee@motown.ge.com writes:
>Is it really worth it to upgrade from 2.0 on the PC?
>
>...and want to knowif the newer versions are worth the
> $300 plus the extra $100 to get the newest
> version.
```

The most recent Imagine Gazette I have (winter '95) lists
the upgrade from PC v.2.0 to 3.0 as $100, plus another
$100 for the constant upgrade program, which is now at
3.2 but should momentarily be at 3.3 or even 4.0 (I hope,
I hope)

From Amiga as a cross upgrade it is $300 to get up to
the constant upgrade progam on the PC. Assuming you might
be migrating to the PC, the increase in speed to a fast
486 or any 586 will pay off.

As to the features you will get, they are well worth the $.
"States" "Particles" "Spline Editor" great new textures and
FX are well worth the cost, not to mention all the other smaller
improvements and bug fixes.

The cost of Imagine may seem a little steep compared to
main steam apps like word processors and spreadsheets, but
for an advanced 3d graphics package, its quite nice.
My personal experience is that there is power for every
dolllar spent, even if the presentation is not quite as
"professional" as some other programs that aren't as
multi featured.

Greg Denby


```
                        Thread          200
```

```
                   -=> RETURN TO CONTENTS!<=-
```


1.200   MSG-197 Subject: Re: Need help with effect

```
                Subject: Re: Need help with effect
Date:      Friday, 09 June 1995 01:46:32
From:      Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>
```

   I did almost this exact thing for an animation I worked on awhile ago,
planning to use it as a demo tape for my business.
   I have a cloud-swarm of particles coming from out of the distant
background which begins to converge and then form the name logo. It
looked pretty good but I never did anything with it.
   It would take me awhile to dig out the project but I think I can find
the animation pretty quick. If you are interested, let me know. I could
always upload the anim to aminet if you wanted to see what it looked like.
   Anyway, if I remember correctly, I just got my particle settings set
the way I wanted and used the reverse timing setting. I cheated in a way
in that when the particle cloud condensed, I morphed to the extruded name
logo object un-particleized, because I couldn't get the particle logo
object to appear quite right when it congealed. Un-particleized? Is that
even a legitimate word?!!

On Thu, 8 Jun 1995, Hendrik Kueck wrote:

> Hi,
>
> what I want to do is an animation, in which particles fly out of
> a megaphone and form an word, which moves away from the
> megaphone. It should be a kind of a reverse animated implosion.
> I played around with the explosion and the particle effect but
> did not get the result I want.
> If someone can help me with this effect, please write me a mail.
>
> Bye,
>   Hendrik
>
>
>

                         Thread   460

                   -=> RETURN TO CONTENTS!<=-

1.201   MSG-198 Subject: Re: FLC resolution

                 Subject: Re: FLC resolution
Date: Friday, 09 June 1995 02:41:32
From: Falko@aol.com

On 06/08/95 Gary wrote:

>I'm using Imagine 3.0 on a PC and can't seem to produce an FLC
>animation with resolution greater than 320X200. The stills
>come out any size I want, but when I make an animation, I
>only get the center 320X200 section of the image. I have the

>feeling that I'm missing something very obvious but I don't
>know what it is.

Yeah. You gotta have a player that supports VESA display modes such as Dave's
Flic Viewer (DFV) and a VESA driver or TSR for your video card such as UNIVBE
5.1. Without this your PC can only display the center 320x200x256 of the FLC
that you created. The file is okay but the player is only showing part of it.
Both of these programs are available on various Inet graphics sites and
mirrors. Can't remember right now where I got mine. @#$%, gotta get myself
that wetware ram upgrade with the new Ono Sendai mnemonic capacity doubler
>:/

Falko

Falko

                         Thread   315

                   -=> RETURN TO CONTENTS!<=-

1.202   MSG-199 Subject: Re: FLC resolution - How to do it right!!!

               Subject: Re: FLC resolution - How to do it right!!!
Date: Friday, 09 June 1995 03:10:40
From: Falko@aol.com

To all who wish to create good looking fli's and flc's:

First of all don't use Imagine's flc. It is rudimentary. You need Dave's
Tools. These consist of Dave's Targa Animator (DTA), Dave's Flic Viewer
(DFV), Dave's BuildSV AKA Dave's Self Viewer (BuildSV or DSV), Dave's Morph
(dMorph). These tools are in my humble opinion the ultimate in animation
creation on the PC. Better and faster than AVI or MPEG tools. MUCH!!
Warning!! all except dMorph are command line only utilities. And you need a
decent VESA driver such as UNIVESA. Don't confuse this with VESA local bus -
thats the hardware standard. I'm talking about DOS video mode standards.

DTA: Lets you create FLI/FLC/FLH/FLT files ranging from 320x200x8bit to
1280x1024x24bit depending on file format.

DSV: Lets you convert FLI/FLC/FLH/FLT files to EXE's that play themselves.

DFV: Lets you view FLI/FLC/FLH/FLT files.

dMorph: Pretty much what it sounds like a two Image begining-ending morph to
program.
sorry haven't used it much. But there's more to it.

UNIVESA: This is a universal VESA TSR/DRIVER which supports most of the video
cards made and has new support added all the time. I would use it even if my
card had VESA built into the bios. This is better. MUCH!!

All these programs have far more features than I can possibly describe here!

All the above programs are shareware and top-notch. If you like them and use
them please register them with the author. They can be found on various PC
graphics sites and mirrors about the net.

Share this with a friend. Pass it around. Repost it if you like.

Now GO ANIMATE!!

Falko

                            Thread   198

                    -=> RETURN TO CONTENTS!<=-

1.203   MSG-200 Subject: Re: Is it worth it?

                Subject: Re: Is it worth it?
Date: Friday, 09 June 1995 03:38:12
From: Valleyview@aol.com

I've never used "2" so I don't know what features it has. I started with
"Lite" and "3" offered so many new features (states, cycles, more textures
and effects) that it was definitly worth it. I also believe the upgrade
features (Improved bones, fixed bugs, texture previews?, metaballs?) make it
worth it.

To me the big question would be to upgrade to "3" now or wait for the Windows
version, possibly this summer. I haven't heard anything about cost or
upgrade cost for this.

                            Thread   193

                    -=> RETURN TO CONTENTS!<=-

1.204   MSG-201 Subject: Mobius Strip Anim

                Subject: Mobius Strip Anim
Date: Friday, 09 June 1995 04:27:40
From: Torgeir Holm <torgeirh@powertech.no>

On 06-Jun-95 21:20:56, Robert Byrne wrote:

>I've been having a look at some more anims on Aminet. I remember seeing
>some discussion of the Mobius Strip on a list somewhere and did'nt pay much
>attention.
>Check out gfx/anim/mobicogs.lha (HAM version 1.8 Meg) or mobicflc.lha (FLC
>version 2.1 Meg), it's an Imagine V2.9 render of nine connected cogs in the
>shape of a Mobius Strip. It is quite an interesting effect and very well
>done, the author is Jason Jack.

Yes, but can you spot the bug?

Torge!r

                        Thread   324

                 -=> RETURN TO CONTENTS!<=-

1.205   MSG-202 Subject: Conformations

                Subject: Conformations
Date: Friday, 09 June 1995 04:27:42
From: Torgeir Holm <torgeirh@powertech.no>

On 07-Jun-95 14:27:58, Charles Blaquiere wrote:

>I'm not sure if you want an object whose shape will not change over
>time, is that it? If so, you could conform the object along the path,
>then snapshot the object. The snapshot object can then be used instead,
>and can be given its own motion; however, its shape will already reflect
>the earlier path.
>
>If snapshot is not what you want, how about this: have object A conform
>to path P1; and have path P1 follow path P2. P2 is a mirror image of P1,
>obtained by scaling P1 by -1 in all 3 axes. If I'm right, the combined
>motions of P1 and P2 should cancel each other out, leaving object A in
>the same spot -- except, A's shape will change over time as it conforms
>to path P1.

>And if you want A to move along a totally unrelated path, say P3, then
>have P2 follow P3. All dependents of P2 (P1, A) will inherit this motion.

>Does this help, or am I totally off the mark?

This sounds right to me. I've used this technique earlier to animate a candle
flame, and it came out really good.

Torge!r

Thread   145

-=> RETURN TO CONTENTS!<=-

1.206   MSG-203 Subject: Imagine 3.3

```
              Subject: Imagine 3.3
Date:      Friday, 09 June 1995 04:27:43
From:      Torgeir Holm <torgeirh@powertech.no>
```

On 07-Jun-95 11:47:02, Red Hawk wrote:

>Hi!!!!
>I'm registered to imagine upgrades but I haven't got received the new
>version...

>   I have only the 3.2 version!!!!!!!!!!!!!!!!!!

>Perhaps someone has forget to send it .....HERE in ITALY !!!!!

I wouldn't worry, since 3.2 *is* the latest version....

Torge!r

Thread   146

-=> RETURN TO CONTENTS!<=-

1.207   MSG-204 Subject: Re: A descent fog texture

```
              Subject: Re: A descent fog texture
Date:      Friday, 09 June 1995 05:07:32
From:      Ian Smith <iansmith@moose.erie.net>
```

On Thu, 8 Jun 1995, Charles Blaquiere wrote:
> [..SNIP..]
> If you Replicate this plane 4 times, with length = 0.001 and Z translate
> = 20, you'll get a 5-layer object. Since the FilNoiz2 texture is
> three-dimentional, each of the 5 plane layers will show a slightly
> different pattern of patches. Scale this object to encompass your entire
> scene and beyond, including behind the camera. You can now move it slowly
> in the X-Y plane, and morph the texture axis' Z-position, to create
> moving, morphing fog, with a visual depth. As long as your camera is

> placed above, say, Z=40, none of the 5 planes should look like a flat
> plane. [..SNIP..]
> DISCLAIMER: This message hasn't been fully checked in Imagine. The
> effect may need some experimentation. The principle sounds sound.

The only problem that I can think of is that Imagine treats fog objects
like glass. As a ray travels through the scene, the first hit puts
the ray into fog, the second takes it out.. the third would turn it back
on, the fourth off, fifth on, ect... so you would have layers of fog.
It should still LOOK right though I would suspect except where objects
were placed in the fog.. they might show banding.

--
IanSmith@moose.erie.net   Visit Below! :-)
My HP48/Imagine Home Page --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/

                    Thread   188

              -=> RETURN TO CONTENTS!<=-

1.208   MSG-205 Subject: Scanline spheres vs. Trace spheres

                Subject: Scanline spheres vs. Trace spheres
Date: Friday, 09 June 1995 08:41:14
From: wirde@Fysik.UU.SE (Mikael Wirde)

Hi folks!

I just read a message about particles and spheres rendered in Scanline as
opposed to spheres in Trace mode. I have also noticed the fact that spheres
are rendered as triangle objects in Scanline mode, so now I wonder why that
is so. From what I have understood, true spheres are the fastest type of
object any ray tracer can render (this is something Impulse mentions in their
texts about Imagine as well), so why are they converted to slower objects in
scanline, which I thought was meant to be a faster rendering method than Trace?

Or did I get something wrong?

PS In case anybody is interested in reading about ray tracing in general,
I can recommend "Introduction to Ray Tracing", edited by A. Glassner.
(But most of you have probably already read it)

Mikael Wirde   Mail: Box 530
Dept. of Physics   Deliveries: Villavaegen 4B
University of Uppsala   Visitors: Thunbergsvaegen 7
Phone: +46 18 - 18 36 03   S-751 21 UPPSALA
Fax: +46 18 - 18 36 11   SWEDEN

E-mail: wirde@fysik.uu.se

                          Thread   229

                     -=> RETURN TO CONTENTS!<=-

1.209   MSG-206 Subject: RE:FLC resolution

                  Subject: RE:FLC resolution
Date: Friday, 09 June 1995 10:06:15
From: "S. Malde" <sm204@hermes.cam.ac.uk>

On Thu, 8 Jun 1995, Mike McCool wrote:

> Again, I'm no pc'er, but I had similar problems trying to get my straight
> iff/ilbm anims to work once converted to fli/c's. I was using Mainactor,
> which went about converted everything fine, but then either crashed or
> yielded a flc/fli anim that no pc'er could look out without trashing his
> viewer.
> pc.
----
snip

> I realize all of the above may be a waste of your time, but perhaps
> there's something in the link that will help you on the pc side.
>

Hi All,

I've found one way of generating 640*480 FLC's on a PC (from files
generated on the Amiga). First get Ad Pro or something similar to convert
the individual frames to PCX format. On the PC there is a utility to
convert PCX to FLC. I don't know if it is shareware as I got it on the
PCGuide coverCD, the one with Vista Pro 3.0 on it. It is very fast and
converted a 200 frame anim in a couple on mins. I don't know much about
PC ftp sites but it might be worth having a look at micros.hensa.ac.uk. I
think the program is called PCX2FLC

If you have not got Ad Pro, use a PC file converter such as
Graphic Workshop to convert the Amigas iff files on the PC.

Hope that helps....

Sheil

                          Thread   210

1.210   MSG-207 Subject: Re: Vista Pro not working !

```
              Subject: Re: Vista Pro not working !
Date:     Friday, 09 June 1995 11:55:58
From:     Mike McCool <mikemcoo@efn.org>
```

Did I understand someone mentioning "VistaMorphing?" Must be a pc
application. I've had VistaPro3.0 since it came out,--and yes, the
manual is well worth having--but I don't recall any morphing feature in the
Amiga version.

                         Thread   212

1.211   MSG-208 Subject: Re: Wire-frame rendering

```
              Subject: Re: Wire-frame rendering
Date:     Friday, 09 June 1995 12:24:57
From:     Dylan Neill <dylann@pcug.org.au>
```

On Wed, 7 Jun 1995 m.rubin9@genie.geis.com wrote:

```
>
> I'm needing to render out some animations in true wire-frame - no
> hidden line removal. Is there any way to turn off the hidden line
> removal that Imagine defaults to in the project editor? Any ideas of
> work-arounds?
>
```

Go into the stage editor, make the perspective window big and capture
every frame? :)

```
---
                          |\ /|
                           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/ |
 |_____|
```

```
                       Thread          142

                   -=> RETURN TO CONTENTS!<=-
```

1.212   MSG-209 Subject: Re: DXF to Imagine

```
                Subject: Re: DXF to Imagine
Date:      Friday, 09 June 1995 12:25:43
From:      Mike McCool <mikemcoo@efn.org>
```

```
        ------------------------------------------------------------------------
```

Hey Dave, et al,

        You asked about the head on a glass of beer. I just came across
an old post last night with reference to this very phenomenon, and the
sender claimed to get great results on his beerfoam using the PEENED
texture.

        Lemme know if this works, as I'm too busy slurping suds right now
to bother trying to render any.

        (Burp).

```
                       Thread          128

                   -=> RETURN TO CONTENTS!<=-
```

1.213   MSG-210 Subject: RE:FLC resolution

```
                Subject: RE:FLC resolution
Date:      Friday, 09 June 1995 13:52:46
From:      Mike McCool <mikemcoo@efn.org>
```

```
        ------------------------------------------------------------------------
```

Hey Ted, et al,

        You mentioned that MainActor had some bugfixes +enhancements,
down at aminet. I have what I thought was the latest (1.55) version of
MA, and couldn't find any reference to the FLC palette problems, nor
could I locate any bugfixes. (This is the version I'm having trouble with,
by the way).

        Would they be located in a separate dir from pub/aminet/gfx/edit,
where MainActor resides?

        (Please give this post no more attention than it deserves, since
its pertinence to Imagn is tangential).

                        Thread   195

                    -=> RETURN TO CONTENTS!<=-

1.214   MSG-211 Subject: Re: Prefs

                Subject: Re: Prefs
Date: Friday, 09 June 1995 14:47:15
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Kent, on Jun 7 you wrote:

> Hi all you imagine-experts !
> Does anybody know how to change the basic name
> from PICxxxx to PIC.xxxx or aaa.xxxx (notice the
> period) when saving generated pictures. There must
> be a smarter way to this than manual work with
> DirOpus.

With Opus you can rename every file in one go using * as a wild card:-
Opus rename requester -

pic*

pic.* (OR aaa.*)

I'll send you my Opus Arexx script which adds some more control like
renumbering the frames in steps (5, 10, 15 etc).

-- Bob

                        Thread   161

                    -=> RETURN TO CONTENTS!<=-

1.215   MSG-212 Subject: Wacom tablets

                Subject: Wacom tablets
Date: Friday, 09 June 1995 15:04:00
From: peter.borcherds@tinder.iaccess.za (Peter Borcherds)

This is sort of Imagine related – does anyone know the E-mail address for
Wacom Technologies, the makers of the Wacom graphics tablets.

Does anyone know these tablets can be used with the Amiga...ie. are there
drivers available?

I would really like to get one of these tablets, so if anyone can help
me out, I would be most grateful.

Thanks guys + gals. Cheers.......

Peter Borcherds   E-Mail: peter.borcherds@tinder.iaccess.za

===
                  ---Greetings from the Southern Hemisphere---   :*)

            Amiga 4000/030 68882/40mhz 540mb HD 10mb RAM
===

 * AmyBW v2.11 *
....   9 Jun 95 16:04:54

                        Thread   259

                  -=> RETURN TO CONTENTS!<=-

1.216   MSG-213 Subject: Re: Snappy

                    Subject: Re: Snappy
Date: Friday, 09 June 1995 15:30:34
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Brian, on Jun 7 you wrote:

> All this talk of using DCTV to digitize backdrops and such for Imagine has
> got me to thinking about a device I saw mentioned in an issue of Digital
> Video magazine. The thing is called Snappy (I think) and is being produced
> by a company called Play. Snappy is supposed to be a device that hooks up
> to an IBM compatible PC and lets you digitize video up to some ridiculously
> high resolution (much higher than actual video, if that is possible).

What a coincidence, my service provider just posted info about this today.

                PLAY INCORPORATED IS NOW ON THE WORLD WIDE WEB!

   Play, Inc. is proud to announce its presence on the World Wide Web. Just
   type http://www.play.com into your favorite web browser and visit the web
   site with all the latest information about one of the hottest companies

in the PC graphics, desktop video, and video production industries.

<deleted>

Play's first product is the $199 Snappy Video Snapshot. Snappy is a cool
little hardware module that snaps on the back of any Windows PC and
captures video images at record-breaking resolutions up to 1500 x 1125
with over 16 million colors.

```
      _____
      -----------------------------------------------------------
      > Play Incorporated          (800) 306-PLAY  (916) 851-0800
        2890 Kilgore Road          (916) 851-0801 FAX
        Rancho Cordova, CA 95670   (916) 983-3288 BBS
        USA                        http://www.play.com - World Wide Web
      _____
```

-- Bob

                        Thread   550

                  -=> RETURN TO CONTENTS!<=-

1.217   MSG-214 Subject: Re: Rotoscoping

                  Subject: Re: Rotoscoping
Date: Friday, 09 June 1995 17:19:48
From: Ian Smith <iansmith@moose.erie.net>

On Thu, 8 Jun 1995, Ayalon Hermony wrote:
> If you'll go to video, you can record 640x200 all right, but if you plan to
> edit it, it's better to record interlace 640x400 (736x566 DCTV) pro vcr
> prefer it, and consumer vcrs don't care much about it.
> Or, make your 640x200 interlace as well, unless you realy need to save
> disk space or ram.
>
> Ignore all the above, if you do it only for home testing your anims.

I have a program called 'Lace' that turns on interlace for all screens.
So a 640x200 animation records fine on my VCR. Ram and speed are my
main considerations.. with enough color and movement you really can't
tell unless you look close that is is only 3 bitplanes. I only use
it for home viewing, usually without recording to VCR.

--
IanSmith@moose.erie.net   Visit Below! :-)
My HP48/Imagine Home Page --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/

Thread   26

-=> RETURN TO CONTENTS!<=-

1.218   MSG-215 Subject: Re: Prefs

Subject: Re: Prefs
Date: Friday, 09 June 1995 18:18:15
From: parente@estense.global.it (Pierfrancesco Parente)

Kent Rise Hansen wrote:

>Hi all you imagine-experts !
>Does anybody know how to change the basic name
>from PICxxxx to PIC.xxxx or aaa.xxxx (notice the
>period) when saving generated pictures. There must
>be a smarter way to this than manual work with
>DirOpus.

DirOpus can easily accomplish the task (version 4+):

1) Select all your PICxxxx to be renamed.
2) Click the "Rename" gadget.
3) Enter PIC* in the "Rename" requester.
4) Enter PIC.* or aaa.* in the "As" requester.
5) Click "Okay".
6) Smile.

Ciao, Pierfrancesco.

Thread   235

-=> RETURN TO CONTENTS!<=-

1.219   MSG-216 Subject: Re: Atmosphere

Subject: Re: Atmosphere
Date: Friday, 09 June 1995 18:18:20
From: parente@estense.global.it (Pierfrancesco Parente)

Tony Bernauer wrote:

>1/ Can anyone suggest a way of creating something that looks like

>atmosphere around a planet ? I've tried making a sphere slightly bigger
>than the planet and making it a fog object. This looked Ok when I
>quickrendered it but .... in scanline the fog wasn't their.

Not a real answer to your question (since "fog" isn't my very best
friend :^) but an alternative idea for a decent "atmosphere effect":

1) Change the Filter attribute of your atmosphere object to 255,255,255.
2) Add a FilNoiz2 texture.
3) Set the Filter 1 RGB values to 10 and the remaining Filter 2&3 values to -1.
4) Play with the Noise Magnitude and Velocity values (since I have NO idea
on how these work... can anyone help?), but consider that the default values
work fine.

Now my question:
Long ago I've built up an animation of a rotating earth using the same
principle seen above and wanted the FilNoiz2 texture applied to my
"atmosphere object" to morph from its initial state to a different Magnitude
and Velocity value.
Since the animation had to be a cycling one, I set up the texture morphing
for the first half of the anim and then go back to its initial value in the
second half.
Well, as a result the texture plays an annoying unwanted "ping-pong" effect.
How can I fix this? That is: is there a method to tell Imagine that I want
the 2nd half morphing to go back following a different way other than the
reversed 1st half one?

Sorry for my poor English :^(and thanks for the attention paid.

Ciao, Pierfrancesco.

                        Thread   309

                  -=> RETURN TO CONTENTS!<=-

1.220   MSG-217 Subject: MovieSetter

             Subject: MovieSetter
Date: Friday, 09 June 1995 18:25:56
From: "Anime a day..." <b7655@hopi.dtcc.edu>

 Hi all..

   I got a copy of Movie Setter form a Euro Magazine cover disk and I was
wondering if anyone else uses it. It seems to be capabable of some nice
tricks but I don't like the fact of its slow frame rate playback.

I would like to know what is the software most Amiga users use to put
frames together?? And is there a NEWER version of Movie Setter that
supports resolutions higher than 352x240??

    thanx in advance,

        Bill

                        Thread   260

                    -=> RETURN TO CONTENTS!<=-

1.221   MSG-218 Subject: Re: FLC resolution

                Subject: Re: FLC resolution
Date: Friday, 09 June 1995 18:51:58
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Thu, 8 Jun 1995 Falko@aol.com wrote:

> On 06/08/95 Gary wrote:
>
> >I'm using Imagine 3.0 on a PC and can't seem to produce an FLC
> >animation with resolution greater than 320X200. The stills
> >come out any size I want, but when I make an animation, I
> >only get the center 320X200 section of the image. I have the
> >feeling that I'm missing something very obvious but I don't
> >know what it is.
>
> Yeah. You gotta have a player that supports VESA display modes such as Dave's
> Flic Viewer (DFV) and a VESA driver or TSR for your video card such as UNIVBE
> 5.1. Without this your PC can only display the center 320x200x256 of the FLC
> that you created. The file is okay but the player is only showing part of it.
> Both of these programs are available on various Inet graphics sites and
> mirrors. Can't remember right now where I got mine. @#$%, gotta get myself
> that wetware ram upgrade with the new Ono Sendai mnemonic capacity doubler
> >:/
>
> Falko
>
> Falko
>

Like I mentioned in an earlier post, I have the same problem as this guy,

the stills are fine but only the middle part shows up in the flc. I know
for a fact that it is _not_ the program I use to view it, it is the way
that Imagine compiles the animation(I have used the program to view other
640 x 480 flc's and it worked fine). I'm quite sure the problem lies
within Imagine and not the prgoram used to view the flc's.

        Rick

                         Thread   231

                    -=> RETURN TO CONTENTS!<=-

1.222   MSG-219 Subject: Re: Scanline spheres vs. Trac...

                  Subject: Re: Scanline spheres vs. Trac...
Date: Friday, 09 June 1995 20:27:50
From: Lumbient@aol.com

==O snip O==
I just read a message about particles and spheres rendered in Scanline as
opposed to spheres in Trace mode. I have also noticed the fact that spheres
are rendered as triangle objects in Scanline mode, so now I wonder why that
is so. From what I have understood, true spheres are the fastest type of
object any ray tracer can render (this is something Impulse mentions in their
texts about Imagine as well), so why are they converted to slower objects in
scanline, which I thought was meant to be a faster rendering method than
Trace?

Or did I get something wrong?

PS In case anybody is interested in reading about ray tracing in general,
I can recommend "Introduction to Ray Tracing", edited by A. Glassner.
(But most of you have probably already read it)
==O snip O==

Well if you read that book(I have!) you find that the sphere is a CSG object
that is determined by calculating the intersection of the viewer and the
object. Unfortunatly, scanline isn't the same as raytracing. Thats why Real
3d raytraces-because you can render CSG objects in scanline.
REASON:
After reading "Advanced Animation and Rendering Techniques: Theory and
Practice" by Alan and Mark Watt I found that scanline dosn't perform
intesection test. Instead it calculates the start and stop of polygons on the
current scanline. Then using Phong shading the intensity is calculated(the
way I described before in one of my post that you all ignored :) CSG objects
can't be used because scanline doesn't perform any intersection tests. This
is also the reason for no shadows and reflections.
                                               ---Lumbient

                            Thread   205

                      -=> RETURN TO CONTENTS!<=-

1.223   MSG-220 Subject: Do you want a tutorial?

                    Subject: Do you want a tutorial?
Date: Friday, 09 June 1995 20:30:54
From: Lumbient@aol.com

I made an interesting tutorial about using the fire texture for worm holes
and basically anything. If you want ask and i'll send it to you in uue(I got
it right this time!!!) If you have AOL you can download it just search for
"lumbient". Its really cool and has about 6 states ready for animation.

                                        ----Lumbient

                            Thread   240

                      -=> RETURN TO CONTENTS!<=-

1.224   MSG-221 Subject: Re: FLC resolution

                    Subject: Re: FLC resolution
Date: Friday, 09 June 1995 21:37:22
From: Mike McCool <mikemcoo@efn.org>

Hey Rich,

        Just a piece of your post caught my eye, but you mentioned
letting Imagine do your movies for you. Unless there's been some drastic
improvement in its movie function, I'd dispense with that idea
altogether. Imagine's a fabulous 24bit frame renderer,--but take your raw
materials and go 'offshore' to build the anim.

        I haven't even tried to let Imagine do a movie for me since the
1.x days. Just got completely out of the habit. And as I believe you're
on the PC side, I'll leave it at that, since all the processors, compilers
and animbuilders I use are amiga specific.

        (Come one now, somebody, pipe up and persuade me to come back to
Imagine to make my movies.)

                            Thread   192

1.225   MSG-222 Subject: Re: MovieSetter

```
        Subject: Re: MovieSetter
Date:    Friday, 09 June 1995 21:54:00
From:    Mike McCool <mikemcoo@efn.org>
```

Hey y'all,

     I bought MovieSetter bookoo years ago, and used it less than a
week. It's gotta be about the suckiest animation package I ever worked
with.

     Like you, I scored another package from a euro mag. It's called
AnimationStation. About a meg times more friendly than MovieSetter. a
very good sound syncher, and full storyboard viewing.

     Like everyone, I use Rend24, for image processing/anim-building.
I use it a lot. It's a remarkable piece of pd/shareware, and the guy who
wrote it and shared it with all of us should get his wings NOW, and not
have to wait till he gets to heaven. (His name's Thomas Krehbiel).

     Rend24 even supports DCTV, and though its ntsc limiting function
isn't QUITE as exacting as the RGB filter native to the IFFtoDCTV
software that comes with DCTV, it does have the ability to wait in the
background for frames to be rendered, then process them and delete their
source. This has been a boon to me, since my 10 Terrabyte drive gets
filled up pretty fast these days.

     Long as I'm tooting, there's another handy little builder, called
Buildanim. It's PD, and though it doesn't support 24bit frames, I
probably use it almost as often as I use Rend24, as much for its ability to
split anims as to build them.

     There now. Hope I haven't bored you too much.

                    Thread   258

1.226   MSG-223 Subject: Re: Atmosphere

```
        Subject: Re: Atmosphere
Date:    Friday, 09 June 1995 22:51:59
From:    Roger Straub <straub@csn.net>
```

On Fri, 9 Jun 1995, Pierfrancesco Parente wrote:

[snip]
> How can I fix this? That is: is there a method to tell Imagine that I want
> the 2nd half morphing to go back following a different way other than the
> reversed 1st half one?
>

Try moving the texture axis. This will change the texture's effect on the
object. Just remember to return the axis to it's original position if you
want the animation to loop. You don't even need to alter the texture's
settings, though it looks better if you do. (It's also more fun. =)

>
> Sorry for my poor English :^(and thanks for the attention paid.
>
> Ciao, Pierfrancesco.
>
>

See ya,
        Roger

                        Thread   244

                   -=> RETURN TO CONTENTS!<=-

1.227   MSG-224 Subject: Re: DCTV and Kinko's

                Subject: Re: DCTV and Kinko's
Date: Saturday, 10 June 1995 00:55:57
From: Charles Blaquiere <blaq@io.org>

> From: Dave Rhodes <dave@darhodes.demon.co.uk>
>
> I'll have to stick with the slow and relatively expensive
> photo CD option for now

You know, Corel makes a wonderful line of stock images, called Corel
Professional Photo CD's. They are ***royalty-free*** and model-released,
and come in packages so specialized it's almost ludicrous. Can you
imagine a CD with 100 images of "Doors of San Francisco"? How about
"North American Deer", "Dog Sledding", or "Arthropods"?

Right now, they're having an incredible sale on their discs: $10.95 US
($12.95 CDN) each, and buy three/get one free! I have to admit, I got on

the phone after getting their fax-back list, and ordered 20 of them! And
I'm just a hobbyist! The sale ends July 31.

You do need software to translate the PhotoCD format into something
Imagine will accept; if you have a PC, each disc does have some
Windows-based translation software to convert the images to such formats as
BMP, EPS, PCX, or TIFF.

They even have a phone number in the UK! it's 0800 581028. Other
numbers, if anyone else gets their appetite whetted <sp?>:

USA   (800) 772-6735
Canada   (800) 394-3729
Worldwide (613) 728-3733
Faxback   (613) 728-0826 ext. 3080; CD list is document no. 1039

                          Thread   247

                   -=> RETURN TO CONTENTS!<=-

1.228   MSG-225 Subject: Re: A descent fog texture

                  Subject: Re: A descent fog texture
Date: Saturday, 10 June 1995 01:00:49
From: Charles Blaquiere <blaq@io.org>

> From: Ian Smith <iansmith@moose.erie.net>
>
> The only problem that I can think of is that Imagine treats fog objects
> like glass. As a ray travels through the scene, the first hit puts
> the ray into fog, the second takes it out.. the third would turn it back
> on, the fourth off, fifth on, ect... so you would have layers of fog.

Ahhhh, but that's why, if you reread my message, you'll see that I
ditched the fog attribute entirely. Each layer is now a bright, white
plane, with a filter texture added.

                          Thread   204

                   -=> RETURN TO CONTENTS!<=-

1.229   MSG-226 Subject: Re: Atmosphere

                  Subject: Re: Atmosphere
Date: Saturday, 10 June 1995 01:19:58

From: Charles Blaquiere <blaq@io.org>

> From: Pierfrancesco Parente <parente@estense.global.it>
>
> Long ago I've built up an animation of a rotating earth using the same
> principle seen above and wanted the FilNoiz2 texture applied to my
> "atmosphere object" to morph from its initial state to a different
> Magnitude and Velocity value.
> Since the animation had to be a cycling one, I set up the texture
> morphing for the first half of the anim and then go back to its
> initial value in the second half.
> Well, as a result the texture plays an annoying unwanted "ping-pong"
> effect. How can I fix this? That is: is there a method to tell Imagine
> that I want the 2nd half morphing to go back following a different way
> other than the reversed 1st half one?

You can't tell Imagine to go back following a different way. Whenever
Imagine morphs any parameter from value A to B, it always takes the
shortest route. (This is why rotating an object from 0 to 180 degrees,
and back to zero, will show a ping-pong motion)

The standard trick to add a cycling quality to such things as random
textures is this:

create two versions of your atmosphere object, each with 3 states. The
first state will be the DEFAULT state, which should always be created,
but never used in Stage or Action.

Object A:

  DEFAULT state: magnitude = 2, velocity = 1, totally transparent
  START   state: a copy of DEFAULT, except you can _use_ this state.
  END   state: magnitude = 4, velocity = 2, totally opaque

Object B:

  DEFAULT state: magnitude = 4, velocity = 2, totally opaque
  START   state: a copy of DEFAULT, except you can _use_ this state.
  END   state: magnitude = 6, velocity = 3, totally transparent

In the Action editor, morph object A from states START to END over 20
frames. Add object B in a different slot, and morph it from states START
to END over the same frames. The result will be something that looks
like it begins and ends with noise parameters of (4,2), but smoothly
changes and cross-fades in between.

Since the effect looks the same at frames 1 and 20, you'll get the
familiar stuttering problem associated with cycling animations; the
secret is to render every frame except the last one.

                         Thread   265

1.230   MSG-227 Subject: Re: Need help with effect

```
             Subject: Re: Need help with effect
Date:     Saturday, 10 June 1995 01:28:42
From:     Charles Blaquiere <blaq@io.org>
```

```
> From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>
>
>   I have a cloud-swarm of particles coming from out of the distant
> background which begins to converge and then form the name logo.
>
> I cheated in a way in that when the particle cloud condensed, I morphed
> to the extruded name logo object un-particleized, because I couldn't get
> the particle logo object to appear quite right when it congealed.
> Un-particleized? Is that even a legitimate word?!!
```

It seems to me that a bunch of particles, even touching each other,
cannot possibly render as the original logo would, with its adjoining
edges, which can be Phong-shaded. Your solution sounds right to me; I'd
consider adding some distraction, just like magicians do when they want
you to look away from their hand for a fraction of a second. A flash of
light would be good.

```
             Thread           197
```

1.231   MSG-228 Subject: Particle/memory problem?(95 lines long)

```
             Subject: Particle/memory problem?(95 lines long)
Date:     Saturday, 10 June 1995 01:35:24
From:     Charles Blaquiere <blaq@io.org>
```

Right away, what occurs to me is the individual particle object itself,
the one that's being replicated thousands of times in each frame. I
would try creating a very simple sphere, 6 sphere sections by 5 vertical
sections, saving it, and using that file as the particle object, instead
of a primitive particle. Even then, each of your 3 main spheres, with
their 2208 faces, will cause 2208 of these simplified spheres to be
born. Talk about population explosion! 3 main objects x 2208 faces x 48
faces per particle = 317,000 faces! That's more faces than I ever heard
anyone using, even Lightwave artists.

```
                     Thread          183

              -=> RETURN TO CONTENTS!<=-
```

1.232   MSG-229 Subject: Scanline spheres vs. Trace spheres

```
              Subject: Scanline spheres vs. Trace spheres
Date:      Saturday, 10 June 1995 01:41:04
From:      Charles Blaquiere <blaq@io.org>


      -------------------------------------------------------------------------

> From: Mikael Wirde <wirde@Fysik.UU.SE>
>
> I have also noticed the fact that spheres are rendered as triangle
> objects in Scanline mode, so now I wonder why that is so. From what I
> have understood, true spheres are the fastest type of object any ray
> tracer can render (this is something Impulse mentions in their texts
> about Imagine as well), so why are they converted to slower objects in
> scanline, which I thought was meant to be a faster rendering method than
> Trace?

My intuition tells me that the scanline algorithm used by Imagine can
only deal with triangles. This is why primitive spheres must still be
transformed into a bunch of triangles before rendering.
```

```
                     Thread          440

              -=> RETURN TO CONTENTS!<=-
```

1.233   MSG-230 Subject: Re: A descent fog texture

```
              Subject: Re: A descent fog texture
Date:      Saturday, 10 June 1995 02:10:39
From:      Torgeir Holm <torgeirh@powertech.no>


      -------------------------------------------------------------------------

On 08-Jun-95 12:09:31, Murray L. Crane wrote:

>What I'm after is doing realistic looking ground cover fog with an
>extruded plain sitting on a ground, to give the scene a spooky gothic
>horror sytle of effect...  The fog density in an ordinary fog lengthed
>plane doesn't diminish with height, and consequently it just looks like a
>'cube' of single density fog on the ground.  If there is a texture on PC
```

>and Amiga (version 3+ on both machines) that will do this, I would be
>most grateful for an address to get it or a copy therein. Alternatively,
>any hints on how to make a plane of fog that diminishes with height would
>be appreciated.

Fog top should do the trick. It's included with 3.x

Torge!r

                        Thread   239

                  -=> RETURN TO CONTENTS!<=-

1.234   MSG-231 Subject: Re: FLC resolution

                    Subject: Re: FLC resolution
Date: Saturday, 10 June 1995 08:43:37
From: garyd@pinn.nacjack.gen.nz (Gary Dierking)

>> Well, I'm no pc'er, but from what I understand, 320 x 200 is it. I've
>> been converting anims for a pc friend who wants some of my amiga things
>> for a project he's working on, and this was the first thing I had to do:
>> convert everything to 320 x 200, 256 colors. FLI has the same resolution
>> restrictions.
>>
>> It kind of reminds of the difference between a rooster and a capon.
>>

>Well, I have the same problem with Imagine 2.0(pc). The stills come out
>fine, but if I compile them into an flc in Imagine it crops it off around
>the border. I do know that there are higher resolution flcs though.
>I've seen an flc animation of a shark (by Cyrus Lum, I think) which is
>just incredible, and it has a resolution of 640 x 480.

On page 301 of my Imagine 3.0 manual, it says "The most common .FLC
animation format resolutions are PC Lores and PC480." (640x480)
So I,m assuming that there must be a way. There are plenty of hi-res
FLC's around to look at and they play fine. Also the FLC format is
supposed to be "resolution independant" but is limited to 256 colors.

                        Thread   275

                  -=> RETURN TO CONTENTS!<=-

1.235   MSG-232 Subject: Re: Atmosphere

```
               Subject: Re: Atmosphere
Date:      Saturday, 10 June 1995 10:12:54
From:      "Frank.VanDerAuwera" <fvdauwer@psws.uia.ac.be>
```

```
   --------------------------------------------------------------------------
```

FROM:

Frank Van der Auwera
University of Antwerp library

fvdauwer@uia.ac.be

> [snip]
> > How can I fix this? That is: is there a method to tell Imagine that I want
> > the 2nd half morphing to go back following a different way other than the
> > reversed 1st half one?
> >
>
> Try moving the texture axis. This will change the texture's effect on the
> object. Just remember to return the axis to it's original position if you
> want the animation to loop. You don't even need to alter the texture's
> settings, though it looks better if you do. (It's also more fun. =)
>

I think (cannot check right now, as i am at my job) the problem lies in
the fact that imagine does a linear interpolation between the two states,
so you go from state 1 to state 2 along a path (say a) and then directly
back from 2 to 1 along the same path (-a)

```
              A
STATE 1 -------> STATE 2
         <-------
              -A
```

What you should do is create (at least) 3 states, and morph from 1 to 2
to 3 back to 1

```
 A  /-->st2-\  B
   /         _\|        (lousy ASCII drawing, hope you get the point)
st 1  <------ st3
        C
```

This way you create 3 distinct morph paths, thus avoiding the pingpong effect

Please note my use of the term "paths" here has nothing to do with real
imagine paths, i mean the pathway in what you could call the "phase
space" through which your system moves during a morph.

Hope this helps...as i said, i can't check it right now

Greetings,

Frank

Thread   251

-=> RETURN TO CONTENTS!<=-

1.236   MSG-233 Subject: RE:FLC resolution

            Subject: RE:FLC resolution
Date: Saturday, 10 June 1995 11:00:10
From: fev0197@comune.bologna.it (Roberto Naldi)

>   You mentioned that MainActor had some bugfixes +enhancements,
>down at aminet. I have what I thought was the latest (1.55) version of
>MA, and couldn't find any reference to the FLC palette problems, nor
>could I locate any bugfixes. (This is the version I'm having trouble with,
>by the way).

        Hi all,
I use MainActor Pro on a regular basis to compile anims for the PC starting
from pics generated on Amiga, and it never fails in any manner. What I do is
convert via ADPro the 24 bit iff frames in 256 color iff using for all the
frames the same palette, wich I previously extract from the most significant
image; then I feed MainActor with this images and answer NO when it answers
to use ''Palette per frame'' option.
Hope it helps,

                              Roberto Naldi

Thread   206

-=> RETURN TO CONTENTS!<=-

1.237   MSG-234 Subject: Re: Book on writing textures

            Subject: Re: Book on writing textures
Date: Saturday, 10 June 1995 12:00:42
From: Donald DeCosta <dond@crl.com>

On Tue, 6 Jun 1995, Steve McLaughlin wrote:

> I saw a hardback book at the bookstore:
> Texturing and Modeling, A procedural approach, by Ebert/Musgrave/Peachey/
> Perlin/Worley.
        ^^^^^^^--- Just curious, is that Steven Worley. Essence/Forge
Author?

Don DeCosta
DonD@crl.com

                            Thread   238

                    -=> RETURN TO CONTENTS!<=-

1.238   MSG-235 Subject: Problem With Texture Mapping

                 Subject: Problem With Texture Mapping
Date: Saturday, 10 June 1995 12:35:45
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

Hi all!

I've got a real problem. Whenever I map a texture/image to an object in
Imagine(2.0), I usually want to change the default size, position, etc., of
the image map. Moving and scaling the image map usually works ok, but
when I try to rotate it, quite often the image map disappears(when
rendering). I also am stuck using the "flat" image map option, because
as soon as I try to use the wrap option, the image disappears. Oh yeah,
I can't get the repeat image map option to work either, I usually end
with image applied just once and it doesn't cover the entire object
either.

Thanks to anybody who takes the time to reply to this message!

     Rick

                            Thread   250

                    -=> RETURN TO CONTENTS!<=-

1.239   MSG-236 Subject: Re: FLC resolution

```
                   Subject: Re: FLC resolution
Date:      Saturday, 10 June 1995 12:46:53
From:      Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)
```

Hello All,

I'll add my two cents to this discussion :)
>On page 301 of my Imagine 3.0 manual, it says "The most common .FLC
>animation format resolutions are PC Lores and PC480." (640x480)
>So I,m assuming that there must be a way. There are plenty of hi-res
>FLC's around to look at and they play fine. Also the FLC format is
>supposed to be "resolution independant" but is limited to 256 colors.
Check out Flick15.lha on Aminet. It has a nice document on the FLI/FLC specs.
FLI: 320x200x256
FLC: 320x200x256
     640x480x256
     800x600x256
    1024x768x256

Then recently introduced resolution/depths of 16 and 24bit, I think for the
same resolution but I'm not sure about that.

Greetings Joop

                   Thread   168

                -=> RETURN TO CONTENTS!<=-

1.240   MSG-237 Subject: Re: Atmosphere

                   Subject: Re: Atmosphere
Date: Saturday, 10 June 1995 13:25:00
From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

> to END over the same frames. The result will be something that looks
> like it begins and ends with noise parameters of (4,2), but smoothly
> changes and cross-fades in between.

But if you morph one object from opaque to transparent, and another
from trasnparent to opaque, won't the total transparency be 25% in the
middle of transition? Let's try it out. In the middle of transition,
the first object is 50% transparent, second object - 50% transparent.
Total transparency is .5 * .5 = .25.

The better way to do it is to have the same states for the objects,
but make one of them totally opaque and enclose it within the other,

which morph from full opaque to full transparency. During the
transition, you will see the second object reveales more and more.

Hope it helps and I am right. :-)

Andrey

                        Thread   216

                    -=> RETURN TO CONTENTS!<=-

1.241   MSG-238 Subject: Re: Book on writing textures

                Subject: Re: Book on writing textures
Date: Saturday, 10 June 1995 14:34:44
From: Mark Allan Fox <mafox@acs.ucalgary.ca>

Greetings:

        You wrote:
>
> On Tue, 6 Jun 1995, Steve McLaughlin wrote:
>
> > I saw a hardback book at the bookstore:
> > Texturing and Modeling, A procedural approach, by Ebert/Musgrave/Peachey/
> > Perlin/Worley.
>   ^^^^^^^--- Just curious, is that Steven Worley. Essence/Forge
> Author?

        Yep. It's him. Good book.

>
> Don DeCosta
> DonD@crl.com
>
>

                        Thread   369

                    -=> RETURN TO CONTENTS!<=-

1.242   MSG-239 Subject: Re: A descent fog texture

                Subject: Re: A descent fog texture
Date: Saturday, 10 June 1995 15:08:37

From: Torgeir Holm <torgeirh@powertech.no>

On 08-Jun-95 12:09:31, Murray L. Crane wrote:

>What I'm after is doing realistic looking ground cover fog with an
>extruded plain sitting on a ground, to give the scene a spooky gothic
>horror sytle of effect... The fog density in an ordinary fog lengthed
>plane doesn't diminish with height, and consequently it just looks like a
>'cube' of single density fog on the ground. If there is a texture on PC
>and Amiga (version 3+ on both machines) that will do this, I would be
>most grateful for an address to get it or a copy therein. Alternatively,
>any hints on how to make a plane of fog that diminishes with height would
>be appreciated.

Fog top should do the trick. It's included with 3.x

Torge!r

                        Thread   225

                  -=> RETURN TO CONTENTS!<=-

1.243   MSG-240 Subject: Re: Do you want a tutorial?

            Subject: Re: Do you want a tutorial?
Date: Saturday, 10 June 1995 15:45:12
From: Lumbient@aol.com

The tutorial is really on the pc but does it matter? I thought you could
transfer files easily between the two?
                                         ----Lumbient

                        Thread   2

                  -=> RETURN TO CONTENTS!<=-

1.244   MSG-241 Subject: I'll Send it....

            Subject: I'll Send it....
Date: Saturday, 10 June 1995 15:56:05
From: Lumbient@aol.com

```
            --------------------------------------------------------------------
```

I'm gonna send the tutorial on sunday so have all requests in by then!
Its split into 3 files.

                                        ----Lumbient

                    Thread   502

                => RETURN TO CONTENTS!<=-

1.245 MSG-242 Subject: Re: Atmosphere

                Subject: Re: Atmosphere
Date: Saturday, 10 June 1995 16:50:51
From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

> Wait I thought that all processes in rendering are addictive ie. they add all
> the values together. So .5 + .5 = 1.0 Totally opaque(?)!!

Nope. I just checked.

Andrey

                    Thread   243

                -=> RETURN TO CONTENTS!<=-

1.246 MSG-243 Subject: Re: Atmosphere

                Subject: Re: Atmosphere
Date: Saturday, 10 June 1995 20:42:32
From: Lumbient@aol.com

Wait I thought that all processes in rendering are addictive ie. they add all
the values together. So .5 + .5 = 1.0 Totally opaque(?)!!

I may be wrong(doubtful though :)

                                        ----Lumbient

```
==O  snip O==
```
But if you morph one object from opaque to transparent, and another
from trasnparent to opaque, won't the total transparency be 25% in the
middle of transition? Let's try it out. In the middle of transition,
the first object is 50% transparent, second object - 50% transparent.
Total transparency is .5 * .5 = .25.
```
==O snip O==
```


                          Thread   252

                    -=> RETURN TO CONTENTS!<=-

1.247   MSG-244 Subject: Re: Atmosphere

                  Subject: Re: Atmosphere
Date: Saturday, 10 June 1995 23:00:23
From: Ian Smith <iansmith@moose.erie.net>

On Sat, 10 Jun 1995 Lumbient@aol.com wrote:
> Wait I thought that all processes in rendering are addictive ie. they add all
> the values together. So .5 + .5 = 1.0 Totally opaque(?)!!
>
> I may be wrong(doubtful though :)

I sure have found that 3d rendering is addictive... :-)

But no, they are not additive. Multiply them instead. An object
with 0.5 in its transparency fields only lets 50% of the light
through. A second object further reduces the light by 50%. So
0.5*0.5 = 25% of the light gets through, not 0.

--
IanSmith@moose.erie.net   Visit Below! :-)
My HP48/Imagine Home Page --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/

                          Thread   242

                    -=> RETURN TO CONTENTS!<=-

1.248   MSG-245 Subject: Re :space ship textures

                  Subject: Re :space ship textures
Date: Saturday, 10 June 1995 23:32:56

From: NEWKIRK@delphi.com

    ----

to Richard Heidebrecht:
I too am stuck on 2.0, and have found lots of flexibility sometimes using
small brushmaps, although this has limited usefulness with cylendrical
mapping and very limited with spherical, a brushmap of 32x32 pixels can
produce some very useful repeating textures when tiled and scaled appropriately.

I've now graduated to 11 megs with gigamem running to a 35 MB partition for
44 megs useable space, but when I had less RAM that served me well many
a time. Course now, I just finished a render utilizing about 30 imagemapped
objects, out of 60 total objects (many composites). This took up about 30
megs max usage to render.
Hope this can help, although perhaps not with your ship.
Joel

                        Thread   323

                    -=> RETURN TO CONTENTS!<=-

1.249   MSG-246 Subject: Jobs for modelers -Atlanta, GA lbm required

                    Subject: Jobs for modelers -Atlanta, GA Ibm required
Date: Sunday, 11 June 1995 02:39:14
From: Derek Hardison <derekjh@pd.org>

I need as many modelers as I can train. It's paid by the piece, approx.
20 to 30 dollars per hour. work at home -- as much or as little as you
can stand.
  I no longer subscribe to this list, so you must contact me at my Email
adress above -- or call information (411) in decatur ga...and call 9-5.
  You MUST have a 486 33 or higher with 8meg ram minimum; 800x600 monitor.
Either a scanner or a Photo-CD multisession CD rom drive is required.
  The more you know, the more you will make initially -- mainly because
Imagine has MADE you pay your dues. this project does not use Imagine
for modeling, but imagine can be used to check the dxf file.
  The client wants to model damn near Everything in the universe,
starting with cars & furniture. We will use his software to make 3D
models from stereo photographs. The model is then wrapped with the image
you made it from -- you can make VERY realistic models in a Tenth the time,
and be well paid for what is basically a no-brainer.
  I am hiring in Atlanta area only, but he is hiring nationally if you
are willing to travel to his site for a weeks training at YOUR expense.
If you're in Atlanta - call me.
If not, mail me SNAIL MAIL at 235-B Wilton Drive, Decatur GA, 30030
  note: if you don't have sufficient interest to put a stamp to envelope,
        you don't have sufficient interest. Modeling something correctly
        IS work & I need people willing to work.

```
Derek Hardison       Imagine on Amiga 4000s
                              New Intelligence on Video
Domain:  derekjh@pd.org
UUCP:  ...!emory!pd.org!derekjh
```


                        Thread   525

               -=> RETURN TO CONTENTS!<=-

1.250   MSG-247 Subject: Re: DCTV and Kinko's

```
                Subject: Re: DCTV and Kinko's
Date:      Sunday, 11 June 1995 03:21:41
From:      rbyrne@3dform.edex.edu.au (Robert Byrne)
```

Hello Charles, on Jun 9 you wrote:

> > From: Dave Rhodes <dave@darhodes.demon.co.uk>
> >
> > I'll have to stick with the slow and relatively expensive
> > photo CD option for now
>
> You know, Corel makes a wonderful line of stock images, called Corel
> Professional Photo CD's. They are ***royalty-free*** and model-released,
> and come in packages so specialized it's almost ludicrous. Can you
> imagine a CD with 100 images of "Doors of San Francisco"? How about
> "North American Deer", "Dog Sledding", or "Arthropods"?
>
> Right now, they're having an incredible sale on their discs: $10.95 US

<deleted>

I borrowed one of these CD's in the Aircraft series from a local PC dealer
to see if I could convert the images. OpalPaint has a loader which converts
these very quickly and the images are first rate. In Australia they retail
for around $70, was there an Aussie phone number included in that sale?

-- Bob

                        Thread   132

               -=> RETURN TO CONTENTS!<=-

1.251   MSG-248 Subject: Re: Wacom tablets

```
                Subject: Re: Wacom tablets
Date:       Sunday, 11 June 1995 03:46:37
From:       rbyrne@3dform.edex.edu.au (Robert Byrne)
```

Hello Peter, on Jun 9 you wrote:

> This is sort of Imagine related - does anyone know the E-mail address for
> Wacom Technologies, the makers of the Wacom graphics tablets.
>
> Does anyone know these tablets can be used with the Amiga...ie. are there
> drivers available?

I would think that if a paint program supports graphics tablets the driver
would be part of the package. This is the case with OpalVision as it
supplies the CalComp and Wacom drivers when installing OpalPaint.

Sorry, have'nt seen a Wacom address.

-- Bob

                         Thread   286

                    -=> RETURN TO CONTENTS!<=-

1.252   MSG-249 Subject: Re: Amiga anims to PC?

```
                Subject: Re: Amiga anims to PC?
Date:       Sunday, 11 June 1995 04:18:21
From:       dunc <dunc@eraser.demon.co.uk>
```

 Hi Roberto,

> >Is there any way to convert Amiga anims to PC anims?
> >
> >Andrey
>
 what i have done in the past is to render my animation in imagine the with
 REND24 (exellent piece of pd from one of the authors of ImageFX) scale it to
 320x200 in 256 colours and save as an animation then

> Try MainActor on the Amiga, but don't expect gorgeous results when you start
> with an Ham (6-8) anim.

 and save it out in fli (or is that flc erm one format is restricted to these
 resolution 320x200x8(bit)) and it worked fine

  oh and i locked the palette to the first frame i dont know if this matters

```
  hope this helps

  duncan



|||||||||||||||||||||||||||||||||||||
|                                   |
|       dunc@eraser.demon.co.uk     |
|                                   |
|||||||||||||||||||||||||||||||||||||


                    Thread          141

                -=> RETURN TO CONTENTS!<=-
```

1.253   MSG-250 Subject: Re: Problem With Texture Mapping

```
                Subject: Re: Problem With Texture Mapping
Date:      Sunday, 11 June 1995 04:33:48
From:      dunc <dunc@eraser.demon.co.uk>


    -----------------------------------------------------------------------

Hi Richard,

> I've got a real problem.  Whenever I map a texture/image to an object in
> Imagine(2.0), I usually want to change the default size, position, etc., of
> the image map.  Moving and scaling the image map usually works ok, but
> when I try to rotate it, quite often the image map disappears(when
> rendering).  I also am stuck using the "flat" image map option, because
> as soon as I try to use the wrap option, the image disappears.  Oh yeah,
> I can't get the repeat image map option to work either, I usually end
> with image applied just once and it doesn't cover the entire object
> either.
>
 when you use maps and change the wrapping methods etc i would be inclined
to drop the map and reapply from the attributtes so you can be sure its set
correctly
duncan

|||||||||||||||||||||||||||||||||||||
|                                   |
|       dunc@eraser.demon.co.uk     |
|                                   |
|||||||||||||||||||||||||||||||||||||


                    Thread          256

                -=> RETURN TO CONTENTS!<=-
```

1.254   MSG-251 Subject: Re: Atmosphere

```
                Subject: Re: Atmosphere
Date:       Sunday, 11 June 1995 04:49:07
From:       parente@estense.global.it (Pierfrancesco Parente)
```

Roger Straub wrote:

>Try moving the texture axis. This will change the texture's effect on the
>object. Just remember to return the axis to it's original position if you
>want the animation to loop. You don't even need to alter the texture's
>settings, though it looks better if you do. (It's also more fun. =)

Good remark, but I can't imagin... ehm... figure out what could be an
appropriate movement to apply to the axis. I mean: if I set up an axis'
translation along a linear path, the "ping-pong" problem won't go away.
I guess the best would be using a circular transition along a closed path
laying on a XY plane, but that goes far beyond my capacity :^| (well...
perhaps setting up 4 different positions for the axis and relying on the new
Spline Interpolation feature... mmm... maybe this deserves a try...).
Stimulating, isn't it? :^)

Thanks, Pierfrancesco.

                    Thread   223

                  -=> RETURN TO CONTENTS!<=-

1.255   MSG-252 Subject: Re: Atmosphere

```
                Subject: Re: Atmosphere
Date:       Sunday, 11 June 1995 04:49:09
From:       parente@estense.global.it (Pierfrancesco Parente)
```

Frank Van der Auwera wrote:

```
-8<--snip--8<-
>What you should do is create (at least) 3 states, and morph from 1 to 2
>to 3 back to 1
>
> A  /-->st2-\  B
> /          _\|         (lousy ASCII drawing, hope you get the point)
>st 1  <------ st3
>         C
-8<--snip--8<-
```

Point gotten and think it's a good one.
The problem is (I'm hard to please, You know... :^) in choosing the right
Magnitude and Velocity FilNoiz2 values to apply to the three states You
mentioned. Since I haven't the faintest idea of how these two works, the
risk is to obtain an even worse effect: three rough motion reversals instead
of only two!

>Hope this helps...as i said, i can't check it right now

Well, neither can I: my Amiga is still dealing with Charles' hint... :^)

>Greetings,
>
>Frank

Thanks, Pierfrancesco.

                              Thread   370

                        -=> RETURN TO CONTENTS!<=-

1.256   MSG-253 Subject: Re: Atmosphere

                    Subject: Re: Atmosphere
Date: Sunday, 11 June 1995 14:19:23
From: Donald DeCosta <dond@crl.com>

On Sat, 10 Jun 1995 Lumbient@aol.com wrote:

> Wait I thought that all processes in rendering are addictive

As a long time user of rendering software I can vouch that, yes, it is
ADDICTIVE! (Sorry, couldn't resist)

Don DeCosta
DonD@crl.com

                              Thread   237

                        -=> RETURN TO CONTENTS!<=-

1.257   MSG-254 Subject: Whew!!! Glad thats done!!!

                    Subject: Whew!!! Glad thats done!!!
Date: Sunday, 11 June 1995 20:34:34

From: Lumbient@aol.com

I finally sent out my tutorial!!! I had over 25 requests!! Thanx to all who
asked...and good luck.

AS BEVIS WOULD SAY:
FIRE....FIRE...FIRRRREEEEEE!!!!!!!!!!

                                                    ----Lumbient

                    Thread   270

              -=> RETURN TO CONTENTS!<=-

1.258   MSG-255 Subject: Windows 3.11, Windows NT 3.5, Windows 95

                Subject: Windows 3.11, Windows NT 3.5, Windows 95
Date: Monday, 12 June 1995 05:09:15
From: CyberMer@aol.com

Hi all,
Has anyone successfully loaded Imagine 3.x in any of the Operating System
listed in my Subject? It is a real pain not to be able to run Imagine under
Windows when all my image processing tool are under Windows. Also when is
WinImagine due to come out?
Thanks in advance!
Jim

                    Thread   137

              -=> RETURN TO CONTENTS!<=-

1.259   MSG-256 Subject: Re: Problem With Texture Mapping

                Subject: Re: Problem With Texture Mapping
Date: Monday, 12 June 1995 11:58:21
From: parente@estense.global.it (Pierfrancesco Parente)

Richard Heidebrecht wrote:

>I've got a real problem. Whenever I map a texture/image to an object in
>Imagine(2.0), I usually want to change the default size, position, etc., of

>the image map. Moving and scaling the image map usually works ok, but
>when I try to rotate it, quite often the image map disappears(when
>rendering).

Be sure, when editing the axes of the applied brush, that the surface You
want to be mapped falls into the box delimited by the positive sections of
the XYZ axes.
When You apply a brush for the first time, Imagine tries to do the best
match with Your object's dimensions. Thus if the object is a plane (think
this is Your case) the Y axis is set very small, so rotating the whole thing
produces a really thin intersection between the surface and the box
mentioned above; too thin to be seen rendered. Try to locally increase the Y
axis' size till it matches Your requirements.

>I also am stuck using the "flat" image map option, because as soon as I try
>to use the wrap option, the image disappears.

This is not Your fault. Imagine 2.0 (don't know if it's been changed in next
releases) doesn't bother at all if You change Your mind and switch from
"flat" to "wrap" in a subsequent editing of the brushmap settings and
doesn't perform the afore mentioned "best matching" of the axes.
I don't think this is wrong since You may want Imagine NOT to do this ("it's
not a bug... it's a feature!" :^).
The only way to get around of this is to drop the brush and reload it again
selecting "wrap" before exiting the brush requester.

>Oh yeah, I can't get the repeat image map option to work either, I usually
>end with image applied just once

When using the repeat feature, the XZ axes sizes determine the dimensions of
the tiles. So scale down these and You'll get Your tile more than once.

>and it doesn't cover the entire object either.

Well, this is strange... :^)

>Thanks to anybody who takes the time to reply to this message!

You're welcome! Hope it's clear and helps...

Ciao, Pierfrancesco.

                        Thread   269

                   -=> RETURN TO CONTENTS!<=-

1.260   MSG-257 Subject: Re: Atmosphere

                Subject: Re: Atmosphere
Date: Monday, 12 June 1995 11:58:52
From: parente@estense.global.it (Pierfrancesco Parente)

Charles Blaquiere wrote:

>The standard trick to add a cycling quality to such things as random
>textures is this:
>
>create two versions of your atmosphere object, each with 3 states. The
>first state will be the DEFAULT state, which should always be created,
>but never used in Stage or Action.
>
>Object A:
>
> DEFAULT state: magnitude = 2, velocity = 1, totally transparent
> START   state: a copy of DEFAULT, except you can _use_ this state.
> END   state: magnitude = 4, velocity = 2, totally opaque
>
>Object B:
>
> DEFAULT state: magnitude = 4, velocity = 2, totally opaque
> START   state: a copy of DEFAULT, except you can _use_ this state.
> END   state: magnitude = 6, velocity = 3, totally transparent
>
>In the Action editor, morph object A from states START to END over 20
>frames. Add object B in a different slot, and morph it from states START
>to END over the same frames. The result will be something that looks
>like it begins and ends with noise parameters of (4,2), but smoothly
>changes and cross-fades in between.
>
>Since the effect looks the same at frames 1 and 20, you'll get the
>familiar stuttering problem associated with cycling animations; the
>secret is to render every frame except the last one.

I admit I was a bit sceptical at first, so I tried it: well, it's really
good! Definitively recommended if You need this kind of effect.
Only one little addition: scale slightly one of the two atmosphere objects
or Imagine (for some obscure reasons) won't work it out right.

Thank You all for the tips given.

Ciao, Pierfrancesco.

                        Thread   226

                    -=> RETURN TO CONTENTS!<=-

1.261   MSG-258 Subject: Re: MovieSetter

              Subject: Re: MovieSetter
Date: Monday, 12 June 1995 12:05:11
From: Fernando D'Andrea <DANDREA@aton.inf.ufrgs.br>

```
> Date sent:        Fri, 9 Jun 1995 17:25:56 -0400 (EDT)
> From:             "Anime a day..." <b7655@hopi.dtcc.edu>
> To:               Bill Bohn <b7655@hopi.dtcc.edu>
> Copies to:        ImagineMailingList <imagine@email.sp.paramax.com>
> Subject:          MovieSetter
```

>
>
> Hi all..
>
>
>   I got a copy of Movie Setter form a Euro Magazine cover disk and I was
> wondering if anyone else uses it. It seems to be capabable of some nice
> tricks but I don't like the fact of its slow frame rate playback.
>
>   I would like to know what is the software most Amiga users use to put
> frames together?? And is there a NEWER version of Movie Setter that
> supports resolutions higher than 352x240??
>
>   thanx in advance,
>
>   Bill

     I do it manually :/ . I make the pix get the same palette with
ADPro and join then with DPaint, because I don't have a package
capable of doing it. It's painful :(and slow, but works. I tried to
do a arexx script to ImageFX, but I have few memo. It isn'tvery
large, so I will send it to the list. If someone haves memo and
ImageFX and patience to be a tester to my script (and a future
user, I hope!!!)...

     Fernando D'Andrea.   A1200/2mb/14mhz020EC/HD 64mb/
     dandrea@aton.inf.ufrgs.br


```
********************************
Fernando Pena D'Andrea.
E-Mail: dandrea@aton.inf.ufrgs.br
********************************
```

                         Thread   177

                  -=> RETURN TO CONTENTS!<=-

1.262   MSG-259 Subject: Re: Wacom tablets

```
             Subject: Re: Wacom tablets
Date:      Monday, 12 June 1995 13:29:20
From:      "John Leipold (FA)" <leipold@satie.arts.usf.edu>
```

```
    ---------------------------------------------------------------------------
```

On Fri, 9 Jun 1995, Peter Borcherds wrote:

```
>
> This is sort of Imagine related - does anyone know the E-mail address for
> Wacom Technologies, the makers of the Wacom graphics tablets.
>
> Does anyone know these tablets can be used with the Amiga...ie. are there
> drivers available?
>
> I would really like to get one of these tablets, so if anyone can help
> me out, I would be most grateful.
>
> Thanks guys + gals. Cheers.......
>
> Peter Borcherds              E-Mail: peter.borcherds@tinder.iaccess.za
>
> ==========================================================================
>              ---Greetings from the Southern Hemisphere---    :*)
>
>            Amiga 4000/030  68882/40mhz  540mb HD  10mb RAM
> ==========================================================================
>
>  * AmyBW v2.11 *
> ...                             9 Jun 95  16:04:54
>
Anonymous ftp may have some information, it either wacom.com or
ftp.wacom.com.  If that doesn't help, this is the U.S. BBS number (360)
750-0638.  I know a phone call to the states is probably not a
possibility, but I left the number for you anyway.
```

Mal


```
                 Thread        248
```

```
           -=> RETURN TO CONTENTS!<=-
```


1.263   MSG-260 Subject: Re: MovieSetter

```
             Subject: Re: MovieSetter
Date:      Monday, 12 June 1995 13:32:27
From:      quarters@walnut.holli.com (Jeff Hanna)
```

```
    -------------------------------------------------------------------------
```

>   I do it manually :/ . I make the pix get the same palette with
> ADPro and join then with DPaint, because I don't have a package
> capable of doing it. It's painful :(and slow, but works. I tried to
> do a arexx script to ImageFX, but I have few memo. It isn'tvery
> large, so I will send it to the list. If someone haves memo and
> ImageFX and patience to be a tester to my script (and a future
> user, I hope!!!)...
>
>   Fernando D'Andrea.   A1200/2mb/14mhz020EC/HD 64mb/
>   dandrea@aton.inf.ufrgs.br

If you already have ADPro, why not use FRED to load all the frames in, render
to the same resolution, lock the palette to the first frame and save out as
a .anim for you? That was what FRED was made for and it is MUCH easier to
have FRED do it automatically than to use 2-3 separate programs and do it all
manually.

                        Thread   222

                    -=> RETURN TO CONTENTS!<=-

1.264   MSG-261 Subject: Random-looking textures (was: Space Ship Textures)

                Subject: Random-looking textures (was: Space Ship Textures)
Date: Monday, 12 June 1995 17:01:13
From: Charles Blaquiere <blaq@io.org>

> From: Richard Heidebrecht <rheidebr@freenet.niagara.com>
>
> I've been struggiling with the problem of getting a decent
> looking texture for a space ship. I only have Imagine _2.0_ (haven't
> upgraded yet, still saving up the cash) so this rules out a lot of
> textures that the rest of you take for granted.

If you want the flexibility of brushmaps, the low memory usage of
textures, and none of the repeating patterns of brushmaps, how about
this little idea?

Create 3-4 small (100 x 100?) brushmaps, in a suitable hull-plate
pattern. Each brushmap should have matching top/bottom and left/right
edges, and a solid background color. (For Amiga IFF files: color zero;
for 24-bit or other files: whatever color is specified in your GENC
Preferences parameter) Leave at least 50% empty space in each of these
tiny images.

Apply each one to your object, with "Use genlock" and "Repeat" turned
on. Scale each one to a small size, different from the other.

The result: a complex, NON-REPEATING pattern from just 120K's worth of
brushmap RAM. Basically, any time 2 or more brushmaps are sized so that
the ratio of their sizes is an irrational number, they'll never show a
repeating pattern. I just had you add 4 layers to get a more complex effect.

I tried it myself, just drawing 3-4 random rectangles of various bluish
shades, in each of the 4 brushmaps. The result looked as close to
Babylon 5 as a 30-second, textureless technique could ever hope to.

                         Thread   284

                    -=> RETURN TO CONTENTS!<=-

1.265   MSG-262 Subject: Re: Atmosphere

                   Subject: Re: Atmosphere
Date: Monday, 12 June 1995 17:12:54
From: Charles Blaquiere <blaq@io.org>

> From: Pierfrancesco Parente <parente@estense.global.it>
>
> Charles Blaquiere wrote:
>
> >The result will be something that looks
> >like it begins and ends with noise parameters of (4,2), but smoothly
> >changes and cross-fades in between.

I have to admit, though, that the eye is a sensitive machine, and will
often pick up on the fact that halfway through, you're actually seeing a
cross-fade of two different textures, whereas at the ends, you just see
one set of parameters at work. Basically, the eye is good at picking up
on the different levels of complexity. But, (he says with a shrug) it's
as good as you can get from something that wasn't meant to be cyclic at all.

> Only one little addition: scale slightly one of the two atmosphere
> objects or Imagine (for some obscure reasons) won't work it out right.

Scaling is normally used to very slightly enlarge one of the objects, so
that no two faces are at *exactly* the same place. (Imagine has trouble
figuring out which one is "on top", something experienced by bunk-bed
toddlers since time immemorial B^) In this case, however, we're dealing
with partially-transparent objects, so that Imagine will calculate light
rays through both sets of faces, regardless which one is on top. For
example:

Face 1 from object A = 0.5 filter
Face 1 from object B = 0.25 filter

If face 1A is deemed on top, Imagine calculates the overall transparency
as 0.5 * 0.25 = 0.125.

If face 1A is deemed on top, Imagine calculates the overall transparency
as 0.25 * 0.5 = 0.125. No difference.

I see possible problems if the objects are opaque, or if you use some
kind of attribute (specularity, maybe?) which Imagine doesn't calculate
for a face that's behind another face, even if this last face is
partially transparent. Anyway, as you said, scaling one object (by
1.0001, I'd advise) solved the problem.

                        Thread   257

                   -=> RETURN TO CONTENTS!<=-

1.266   MSG-263 Subject: RE:Vista-Pro Not working !

                  Subject: RE:Vista-Pro Not working !
Date: Monday, 12 June 1995 17:13:21
From: surentrr@vax.sbu.ac.uk

Hi everyone , since I started this thread I'll update you.
The Vistapro CD is version 3.0 and includes two other programs:
MakePath : Makes a path for yuor fly-by can simulate a glider,bike,car
VistaMorph: Can morph from one Fractal landscape to another.
The cd comes with 4 tutorial morphs :
1:morphs the clouds in a sky to the words VISTAMORPH (20 frame anim)
2:Morphs a sunrise scene to a sunset scene (simulates time passing by)
3:Morphs a castle to a rocky landscape
4:Out of Memory (can't remember)
I finally worked out how to run Vista-morph (the program requires Expanded
memory !) Simple fix (but was'nt in the Magazine)

I believe the PC version has Vista-morph ,the Amiga version had a program
called Terra form (I think) which was not as special .
I find Vista-Morph breathtaking ,it can do wonders to backrounds and overlayed
Imagine graphics. Well worth the 5 pounds I paid for it.
For my friends in the USA, I believe PC Guide will send it to subscribers there
I dont know if they will do back issues (since Issue 1 has just come out)
I'll send some e-mail to the editor and keep everyone posted.

Following several e-mails advising me to buy the manual , the cheques in the pos
t.
Thanks.
Ramesh Suren.
_____

                        Thread   561

-=> RETURN TO CONTENTS!<=-

1.267   MSG-264 Subject: Re: Wacom Tablet

```
            Subject: Re: Wacom Tablet
Date:     Monday, 12 June 1995 17:14:58
From:     El Guapo! <fubar@netcom.com>
```

Okay Okay, I have the answer. I called Wacom (its a local
call for me) and they said:

The ArtZ (larger) and the ArtPad (smaller) are compatible
with the Amiga BUT you have to purcahse drivers from a
third party.

```
            Tri Media (contact Chuck)
            phone (708) 520-0730
```

And the email address for wacom is support@wacom.com

there numbers are: 1800 922-6635 (sales only)
                   (206)750-8882 (tech support)

I have an ArtPad on my IBM and it's the best thing in
the whole world.

-Cris. (fubar@netcom.com)

Thread   512

-=> RETURN TO CONTENTS!<=-

1.268   MSG-265 Subject: Re: Atmosphere

```
            Subject: Re: Atmosphere
Date:     Monday, 12 June 1995 17:19:15
From:     Charles Blaquiere <blaq@io.org>
```

```
> From: Frank.VanDerAuwera <fvdauwer@psws.uia.ac.be>
>
> What you should do is create (at least) 3 states, and morph from 1 to 2
> to 3 back to 1
>
>   A  /-->st2-\  B
```

```
>   /          _\|           (lousy ASCII drawing, hope you get the point)
> st 1  <------ st3
>          C
>
```

Hey, when lousy ASCII is all one has... <grin>

```
> This way you create 3
> distinct morph paths, thus avoiding the pingpong effect
>
> Please note my use of the term "paths" here has nothing to do with real
> imagine paths, i mean the pathway in what you could call the "phase
> space" through which your system moves during a morph.
```

Your idea is quite valid. Possible glitches I see are:

- jerky sensation experienced by the viewer when the "motion vector", in
"phase space" (great term, BTW) suddenly changes direction as the morph
encounters each A/B/C keyframe. This should appear as a difference in
the quality and direction of the cloud morph.

- The direction the clouds are moving/morphing will probably change at
each keyframe, giving an unrealistic effect.

Which gives me another idea: in my original solution, you should rotate
the texture in object A, state START, -10 degrees in local Z, and update
the state; then rotate the texture in object B, state END, 10 degrees in
local Z, and update the state.

This will give the overall texture a rotational motion around local Z,
which should pass through the north/south poles of the atmosphere.
Result: your morphing clouds will also rotate around the world, an even
more natural effect.

                          Thread   337

                    -=> RETURN TO CONTENTS!<=-

1.269   MSG-266 Subject: Re: Atmosphere

                Subject: Re: Atmosphere
Date: Monday, 12 June 1995 17:23:09
From: Charles Blaquiere <blaq@io.org>

> From: Andrey Zmievskiy <zmievski@herbie.unl.edu>
>
> But if you morph one object from opaque to transparent, and another
> from trasnparent to opaque, won't the total transparency be 25% in the
> middle of transition? Let's try it out. In the middle of transition,
> the first object is 50% transparent, second object - 50% transparent.

```
> Total transparency is .5 * .5 = .25.
>
> The better way to do it is to have the same states for the objects,
> but make one of them totally opaque and enclose it within the other,
> which morph from full opaque to full transparency.  During the
> transition, you will see the second object reveales more and more.
>
> Hope it helps and I am right. :-)
```

This sounds right on the money. The "partial transparency" bug you
mention is something I'd thought about before, usually lying in bed
sleepless, but forgot to bring to the discussion table in this case.

Unfortunately, your solution doesn't apply here, since all we would do
is reveal more and more of the inner atmosphere object. Unfortunately,
the inner object being opaque, _none_ of the planet below it would be
revealed.

Your suggestion, however, is right on the money for scenarios where
you're trying to get cyclic textures onto an opaque object.

```
                    Thread        287

              -=> RETURN TO CONTENTS!<=-
```

1.270   MSG-267 Subject: Re: DCTV and Kinko's

```
              Subject: Re: DCTV and Kinko's
Date:      Monday, 12 June 1995 17:25:32
From:      Charles Blaquiere <blaq@io.org>
```

```
    ------------------------------------------------------------------------
```

```
> From: Robert Byrne <rbyrne@3dform.edex.edu.au>
>
> was there an Aussie phone number included in that sale?
```

Nope, just the international (toll) number, which connects you to Corel
in Ottawa.

```
                    Thread        224

              -=> RETURN TO CONTENTS!<=-
```

1.271   MSG-268 Subject: IS IT THERE ???

                    Subject: IS IT THERE ???
Date: Monday, 12 June 1995 17:29:37
From: Charles Blaquiere <blaq@io.org>

> From: Paul Claessens <paulC@Gent.artmediatech.nl>
>
> Is Essence for the PC already available ????   If YES (and I do hope so)
> HOW can I buy it and where ???
>
> I need it for my graduation-project which needs to be ready in jan-96.
> This sounds as if its far into the future, BUT IT ISN'T !!!

Latest word is, early Summer we'll see an Apex newsletter with brand new
toys, including Imagine/PC. Your project deadline isn't compromised.

> Could someone also give me the E-MAIL adres of APEX so I can mail them
> direclty and I don't have to bother the list anymore ???

spworley@netcom.com

> Since our computer network over here is giving me serious problems, please
> E-MAIL me directly at:
>
> paulC@artmediatech.nl

Oops! Didn't get to this part until too late. Hopefully, this reply will
still find its way to you.

                    Thread   271

                -=> RETURN TO CONTENTS!<=-

1.272   MSG-269 Subject: Re: Problem With Texture Mapping

                    Subject: Re: Problem With Texture Mapping
Date: Monday, 12 June 1995 17:37:15
From: Charles Blaquiere <blaq@io.org>

> From: Pierfrancesco Parente <parente@estense.global.it>
>
>
> Richard Heidebrecht wrote:
>
> >Oh yeah, I can't get the repeat image map option to work either, I
> usually >end with image applied just once
>
> When using the repeat feature, the XZ axes sizes determine the

> dimensions of the tiles. So scale down these and You'll get Your tile
> more than once.
>
> >and it doesn't cover the entire object either.
>
> Well, this is strange... :^)

Perhaps he means Repeat used in Wrap modes? Imagine only allows Repeat
to be used in FlatX/FlatZ mode. It COULD offer one-dimensional
repetition in FlatX/WrapZ or WrapX/FlatZ, but it doesn't. It COULD
disable the Repeat button when the wrap modes make it illegal, but it
doesn't. These have been ongoing problems since 1.x and Impulse keeps
adding new, shiny features instead of fixing the old problems.

Oh, how I wish they'd concentrate on bug fixes/interface upgrades in one
version!

                        Thread   465

                   -=> RETURN TO CONTENTS!<=-

1.273   MSG-270 Subject: Windows 3.11, Windows NT 3.5, Windows 95

                Subject: Windows 3.11, Windows NT 3.5, Windows 95
Date: Monday, 12 June 1995 17:43:14
From: Charles Blaquiere <blaq@io.org>

> From: CyberMer@aol.com
>
> To: imagine@email.sp.paramax.com
> Subject: Windows 3.11, Windows NT 3.5, Windows 95
>
> Hi all,
> Has anyone successfully loaded Imagine 3.x in any of the Operating System
> listed in my Subject? It is a real pain not to be able to run Imagine
> under Windows when all my image processing tool are under Windows.

Here's a message I spotted on CompuServe this week. Your timing is
impeccable.

#: 12174 S9/Imagine Users Group
    17-May-95 06:45:38
Sb: #12164-#Imagine under Win 95
Fm: William Rockhold 75740,1427

                        Thread   255

1.274   MSG-271 Subject: IS IT THERE ???

```
              Subject: IS IT THERE ???
Date:     Monday, 12 June 1995 19:29:03
From:     paulC@Gent.artmediatech.nl (Paul Claessens)
```

```
    ------------------------------------------------------------------------
```

Hello there,

I know I asked this question for about a million times now, but
I'm going to do it again anyhow...

Is Essence for the PC already available ????   If YES (and I do hope so)
HOW can I buy it and where ???

I need it for my graduation-project which needs to be ready in jan-96.
This sounds as if its far into the future, BUT IT ISN'T !!!

Could someone also give me the E-MAIL adres of APEX so I can mail them
direclty and I don't have to bother the list anymore ???

Since our computer network over here is giving me serious problems, please
E-MAIL me directly at:

paulC@artmediatech.nl

```
------------------------------------------------------------------------
Life is a towel, you have to suck on it to survive...
------------------------------------------------------------------------
```

```
              Thread          190
```

1.275   MSG-272 Subject: Aminet.

```
              Subject: Aminet.
Date:     Monday, 12 June 1995 19:34:34
From:     Lumbient@aol.com
```

Could someone please post my tutorial on the aminet for me. AOL can't upload
to the FTP's.

Thanx.

                                                          ---Lumbient

                       Thread   278

                  -=> RETURN TO CONTENTS!<=-

1.276   MSG-273 Subject: REX's and TEXTURES...again!!!

                 Subject: REX's and TEXTURES...again!!!
Date: Tuesday, 13 June 1995 00:11:12
From: Lumbient@aol.com

OK, OK you must be getting sick of all these texture programming questions so
I'm gonna be fast.

Someone said something about REX's, what are they?

I'm getting Watcom C/C++, that has an assembler right? What else would I
need to create textures? Any add-ons?

What other compilers could I get? And can you write textures in ASM and
compile like normal?

Basically I need ALL the info I can get on Imagine's texture engine...Thanks.

                         ----Lumbient

PS no one responded to me sending texture did you all get it? Did you like
it?

                       Thread   276

                  -=> RETURN TO CONTENTS!<=-

1.277   MSG-274 Subject: Re: Random-looking textures (was: Space Ship Textures)

            Subject: Re: Random-looking textures (was: Space Ship Textures)
Date: Tuesday, 13 June 1995 00:13:52
From: SGiff68285@aol.com

In your message you wrote:

If you want the flexibility of brushmaps, the low memory usage of
textures, and none of the repeating patterns of brushmaps, how about
this little idea?

Could you upload a sample of what this looks like, I am completely lost as to
what you said.

S.G.

"Dazed and Confused".

                              Thread   245

                    -=> RETURN TO CONTENTS!<=-

1.278   MSG-275 Subject: Re: FLC resolution

               Subject: Re: FLC resolution
Date: Tuesday, 13 June 1995 00:49:26
From: Falko@aol.com

>   (Come one now, somebody, pipe up and persuade me to come back to
>Imagine to make my movies.)

No Way!!! Render the frames to TGA, then use Dave's tools as per my previous
post.

Falko

                              Thread   368

                    -=> RETURN TO CONTENTS!<=-

1.279   MSG-276 Subject: Re: REX's and TEXTURES...again!!!

               Subject: Re: REX's and TEXTURES...again!!!
Date: Tuesday, 13 June 1995 02:32:41
From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

> Someone said something about REX's, what are they?

Relocatable EXecutables. Pharlap format.

> I'm getting Watcom C/C++, that has an assembler right? What else would I
> need to create textures? Any add-ons?

Well, Pharlap linker would be mighty nice, since Watcom can only do so
much. What I mean is that you can create some textures with it, but
with Pharlap's linker it's much easier.

> What other compilers could I get? And can you write textures in ASM and
> compile like normal?

Metaware High C. Don't know about assembler.

> PS no one responded to me sending texture did you all get it? Did you like
> it?

What texture? :->

Andrey

ZIPtag * There is much Obiwan did not tell you

                        Thread   279

                  -=> RETURN TO CONTENTS!<=-

1.280   MSG-277 Subject: Re: FLC resolution

                Subject: Re: FLC resolution
Date: Tuesday, 13 June 1995 02:57:32
From: Lumbient@aol.com

I have a question regarding imagine and TGA's.

Why does Imagine screw up the left hand first row of pixels in the TGA files?

                        Thread   121

                  -=> RETURN TO CONTENTS!<=-

1.281   MSG-278 Subject: Re: Aminet.

```
                Subject: Re: Aminet.
Date:      Tuesday, 13 June 1995 03:12:32
From:      rbyrne@3dform.edex.edu.au  (Robert Byrne)
```


```
     ---------------------------------------------------------------------------
```


Hello Lumbient, on Jun 12 you wrote:

> Could someone please post my tutorial on the aminet for me. AOL can't upload
> to the FTP's.

Thanks for sending the tute, but is it complete? I followed the doc to make
a cylinder with a two state morphing Fire texture, but the result is a ring
of fire. The object that you supplied is obviously the wormhole but I can't
work out the order of the states to get the morphing right.
I'm obviously missing something here, can you help?

-- Bob


```
                    Thread          62

                -=> RETURN TO CONTENTS!<=-
```


1.282   MSG-279 Subject: Re[2]: REX's and TEXTURES...again!!!

```
                Subject: Re[2]: REX's and TEXTURES...again!!!
Date:      Tuesday, 13 June 1995 11:39:30
From:      spack@mv.us.adobe.com
```


```
     ---------------------------------------------------------------------------
```


>Relocatable EXecutables. Pharlap format.

    Do any other compilers support the REX format? Is there any
    documentation that someone could supply regarding the REX format? I
    have MSVC and could find a Borland product, but don't want to buy
    another compiler just to do textures.

    -Scott
    spack@adobe.com


```
                    Thread          104

                -=> RETURN TO CONTENTS!<=-
```

1.283   MSG-280 Subject: Impulse???

```
                  Subject: Impulse???
Date:      Tuesday, 13 June 1995 18:57:25
From:      Lumbient@aol.com
```

Anyone know whats wrong with Impulse? I called today to try to figure out
any info possible on textures. They told me that Impulse does NOT tell
anyone info on creating textures except for Essence. Then I said but I've
found a text file from Impulse about creating textures. Again he said he has
no knowledge that such a file exists. Well by this time I was getting mad!!
The conversation lasted for a while, then-

"But many people have already created textures"-ME

"Yes but they've done it without Impulses permission and help..."-Him(?)

"Aren't you kinda limiting yourself by not allowing the public to make
textures?"-ME

"Well we don't see it that way, Imagine is already cheap we want to make
money from the textures"-Him

"But with a wealth of textures and FX's would help Imagine grow and become a
more powerful program-"-ME

"Impulse is doing just fine-"-Him

"Hey with more textures available free you could make Imagine cost more,
because you'll be getting more!"-ME
"...So I can create textures-you just won't help?..."-ME

"Exactly..."-Him

"Could I sell textures for profit?"-ME

"I'm not sure on the legalities but I'm sure we won't really sue you...If you
were Microsoft the we would try to get everything we could..."-Him

As you can see Impulse is so much help! They wouldn't give me any specifics
the only thing they did tell me is that they do program in C! WOW!! what a
help that is! Only half the world uses C!!

Impulse is sinking their own ship!!

SOMEONE HELP ME!!!!!!!

                                                      ----Lumbient

I've finally decided to tell all my info, hey I gotta trust someone!!(not
impulse)
--PERSONAL INFO--
AGE: 15(yes I know I'm only 15!!)
HIEGHT: 5'9"
SEX: always(its a joke :)
WEIGHT: 220 lbs.
H/COLOR: black
E/COLOR: brown

So lets see- I'm a fat dark kid!(summary of above info)   :)

                        Thread   293

                  -=> RETURN TO CONTENTS!<=-

1.284   MSG-281 Subject: Re: Impulse???

                Subject: Re: Impulse???
Date: Tuesday, 13 June 1995 19:15:54
From: Ian Smith <iansmith@moose.erie.net>

On Tue 13-Jun-1995, Lumbient@aol.com wrote:
> Anyone know whats wrong with Impulse? I called today to try to figure out
> any info possible on textures. They told me that Impulse does NOT tell
> anyone info on creating textures except for Essence. Then I said but I've

> found a text file from Impulse about creating textures. Again he said he
> has no knowledge that such a file exists. Well by this time I was getting
> mad!! The conversation lasted for a while, then-

What? I called them about their texture docs a while ago to ask if
more docs were coming out about their other interfaces and they said
yes. I can't belive they are denying that they wrote it, since they
admitted it to me. Perhaps you didn't speak to Mike H? Make sure you
talk to him, as you might be talking to the janitor or something. :)

> "Impulse is doing just fine-"-Him

Thats a *great* attitude. By the time Impulse stops doing fine it
is too late to fix it! You have to constantly try and be better.

> "Could I sell textures for profit?"-ME

I can't see ANY leagal reason why you couldn't. Your not using their
code. I would treat Imagine like an operating system. You can't be
sued for using undocumented commands or functions. As far as I know..

The docs from Impulse are on my home page if anyone wants to look
them over. I just wish Impulse would release more.

> "Yes but they've done it without Impulses permission and help..."-Him

And nobody needs their PERMISSION to create addons.

--
IanSmith@moose.erie.net   Visit Below! :-)
My HP48/Imagine Home Page --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/

                       Thread   415

                  -=> RETURN TO CONTENTS!<=-

1.285   MSG-282 Subject: Lightbulb

                Subject: Lightbulb
Date: Tuesday, 13 June 1995 21:42:11
From: Conny Jonsson <cjo@smtpgw.esrange.ssc.se>

Those of you who can, have a look at
http://www.bastad.se/~kiefe/pics/p-mobile.jpg
and check his lightbulb. It's beautiful!!!
(Skip the "pics/p-mobile.jpg"-bit to look at Paolo's homepage)
--

| Conny Joensson | Swedish Space Corp. Esrange |

```
| Kiruna          | Satellite Operations, Telecom Div.  |
| Sweden          | cjo@smtpgw.esrange.ssc.se           |
*----------------------------------------------------------*
```

Thread   127

-=> RETURN TO CONTENTS!<=-

1.286   MSG-283 Subject: Re: Impulse???

```
               Subject: Re: Impulse???
Date:     Tuesday, 13 June 1995 23:19:11
From:     zmievski@herbie.unl.edu (Andrey Zmievskiy)
```

> The docs from Impulse are on my home page if anyone wants to look
> them over. I just wish Impulse would release more.

I don't see what additional info they could release. Of course, a
couple of example textures would be great, but it's more of learning
it yourself.

Andrey

ZIPtag * Todays subliminal message is "   "

Thread   325

-=> RETURN TO CONTENTS!<=-

1.287   MSG-284 Subject: Re: Random-looking textures (was: Space Ship Textures)

```
            Subject: Re: Random-looking textures (was: Space Ship Textures)
Date:     Wednesday, 14 June 1995 01:04:24
From:     Charles Blaquiere <blaq@io.org>
```

> From: SGiff68285@aol.com
>
> Could you upload a sample of what this looks like, I am completely lost
> as to what you said.

Please reread the message, then be more specific as to what you don't

understand. I find each sentence perfectly understandable, but hey -- I
wrote the stuff. I'd be happy to clarify any point you have trouble with.

If you've already deleted the original message, send me _e-mail_ and
I'll send you a copy I'm saving in my mailbox for a few days. (No need
to do this over the mailing list)

Thread   274

-=> RETURN TO CONTENTS!<=-

1.288   MSG-285 Subject: Re: Impulse???

Subject: Re: Impulse???
Date: Wednesday, 14 June 1995 01:42:56
From: Charles Blaquiere <blaq@io.org>

> From: Lumbient@aol.com
>
>
> Anyone know whats wrong with Impulse? I called today to try to figure out
> any info possible on textures. They told me that Impulse does NOT tell
> anyone info on creating textures except for Essence.

I couldn't find it on my hard disk, but I seem to remember a message by
Mike Halvorson, in response to complaints that Impulse had resisted
cooperating with Apex, where Mike basically said that on the contrary,
Impulse was quite open to sharing texture information with third-party
developers, and was actually encouraging them to get in touch with him.

It's a shame I can't find the message. It would make a nice piece of
evidence for you to wave under Mike's nose.

Thread   334

-=> RETURN TO CONTENTS!<=-

1.289   MSG-286 Subject: Re: Wacom Tablet

Subject: Re: Wacom Tablet
Date: Wednesday, 14 June 1995 05:23:41

From: "dunc@eraser.demon.co.uk" <dunc@eraser.demon.co.uk>

Hi El,

>
> And the email address for wacom is support@wacom.com
>
> there numbers are: 1800 922-6635 (sales only)
>

   (206)750-8882 (tech support)
>
> I have an ArtPad on my IBM and it's the best thing in
> the whole world.
>
> -Cris. (fubar@netcom.com)
>
>
 or you could look in aminet/hard/drivr
    and dir W* get the wacom archive
    then dir G* and get the GTDriver archive

 then decide which works best for you

 Wacom_116.lha
 GTDriver.lha

 duncan
~==~
 dunc@eraser.demon.co.uk - dunc@eraser.demon.co.uk (night)
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   264

                  -=> RETURN TO CONTENTS!<=-

1.290   MSG-287 Subject: Re: Atmosphere

                Subject: Re: Atmosphere
Date: Wednesday, 14 June 1995 10:56:00
From: parente@estense.global.it (Pierfrancesco Parente)

Pierfrancesco Parente wrote:

>Roger Straub wrote:
>
>>Try moving the texture axis. This will change the texture's effect on the

```
>>object.
>
>I guess the best would be using a circular transition along a closed path
>laying on a XY plane, but that goes far beyond my capacity :^| (well...
>perhaps setting up 4 different positions for the axis and relying on the new
>Spline Interpolation feature... mmm... maybe this deserves a try...).

No way... that just doesn't work... *sigh*.
What's the Spline Interpolation meant to be used for, then?

Thanks anyway, Pierfrancesco.
```

<div align="center">Thread   288</div>

<div align="center">-=> RETURN TO CONTENTS!<=-</div>

1.291   MSG-288 Subject: B5 Aminet Uploads...

```
                    Subject: B5 Aminet Uploads...
Date:       Wednesday, 14 June 1995 12:17:02
From:       jonathan.haigh@unn.ac.uk
```

```
   ----------------------------------------------------------------------
```

Hi ALL,

I have just recieved a message from the guy that originally made the ightwave
Babylon5 objects that you have all been clamoring for.....

He said it was fine to convert his work and upload it to the aminet, so now
that my freind and I have just failed our last exam miserably we will hopefully
get them uploaded by the end of this week... especially since I go home then.

After we do this I'm going to unsubscribe before my university account self
destructs, so if any of you want me for anything I can be contacted through the
BBS in the readme file (creations north). Also you might want to mail Dean
Scott who's objects most of them were.

Goodbye for now...

JR.

```
================================================================================
```

If at first you dont succeed, then give up, erase all evidence that you tried
and get someone else to have a go.....

Jr's VMS. This sucks..huh huh.
```
================================================================================
```

Thread   507

-=> RETURN TO CONTENTS!<=-

1.292   MSG-289 Subject: Re: Impulse???

```
                 Subject: Re: Impulse???
Date:      Wednesday, 14 June 1995 13:02:41
From:      William Eric Donoho <donoho@iglou.com>
```

```
      -------------------------------------------------------------------
```

On Tue, 13 Jun 1995 Lumbient@aol.com wrote:

> Anyone know whats wrong with Impulse? I called today to try to figure out
> any info possible on textures. They told me that Impulse does NOT tell
> anyone info on creating textures except for Essence. Then I said but I've
> found a text file from Impulse about creating textures. Again he said he has
>... etc, etc

Your conversation with Impulse is reminicient of my conversations with
them. They've got a serious phone support problem, as well as a
ack-basswards marketing scheme.

I wish microsoft would buy 'em.

```
Eric Donoho              | "Let's go to burger king and get
Louisville, KY USA       | a chicken sandwich!"
donoho@iglou.com
```

Thread   306

-=> RETURN TO CONTENTS!<=-

1.293   MSG-290 Subject: Re: FLC resolution

```
                 Subject: Re: FLC resolution
Date:      Wednesday, 14 June 1995 15:12:00
From:      mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)
```

```
      -------------------------------------------------------------------
```

-> From: Mike McCool <mikemcoo@efn.org>->   I haven't even tried to let Im
agine do a movie for me sinc=e t-> 1.x days. Just got completely out of the hab
it. And as I believe= yo-> on the PC side, I'll leave it at that, since all the
 processors, c=omp-> and animbuilders I use are amiga specific.->->   (Com
e one now, somebody, pipe up and persuade me to come b=ack-> Imagine to make my

movies.)Ok...well, from the PC side the "make Movie" function works just fine=..
I've made FLCs at 320x240 and 640x480 .....no problem. However the on=lyreal adv
antage over using another anim utility might only be you cancreate the animation
 without having to store all the individual frame=s.The "make movie" option can
create a FLC with or without saving eachrendered cell. On large animations, that
 can save you around 50 megs =ofdrive space.   /------------------------------
       ___   ___ ___   ___ | Mike van der Sommen   / __ /
__/ /__/ /_   \ / | Santa Barbara, Ca.   /___/ / \ / / / ↩
       / \ | mike.vandersommen@caddy.uu.silcom.com   HAUS BBS (8
05-683-1388) | "Irony can make revenge a welcome alternative" ____
_____--- =FE InterNet - GraF
X Haus BBS - Santa Barbara, Ca - (805) 683-1388

                        Thread   185

               -=> RETURN TO CONTENTS!<=-

1.294   MSG-291 Subject: Mike H / Textures [was: Re: Impulse???]

               Subject: Mike H / Textures [was: Re: Impulse???]
Date: Wednesday, 14 June 1995 15:23:40
From: paris@lor.jrent.com

     It is indeed too bad that you can't find that msg, Charles, as I spoke
to Mike H, via email, about textures...ie, asked for any help he might offer
in creating new ones. He basically told me that he would offer no help, and
didn't mention anything about any text files, either.

     I got the feeling when I spoke to him that he was uninterested in
anything that didn't come from either Impulse or Essence. Perhaps he merely
wishes to restrict texture creation for Imagine to developers w/ a proven track
record, but... What are we, as users, supposed to do, request textures for
specific purposes from Impulse or Essence? (Even if we could, and were willing,
to develop them ourselves?)

     Perhaps Mike H, at one time, did feel comfortable sharing texture info
w/ any developers who were interested...but something changed his mind. He
certainly didn't seem very willing when I wrote to him... Just my two little
"copper" pieces... (From someone else who has "been there"...)

Jeff (paris@lor.jrent.com)

                        Thread   327

               -=> RETURN TO CONTENTS!<=-

1.295   MSG-292 Subject: Re: Impulse???

```
                    Subject: Re: Impulse???
Date:      Wednesday, 14 June 1995 15:30:00
From:      videoman@netcom.com
```

```
        ----------------------------------------------------------------------
```

> Your conversation with Impulse is reminicient of my conversations with
> them. They've got a serious phone support problem, as well as a
> ack-basswards marketing scheme.
>
> I wish microsoft would buy 'em.
"""""""""""""""""""""""""""""""""""

Gad's! i hope this was a joke!   I wish microsoft would implode on itself!

There "operationg system" is the worst hunk of $%^#&@ !!

I'd much rather deal with the small unique software companys than the
megacorp microsoft.

--
```
.._____.
|   -== 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     |
|3 Amiga's and a 100Mhz Pentium/triton/f&w SCSI/4Meg Stealth-VIDEO/3601CD   |
~"""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""""~
```

```
                    Thread          289

                 -=> RETURN TO CONTENTS!<=-
```


1.296   MSG-293 Subject: Re: Impulse???

```
                    Subject: Re: Impulse???
Date:      Wednesday, 14 June 1995 16:38:30
From:      Ian Smith <iansmith@moose.erie.net>
```

```
        ----------------------------------------------------------------------
```

On Wed, 14 Jun 1995, William Eric Donoho wrote:
> Your conversation with Impulse is reminicient of my conversations with
> them. They've got a serious phone support problem, as well as a
> ack-basswards marketing scheme.
>
> I wish microsoft would buy 'em.

Hmmm... first they would drop support for the Amiga totally.

Then they would make it run only under Windows 95, forcing you
to upgrade and add another 8 megs of ram to make up for the space
Windows takes up, and a new hard drive for the 40 megs to install
Imagine.

Then they would charge about $1,200 for the software, and make you
pay for phone support like with their other products.

Then Bill Gates would clam that, "You can't render an image in less
than four hours." :-)

And finally, though a sneaky and brilliant plan of advertising
and leagal threats, they would wipe out Wavefront, SGI, NewTek
and every other 3D rendering system, leaving them with a
stranglehold on the market.

And then they would let the software stagnate and the users would
go into fits of pleasure whenever they made an improvment like
upping the the version number.

Of course, Impulse could do the last all by themselves. But at least
we have the choice to go to another renderer. (Which I won't do
because I *like* Imagine)

sigh And I controled my annoyance with Microsoft for such a long
time. Post, cancel.. Post, cancel.. Post, cancel.. :-)

--
IanSmith@moose.erie.net   Visit Below!
My HP48/Imagine Home Page --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/

                    Thread   292

                 -=> RETURN TO CONTENTS!<=-

1.297   MSG-294 Subject: Re: Spline Ed SubGroups

                Subject: Re: Spline Ed SubGroups
Date: Wednesday, 14 June 1995 16:39:35
From: Marty Nussbaum <martyn@asu.edu>

Hello All,
      I just have a quick question regarding the subgroups. Can you assign
a different attribute to each set of subgroups. For example, have the
front side of the object red while the back is blue and the sides green?

Thanks in advance for any replies,

On Sat, 3 Jun 1995, Robert Byrne wrote:

> Hi there!
>
> I found an interesting feature of the Spline Editor. When you save an
> extruded object three subgroups are saved with it, Front, Back and Side
> faces. Try it out, load an object into the Detail Ed, select Pick Faces
> then Pick Subgroup.
>
> -- Bob
>
>   : Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :
>   :   Amiga A3000/25 : Ballina, NSW Australia :
>
>

                Marty

                **************   _ _ /|
                *   ACK!!   *   \'o.O'
                * Hairball! *   =(___)=
                **************   U

                      Thread   63

                  -=> RETURN TO CONTENTS!<=-

1.298   MSG-295 Subject: Re: Impulse???

                  Subject: Re: Impulse???
Date: Wednesday, 14 June 1995 16:46:10
From: Ian Smith <iansmith@moose.erie.net>

On Tue 13-Jun-1995, zmievski@herbie.unl.edu (Andrey Zmievskiy) wrote:
> Ian wrote:
> > The docs from Impulse are on my home page if anyone wants to look
> > them over. I just wish Impulse would release more.
>
> I don't see what additional info they could release. Of course, a
> couple of example textures would be great, but it's more of learning
> it yourself.

I'd like more interfaces documented. The effects interface in
particular so we could write our own effects. THAT would be cool.

--
IanSmith@moose.erie.net   Visit Below! :-)

My HP48/Imagine Home Page --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/

                         Thread   285

                  -=> RETURN TO CONTENTS!<=-

1.299   MSG-296 Subject: Re: Mike H

                  Subject: Re: Mike H
Date: Wednesday, 14 June 1995 17:12:50
From: Ian Smith <iansmith@moose.erie.net>

On Wed, 14 Jun 1995 Lumbient@aol.com wrote:
> Mike sent me an E-mail from compuserve yesterday! Hey I thought they don't
> subscribe to the IML!!!! Anyhow, he basically told me that i was full of
> @$@^%...well I thought that was no way for a president to treat his %income%.
> I told him calling me liar before he got the facts straight was wrong for
> someone ofhis position. Before he called me a liar he should have checked
> with his tech-support people!!! Maybe they lied to him!!! Boy, if thats the
> case wonder what kind of power he really has over his company!!!

Liar? Not the best way to treat customers...

> message from Mike:
> [..SNIP..]
> We will not at this time give phone support to people who want further
> tech help, we are putting together a kit for vendors who want to do
> 3rd party work the cost will be $500.00 per year and you will get a
> complete kit as well as the source for various activities that people
> have expressed they need.

I just got off the phone with Mike H. That message was his, and the
$500 developers kit will be forthcoming. It is much more interesting
that it seems at first... here are some details I asked for...

1) It will not be out until after WinImagine is released. But
   should be out soon after.

2) You get 40 hours of free online tech support.

3) This is the suprising one. You get the SOURCE CODE for Imagine.
   I asked him this several times, and he confirmed that yes, you
   get source for the program. This comes with heavy NDA's to sign.

4) The $500 gets you everything you need for both IBM and Amiga
   development.

If anyone else calls, post any extra information. I've already
thought of a few other things I should have asked while I was

writing this message.

And no, no, NO I decided not to ask when 3.3 or 4.0 was coming out.

--
IanSmith@moose.erie.net   Visit Below! :-)
My HP48/Imagine Home Page --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/

                        Thread   335

                 -=> RETURN TO CONTENTS!<=-

1.300   MSG-297 Subject: Re: Impulse???

              Subject: Re: Impulse???
Date: Wednesday, 14 June 1995 17:23:05
From: sauvp@citi.doc.ca (Patrick Sauvageau)

Eric Donoho (donoho@iglou.com):
>On Tue, 13 Jun 1995 Lumbient@aol.com wrote:
>Your conversation with Impulse is reminicient of my conversations with
>them. They've got a serious phone support problem, as well as a
>ack-basswards marketing scheme.

>I wish microsoft would buy 'em.

NEVER! NEVER! NEVER!

A corporation with a good merketing scheme is just that: A corporation run
by it's PR department. Marketing is another word for deception; a good
product like Imagine do not need any marketing. The "Microsoft Quality" is
just an illusion created by the fact that every microsoft product can be
compared only with other microsoft product. or other microsoft lookalike. We
need more diversity to improve and microsoft is to software diversity what
deforestation is to bio-diversity.

Microsoft must die!

(Did I read too much Marx and Chomsky recently ?? :-)

Patrick Sauvageau
(sauvp@citi.doc.ca)

                        Thread   295

1.301   MSG-298 Subject: Re: Mike H

```
                Subject: Re: Mike H
Date:      Wednesday, 14 June 1995 17:30:08
From:      Ken Morton <kmorton@panix.com>
```

> Mike sent me an E-mail from compuserve yesterday! Hey I thought they don't
> subscribe to the IML!!!! Anyhow, he basically told me that i was full of
> @$@^%...well I thought that was no way for a president to treat his %income%.
> I told him calling me liar before he got the facts straight was wrong for
> someone ofhis position. Before he called me a liar he should have checked
> with his tech-support people!!! Maybe they lied to him!!! Boy, if thats the
> case wonder what kind of power he really has over his company!!!

> Mr. Limbient
>
> You are full of)_(@*#$, no one at Impulse ever said these things, we have
> been
> very fothcoming about those who want to make textures, infact we have made
> public domain the format, as you have already found. We encourage you to
> make
> whatever you want in terms of textures,.

        When you deal with Impulse you deal with a bunch of assholes, I
think anyone who has talked to them knows this by now. They may have a
neat program, and some talent, but that'll only get them so far. Treating
users like shit will cause those users to look elsewhere, where the grass
is greener and there is free coffee and things actually work.

        Regards

        Ken


```
Ken F. Morton                    I had sex with god last night.  It was a
kmorton@panix.com                bit of a let-down.
http://www.panix.com/~kmorton
                                 "Mew!" - Glowing Kitty
```

                    Thread   348

1.302   MSG-299 Subject: Mike H

                        Subject: Mike H
Date: Wednesday, 14 June 1995 17:59:14
From: Lumbient@aol.com

Mike sent me an E-mail from compuserve yesterday! Hey I thought they don't
subscribe to the IML!!!! Anyhow, he basically told me that i was full of
 I told him calling me liar before he got the facts straight was wrong for
someone ofhis position. Before he called me a liar he should have checked
with his tech-support people!!! Maybe they lied to him!!! Boy, if thats the
case wonder what kind of power he really has over his company!!!

message from Mike:

Mr. Limbient

You are full of)_(@*#$, no one at Impulse ever said these things, we have
been
very fothcoming about those who want to make textures, infact we have made
public domain the format, as you have already found. We encourage you to
make
whatever you want in terms of textures,.

We will not at this time give phone support to people who want further tech
help, we are putting together a kit for vendors who want to do 3rd party work
the cost will be $500.00 per year and you will get a complete kit as well as
the
source for various activities that people have expressed they need.

I assume that you message will reflect this one, we will help in what ever
way
that we can within the limits that we have set up so far.

That should be a direct answer and I presume that you will repost this
message
so that all can see my response to your absurd message.

Mike Halvorson
President
Impulse, Inc..

WELL I DID AS HE ASKED!!!!!

                                    ----Lumbient

                        Thread   347

                  -=> RETURN TO CONTENTS!<=-

1.303   MSG-300 Subject: Smacker Flic Compression

```
              Subject: Smacker Flic Compression
Date:      Wednesday, 14 June 1995 20:19:02
From:      Broctune@aol.com
```

```
        --------------------------------------------------------------------------
```

Has any one out there used a Flic compression program called smacker or
something, I heard it dramatically reduces file size. Any info would be
appreciated.

Thanx


```
                        Thread          154
```

```
                   -=> RETURN TO CONTENTS!<=-
```


1.304   MSG-301 Subject: Assigning attributes to subgroups

```
              Subject: Assigning attributes to subgroups
Date:      Wednesday, 14 June 1995 21:02:50
From:      Kelly Petlig <kpetlig@halcyon.com>
```

```
        --------------------------------------------------------------------------
```


On Wed, 14 Jun 1995, Marty Nussbaum wrote:
> >   I just have a quick question regarding the subgroups. Can you assign
> > a different attribute to each set of subgroups. For example, have the
>
On Wed, 14 Jun 1995, Ian Smith wrote:
> Yes you can, and it's pretty easy. All you do is go into "Pick Faces"
> mode, pick the faces you want to change and select "Attributes" and
> change what you want. Note that you can only change Color, Reflect and
> Filter values in "Pick Faces" mode.

Another thing to note is that textures can be limited to subgroups.

Mr.Kelly Petlig <kpetlig@halcyon.com>
(Yes, I'm using an Amiga computer)


```
                        Thread          163
```

```
                   -=> RETURN TO CONTENTS!<=-
```

1.305   MSG-302 Subject: Re: Mike H

```
                 Subject: Re: Mike H
Date:      Wednesday, 14 June 1995 22:23:18
From:      cjo@esrange.ssc.se
```

```
  ----------------------------------------------------------------------------
```

```
> message from Mike:
> Mr. Limbient
>=20
> You are full of )_(=C9*#$,

Ah, well, now _this_ is the Mike H that we've all come to know and love ;)


*------------------------------------------------------------*
|   Conny Joensson    |   Swedish Space Corp. Esrange        |
|   Kiruna            |   Satellite operations - Telecom Div. |
|   Sweden            |   cjo@smtpgw.esrange.ssc.se           |
*------------------------------------------------------------*


                    Thread          298

                -=> RETURN TO CONTENTS!<=-
```

1.306   MSG-303 Subject: Re: Spline Ed SubGroups

```
                 Subject: Re: Spline Ed SubGroups
Date:      Wednesday, 14 June 1995 22:35:14
From:      Ian Smith <iansmith@moose.erie.net>
```

```
  ----------------------------------------------------------------------------
```

```
On Wed, 14 Jun 1995, Marty Nussbaum wrote:
>     I just have a quick question regarding the subgroups. Can you assign
> a different attribute to each set of subgroups. For example, have the
> front side of the object red while the back is blue and the sides green?
>
> Thanks in advance for any replies,

Yes you can, and it's pretty easy.  All you do is go into "Pick Faces"
mode, pick the faces you want to change and select "Attributes" and
change what you want.  Note that you can only change Color, Reflect and
Filter values in "Pick Faces" mode.

Also, you don't have to make a subgroup to do this.  You can just
select the faces by drag box or "Pick Subgroup" them.

Be carefull when using this function though.  If you adjust the
Color, Reflect or Filter values in Group or Object mode it will
change EVERY face, erasing any special colorings you have done
```

to the object in "Pick Faces".

--
IanSmith@moose.erie.net   Visit Below! :-)
My HP48/Imagine Home Page --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/

                        Thread   322

                -=> RETURN TO CONTENTS!<=-

1.307   MSG-304 Subject: Grow Effect prob in 2.0

                Subject: Grow Effect prob in 2.0
Date: Wednesday, 14 June 1995 22:59:26
From: Derek Hardison <derekjh@pd.org>

I have to modify an animation I made two years ago.
I have several paths with things growing on them.
Client wants more stuff growing.
So I copied the paths & object (grouped) and added the FX
  won't work...
 I renamed both the objects and the paths so everything would have its
own name.
  won't work.
Have I forgotten something???
  the old paths work, new ones should but won't

  NOTE: - I don't subscribe here anymore -- so please respond to my addresss.
thanks.

 --
Derek Hardison   Imagine on Amiga 4000s
                            New Intelligence on Video
          Seeking Contracts or Job using Alias or SoftImage
Domain: derekjh@pd.org
UUCP: ...!emory!pd.org!derekjh

                        Thread   351

                -=> RETURN TO CONTENTS!<=-

1.308   MSG-305 Subject: Re: Spline Ed SubGroups

```
              Subject: Re: Spline Ed SubGroups
Date:     Wednesday, 14 June 1995 23:18:07
From:     Roger Straub <straub@csn.net>
```

On Wed, 14 Jun 1995, Marty Nussbaum wrote:

> Hello All,
>   I just have a quick question regarding the subgroups. Can you assign
> a different attribute to each set of subgroups. For example, have the
> front side of the object red while the back is blue and the sides green?
>

Sure. Go into Pick Faces mode, select the Pick Subgroup command under the
Pick/Select menu, pick the front subgroup, and then press F7, or bring up
the Attributes Requester. Set the color to red. Repeat for the other
subgroups, with green and blue, respectively. This works with ANY group
of faces, whether it be a subgroup or just a random picking of faces. You
can only set Color, Reflect, and Filter values, though. If you want a
texture on a certain subgroup, use the Restrict To Subgroup setting in
the texture requester.

```
>
> Thanks in advance for any replies,
>
>
>            Marty
>
>            **************         _ _ /|
>            *    ACK!!    *        \'o.O'
>            *  Hairball!  *        =(___)=
>            **************           U
>
```

See ya,
      Roger

```
                    Thread         303

               -=> RETURN TO CONTENTS!<=-
```

1.309   MSG-306 Subject: Re: Impulse???

```
              Subject: Re: Impulse???
Date:     Wednesday, 14 June 1995 23:43:33
From:     Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>
```

  This very topic became a long thread on this list about two years ago.
At various times, Impulse has promised to release the technical
information on the effects format and interface but so far, no dice.
There was a lot of flaming from this list at that time for more
information about TDDD and texture format which resulted in the release
of the textfiles on those subjects (but only on Compu$erve, somebody that
had a Compu$erve account was kind enough to upload them to aminet).

On Wed, 14 Jun 1995, Ian Smith wrote:

>
> I'd like more interfaces documented. The effects interface in
> particular so we could write our own effects. THAT would be cool.
>

                        Thread   297

                 -=> RETURN TO CONTENTS!<=-

1.310   MSG-307 Subject: Re: Imagine Developers Kit

              Subject: Re: Imagine Developers Kit
Date: Wednesday, 14 June 1995 23:51:10
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

You must know by now that Impulse exists in Virtual Space and
moves in Virtual Time. Reality is not defined in the Impulse dictionary.

On Wed, 14 Jun 1995 Lumbient@aol.com wrote:

>
> BTW-Guy said 3.3 will be out in 2 weeks, hmmm, they also said 2 weeks 2 weeks
> ago!!!
>

                        Thread   376

                 -=> RETURN TO CONTENTS!<=-

1.311   MSG-308 Subject: Imagine Developers Kit

              Subject: Imagine Developers Kit
Date: Wednesday, 14 June 1995 23:52:57
From: Lumbient@aol.com

```
     ------------------------------------------------------------------------
```

I get it read between the lines!!! If Impulse is gonna give its source code,
then that means that either:
They don't care anymore...
OR
Imagine is getting a BIG rewrite!!!

I think thats why they are waiting till AFTER WinImagine. I think they are
gonna give you the OLD imagine's code.

BTW-Guy said 3.3 will be out in 2 weeks, hmmm, they also said 2 weeks 2 weeks
ago!!!

                                                        ---Lumbient

                        Thread   319

                   -=> RETURN TO CONTENTS!<=-

1.312   MSG-309 Subject: Re: Atmosphere

                 Subject: Re: Atmosphere
Date: Thursday, 15 June 1995 00:01:58
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>


```
     ------------------------------------------------------------------------
```

  Have you tried using the Clouds.itx texture? If you apply it to a
sphere and scale the texture axis very small, and use that as a shell
over your planet object, you end up with a pretty realistic looking cloud
atmosphere. Also, you can morph the texture over time and get an
animated swirling clouds effect. If you want the slight haze that comes
from an atmosphere, you can make another sphere that is slightly smaller
than the cloud sphere, apply some type of tint (filter) and apply the fog
attribute.

                        Thread   266

                   -=> RETURN TO CONTENTS!<=-

1.313   MSG-310 Subject: Re: Imagine Developers Kit

                 Subject: Re: Imagine Developers Kit
Date: Thursday, 15 June 1995 00:22:09
From: Ian Smith <iansmith@moose.erie.net>

```
    --------------------------------------------------------------------------
```

On Thu, 15 Jun 1995, Mike Cheng wrote:
> On Wed, 14 Jun 1995 Lumbient@aol.com wrote:
>
> > I get it read between the lines!!! If Impulse is gonna give its source code,

> > then that means that either:
> > They don't care anymore...
> > OR
> > Imagine is getting a BIG rewrite!!!
>
> Sorry lumbient, i think you're about 180 degrees off here. Impulse has
> released source code and info on writing *textures*.
> Check out aminet /gfx/3d/im3texdoc

Lumbient isn't refering to the two refrence docs that Impulse has
released earlier, but of the promised $500 developers package.
It isn't entirely clear to me if the code included will be a some
texture exambles, or the whole Imagine source code. Mike H did
make it very clear that there were some scary NDA's to sign when
you got the developers package. So they may be releasing more than
just a texture and effect example if they require strict security.

This will be cleared up in a few days I think.

--
IanSmith@moose.erie.net   Visit Below! :-)
My HP48/Imagine Home Page --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/

                          Thread   407

                    -=> RETURN TO CONTENTS!<=-

1.314   MSG-311 Subject: Re: Mike H

                 Subject: Re: Mike H
Date: Thursday, 15 June 1995 02:35:56
From: SGiff68285@aol.com

In a message dated 95-06-14 18:49:55 EDT, kmorton@panix.com (Ken Morton)
writes:

>   When you deal with Impulse you deal with a bunch of assholes, I
>think anyone who has talked to them knows this by now. They may have a
>neat program, and some talent, but that'll only get them so far. Treating
>users like shit will cause those users to look elsewhere, where the grass
>is greener and there is free coffee and things actually work.

Actually I have never ever dealt with anyone at Impulse that was any less
than polite. I have called them many times and yes, I did not always get the
answer I was looking for, but they are always accessible. I would like to
see you get the same kind of treatment from Microsoft that you get from
Impulse. Most of the features in Imagine have been put in there because of
user request. Do you think you could call up Microsoft and suggest a new
feature for Windows? I here a lot of bitching and moaning about Impulse on
this mail list. (The majority of the posts are informative and interesting),
but Imagine is well worth the money and that is why we are all still die-hard
fans. Impulse is a small company and does a great job of putting out a
product that competes very well with other higher-end programs. If you want
to pay $2995 for Imagine like 3DS, then maybe they can hire a staff to sit
and answer the phone all day along with a pub. relations department. And you
might get dongle as well.

S.G.

                         Thread   296

                -=> RETURN TO CONTENTS!<=-

1.315   MSG-312 Subject: Re: Mike H

                Subject: Re: Mike H
Date: Thursday, 15 June 1995 02:40:29
From: SGiff68285@aol.com

In a message dated 95-06-14 18:49:55 EDT, kmorton@panix.com (Ken Morton)
writes:

>When you deal with Impulse you deal with a bunch of assholes, I
>think anyone who has talked to them knows this by now. They may have a

Also, Impulse gets trashed for being a little late on release dates. Money
doesnt mean anything, look at Microsoft, they are huge, they have been
promising for 2 years a new operating system and where the hell is it.

O.K. Im finished ranting.

S.G.

                         Thread   311

                -=> RETURN TO CONTENTS!<=-

1.316   MSG-313 Subject: Re: Spline Ed SubGroups

```
                    Subject: Re: Spline Ed SubGroups
Date:      Thursday, 15 June 1995 05:27:08
From:      fredster@cyberport.net (Fred Aderhold)
```

>Yes you can, and it's pretty easy. All you do is go into "Pick Faces"
>mode, pick the faces you want to change and select "Attributes" and
>change what you want. Note that you can only change Color, Reflect and
>Filter values in "Pick Faces" mode.
>

Don't forget that when you add a brush map, you can also restrict it to a
subgroup too!

Hmmm...chrome letters with wood sides? Cool!

Fred Aderhold
fredster@cyberport.net

"Dogs come when you call. Cats have answering machines."

                       Thread   393

                  -=> RETURN TO CONTENTS!<=-

1.317   MSG-314 Subject: Sorry Could Not Find Subject!

```
              Date:     Thursday, 15 June 1995 08:06:36
From:      montvai@achilles.rijnh.nl (Attila Montvai)
```

|Subject: Impulse

>When you deal with Impulse you deal with a bunch of assholes, I
>think anyone who has talked to them knows this by now.

Hi all,

I think this flame on Imagine is inappropriate. You can not
turn a potato into an orange just argueing how stinky potato
it is, or swearing at it why is it not an orange.

The argument that they are cheap is a phony one anyway.
They are not cheap because they are saints (they like the money

like hell) but THEY CAN NOT BE MORE EXPENSIVE. If they try to be – they are
dead.

To prove that the 'gang at Impulse' (phrase from the manual!) likes
 the money it is enough to look at the imperssum
of the 3.0 manual. Phillip
Shaddock writes some sort of a text which is correceted, outlayed,
supervised ... by several Halvorson's – and draws money for that
twice. 1. As a manual – which is only waist of paper (and an attack
against the rain forset), and 2. as a book (essentially a reprint)
the same as above.
(Anyway he wants to write 'the best(!) introduction to Imagine'
again. Now I am curious!)

The story with textures is entirely in this line. My working
hypothesis is, that they are on the borderline of disappearing
from the market so they judge they need every penny they can make
(honestly ore dishonestly – is the same)
in order to survive.

 They economise on everything they can – shooting into their own foot
every time.

So I would not expect anything else.

Attila

                    Thread   28

                -=> RETURN TO CONTENTS!<=-

1.318   MSG-315 Subject: Re: FLC resolution

                Subject: Re: FLC resolution
Date: Thursday, 15 June 1995 09:43:17
From: Mark Allan Fox <mafox@acs.ucalgary.ca>

Greetings:

In reply to:
>
> I have a question regarding imagine and TGA's.
>
> Why does Imagine screw up the left hand first row of pixels in the TGA files?
>

      Actually it's not Imagine's fault (not really). Imagine
uses an old flavour of the Targa (TGA) format. The particular
flavour they use allows palette information to be stored in a
TrueColour image.

     The problem actually lies with the viewer your using.
It's warned that palette information is contained in the image,
but it ignores it. So what you probably see is 256 pixels of
near-random colours somewhere at the top or side of your image.

     I guess Imagine requires the palette information so it
can display the images in 256-colour mode.

     Of course, Impulse could fix the problem by adopting the
TGA 2.0 standard. This allows all the palette information to be
stored after the image data. This would mean that most viewers
could completely ignore the palette data.

     Hope this satisfies your curiosity.

                              Later,

                              Mark A. Fox
                              mafox@acs.ucalgary.ca

                         Thread   290

                    -=> RETURN TO CONTENTS!<=-

1.319   MSG-316 Subject: SPIN & SWEEP

                  Subject: SPIN & SWEEP
Date: Thursday, 15 June 1995 10:27:20
From: Zdenek Pizl INF 3 FSE <PIZL@KVT.UJEP.CZ>

Hi all!

1. What's the different(s) between the SPIN and SWEEP. It seems
equally I think.

2. Can I change the rotate axis in SPIN/SWEEP effects ?. I try to do
some simple skelet of something and then I SWEEP it. If I do the
skelet in FRONT/RIGHT view, the result was OK <> in the TOP view -->
the result was awful.

3. It is possible to save laticized objects ? I tried to laticize
sphere (stupid, I know :-))) and then saved it, but in STAGE editor
the sphere was not laticized. What's the matter ?

          Thanx.
                         Pizi from Decin, Czech republic
                         (PC Imagine 3.0, DX/2)

                         Thread   365

1.320   MSG-317 Subject: Imagine & OS/2

```
               Subject: Imagine & OS/2
Date:     Thursday, 15 June 1995 10:33:31
From:     Zdenek Pizl INF 3 FSE <PIZL@KVT.UJEP.CZ>
```

Hi all!

 I'm fond of OS/2 version of Imagine. Exists it or :-(

          Thanx, Pizi from Decin

                       Thread   352

1.321   MSG-318 Subject: Re: Re Mike H

```
               Subject: Re: Re Mike H
Date:     Thursday, 15 June 1995 10:35:51
From:     aciolino%rrddts.donnelley.com@planet8.eag.unisysgsg.com
```

>>Mike sent me an E-mail from compuserve yesterday! Hey I thought they don't
>>subscribe to the IML!!!! Anyhow, he basically told me that i was full of

>thats pretty impressive. I mailed them at the compu$pend account 3 times,
and >didn't recieve any reply.

>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>

    HJey Jon - take it from someone who knows (that'd be me): You didn't
    get a reply because you didn't piss him off. I got replies from him
    when I accused him of writing a sub-standard manual. He was gracious

enough to ask if I'd like to be removed from Impulse's Upgrade line
and be taken off the mailing list. The CORRET response was: "Oh, we
are trying harder to produce more quality products. Any suggestions
would be appreciated", and then either 1)do them, or 2)lie, say you've
done them, and then throw them out. (MicroSoft does this well). Either
way, PACIFY the customer, don't inflame them! (Mike, if you got a copy
of this, I'd much prefer you do #1, but at least practice with #2.)

And, no, they don't POST in the IML. But they DO receive it. I'm not
sure if they have an employee who gets it, or if Mike H. himself gets
it. But stuff I've written here suddenly got responsees posted to ME
from CI$ from Mike H. I was flattered.

Either way, when 3.3 comes out (soon!) we'll see if Imagine delivers
again. So far, they've done a great job of Programming, and a really
bad job at customer support, although there was a few months where
Imagine's Customer Support was going good...sigh..

-AC

"It's amazing what one hothead can do to ruin the reputation of a
company." -me.

                     Thread   388

                 -=> RETURN TO CONTENTS!<=-

1.322   MSG-319 Subject: Re: Imagine Developers Kit

                Subject: Re: Imagine Developers Kit
Date: Thursday, 15 June 1995 12:39:18
From: Mike Cheng <memfc@alinga.newcastle.edu.au>

On Wed, 14 Jun 1995 Lumbient@aol.com wrote:

> I get it read between the lines!!! If Impulse is gonna give its source code,
> then that means that either:
> They don't care anymore...
> OR
> Imagine is getting a BIG rewrite!!!

Sorry lumbient, i think you're about 180 degrees off here. Impulse has
released source code and info on writing *textures*.
Check out aminet /gfx/3d/im3texdoc

chill...
MiKE

                     Thread   307

1.323   MSG-320 Subject: Another Quickie

```
               Subject: Another Quickie
Date:     Thursday, 15 June 1995 12:57:16
From:     gregory denby <gdenby@elgreco.helios.nd.edu>
```

This is no big deal, but I was delighted to stumble on this
little technique.

I'm not sure what version of Imagine first supported "Latticize,"
but it now combines nicely with the 3.2 ability to "Fracture"
objects (added to the previous use of fracture for edges.)

To make a quick, if clumsy "stained glass" panel, create a flat
object, such as a primitive disk, or draw out a desired shape
and fill in the faces. Copy this. Latticize the first shape
using a value of .2 (or whatever). Extrude the results 10 units,
shift it back 5 units on the Y axis. Select the second shape,
and fracture using a value of .8. Now you have the frame and
panels for your window. Add appropriate attribs to each.

Have fun
Greg Denby

                    Thread   510

1.324   MSG-321 Subject: Impulse and a tip!

```
               Subject: Impulse and a tip!
Date:     Thursday, 15 June 1995 13:05:25
From:     Ed Totman <etotman@gort.ucsd.edu>
```

I agree completely with Ken's comments below. Aside from a delay in
getting 3.2 (which I now have), the people at Impulse have always been
curtious, polite, and responsive, especially considering the number of
calls and messages they must answer every day. Maybe it's because of my
attitude when I call or write, or maybe I've just been lucky every time. :)

And now a tip:

If you want a quick way to duplicate subproject rendering settings
including all buttons except the still/movie path, open the project and
then the subproject you want to duplicate, then create/open the new
project, then create a new subproject. Bingo! All parameters are the
same except the directory paths. Of course you could just enter these
parameters in the preferences rendering presets too.

Ed Totman
etotman@gort.ucsd.edu

On Wed, 14 Jun 1995 SGiff68285@aol.com wrote:

> In a message dated 95-06-14 18:49:55 EDT, kmorton@panix.com (Ken Morton)
> writes:
>
> Actually I have never ever dealt with anyone at Impulse that was any less
> than polite. I have called them many times and yes, I did not always get the
> answer I was looking for, but they are always accessible. I would like to
> see you get the same kind of treatment from Microsoft that you get from
> Impulse. Most of the features in Imagine have been put in there because of
> user request. Do you think you could call up Microsoft and suggest a new
> feature for Windows? I here a lot of bitching and moaning about Impulse on
> this mail list. (The majority of the posts are informative and interesting),
> but Imagine is well worth the money and that is why we are all still die-hard
> fans. Impulse is a small company and does a great job of putting out a
> product that competes very well with other higher-end programs. If you want
> to pay $2995 for Imagine like 3DS, then maybe they can hire a staff to sit
> and answer the phone all day along with a pub. relations department. And you
> might get dongle as well.
>
> S.G.
>
>

                           Thread   326

                     -=> RETURN TO CONTENTS!<=-

1.325   MSG-322 Subject: Re: Spline Ed SubGroups

              Subject: Re: Spline Ed SubGroups
Date: Thursday, 15 June 1995 13:08:57
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Marty, on Jun 14 you wrote:

> Hello All,
>   I just have a quick question regarding the subgroups. Can you assign
> a different attribute to each set of subgroups. For example, have the
> front side of the object red while the back is blue and the sides green?

Yes, go into Pick Faces mode and then Pick Subgroup, bring up the
Attributes Requester and set the new colour. The only restriction is that
you can only change the Colour, Reflection and Filter values, the other
parameters are ghosted.

You can also add a texture and/or brushmap to a subgroup by entering its
name in the Subgroup box of the texture/brushmap requester.

Its handy for positioning decals etc. to a confined area of an object.

--Bob

  : Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :
  :   Amiga A3000/25 : Ballina, NSW Australia :

                        Thread   313

                 -=> RETURN TO CONTENTS!<=-

1.326   MSG-323 Subject: Re Mike H

                 Subject: Re Mike H
Date: Thursday, 15 June 1995 15:32:46
From: Waland J F <walaj@essex.ac.uk>

>Mike sent me an E-mail from compuserve yesterday! Hey I thought they don't
>subscribe to the IML!!!! Anyhow, he basically told me that i was full of

thats pretty impressive. I mailed them at the compu$pend account 3 times, and
didn't recieve any reply.

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   318

                 -=> RETURN TO CONTENTS!<=-

1.327   MSG-324 Subject: More Imagine info

                 Subject: More Imagine info
Date: Thursday, 15 June 1995 15:32:54

From: milan@Dieppe.artmediatech.nl (Milan Polle)

Hi all,

I was netsurfing yesterday (WWW for the first time) and visited Conny's
trace pages, very neat stuff. I couldn't find Tom's pages (I didn't have
the address) as there where no links to it. The World Wide Web is definetly
very cool (I want a homepage too :)

As for the texture information, I never had any help from Impulse other than
the texture docfile. I used very little info from a computer graphics book
I had (just the basic vector maths) as I hardly could remember anything from
maths at school (school is lame, just give me the diplomas). So all you need
is some very basic knowledge of C, some info on vector maths and some well
working noise routine. The rest is up to your imagination, and neat textures
can be very simple, the idea is most important.

It would be most appreciated if Impulse was to publish the format of the
effects (and surely the global effects) and also of the light textures.

Oh yeah, I messed up my graduation too (had very bad luck, Murphy seems to

hate me...), I will have a second chance in January next year (I need a
syquest bad :(

Maybe we should put together some basic demands for Imagine4.0, like working
bumpmap tiling (I didn't see that mentioned in 3.2's bugfix list, so it is
probably not fixed) and tiling with wrapped mapping, soft shadows, visible
spline motion control, motion blur etc. Things that would put Imagine on the
level of a complete tracer (and then it probably will be beyond complete).
We should also write down the basic anoyances which can be easily fixed, write
them down as you encounter them. In the end we should have one list of demands
just to have it clear. Just an idea.

Back to graduating.....

Milan

                        Thread   462

                ‒=> RETURN TO CONTENTS!<=‒

1.328   MSG-325 Subject: Re: Impulse???

          Subject: Re: Impulse???
Date: Thursday, 15 June 1995 17:52:43
From: cjo@esrange.ssc.se

>>I wish microsoft would buy 'em.

>NEVER! NEVER! NEVER!

Q: How many MicroSoft programmers does it take to mount a lightbulb?
A: None. They make darkness a standard.

And with that being said; let's finish this thread, OK!

```
*-------------------------------------------------------------*
|   Conny Joensson   |   Swedish Space Corp. Esrange          |
|   Kiruna           |   Satellite operations - Telecom Div.  |
|   Sweden           |   cjo@smtpgw.esrange.ssc.se            |
*-------------------------------------------------------------*
```

                        Thread   281

                    -=> RETURN TO CONTENTS!<=-

1.329   MSG-326 Subject: Re: Impulse and a tip!

                 Subject: Re: Impulse and a tip!
Date: Thursday, 15 June 1995 18:31:15
From: Ken Morton <kmorton@panix.com>

>
> I agree completely with Ken's comments below. Aside from a delay in
>
> > In a message dated 95-06-14 18:49:55 EDT, kmorton@panix.com (Ken Morton)
> > writes:
> >
> > Actually I have never ever dealt with anyone at Impulse that was any less
> > than polite. I have called them many times and yes, I did not always get th
e
> > answer I was looking for, but they are always accessible. I would like to

      I didn't write the above. I wrote the rather harsh statements
about Impluse, which I stand by. :)

      k

                        Thread   386

                    -=> RETURN TO CONTENTS!<=-

1.330   MSG-327 Subject: Re: Mike H

```
                  Subject: Re: Mike H
Date:      Thursday, 15 June 1995 19:15:55
From:      bmolsen@bvu-lads.loral.com (Brad Molsen)
```

```
    ----------------------------------------------------------------------
```

>Actually I have never ever dealt with anyone at Impulse that was any less
>than polite. I have called them many times and yes, I did not always get the
>answer I was looking for, but they are always accessible. I would like to
>see you get the same kind of treatment from Microsoft that you get from
>Impulse. Most of the features in Imagine have been put in there because of
>user request. Do you think you could call up Microsoft and suggest a new
>feature for Windows? I here a lot of bitching and moaning about Impulse on
>this mail list. (The majority of the posts are informative and interesting),
>but Imagine is well worth the money and that is why we are all still die-hard
>fans. Impulse is a small company and does a great job of putting out a
>product that competes very well with other higher-end programs. If you want
>to pay $2995 for Imagine like 3DS, then maybe they can hire a staff to sit
>and answer the phone all day along with a pub. relations department. And you
>might get dongle as well.
>
>S.G.

        Here, Here, I agree with all of the above. Especially the
insightful line
        "If you want
>to pay $2995 for Imagine like 3DS, then maybe they can hire a staff to sit
>and answer the phone all day along with a pub. relations department. And you
>might get dongle as well."
        Apparently, Impulse isn't just the name of the company Mr.
Halvorson is the president of but, it is also something he acts on
sometimes ;) as we all do.
Bottom line is he must be doing something right, otherwise we all wouldn't
be spending so much of our time with our faces glued to our monitors
playing God.
                              later,
                                   Brad

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
        Almond rocca?!! Ahhh..no thanks, I have a cat!

Brad Molsen c/o LORAL   bmolsen@bvu-lads.loral.com

13810 SE Eastgate Way Suite 500   (206) 957-3230
Bellevue, Wa 98005   Fax: (206) 746-1335
```

```
                         Thread          302
```

```
                    -=> RETURN TO CONTENTS!<=-
```

1.331   MSG-328 Subject: Dare 2 Imagine Guide

```
                 Subject: Dare 2 Imagine Guide
Date:       Thursday, 15 June 1995 19:22:13
From:       a00448@dtic.ua.es (ERNESTO POVEDA CORTES)
```

```
    ---------------------------------------------------------------------------
```

Hi to all,

  I have writen an amigaguide version of 'dare 2 imagine', and Shane give
me permission to distribute it so ... anybody who wants it, please mail me
and i will send a copy as soon as possible (my time at the net is very
restrictive :( ).

  See ya...
--

```
+-------------------------------------------------------------------------+
| 'Do not underestimate the power of the Force.'                          |
|                                                                         |
| email: a00448@dtic.ua.es  --> Ernesto Poveda Cortes (I am not a number :) |
+-------------------------------------------------------------------------+
```

```
                  Thread          341
```

```
              -=> RETURN TO CONTENTS!<=-
```

1.332   MSG-329 Subject: Re: SPIN & SWEEP

```
                 Subject: Re: SPIN & SWEEP
Date:       Thursday, 15 June 1995 19:51:05
From:       parente@estense.global.it (Pierfrancesco Parente)
```

```
    ---------------------------------------------------------------------------
```

Zdenek Pizi wrote:

>1. What's the different(s) between the SPIN and SWEEP. It seems
>equally I think.

Not really... simply forget that "SPIN" exists and always use "SWEEP"
instead. (Nice way to say "I never used the spin feature and have no idea on
how to work out a possible use of it" :^)

>2. Can I change the rotate axis in SPIN/SWEEP effects ?. I try to do
>some simple skelet of something and then I SWEEP it. If I do the
>skelet in FRONT/RIGHT view, the result was OK <> in the TOP view -->
>the result was awful.

It seems to me You do proved Yourself that SPIN and SWEEP are different. Try

using SWEEP instead of SPIN.
Anyway.
SP & SW always rotate the object along the local Z axis of the object, so
You can obtain different kind of rotations by moving or rotating the
object's axes only (select "Transform Axes Only" in the Transformation
Requester or press the Shft button in interactive mode).

>3. It is possible to save laticized objects ? I tried to laticize
>sphere (stupid, I know :-)))

Why? It could be nice... really!
Do You know those nice Chinese lanterns... :^)

>and then saved it, but in STAGE editor
>the sphere was not laticized. What's the matter ?

I think You tried to latticize a mathematical sphere (it's not nice by You
to ask this to Imagine :^)
Use Add->Primitive->Sphere instead of Add->Sphere.

>   Thanx.

Not at all! Pierfrancesco.

                        Thread   336

                   -=> RETURN TO CONTENTS!<=-

1.333   MSG-330 Subject: Re: Wire-frame rendering

                 Subject: Re: Wire-frame rendering
Date: Thursday, 15 June 1995 20:50:36
From: a00448@dtic.ua.es (ERNESTO POVEDA CORTES)

>
> On Wed, 7 Jun 1995 m.rubin9@genie.geis.com wrote:
>
>
> I'm needing to render out some animations in true wire-frame - no
> hidden line removal. Is there any way to turn off the hidden line
> removal that Imagine defaults to in the project editor? Any ideas of
> work-arounds?
>
>

I see some Re: to this but no one mentioned b4 the Ian's EdgeFill.itx
I think that this texture will do the job pretty well. :)

--

```
+------------------------------------------------------------------------+
| 'Do not underestimate the power of the Force.'                         |
|                                                                        |
| email: a00448@dtic.ua.es  --> Ernesto Poveda Cortes (I am not a number :) |
+------------------------------------------------------------------------+
```

                              Thread   136

                       -=> RETURN TO CONTENTS!<=-

1.334   MSG-331 Subject: Re: Developer Kit Info

```
              Subject: Re: Developer Kit Info
Date:      Thursday, 15 June 1995 23:40:31
From:      John Grieggs <grieggs@PrimeNet.Com>
```

Ian Smith said:
>
>   It is $500 a year to be an Imagine developer.
>
Per year? Ack!

>   You get FULL and current source to Amiga, PC and Windows Imagine.
>
So... What good does it do you? Can you copy parts of it into your
own products? If so, then do you need to keep on paying the $500 per
year as long as your products are on the market? What if you want to
use the source code, or some portion of the source code, or maybe just
an idea from the source code, in a product intended for standalone
use rather than for Imagine add-ons? Hmmm...

The kind of stuff I'd be interested in doing would require actually
modifying the source and selling the modified version. Doesn't sound
too likely, but unless they put a whole bunch of hooks in various
spots, then no AREXX/built-in ISL/flocking/etc.

>   You also need to pretty much sign statments that make you totally
>   liable for any damages if you let the code out, even by accident.
>
Makes sense, can't blame them for this one. Still, I'd be really queasy
about signing such an agreement without a clear idea of "damages". I can
think of a couple of really potentially nasty ones.

Any risk at all of being sued for all of my equity and future earnings
would cause me to not sign such an agreement.

>   It will be released sometime after 4.0 comes out. All current
>   users will be notified when it is available by a newsletter.
>
Cool.

```
> So, this all looks pretty interesting.  A bit expensive for the
> casual programmer, but it will open up Imagine to lots of cool
> add ons.  Oh, Mike did say that speculating on future products
> is a time waster.. but I doubt that will stop anyone. :-)
>
Yeah, I sure won't be doing this for ISL.  :-)  Still, it is an
interesting development.


> --
> IanSmith@moose.erie.net        Visit Below!
> My HP48/Imagine Home Page  -->  http://moose.erie.net/~iansmith/
> Come Visit Africa Imports! -->  http://www.cyberenet.net/~africa/
>
_john
```


                         Thread   56

                  -=> RETURN TO CONTENTS!<=-

1.335   MSG-332 Subject: Developer Kit Info

```
                Subject: Developer Kit Info
Date:      Friday, 16 June 1995 01:11:57
From:      IanSmith@moose.erie.net (Ian M. Smith)


    ----------------------------------------------------------------------------

I talked to Mike H. again about the developers kit and he cleared
up a few points I was not sure of.  I'v found that Mike can be
pretty to the point and impaitent, but hey, he IS the president
and not some $5 an hour operator paid to be nice to people.
Anyway, here is as much as I know...

  It is $500 a year to be an Imagine developer.

  You get FULL and current source to Amiga, PC and Windows Imagine.

  You also need to pretty much sign statments that make you totally
  liable for any damages if you let the code out, even by accident.

  It will be released sometime after 4.0 comes out.  All current
  users will be notified when it is available by a newsletter.

So, this all looks pretty interesting.  A bit expensive for the
casual programmer, but it will open up Imagine to lots of cool
add ons.  Oh, Mike did say that speculating on future products
is a time waster.. but I doubt that will stop anyone. :-)


--
IanSmith@moose.erie.net        Visit Below!
My HP48/Imagine Home Page  -->  http://moose.erie.net/~iansmith/
```

Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/

                        Thread   331

                  -=> RETURN TO CONTENTS!<=-

1.336   MSG-333 Subject: Line o' pixels

                 Subject: Line o' pixels
Date: Friday, 16 June 1995 03:01:01
From: fredster@cyberport.net (Fred Aderhold)

>   Actually it's not Imagine's fault (not really). Imagine
>uses an old flavour of the Targa (TGA) format. The particular
>flavour they use allows palette information to be stored in a
>TrueColour image.
>
>   The problem actually lies with the viewer your using.
>It's warned that palette information is contained in the image,
>but it ignores it. So what you probably see is 256 pixels of
>near-random colours somewhere at the top or side of your image.
>

Hmmm... The only time I see a line up the left hand side is when I use the
Show button from within Imagine. When viewed with other programs, they look
fine.

Fred Aderhold
fredster@cyberport.net

"Dogs come when you call. Cats have answering machines."

                        Thread   475

                  -=> RETURN TO CONTENTS!<=-

1.337   MSG-334 Subject: Re: Impulse???

                 Subject: Re: Impulse???
Date: Friday, 16 June 1995 03:01:05
From: fredster@cyberport.net (Fred Aderhold)

>>>I wish microsoft would buy 'em.
>
>>NEVER! NEVER! NEVER!
>
>Q: How many MicroSoft programmers does it take to mount a lightbulb?
>A: None. They make darkness a standard.
>
>And with that being said; let's finish this thread, OK!
>

Microsoft is a huge company, so we have to put up with thier nonsense, or
choose not to. Impulse is a small company, but we love Imagine, so we have
to put up with their nonsense, or choose not to.

Hey, if it'll make you feel better, make a nice Imagine logo - then explode
it...

Fred Aderhold
fredster@cyberport.net

"Dogs come when you call. Cats have answering machines."

Thread   340

-=> RETURN TO CONTENTS!<=-

1.338   MSG-335 Subject: Re: Mike H

         Subject: Re: Mike H
Date: Friday, 16 June 1995 03:41:21
From: mrivers@tbag.tscs.com (Michael Rivers)

Lu> Mr. Limbient

Lu> You are full of)_(@*#$, no one at Impulse ever said these things, we

There he goes again, sees all, knows all, ofcourse we either know nothing
or are liars...

Lu> We will not at this time give phone support to people who want further

Never had it, never will.

Lu> tech

Lu> help, we are putting together a kit for vendors who want to do 3rd party
    ^^
Good god! Doesn't Impulse have something better to do? Imagine 4 is
supposed to be shipping! The Constant Upgrade(CU) Crap was supposed
to be 1 YEAR AND 4 UPGRADES. Currently it is 1 YEAR + .5 MONTHS AND 2
UPGRADES! Everyone should call up Impulse and request a refund unless
you like having your strings pulled. It annoys me to great extent to
see a comany treat it's bread and butter with such disrespect. They
make such wild claims about what they're going to do and don't deliver.
(anyone remeber 3.0's feature list, before and after shipping?, the
constant update junk etc.) (venting steam)

Folks, DEMAND action from Impulse, otherwise we'll keep getting screwed
over by 'em.

Lu> work
Lu> the cost will be $500.00 per year and you will get a complete kit as

I doubt it would be a much use(considering the documentation for Imagine
itself the total lack of support and respect for their customers). This
is another Impulse way to suck blood($cash$) from a stone(Imagine).

Lu> well as
Lu> the
Lu> source for various activities that people have expressed they need.

Not for $500. There a few companies or people that would sacrifice $500
for Imagine, especially when they can develope for LW4.0. I suspect
that once Essence is converted to LW format, Impulse will lose there
most if not all 3rd party support.

Lu> Mike Halvorson
Lu> President
Lu> Impulse, Inc..

Head of customer disservice.

```
----------------------------------------------------------------
| Commodore failure. Press left mouse button to continue     |
|    Guru Meditation  $8100000C     Task : $416C6920         |
----------------------------------------------------------------
```

                        Thread   424

                    -=> RETURN TO CONTENTS!<=-

1.339   MSG-336 Subject: Re: SPIN & SWEEP

            Subject: Re: SPIN & SWEEP
Date: Friday, 16 June 1995 03:46:13
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Zdenek, on Jun 15 you wrote:

> Hi all!
>
> 1. What's the different(s) between the SPIN and SWEEP. It seems
> equally I think.

Spin uses the Z axis of the object as the pivot point and the first and
last points should be at the same X coordinates otherwise the object will
be lop-sided. Sweep, on the other hand uses the first and last points of
the outline as the pivot.

```
                                   Z
                                   .        _____
        FRONT VIEW                 .              /
                                   .             /
                                   .            /
                                   .           /
                                   .          /
                                   .         /
                        X................./...
                                   .      /
                                   .     /
                                   .    /
                                   .    |
                                   .    |
                                   .    |_____
                                   .         |
                                   .---------
                                   .
```

If you Spin this object the top will be closed with its centre offset.
If you Sweep it the top will be open and symmetrical.

> 2. Can I change the rotate axis in SPIN/SWEEP effects ?. I try to do
> some simple skelet of something and then I SWEEP it. If I do the
> skelet in FRONT/RIGHT view, the result was OK <> in the TOP view -->
> the result was awful.

Always make your profile in the Front View as the Spin/Sweep is always
in relation to the Z axis.

> 3. It is possible to save laticized objects ? I tried to laticize
> sphere (stupid, I know :-))) and then saved it, but in STAGE editor
> the sphere was not laticized. What's the matter ?

I'm always Latticizing spheres, it's fun :-)
You can save them and it should be latticized in the Stage Ed.

--Bob

  : Robert (Bob) Byrne : rbyrne@3dform.edex.edu.au :
  :   Amiga A3000/25 : Ballina, NSW Australia :

Thread   349

-=> RETURN TO CONTENTS!<=-

1.340   MSG-337 Subject: Re: Atmosphere

Subject: Re: Atmosphere
Date: Friday, 16 June 1995 13:12:52
From: parente@estense.global.it (Pierfrancesco Parente)

Ted Stethem wrote:

> Have you tried using the Clouds.itx texture? If you apply it to a
>sphere and scale the texture axis very small, and use that as a shell
>over your planet object, you end up with a pretty realistic looking cloud
>atmosphere.

Yes it's pretty good, but for a long distance view of the planet I prefer a
"cirri-like" clouds formation more than the "cumuli" one that Clouds.itx
offers...

>Also, you can morph the texture over time and get an animated swirling
>clouds effect.

Oh yes! This is a great feature!
I wish FilNoiz2 had something like this in it...

Thanks a lot, Pierfrancesco.

Thread   253

-=> RETURN TO CONTENTS!<=-

1.341   MSG-338 Subject: Re: FLC resolution

Subject: Re: FLC resolution
Date: Friday, 16 June 1995 16:01:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: garyd@pinn.nacjack.gen.nz (Gary Dierking)-> So far you seem to be the o
nly person to have succeeded making a-> 640x480 with the "make movie" function.
  Could it have anything t=o d-> with the "no VESA display modes available" mess

age when you click =on-> SVGA display modes? I have a VESA card and drivers and
 all my oth=er-> graphics programs have no trouble recognizing them. I went ahe
ad =and-> rendered a batch of frames in 640x480 and compiled them into an FL=C->
 with Dave's Targa Animator with no problem. I just can't get Imag=ine-> 3.0 to
 do it. Are you using a newer version? I don't feel like b=uyi-> a gigabyte ha
rddrive right now.Well, I didn't realize this was a big issue. I've never had pr
oblemsrendering FLCs at 680x480 using "make movie". I am using 3.2 but Idon't r
emember having a problem doing it with 3.0.The "no VESA display modes available"
 simply means your stock VESAdriver will not display any mode other than what Im
agine defaults to.You should still be able to CREATE a 640x480 FLC. You probably
can'tVIEW it within Imagine. If you're a PC Imagine user you ab
solutelyMUST try UniVesa to get the most from Imagine!!!I'm using a funky old Di
amond Speed Star Pro (ISA) card and theUnivesa program....so I do get all the di
splay resolutions for my car=dusing PC Imagine.DTA and VFD (video for dos) are g
reat programs, but if you simply letImagine render the cels into a FLC (without
saving frames) it's so mu=cheasier and you don't need so much free disk space. I
 haven't noticed =anyquality differences. Someone mentioned DTA did a better job
 of droppi=ngTGA 24-bits down to 256 color FLCs....but I can't tell the differen
ce=..   /----------------------------   ___   ___ ___   ___ | Mike v
an der Sommen   / __ /__/ /__/ /_   \ / | Santa Barbara, Ca
.   /___/ / \ / / /   / \ | mike.vandersommen@caddy.uu.s
ilcom.com   HAUS BBS (805-683-1388) | "Irony can make revenge a wel
come alternative"   _____
--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805)
683-1388

                    Thread   277

              -=> RETURN TO CONTENTS!<=-

1.342   MSG-339 Subject: Imagine Developers Kit

            Subject: Imagine Developers Kit
Date: Friday, 16 June 1995 16:19:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: Lumbient@aol.com-> To: email.sp.paramax.com!Imagine->-> BTW-Guy said 3.
3 will be out in 2 weeks, hmmm, they also said 2 we=eks-> ago!!!<smirk> You can
spot Imagine ROOKIES a mile a way. :)ps. "2 weeks" is an Impulse code word for "
no friggin idea".   /----------------------------   ___   ___ ___   _
__ | Mike van der Sommen   / __ /__/ /__/ /_   \ / | Santa
 Barbara, Ca.   /___/ / \ / / /   / \ | mike.vandersomme
n@caddy.uu.silcom.com   HAUS BBS (805-683-1388) | "Irony can make r
evenge a welcome alternative"   _____
_____--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-
1388

                    Thread   308

1.343   MSG-340 Subject: Re: Impulse???

```
            Subject: Re: Impulse???
Date:      Friday, 16 June 1995 17:04:00
From:      mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)
```

```
   -------------------------------------------------------------------------
```

-> From: William Eric Donoho <donoho@iglou.com>-> Your conversation with Impulse
 is reminicient of my conversations =wit-> them. They've got a serious phone sup
port problem, as well as a-> ack-basswards marketing scheme.<grin>=2E....you rea
lly must learn to call them BEFORE the expresso machinespews out the 3rd cup. An
d never on a FULL MOON!-> I wish microsoft would buy 'em.=2E.as punishment for U
S or THEM? :)   /----------------------------   ___   ___ ___   ___
| Mike van der Sommen   / __ /__/ /__/ /_   \ / | Santa Bar
bara, Ca.   /___/ / \ / / /   / \ | mike.vandersommen@ca
ddy.uu.silcom.com   HAUS BBS (805-683-1388) | "Irony can make reven
ge a welcome alternative"   _____
_____--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388
```

```
                   Thread        345
```

1.344   MSG-341 Subject: Re: Dare 2 Imagine Guide

```
            Subject: Re: Dare 2 Imagine Guide
Date:      Friday, 16 June 1995 17:25:13
From:      cjo@esrange.ssc.se
```

```
   -------------------------------------------------------------------------
```

```
------------------------- Forwarded with Changes ----------------------=
----
From: SE:a00448@dtic.ua.es(ERNESTOPOVEDACORTES) at SMTP
Date: 6/16/95 1:08AM
```

```
                   Thread        267
```

1.345   MSG-342 Subject: Email and imagine

```
                    Subject: Email and imagine
Date:      Friday, 16 June 1995 17:36:06
From:      Waland J F <walaj@essex.ac.uk>
```

----

well after my gripe, I did get this reply...

Johnathan

I never got such a message, send it here with MY name on it, if I can help I
will.,

Mike

so as I said in my reply, I appologise (publicly) for my comment (and hope that
you can sort me out)

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   548

                 -=> RETURN TO CONTENTS!<=-

1.346   MSG-343 Subject: Effects.doc

```
                    Subject: Effects.doc
Date:      Friday, 16 June 1995 19:55:00
From:      mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)
```

I decided to experiment with some of the new effects in 3.0 and canno=tfind any
docs on them. In the 3.0 manual under the Effects chapter itrefers to an EFFECTS
.DOC on the 3.0 disks. I don't have them on mydisks. I have textures but not eff
ects.Does anyone have docs on 3.0 effects on their disks? Any info would b=eappr
eciated.   /----------------------------   ___   ___ ___   ___ | Mik
e van der Sommen   / __ /__/ /__/ /_   \ / | Santa Barbara,
 Ca.   /___/ / \ / / / /   / \ | mike.vandersommen@caddy.u
u.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

```
                    Thread         377

              -=> RETURN TO CONTENTS!<=-
```

1.347   MSG-344 Subject: Impulse and a tip!

```
                Subject: Impulse and a tip!
Date:      Saturday, 17 June 1995 00:17:40
From:      Charles Blaquiere <blaq@io.org>


  -------------------------------------------------------------------------

> From: Ed Totman <etotman@gort.ucsd.edu>
>
> Aside from a delay in getting 3.2 (which I now have), the people at
> Impulse have always been curtious, polite, and responsive, especially
> considering the number of calls and messages they must answer every day.
> Maybe it's because of my attitude when I call or write, or maybe I've
> just been lucky every time. :)

That's your experience. For me, Impulse tech support has been hit and
miss. I never know if I'm going to get berated or not, so I've only
called them on the phone two or three times, always as a last resort. And
always with the utmost politeness, and those clear communication skills
you've all witnessed. I'm glad you always received polite and effective
tech support. For others, it hasn't always been the case.

Oh, and regarding speculations that Impulse might drop off the face of
the 3-D Earth: I most certainly don't think so. Imagine's interface and
documentation may still not be up to par, but the program's features and
price/quality ratio are top notch. The folks at Impulse still seem very
much in love with the creation they produced years ago, and you can feel
their excitement whenever they release a new set of exciting features.
Frankly, I don't see them abandoning Imagine for a long time.



                    Thread         321

              -=> RETURN TO CONTENTS!<=-
```

1.348   MSG-345 Subject: Re: Impulse???

```
                Subject: Re: Impulse???
Date:      Saturday, 17 June 1995 00:26:36
From:      Charles Blaquiere <blaq@io.org>


  -------------------------------------------------------------------------

> From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>
```

>
> At various times, Impulse has promised to release the technical
> information on the effects format and interface but so far, no dice.

Really? I only remember promises about texture information. Interesting...

You know, nothing is cast in stone. With each passing season,
open-architecture programs gain more and more prominence; perhaps one
day Impulse will change their mind and rework Imagine to allow plug-ins.
It would take a large-scale rewrite, though.

                         Thread   283

                    -=> RETURN TO CONTENTS!<=-

1.349   MSG-346 Subject: Mike H

                  Subject: Mike H
Date: Saturday, 17 June 1995 00:33:13
From: Charles Blaquiere <blaq@io.org>

Although I found reading Mike's message entertaining, I couldn't help
but feel it improper for you to unilaterally publish a private E-mail
for all to see. I can understand your frustration, especially since you
have quite a <euphemism alert!> petulant personality, but to turn around
and break the trust that lies behind every piece of private E-mail,
well... I dunno -- guys and gals, am I being overly tight-assed here?

                         Thread   291

                    -=> RETURN TO CONTENTS!<=-

1.350   MSG-347 Subject: Mike H

                  Subject: Mike H
Date: Saturday, 17 June 1995 00:39:00
From: Charles Blaquiere <blaq@io.org>

> That should be a direct answer and I presume that you will repost this
> message so that all can see my response to your absurd message.

Boy, is my face red! I composed my reply before I read Mike's message to
the end. Lumbient, please accept my apologies. <Newbie alert:> I have no

idea whether it's possible for me to cancel a post sent to a mailing
list, rather than a newsgroup; I assume not. So, my overly zealous
message will race around the Net for all to see. How embarrassing.

And to Mike: I guess there has been a misunderstanding. I thought the
published information was just a subset of what you'd promised, and from
reading your E-mail it seems like you delivered on your commitment. If
that's the case, then there's nothing for us to bitch about, is there?

                        Thread   346

                 -=> RETURN TO CONTENTS!<=-

1.351   MSG-348 Subject: Re: Mike H

                   Subject: Re: Mike H
Date: Saturday, 17 June 1995 00:55:31
From: Charles Blaquiere <blaq@io.org>

> From: Michael Rivers <mrivers@tbag.tscs.com>
>
> The Constant Upgrade(CU) Crap was supposed to be 1 YEAR AND 4 UPGRADES.
> Currently it is 1 YEAR + .5 MONTHS AND 2 UPGRADES! Everyone should call
> up Impulse and request a refund unless you like having your strings
> pulled.

<Robert Young voice:> too much caffeine, Jane?

Although it's a bit of a shock when first encountered, Impulse's
relativistic release schedule quickly becomes second nature to its
faithful customers. It's something I've come to accept, and although not
everyone is as sanguine as I am about this, I wish they were. Let's face
it: where's the big surprise? So it took Impulse longer than expected to
deliver each upgrade. We all knew it, heck, they even playfully
mentioned it in their latest newsletter.

My point is, the 3.1, 3.2, and soon-to-be 3.3 upgrades have added much
functionality to Imagine, and were not trivial in the least way. If
Impulse had wanted to stay true to their word, they could've, with some
decent software development management, come out with 4 Mickey-Mouse
upgrades, every 3 months, like clockwork. Instead, they've added useful
and powerful new features with every release.

In addition, although they defaulted on the timeline portion of their
Constant Upgrade description, there is no sign that Impulse won't ship
3.3 or 4.0 to CU subscribers. They're delivering on the functionality,
and I really don't see why everyone should revolt and demand their money
back. (And revert to 3.0, of course -- oh, but didn't you think that
should come as part of the deal? ***I*** certainly don't want to go back
to 3.0, no sirree)

> They make such wild claims about what they're going to do and don't
> deliver. (anyone remeber 3.0's feature list, before and after shipping?,
> the constant update junk etc.) (venting steam)

Yes, I remember the promised 3.0 feature list. So, Mike and the gang got
sidetracked by some features that made them all wild-eyed. Sure, I'd
love to get shadow maps, I'm fed up with the unnatural, shadowless look
of my scanline-rendered animations. But as Mike has pointed out, for
every feature not delivered in 3.0, another feature, as or more
powerful, has been implemented in its place. We didn't get exactly what
was promised -- I feel we got _better._

                        Thread   312

                -=> RETURN TO CONTENTS!<=-

1.352   MSG-349 Subject: Re: SPIN & SWEEP

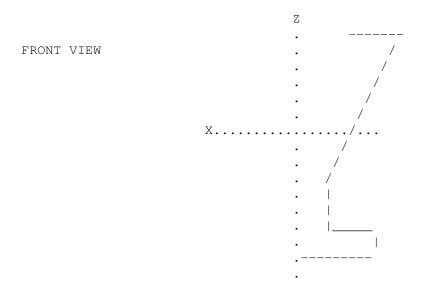   Subject: Re: SPIN & SWEEP
Date: Saturday, 17 June 1995 01:05:48
From: Charles Blaquiere <blaq@io.org>

> From: Robert Byrne <rbyrne@3dform.edex.edu.au>
>
> Spin uses the Z axis of the object as the pivot point and the first and
> last points should be at the same X coordinates otherwise the object will
> be lop-sided. Sweep, on the other hand uses the first and last points of
> the outline as the pivot.

Bob, what a *great* reply! All these years, I've had Spin and
Sweep mixed up, always trying one, then the other. Your 2-sentence
description was as clear as, well, as something Steve Worley would
write. <grin> Which reminds me: where's that Apex newsletter? My credit
card is just itchin'.

                        Thread   356

                -=> RETURN TO CONTENTS!<=-

1.353   MSG-350 Subject: Re: Atmosphere

                Subject: Re: Atmosphere
Date: Saturday, 17 June 1995 01:20:01
From: Charles Blaquiere <blaq@io.org>

> From: Pierfrancesco Parente <parente@estense.global.it>
>
> What's the Spline Interpolation meant to be used for, then?

Spline Interpolation seems to work in two different ways:

- When used with spatial parameters, such as an object's position, it
does seem to link the various keyframe positions with a spline curve,
drawn in space.

- When used with single parameters, such as, ohhh, the degree of
morphing (0-100%) between object A and B, the "curve" that conceptually
"joins" the two points in "space" is just a straight line (remember,
Imagine always takes the shortest way to morph between two values). In
this case, spline interpolation has no effect on the "trajectory", i.e.
the _way_ the morph is done; its only effect is on the _timing_ of the
transformation, using the Vel #0 and Vel #1 fields.

I currently don't have enough free memory to load Imagine and try this
out. Would someone kindly wag their finger if what I said was incomplete
or a bunch of hooey? Thank you.

                        Thread   262

                    -=> RETURN TO CONTENTS!<=-

1.354   MSG-351 Subject: Re: Grow Effect prob in 2.0

                    Subject: Re: Grow Effect prob in 2.0
Date: Saturday, 17 June 1995 01:26:30
From: Charles Blaquiere <blaq@io.org>

On Wed, 14 Jun 1995, Derek Hardison wrote:

> I have to modify an animation I made two years ago.
> I have several paths with things growing on them.
> Client wants more stuff growing.
> So I copied the paths & object (grouped) and added the FX
>   won't work...
> I renamed both the objects and the paths so everything would have its
> own name.
>   won't work.
> Have I forgotten something???
>   the old paths work, new ones should but won't

I'm replying to you, and to the list, so that everyone may benefit from
the discussion.

If you have upgraded Imagine since then, remember that Grow is now found
in the "fx31" directory, not "effects". If you haven't changed the F/X
Actor bar, it might still point to the old version of the F/X, and that
could be the key to your problem. Let us know what happens.

Thread   382

-=> RETURN TO CONTENTS!<=-

1.355   MSG-352 Subject: Imagine & OS/2

                     Subject: Imagine & OS/2
Date: Saturday, 17 June 1995 01:31:05
From: Charles Blaquiere <blaq@io.org>

> From: Zdenek Pizl INF 3 FSE <PIZL@KVT.UJEP.CZ>
>
> Hi all!
>
>   I'm fond of OS/2 version of Imagine. Exists it or :-(
>
>
>   Thanx, Pizi from Decin

Pizi, (or is that Pizl?)

Currently, Imagine/PC is only available under DOS, Impulse has announced
a Windows version coming out this year. (Although you should not take
their schedule too seriously, I hope you know that) I assume the Windows
version, if properly written, could run under OS/2.

I don't know if it's any help, but Win95 users have reported being able
to run Imagine (for DOS) from within Win95, by clicking on the "advanced
options" of the Run DOS Program box, and entering the contents of the
Imagine-compatible autoexec.bat and config.sys in the appropriate
fields.

Oh, and welcome to the Imagine Mailing List!

Thread   389

-=> RETURN TO CONTENTS!<=-

1.356   MSG-353 Subject: Should I upgrade???

```
                Subject: Should I upgrade???
Date:      Saturday, 17 June 1995 06:50:06
From:      DAVEH47@delphi.com
```

On 16 Jun 1995 02:41:21 Michael Rivers writes:
>Good god! Doesn't Impulse have something better to do? Imagine 4 is
>supposed to be shipping! The Constant Upgrade(CU) Crap was supposed
>to be 1 YEAR AND 4 UPGRADES. Currently it is 1 YEAR + .5 MONTHS AND 2
>UPGRADES! Everyone should call up Impulse and request a refund unless
>you like having your strings pulled. It annoys me to great extent to
>see a comany treat it's bread and butter with such disrespect. They
>make such wild claims about what they're going to do and don't deliver.
>(anyone remeber 3.0's feature list, before and after shipping?, the
>constant update junk etc.) (venting steam)

>Folks, DEMAND action from Impulse, otherwise we'll keep getting screwed
>over by 'em.

Michael, I was going to get into the "Frequent Upgrade Program" but
do you think I should get what I pay for and hold off until 4.0 comes
out? I was going to do that anyway, but then someone told me about
the "Fill Edge" feature in 3.2 which I started feeling I needed for
something I was doing (make the intersection between two objects look
smoother and more organic), but maybe there's a way to emulate what
"fill edge" does. Any suggestions? And do you think I should wait
for 4.0 and use what's currently in my piggy bank to upgrade to
DPaint V?

                    -- Dave (DaveH47@delphi.com)

                    Thread   381

                -=> RETURN TO CONTENTS!<=-

1.357   MSG-354 Subject: TDDD Info?

```
                Subject: TDDD Info?
Date:      Saturday, 17 June 1995 06:51:14
From:      DAVEH47@delphi.com
```

On Wed, 14 Jun 1995, Ted Stethem writes:
>At various times, Impulse has promised to release the technical
>information on the effects format and interface but so far, no dice.
>There was a lot of flaming from this list at that time for more
>information about TDDD and texture format which resulted in the release

>of the textfiles on those subjects (but only on Compu$erve, somebody that
>had a Compu$erve account was kind enough to upload them to aminet).

Where is info. on TDDD format? I can't find it on aminet!

                        -- Dave (DaveH47@delphi.com)

                    Thread   361

                -=> RETURN TO CONTENTS!<=-

1.358   MSG-355 Subject: FInally Upgraded

                    Subject: FInally Upgraded
Date: Saturday, 17 June 1995 08:01:08
From: jkee@motown.ge.com

        Well, I finally upgraded to the 3.2 version of Imagine
        on the PC, and must say I am very HAPPY with it.

        But I am having a problem with one thing though. In the
        detail editor, when I select the quick button, it opens
        a select surface panel, but when I make a selection,
        I received an error that the object couldn't be opened,
        and then an error that the attribute file couldn't be
        opened. I installed in the default directory of IM32.

        ANy ideas? The readme.now says the attributes should be
        in a attribs directory but the software installed in
        attrib, but the error message mentions the attrib directory.

                                                        Jon

jkee@motown.ge.com
Lockheed Martin
Government Electronics Systems Division
Moorestown, New Jersey

_____
Written laws are like spiders' webs and will, like them,
only entangle and hold the poor and weak while the rich
and powerful easily break through them.
        Anacharcis, Scythian philosopher, 600 B.C.
_____
Banking was conceived in iniquity and born in sin. Bankers
own the earth. Take it away from them, but leave them the
power to create money, and with the flick of a pen, they
will create enough money to buy it back again and again.
        Josiah Stamp, Former Presidnet, Bank of England
_____

Thread   360

-=> RETURN TO CONTENTS!<=-

1.359   MSG-356 Subject: Re: SPIN & SWEEP

                 Subject: Re: SPIN & SWEEP
Date: Saturday, 17 June 1995 13:27:38
From: parente@estense.global.it (Pierfrancesco Parente)

Charles Blaquiere wrote:

>> From: Robert Byrne <rbyrne@3dform.edex.edu.au>
>>
>> Spin uses the Z axis of the object as the pivot point and the first and
>> last points should be at the same X coordinates otherwise the object will
>> be lop-sided. Sweep, on the other hand uses the first and last points of
>> the outline as the pivot.
>
>Bob, what a *great* reply!
>[cut]

Mmmmh... it doesn't seem completely right to me...
(or maybe it's just a little misunderstanding due to my scarce knowledge of
the language... if so please don't flame me... :^)

1) BOTH Spin & Sweep use the Z axis as the pivot.
2) Sweep rotates ALL the points of the outline around the pivot.
3) Spin rotates all the points of the outline BUT the first and the last
ones, which just remain in place.

The rest of Robert's reply remains valid: Spin is useful when trying to
build a closed top/bottom lathe object (paying care that the first and the
last points of the outline fall right on the Z axis, as Robert properly
stressed), since Sweep fails in this. Also Sweep is to be used when the
outline to be spun is a closed one (e.g. when making a torus of a circular
outline), since Spin is definitively not recommended for this.

Ciao, Pierfrancesco.

Thread   50

-=> RETURN TO CONTENTS!<=-

1.360   MSG-357 Subject: Off message post

```
              Subject: Off message post
Date:     Saturday, 17 June 1995 14:42:21
From:     yrod@ozemail.com.au
```

```
  ----------------------------------------------------------------------
```

```
Please, please stop all of this usefull and interesting activity.
There is now no room in my mailbox for any crap to fit in 8-)
```

```
                      Thread          87

                  -=> RETURN TO CONTENTS!<=-
```

1.361   MSG-358 Subject: UNSUBSCRIBE*UNSUBSCRIBE*UNSUBSCRIBE*UNSUBSCRI !!!!

```
          Subject: UNSUBSCRIBE*UNSUBSCRIBE*UNSUBSCRIBE*UNSUBSCRIBE !!!!
Date:     Saturday, 17 June 1995 14:52:20
From:     patrick@sydney.IAEhv.nl (Patrick Vente)
```

```
  ----------------------------------------------------------------------
```

```
does anyone read this ?
 UNSUBSCRIBE me please
thanks..........
```

```
                      Thread          101

                  -=> RETURN TO CONTENTS!<=-
```

1.362   MSG-359 Subject: Re: FInally Upgraded

```
          Subject: Re: FInally Upgraded
Date:     Saturday, 17 June 1995 14:52:55
From:     --Craig <dalamar@MIT.EDU>
```

```
  ----------------------------------------------------------------------
```

```
Your problem may result from incorrect settings in the Preferences
Editor. There are now slots for the directory in which to look for
Quick Attributes, as well as slots for the names of each attribute.
Just look under "Rendering Presets", towards the bottom, and it should
```

jump out at you.

-Craig

                            Thread   425

                   -=> RETURN TO CONTENTS!<=-

1.363   MSG-360 Subject: Re: Finally Upgraded

                    Subject: Re: Finally Upgraded
Date: Saturday, 17 June 1995 14:58:07
From: cjo@esrange.ssc.se

Jon wrote;

>ANy ideas? The readme.now says the attributes should be
>in a attribs directory but the software installed in
>attrib, but the error message mentions the attrib directory.

Sounds to me like you have to _make_ an "attrib" directory in your Imagine
directory before you install. That way all the attribute files will be
copied to the attrib-directory instead of to a new file called "attrib".

--
Conny Joensson	Swedish Space Corp. Esrange
Kiruna	Satellite operations - Telecom Div.
Sweden	cjo@smtpgw.esrange.ssc.se
--

                            Thread   359

                   -=> RETURN TO CONTENTS!<=-

1.364   MSG-361 Subject: Re: TDDD Info?

                    Subject: Re: TDDD Info?
Date: Saturday, 17 June 1995 22:06:31
From: Roger Straub <straub@csn.net>

On Sat, 17 Jun 1995 DAVEH47@delphi.com wrote:

```
>
> Where is info. on TDDD format?  I can't find it on aminet!
>

Try FTPing to avalon.chinalake.navy.mil under /pub/format_specs.

>                         -- Dave (DaveH47@delphi.com)
>
>

See ya,
     Roger
```

```
                    Thread          362

              -=> RETURN TO CONTENTS!<=-
```

1.365   MSG-362 Subject: Re: TDDD Info?

```
              Subject: Re: TDDD Info?
Date:     Saturday, 17 June 1995 23:03:50
From:     Ian Smith <iansmith@moose.erie.net>
```

```
  -----------------------------------------------------------------------
```

```
On Sat, 17 Jun 1995 DAVEH47@delphi.com wrote:
> Where is info. on TDDD format?  I can't find it on aminet!

Try im3texdoc.lha in the gfx/3d directory on Aminet.  I also have
a version I converted to HTML hypertext on my web page.

--
IanSmith@moose.erie.net        Visit Below! :-)
My HP48/Imagine Home Page  -->  http://moose.erie.net/~iansmith/
Come Visit Africa Imports! -->  http://www.cyberenet.net/~africa/
```

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                    Thread          25

              -=> RETURN TO CONTENTS!<=-
```

1.366   MSG-363 Subject: Re: Should I upgrade???

```
              Subject: Re: Should I upgrade???
Date:     Saturday, 17 June 1995 23:09:24
From:     Ian Smith <iansmith@moose.erie.net>
```

```
  -----------------------------------------------------------------------
```

On Sat, 17 Jun 1995 DAVEH47@delphi.com wrote:
> [..SNIP..] going to do that anyway, but then someone told me about
> the "Fill Edge" feature in 3.2 which I started feeling I needed for
> something I was doing (make the intersection between two objects look
> smoother and more organic), but maybe there's a way to emulate what
> "fill edge" does. Any suggestions?

Its easy to emulate. Just start adding all the triangles by hand.
One, two, three, four ... seventy-two, seventy-three... or do it in
about 5 seconds with Set-Fill Edge. This is one feature that is
VERY useful.. I use it a lot to fill in holes and face objects.

As to your decicion to buy now or wait until 4.0 is out, I don't
think Impulse has sworn to keep the upgrade to 4.0 at $100. They
may not up the price, but nobody but Impulse knows.

--
IanSmith@moose.erie.net   Visit Below! :-)
My HP48/Imagine Home Page --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/

                          Thread   520

                      -=> RETURN TO CONTENTS!<=-

1.367   MSG-364 Subject: Stereo 3D on Imagine 2.0

                Subject: Stereo 3D on Imagine 2.0
Date: Saturday, 17 June 1995 23:54:30
From: NEWKIRK@delphi.com

HELP! I'm trying to render an animation with stereo 3D selected on
Imagine 2.0, but at 49.75 percent complete, when beginning the image for
the other eye, I get a requester "Couldn't reopen background image" or
some such, with no background image, environment map image, or horizon
etc colors defined. Is this a bug, can it be overcome without manually
clicking "OK" in the middle of each frame?
On another note, after some local urging, I'm sending one of my renders
to Aminet:/pix/imagine, a gallery containing several of my other original
images, which took about 25 megs and 48 hours to render (trace,2048x1366)
The file contains a note, JPEG 100% 800x600, and sliced HalfBrite Laced
image (viewable with Mostra, and anything that properly supports PCHG
palette change chunks)
Joel

                          Thread   83

1.368   MSG-365 Subject: Re: SPIN & SWEEP

```
             Subject: Re: SPIN & SWEEP
Date:     Sunday, 18 June 1995 11:24:07
From:     rbyrne@3dform.edex.edu.au (Robert Byrne)
```

Hello Charles, on Jun 17 you wrote:

> Bob, what a *great* reply! All these years, I've had Spin and
> Sweep mixed up, always trying one, then the other. Your 2-sentence
> description was as clear as, well, as something Steve Worley would
> write. <grin> Which reminds me: where's that Apex newsletter? My credit
> card is just itchin'.

Actually, I can't take all the credit, I was para-phrasing from the Imagine
V2.0 manual. Funny, isn't it, when V2 came out everyone including myself
complained of the tutorial nature of the manual. Now I find it has some
very useful detailed info that is'nt in the later manuals.

-- Bob

1.369   MSG-366 Subject: Re: SPIN & SWEEP

```
             Subject: Re: SPIN & SWEEP
Date:     Sunday, 18 June 1995 11:39:22
From:     rbyrne@3dform.edex.edu.au (Robert Byrne)
```

Hello Pierfrancesco, on Jun 17 you wrote:

> Mmmmh... it doesn't seem completely right to me...
> (or maybe it's just a little misunderstanding due to my scarce knowledge of
> the language... if so please don't flame me... :^)
>
> 1) BOTH Spin & Sweep use the Z axis as the pivot.
> 2) Sweep rotates ALL the points of the outline around the pivot.
> 3) Spin rotates all the points of the outline BUT the first and the last
> ones, which just remain in place.
>
> The rest of Robert's reply remains valid: Spin is useful when trying to

> build a closed top/bottom lathe object (paying care that the first and the
> last points of the outline fall right on the Z axis, as Robert properly
> stressed), since Sweep fails in this. Also Sweep is to be used when the
> outline to be spun is a closed one (e.g. when making a torus of a circular
> outline), since Spin is definitively not recommended for this.
>
> Ciao, Pierfrancesco.

Your quite right, after re-reading my message, item 1) is more accurate,
pivot being the key word. 3) hits the nail on the head, it's a better
description of what actually happens when Spinning an offset outline.

-- Bob

BTW, your grasp of the language is very good :-)

                                Thread   329

                        -=> RETURN TO CONTENTS!<=-

1.370   MSG-367 Subject: Eye-like camera

                      Subject: Eye-like camera
Date: Sunday, 18 June 1995 14:50:24
From: gregory denby <gdenby@elgreco.helios.nd.edu>

Here's something to jot down as a tip towards more realistic
render's.

Imagine's default camera size setting is x=320, y=640, z=233.
This is an approximate ratio of 4:8:3. I've usually been
satisfied using this when rendering individual or small groups
of objects. However, this setting does not replicate the
natural view of the eyes very well.

By comparing renders of an exactly modelled room to what I
really see, I've gotten much closer to a natural view. The
x/y/z ratio I get is around 5:3:.9 Specifically, in a room
where 1 Imagine unit equals 1 inch, my camera settings are
x=914, y=486, z=144.

I'm getting some exageratted perspective lines with this,
so perhaps some further tweaking of the y parameter will
be needed. Also, the renders are perfectly clear at the
peripheries, and natural eyesight only reveals colored
shapes.

Nevertheless, this has yielded results that are quite useful.
I'll soon be building a number of new walls within the above
mentioned room, and we have already revised the walls size and

layout because we have found that cerain views were too
claustrophobic, and others were too poorly lit by available
lights.

Hope this helps,
Greg Denby

                          Thread   398

                  -=> RETURN TO CONTENTS!<=-

1.371   MSG-368 Subject: Re: FLC resolution

                 Subject: Re: FLC resolution
Date: Sunday, 18 June 1995 18:16:58
From: Kent Marshall Worley <mumu@america.net>

>
> -> So far you seem to be the only person to have succeeded making a
> -> 640x480 with the "make movie" function. Could it have anything to d
> -> with the "no VESA display modes available" message when you click on
> -> SVGA display modes? I have a VESA card and drivers and all my other
> -> graphics programs have no trouble recognizing them. I went ahead and
> -> rendered a batch of frames in 640x480 and compiled them into an FLC
> -> with Dave's Targa Animator with no problem. I just can't get Imagine
> -> 3.0 to do it. Are you using a newer version? I don't feel like buyi
> -> a gigabyte harddrive right now.
>
 I have no problem with make movie using 3.0 on a PC. There is a
parameter in the subproject requester where you select between Imagine
format and FLC format for the anim.
   Kent

                          Thread   236

                  -=> RETURN TO CONTENTS!<=-

1.372   MSG-369 Subject: Books ?!?

                 Subject: Books ?!?
Date: Sunday, 18 June 1995 18:56:09
From: CroAnte@aol.com

Can anybody tell me where can I buy Shaddock's and Worley's (if the new one

is out yet) books on Imagine.

1.373   MSG-370 Subject: Re: Atmosphere

              Subject: Re: Atmosphere
Date: Sunday, 18 June 1995 20:30:00
From: Charles Blaquiere <blaq@io.org>

> From: Charles Blaquiere <blaq@io.org>
>
> - When used with single parameters, such as, ohhh, the degree of
> morphing (0-100%) between object A and B, the "curve" that conceptually
> "joins" the two points in "space" is just a straight line (remember,
> Imagine always takes the shortest way to morph between two values). In
> this case, spline interpolation has no effect on the "trajectory", i.e.
> the _way_ the morph is done; its only effect is on the _timing_ of the
> transformation, using the Vel #0 and Vel #1 fields.

After rereading this, I realized I could explain much more easily: if
you're only morphing a single value, you're moving along a single axis,
for example the "morph %" axis. And of course, if you're in a
one-dimensional universe, you can only go in a straight line, along that
axis. The spline effect will only mean that you can go from 0% to 100%
slower or faster, and with negative Velocity values, overshoot your
origin or destination a bit.

1.374   MSG-371 Subject: Should I upgrade???

              Subject: Should I upgrade???
Date: Sunday, 18 June 1995 20:37:05
From: Charles Blaquiere <blaq@io.org>

> From: DAVEH47@delphi.com
>

> Any suggestions? And do you think I should wait for 4.0 and use what's
> currently in my piggy bank to upgrade to DPaint V?

Here's my 2 cents' worth: get on the auto-upgrade. You'll get many of
the 4.0 features 6 months before the release of that version, and lemme
tell ya, those new 3.1/3.2/3.3 features are AWESOME.

                        Thread   353

                    -=> RETURN TO CONTENTS!<=-

1.375   MSG-372 Subject: Re: Stereo 3D explained

                Subject: Re: Stereo 3D explained
Date: Sunday, 18 June 1995 23:53:14
From: NEWKIRK@delphi.com

    ----

to Tom Ellard:
If I select "OK", the only button on the requester, the render finishes
out, and the image appears unaffected. What drives me nuts is trying to
render 64 frames consecutively and having to click "OK" every half hour
or so. I'm still clueless, but have encountered a further kink:
This evening it didn't do it! The only difference (I think) is that
tonight I set GigaaMem Prefs to use real ram first for Imagine, before
it *may* have been virtual first. Gotta check into that.
Joel

                        Thread   364

                    -=> RETURN TO CONTENTS!<=-

1.376   MSG-373 Subject: Stereo 3D explained

                Subject: Stereo 3D explained
Date: Monday, 19 June 1995 02:21:30
From: tome@next.com.au (Tom Ellard)

>From: NEWKIRK@delphi.com

>Imagine 2.0, but at 49.75 percent complete, when beginning the image for
>the other eye, I get a requester "Couldn't reopen background image" or

To do field interlaced and stereo images, Imagine renders the first half,

saves it as an RGBN image, renders the second half, reloads the previous
file and combines them.

Possibly it's unable to reload the first half. I have this problem with the
P.A.R. which doesn't accept the RGBN temporary images – so I can't render
field interlaced images straight to the PAR.

Tom Ellard, Severed Communications Australia tome@next.com.au

                         Thread   383

                  –=> RETURN TO CONTENTS!<=–

1.377   MSG-374 Subject: Depth of Field

                    Subject: Depth of Field
Date: Monday, 19 June 1995 08:40:58
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

I've spent a fair amount of time investigating Imagine's depth of field
feature and thought I'd share my findings. The following text is long
winded, excessively formal and has not been reviewed for errors (Sorry).
Still, you may find something of use. If not, don't hesitate to delete...

_____

IMAGINE 3.0 DEPTH OF FIELD:

1)   OVERVIEW:

According to the addendum text file accompanying Imagine 3.0, the
depth of field (DOF) feature was added late in development and is
therefore not covered in the manual. While the supplemental DOF
text file is brimming with potentially useful information, it
has not been prepared with the average end user in mind.
Compounding this problem is a less than intuitive DOF interface
(DOF and 3D stereo imaging share the same parameters and
requestor box). The result is an exceptionally high learning
curve. The goal of this text is to strip away the noise
associated with the mixed function interface and provide a
practical explanation of the depth of field feature.

2)   USEFUL PHOTOGRAPHIC CONCEPTS:

Imagine 3.0 simulates many of the real world relationships
associated with photography/videography. These include:

Focal point:

It is the point of perfect focus. Objects nearer or farther tend
to be blurred, although an acceptable field of focus extends for
some distance on the near and far sides of this plane.

Depth of field (DOF):

The depth of field is the range of distances from the camera over
which focus is considered adequately sharp.

Field of view (FOV):

FOV is the width of the camera viewing area (usually expressed in
degrees). FOV depends on the lens focal length.

Focal length:

This is the distance behind the lens (usually expressed in
millimeters) where the image will be in sharp focus. The focal
length also provides an indication of the FOV the user can expect
from a camera system. The terms FOV and focal length are used
interchangeably in this text. Common focal lengths and their
associated FOV are given below.

focal length (mm)	fov (degrees)	lens type
17	180	fisheye
20	94	wide angle
28	75	wide angle
50	46	standard
55	43	standard
100	24	intermediate telephoto
135	18	intermediate telephoto
200	12	long telephoto
500	5	long telephoto

Aperture:

The aperture of a lens is the opening through which light is
admitted. In photography/videography is desirable to be able to
adjust the amount of light passing through the lens. This is
accomplished via a variable diaphragm. A wide aperture lets in
more light but at the expense of a greatly reduced DOF.

The effect of focal length, aperture size and focal point on
depth of field:

It is the interaction of the focal length, aperture size and
focal point which determine the DOF for a specific situation. In
general:

        a)   Shorter focal lengths provide increased DOF.
        b)   Narrower apertures provide increased DOF.
        c)   Focal points farther from the camera provide increased
             DOF.

3)   IMAGINE'S PHOTOGRAPHIC COUNTERPARTS:

Imagine's DOF, FOV (or focal length) and aperture controls are
intimately associated with the camera's X and Y sizes.

FOV:

We have all adjusted the camera view interactively via the angle
(A), zoom (Z) and perspective (P) controls associated with the
perspective view in the Stage editor. What follows is a
description of how Imagine numerically handles some of this
information.

The camera's FOV depends on the RATIO of the camera X and Y
sizes. These values can be examined via the Transformation
requestor (Stage editor) or Camera size timeline (Action
editor). The important thing to remember, is that a particular X
or Y size does not determine FOV, but the ratio of X/Y (X
divided by Y) does. There are MANY X and Y values that will yield
the SAME X/Y ratio (and therefore the same FOV). See the
following examples:

```
        X       Y       X/Y     FOV
                                (degrees)

        100     320     .31     18
        200     640     .31     18
        100     200     .5      55
        320     640     .5      55
```

Changing the FOV numerically:

As the X/Y ratio changes, so does the FOV. If you decrease X or
increase Y (make the ratio smaller) you will zoom in (narrow the
FOV). If you increase X or decrease Y (make ratio larger) you
will zoom out (widen the FOV). When modeling real life
situations, the following may be used as a guide for setting
Imagine's FOV numerically.

```
        focal           fov             X/Y     example
        length          (degrees)       ratio   X/Y
        (mm)

        20              94              2.19    1400/640
        28              75              0.68    435/640
        55              43              0.50    320/640
        100             24              0.43    277/640
        135             18              0.31    200/640
        200             12              0.22    143/640
        500             5               0.04    28/640
```

An examination of the FOV and X/Y ratio values show that they do
not change proportionally (ie. doubling the ratio does not double
the FOV). The relationship is logarithmic. That is, making a wide
FOV wider requires a much greater change in the X/Y ratio.

Be aware that wide FOVs produce considerable distortion,

especially at the edges (certain portions of the image will
appear disproportionately large).

Focal point:

Imagine's focal point is associated with the camera Y axis (the
camera view points in the direction of the Y axis). Until the DOF
feature is activated (in the Action editor), all objects will be
in perfect focus (infinite DOF) and a specific camera Y size is
not important. When the DOF function is activated the camera Y
size will have a dual role (we already know that the camera size
X/Y ratio affects FOV). When DOF is activated, the camera Y size
will also specify the distance from the camera which is the point
of perfect focus (FOCAL POINT).

Depth of field:

In a real camera, it is the interaction of the lens focal length,
aperture size and the point of focus that determines the DOF. In
Imagine, the DOF can be configured in several ways. It can be
set to a specific numerical value independent of the aperture
size or FOV (or focal length). If desired, the DOF can be tied to
an apparent aperture size and FOV to allow the simulation of
camera optics.

Aperture:

Imagine 3.0 has only a limited notion of aperture size. Imagine
uses an apparent aperture size to influence the DOF. This
aperture size does not in any way affect the amount of light
reaching Imagine's virtual camera. Lighting changes must be done
by altering the intensity of ambient lighting or the individual
light sources .

4)   OVERVIEW OF THE DOF/3DS REQUESTOR

To activate the depth of field function, you must go to the
Action editor and add an Actor bar to the camera timeline. This
will open up a the 3D Stereo/Depth of Field Requestor box. The
following check/data entry boxes deal with the 3D Stereo image
features and can be IGNORED when adding simple depth of field to
your project:

        Y Size is (3DS) Screen Distance(check box)
        Distance Multiplier(data entry box)
        Eye Separation (3DS)(data entry box)
        Eye Sep is Screen Width Multiplier(check box)
        Eye Sep is Actual Size at Scrn Dist(check box)

The check/data entry boxes that pertain directly to DOF are:

        Y size is DOF focus distance (check box)
        Aperture size (DOF) (data entry box)
        Ap. size is DOF width multiplier (check box)
        Ap. size is actual size (check box)

5)   ACTIVATING DOF FEATURE:

Check the "Y size is DOF focus distance" box to activate the DOF
feature.

6)   CHOOSING STATIC OR DYNAMIC DOF:

Next, check one of the two following boxes:

        Ap. size is DOF width multiplier (static DOF)
        Ap. size is actual size (dynamic DOF)

Which one you check will depend on whether or not you need to
animate the DOF effect. For example, you may want to animate the
DOF effect to simulate the optics of a real video camera. If you
were to focus a video camera on an object (at some intermediate
distance) and then zoom in (close-up), you would observe that the
background would progressively become out of focus.

7)   CONFIGURING THE APERTURE SIZE (DOF) DATA ENTRY BOX:

Imagine will interpret the value that you enter into the
"Aperture Size (DOF)" box differently, depending on whether you
chose the static or dynamic version of the DOF feature (Section
6).

Static DOF ("Ap. size is DOF width multiplier" box checked):

This DOF option is static in the sense that changes in the FOV
(X/Y ratio) do not alter the DOF. The value you enter in the
"Aperture Size (DOF) box" will be multiplied by the pixel width
of the image (set in the Project editor). The product of which
will be the maximum defocusing that will occur for objects in the
distant background (in pixels). Larger values result in a
narrower DOF and greater defocusing of distant objects. In lieu
of using the following equation, entering a small number (0.01)
will usually provide an acceptable starting value.

The equation for determining the Aperture Size (DOF) box value:

        A = D/W

        where:

        A = Aperture Size (DOF) value
        D = Desired maximum defocusing (in pixels)
        W = Image width (in pixels)

        Example: If you wanted the maximum defocusing to be 6.4
        pixels (at distant background). Then divide 6.4 by the image
        width (set in the Project editor):

        1)A = 6.4/640

        2)A = 0.01

Dynamic DOF (Ap. size is actual size box checked):

When you choose this option, DOF becomes linked to the camera X
size value (see the equation below). This DOF option is dynamic
in the sense that as you change the FOV (X/Y ratio), the DOF also
changes. The dynamic DOF option can be animated to simulate
camera optics. Like the static DOF option, larger values result
in a decreased DOF and increased defocusing of the distant
background. In lieu of using the following equation, entering
values in the range of 2-4 generally provide an acceptable
starting point.

The equation for determining the Aperture Size (DOF) box value:

        A = DX/W

        where:

        A = Aperture Size (DOF) value
        D = Desired maximum defocusing (in pixels)
        W = Image width (in pixels)
        X = Camera X size

        Example: You want a maximum defocusing of distant objects to
        be 6.4 pixels. You have set the camera FOV. The camera X/Y
        ratio is 320/640. The image width (Project editor) is 640
        pixels.

        1)A = (6.4 x 320)/640

        2)A = 3.2

8)   SETTING POINT OF FOCUS

As previously mentioned, once the DOF function is activated, the
camera Y size determines the focal point. The trick is to vary
the Y size (change point of focus) while keeping the desired
focal length (FOV). This is accomplished by first activating the
camera line function (Stage editor/Display menu). Next scale the
camera, using the Y bounding line (Top view) as the guide for
determining the point of focus. As long as the X and Y axis are
scaled proportionally, the focal length (FOV) will remain the
same.

9)   SUMMARY

This text provides the basics for implementing the Imagine 3.0
depth of field feature. Use of 3D stereo imagining (LCD shutter
glasses) with depth of field has not be covered. These
instructions should provide a sufficient basis for understanding
the Impulse supplemental text.

While Impulse's implementation of depth of field is not
particularly intuitive, it does offer lots of flexibility and
artistic potential. For instance, you could progressively defocus
one object while bringing another into sharp focus (thereby
changing the viewer's point of attention) by transitioning between
two equivalent X/Y camera size ratios. There are undoubtedly many
other ways to use this feature creatively.

Be aware that the amount of defocusing adversely affects
rendering time. Severe defocusing (narrow DOF) not only results
in longer rendering times but also does not always yield
photorealistic results.

George deBeaumont
debeaugw@songs.sce.com

                        Thread   15

                    -=> RETURN TO CONTENTS!<=-

1.378   MSG-375 Subject: Spline interpolation (was: Re: Atmosphere)

                Subject: Spline interpolation (was: Re: Atmosphere)
Date: Monday, 19 June 1995 11:10:26
From: parente@estense.global.it (Pierfrancesco Parente)

Charles Blaquiere wrote:

>[cut]
>After rereading this, I realized I could explain much more easily:
>[cut]

Your original message was already extremely clear and very understandable as
usual! I did really catch Your point, but the only reason why I delayed an
answer is due to my attempt in recollecting my English resources in order to
easily explain what I actually tried:
In a previous "Re: Atmosphere" message Roger Straub suggested me to drop my
self-injuring FilNoiz2 morphing proposals and to move around the texture
axis instead. I found this a good starting point, but soon realized that,
for a cycling animation, the best would have been a circular motion around
the object axis. So I built up 4 states for my atmosphere object to
something like this:

-Top View-   1

              4   +   2

              3
1-4 = Texture's axis positions in each state.
  + = Atmosphere object's main axis.

Morphing the object from state 1 to 4 (and then back to 1) with the Spline
interpolation on, I expected Imagine to move the texture on a circular (or
something similar) based path. You agree this is one of the situations in
which Spline interpolation should have to work (i.e. "morphing spatial
parameters", using Your words); well, it just doesn't (or maybe I'm doing

something wrong).

phew

Ciao, Pierfrancesco.

                          Thread   498

                   -=> RETURN TO CONTENTS!<=-

1.379   MSG-376 Subject: RE: Imagine Developers Kit

              Subject: RE: Imagine Developers Kit
Date: Monday, 19 June 1995 14:00:10
From: Joe Cotellese <joec@Ensoniq.COM>

Actually, kinda reminds me of the Money Pit

"When is the house going to be finished."

Contractor -> "two weeks, two weeks."

-> BTW-Guy said 3.3 will be out in 2 weeks, hmmm, they also said 2 weeks
-> ago!!!

ps. "2 weeks" is an Impulse code word for "no friggin idea".

                          Thread   310

                   -=> RETURN TO CONTENTS!<=-

1.380   MSG-377 Subject: Re: Effects.doc

              Subject: Re: Effects.doc
Date: Monday, 19 June 1995 14:47:26
From: Mads Storm Andersen <msainf@carlbro.dk>

>Does anyone have docs on 3.0 effects on their disks? Any info would be
>appreciated.

They are only on the PC version of 3.0. Don't know why..

/Mads Storm..

P.S I will mail them...

                          Thread   506

                     -=> RETURN TO CONTENTS!<=-

1.381   MSG-378 Subject: Re: Depth of Field

                 Subject: Re: Depth of Field
Date: Monday, 19 June 1995 16:51:46
From: Ian Smith <iansmith@moose.erie.net>

THIS needs to go into the Dare To Imagine collection ASAP! :-)

--
IanSmith@moose.erie.net   Visit Below! :-)
My HP48/Imagine Home Page --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/

                          Thread   380

                     -=> RETURN TO CONTENTS!<=-

1.382   MSG-379 Subject: D2i guide

                 Subject: D2i guide
Date: Monday, 19 June 1995 18:15:41
From: a00448@dtic.ua.es (ERNESTO POVEDA CORTES)

First, thanx for the enthusiastic you received 'd2i guide'

Well, to those who suggested, i can't upload it to Aminet due
to that i have no acces to ftp so i can't upload anything.

the last but not the least: if anybody that requested the guide
but not received it yet, please remail me. Thanks.

To mychael@laberynth, my mailer get the message returned like
it cant found you. Please mail me again and include other addres
to try.

Stay tuned...

--


```
+-------------------------------------------------------------------------+
| 'Do not underestimate the power of the Force.'                          |
|                                                                         |
| email: a00448@dtic.ua.es  --> Ernesto Poveda Cortes (I am not a number :) |
+-------------------------------------------------------------------------+
```


                        Thread   328

                    -=> RETURN TO CONTENTS!<=-

1.383   MSG-380 Subject: Re: Depth of Field

                    Subject: Re: Depth of Field
Date: Tuesday, 20 June 1995 01:07:53
From: fredster@cyberport.net (Fred Aderhold)

>I've spent a fair amount of time investigating Imagine's depth of field
>feature and thought I'd share my findings. The following text is long
>winded, excessively formal and has not been reviewed for errors (Sorry).
>Still, you may find something of use. If not, don't hesitate to delete...
>

Excellent! <enthusiastic golf clap>

Thanks a bunch George, this really helps...

Fred Aderhold
fredster@cyberport.net

"Speed kills, but slow infuriates"

                        Thread   385

                    -=> RETURN TO CONTENTS!<=-

1.384   MSG-381 Subject: Re: Should I Upgrade???

```
              Subject: Re: Should I Upgrade???
Date:      Tuesday, 20 June 1995 01:08:16
From:      mrivers@tbag.tscs.com (Michael Rivers)
```

```
Da> Michael, I was going to get into the "Frequent Upgrade Program" but
Da> do you think I should get what I pay for and hold off until 4.0 comes
Da> out?  I was going to do that anyway, but then someone told me about
Da> the "Fill Edge" feature in 3.2 which I started feeling I needed for
Da> something I was doing (make the intersection between two objects look
Da> smoother and more organic), but maybe there's a way to emulate what
Da> "fill edge" does.  Any suggestions?  And do you think I should wait
Da> for 4.0 and use what's currently in my piggy bank to upgrade to
Da> DPaint V?
```

If you have Brilliance2 then I'ld say get the Imagine upgrade.

If you don't have Brilliance, then I suggest you consider that
as an alternative to DPaint, AFAIK, Brilliance2 is cheaper than
the DPaint 4 to 5 upgrade(I got Bril2 for $50 new). It's also
faster, though it's missing some of the features of Dpaint5.

Try to find someone with DPaint V, Brill and Imagine 3.2(?), and
see which one fits _your_ needs most.

BTW. Did anyone notice NewTeks competitive upgrade notice, its
list of competitors doesn't include Imagine. shame.

PS. BTW. Do I seem a little calmer now? :^)

```
Da>                          -- Dave (DaveH47@delphi.com)
```

```
-----------------------------------------------------------------
|  Commodore failure. Press left mouse button to continue    |
|     Guru Meditation  $8100000C     Task : $416C6920        |
-----------------------------------------------------------------
```

```
              Thread          363
```

```
          -=> RETURN TO CONTENTS!<=-
```

1.385   MSG-382 Subject: GVP 1230 MK1

```
              Subject: GVP 1230 MK1
Date:      Tuesday, 20 June 1995 03:32:00
From:      Paul Townend <Paul.Townend@raytech.co.uk>
```

Dear all,
        I wonder if anyone out there can answer a friend's question?

He has an Amiga 1200 with a GVP1230 MK1, 8 meg ram and a 40mhz fpu on
board. He wants to know if he can add any hardware onto the PCMCIA slot
(SCSI devices etc.) even though the MK1 isn't supposed to handle scsi.
And, will the memory address of the second 4 meg of ram conflict with
whatever is in the card slot - if so whad'ya do about it?
Thanks in advance.... Regards P.T.

.... Everybody lie down on the floor and keep calm.........Townski on line!
|
| 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   521

                   -=> RETURN TO CONTENTS!<=-

1.386   MSG-383 Subject: Re: Stereo 3D explained

                 Subject: Re: Stereo 3D explained
Date: Tuesday, 20 June 1995 03:33:37
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello NEWKIRK, on Jun 18 you wrote:

> to Tom Ellard:
> If I select "OK", the only button on the requester, the render finishes
> out, and the image appears unaffected. What drives me nuts is trying to
> render 64 frames consecutively and having to click "OK" every half hour
> or so. I'm still clueless, but have encountered a further kink:
> This evening it didn't do it! The only difference (I think) is that
> tonight I set GigaaMem Prefs to use real ram first for Imagine, before
> it *may* have been virtual first. Gotta check into that.
> Joel

Is'nt the Prefs setting TDIR the directory for holding the temporary files?

Changing this might help.

-- Bob

                         Thread   372

                    -=> RETURN TO CONTENTS!<=-

1.387   MSG-384 Subject: PowerPC Amiga?

                    Subject: PowerPC Amiga?
Date: Tuesday, 20 June 1995 07:35:16
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

 From the Power PC online-www.web site...
 For those interested in the future of the Amiga.

[POWERPC NEWS:]WHOOPS - ESCOM UNDECIDED ON WHICH RISC - POWERPC ONLY ONE CHOICE

June 5th 1995

In the last issue we reported that Escom - the new owners of Commodore - would
be building PowerPC-based Amigas next year. Well, it turns out that the company

spokesman at Escom was making it up as he went along and didn't have a clue as
to the company's intent. The real story, says Peter Kittel, director of
engineering at Amiga Technologies GmBH (the new, wholly own subsidiary of
Escom) is that the company is still evaluating the PowerPC, PA-RISC, MIPS and
Alpha processors.

Although all four are still in the frame, Kittel says t PowerPC and PA-RISC
that are the most likely contenders. The old Commodore company was particular
enamoured with the idea of the PA-RISC and held substantial discussions with
Hewlett-Packard about amending the processor design to make it more suitable to
the Amiga's requirements. Though Motorola might have seemed an obvious choice
(Amigas are based on the 68k family) Kittel says that there were worries that
the company had too many other fish to fry to take much notice of the Amiga's
requirements. In addition Kittel is looking favourably upon the
Hewlett-Packard/Intel alliance, which promises to guarantee a future for the HP

architecture. It sounds as if there are at least a couple of competing camps
within Amiga Technologies; Kittel describes the choice between PA-RISC as
"highly political and yet to be decided", a final choice is expected this year.

As for the ability to run alternative operating systems, he says it is highly
probable that the new machines will be able to run Windows NT as well as the
Amiga OS. The Macintosh operating system, is not a high priority, he adds -
Apple is not big in Germany. So now you know.

- PowerPC News

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 <--
```

<pre>
                         Thread   159

                  -=> RETURN TO CONTENTS!<=-
</pre>

1.388   MSG-385 Subject: Re: Depth of Field

<pre>
                Subject: Re: Depth of Field
Date: Tuesday, 20 June 1995 10:47:58
From: cjo@esrange.ssc.se
</pre>

To George deBeaumont:

You're a hero!!!

<pre>

Conny Joensson	Swedish Space Corp. Esrange
Kiruna	Satellite operations - Telecom Div.
Sweden	cjo@smtpgw.esrange.ssc.se

</pre>

<pre>
                         Thread   401

                  -=> RETURN TO CONTENTS!<=-
</pre>

1.389   MSG-386 Subject: Impulse and contacting them

<pre>
                Subject: Impulse and contacting them
Date: Tuesday, 20 June 1995 12:05:19
From: Waland J F <walaj@essex.ac.uk>
</pre>

---

well after my problems with trying to contact impulse to change my registration
address, I just got a mail from Mike H...

>No problem,. I will take care of this matter straight away. Have fun with
>finals, later

horray!

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   280

                    -=> RETURN TO CONTENTS!<=-

1.390   MSG-387 Subject: Re: Depth of Field

                  Subject: Re: Depth of Field
Date: Tuesday, 20 June 1995 12:53:05
From: gregory denby <gdenby@elgreco.helios.nd.edu>

Yay! George, well written, logically laid out, and right to the
heart of the matter.

Greg Denby

                            Thread   332

                    -=> RETURN TO CONTENTS!<=-

1.391   MSG-388 Subject: RE.Depth of field2

                  Subject: RE.Depth of field2
Date: Tuesday, 20 June 1995 13:41:54
From: Granberg Tom <tom.granberg@TV2.no>

YEPP, you're are my hero to!
You wouldnt belive how we Imagine users has strugled with this, last time I
did, was on a huge project here at TV2 (National Comercial tv-station)
tom.granberg@tv2.no

Ps. If someone could forward the answers on my erlier questions (4 WEEKS!),
had a huge problem with our firewall!! so I could'nt get any mail what so ever.
Thanks in advance. Tom G.

CHAOS MIRAGE-DIGITAL FOOTPRINT
2-A4000 each with:4040warp/2.5gb.hd/50mb.ram/DPS-PAR//2-SGI ONYX's with reality

engine2/1-sgi Crimson all with 6gb.hd's 256mb.ram.....I'm a ultra user.

Thread   390

-=> RETURN TO CONTENTS!<=-

1.392   MSG-389 Subject: Imagine 2.0 projects in 3.2

                Subject: Imagine 2.0 projects in 3.2
Date: Tuesday, 20 June 1995 13:56:36
From: jkee@motown.ge.com

'How come I can load projects I created in Imagine 2.0 for the PC in
     the 3.0 version, but when I load in 3.2 and then try
     to go to the stage editor the prgram crashes?

     IT works fine in 3.0. ANy ideas?

                                                                 Jon

jkee@motown.ge.com
Lockheed Martin
Government Electronics Systems Division
Moorestown, New Jersey
_____
Written laws are like spiders' webs and will, like them,
only entangle and hold the poor and weak while the rich
and powerful easily break through them.
        Anacharcis, Scythian philosopher, 600 B.C.
_____
Banking was conceived in iniquity and born in sin. Bankers
own the earth. Take it away from them, but leave them the
power to create money, and with the flick of a pen, they
will create enough money to buy it back again and again.
        Josiah Stamp, Former Presidnet, Bank of England
_____

Thread   394

-=> RETURN TO CONTENTS!<=-

1.393   MSG-390 Subject: RE.impulse and cont.....

```
                    Subject: RE.impulse and cont.....
Date:      Tuesday, 20 June 1995 14:27:57
From:      Granberg Tom <tom.granberg@TV2.no>
```

```
Hi there!
I guess, I'm not the only one who would like Mike's email adress, so if you dont

mind J.F., could you put it on the IML for the rest of us. If you didnt
contacted him via email, then dont care about this message. But I guess you got

a sender adress on your mail?!
Bye!
Tom Granberg
tom.granberg@tv2.no

Ps.It's better to let go of a fart then to blow up a intestine!
```

```
                        Thread          403
```

```
                   -=> RETURN TO CONTENTS!<=-
```

1.394   MSG-391 Subject: 3D Artist Mag

```
                    Subject: 3D Artist Mag
Date:      Tuesday, 20 June 1995 15:15:44
From:      Charles Blaquiere <blaq@io.org>
```

```
> From: Valleyview@aol.com
>
> For those that haven't seen it, I have just received a sample copy of "3D
> ARTIST" magazine.  I am impressed.

Much agreement here. 3D Artist has that "isn't this exciting" feel to
it, not the cool tone you get from large corporate magazines. They're
also heavy on tutorials, which are among my favorite article types, and
too often ignored by other magazines. In my book, it's much more
relevant to what we do on the IML than Computer Graphics World, or any
of the multimedia/digital video publications out there.

Request your sample copy. I guarantee you'll subscribe.
```

```
                        Thread          404
```

```
                   -=> RETURN TO CONTENTS!<=-
```

1.395   MSG-392 Subject: Depth of Field

```
                  Subject: Depth of Field
Date:      Tuesday, 20 June 1995 15:18:53
From:      Charles Blaquiere <blaq@io.org>
```


```
      --------------------------------------------------------------------------
```

> From: DEBEAUMONT, GEORGE <debeaugw@songs.sce.com>
>

As I told you privately when you mailed me the file for comments, where
have you been hiding all these years? Renewed thanks for an incredible
piece of documentation.


```
                    Thread          374

                    -=> RETURN TO CONTENTS!<=-
```


1.396   MSG-393 Subject: Spline interpolation (was: Re: Atmosphere)

```
                  Subject: Spline interpolation (was: Re: Atmosphere)
Date:      Tuesday, 20 June 1995 15:31:08
From:      Charles Blaquiere <blaq@io.org>
```


```
      --------------------------------------------------------------------------
```

> From: Pierfrancesco Parente <parente@estense.global.it>
>
> So I built up 4 states for my atmosphere object to something like this:
>
> -Top View-   1
>
>   4   +   2
>
>   3
> 1-4 = Texture's axis positions in each state.
>   + = Atmosphere object's main axis.
>
> Morphing the object from state 1 to 4 (and then back to 1) with the
> Spline interpolation on, I expected Imagine to move the texture on a
> circular (or something similar) based path. You agree this is one of the
> situations in which Spline interpolation should have to work (i.e.
> "morphing spatial parameters", using Your words); well, it just doesn't
> (or maybe I'm doing something wrong).

Pierfrancesco,

you're right, the set of 3 XYZ parameters that make up a texture's
position are spatial in nature, and according to my simple rule, Imagine

should interpolate them using a spline curve, not a straight line.

Here's an idea: perhaps Impulse has programmed Imagine to use spline
curve only for spatial parameters visible in the Action editor? In which
case, the texture position, being hidden inside the object description,
might not get the full spline treatment -- it might benefit from the
time-related (velocity) aspect of spline interpolation, but the
texture's spatial path might not become a spline curve.

If this is the case, then you need to make your texture position more
public, more visible, in the hopes of catching the eye of the spline
routine. (Anthropomorphicizing computers is so much fun) For example,
you could add a parent axis to the atmosphere object, apply the texture
on _that_ instead of the atmosphere, and clicking on "Apply to
children". The result would still be a textured atmosphere, but now you
could move the texture by moving the invisible parent axis it's attached
to. This motion might be "public enough" for the Spline routine to sit
up and take notice.

Please tell me if this solution works.

                        Thread   375

                  -=> RETURN TO CONTENTS!<=-

1.397   MSG-394 Subject: Imagine 2.0 projects in 3.2

                Subject: Imagine 2.0 projects in 3.2
Date: Tuesday, 20 June 1995 15:37:02
From: Charles Blaquiere <blaq@io.org>

> From: jkee@motown.ge.com
>
> How come I can load projects I created in Imagine 2.0 for the PC in
>   the 3.0 version, but when I load in 3.2 and then try
>   to go to the stage editor the prgram crashes?
>
>   IT works fine in 3.0. ANy ideas?

Use the 3.0 Action editor as a cleanup device. Load the project, enter
Action, and Save Changes right away. This will save the project as a
3.0-format file. 3.2 should then have no problem reading this.

One warning, though: there seems to be improper mapping of some of the
Globals Actor Bar fields. In Action, check the brushmap filenames, and
the field near the top that talks about Frame Count or Max. Frames or
something like that. Occasionally, when loading an old 2.0 project, the
last couple of characters in one of the brush filenames would be
interpreted, numerically, as the Frame Count instead, giving Imagine the

impression that I wanted a multi-frame image sequence as a backdrop,
with 47389 files in the sequence. Obviously, this will lead to "brushmap
not found" errors as soon as you try to render.

                          Thread   203

                 -=> RETURN TO CONTENTS!<=-

1.398   MSG-395 Subject: 3D Artist Mag

                  Subject: 3D Artist Mag
Date: Tuesday, 20 June 1995 16:47:04
From: Valleyview@aol.com

For those that haven't seen it, I have just received a sample copy of "3D
ARTIST" magazine. I am impressed. It is a mag that exclusively covers 3D
modeling and animation. For example this issue had articles on a metaballs
plug-in for 3DStudio, backgrounds with Vistapro, slices with Sculpture, water
and modeling with Topas, texture mapping with 3DS, Byte by Byte or Imagine,
backgrounds for fly-arounds, 3d imaging, face filling with Lightwave,
explosions with Truespace, and much, much more.
I strongly recommend looking at this mag as its contents is just what is
discussed in this list. You can get a sample copy by e-mailing your snail
mail address to t3.info@3dartist.com and request a sample copy.

Rick

ps They also put out a weekly newsletter called "Tess". Send "subscribe" to
tess@3dartist.com

                          Thread   391

                 -=> RETURN TO CONTENTS!<=-

1.399   MSG-396 Subject: Textures

                   Subject: Textures
Date: Tuesday, 20 June 1995 17:48:38
From: Valleyview@aol.com

I recently downloaded Lumbiant's Firehole tutorial which reminded me that my
fire.itx and 4 other 3.2 textures won't work. I think someone else posted
with the same problem a while ago. Anyways I called Imagine about it and was

told not to worry because 3.3 will have all new textures to replace the old
ones because of the new texture preview feature. Well, this is fine for me
but it seems that it would bring questions to those that write their own
textures or have gotten textures from other sources.
Will the old textures no longer work with 3.3 or newer Imagine?
Or
Will they work, but not with the preview feature?

Rick

                        Thread   400

                -=> RETURN TO CONTENTS!<=-

1.400   MSG-397 Subject: New Features Wanted II

                   Subject: New Features Wanted II
Date: Tuesday, 20 June 1995 18:07:09
From: Granberg Tom <tom.granberg@TV2.no>

Hi there!

Here is a list of very usefull want(ings) that I have figured out, and if
Impulse could give me the source to the global texture form, I know someone how

maybe could make 'em! Plus they have to show me how to control the bright
feature in the texture form.

    OBJECT OR AXIS TEXTURES
    Even if they are textures aplied to objects they are closer related to
    the global textures, in that they can apply their properties in a more post
    productionary way. Even if they take notice of objects
    rotation,placement,size etc.

(1).Haze texture with adjustable noise parameter (adj.bright, self illumination)

    Light haze, lightning haze, cloud haze etc. on/off streaks, nr of streaks,
    streak vary,lenght fadeoff,sreak color,radius overal color fade length, fade

    linearity/spline(fast fade off,hot center,slow fade off,) etc.

(2).Glow texture with adjustable noise and 2 or more color parameter's
    (adj.bright, self illumination)
    Can make sun coronas, fire glows, explotion glows etc.

(3).Sun texture/effect with adjustable noise and 2 or more color parameter's
    This one is a heavy one, what is does is: It doesnt adjust any thing on the

    obj/axis, but rather look were it is placed, so if something get's in
    front of it(clouds,rocks.etc) it apply something like a cross between
    blur and haze/glow, it kind of "burn a adj.area out towards a choosen

color". It is extremly effective if a transparent or fog object is placed in

front of it (clouds,the rings of saturn, atmosphere, etc). Noise parameter.

Ps. all texture/effects are animatable

Bye!

tom.granberg@tv2.no

                        Thread   405

                   -=> RETURN TO CONTENTS!<=-

1.401   MSG-398 Subject: Re: Eye-like camera

                    Subject: Re: Eye-like camera
Date: Tuesday, 20 June 1995 22:37:39
From: beeton@SEDSystems.ca (Gary Beeton, beeton@SEDSystems.ca)

>Here's something to jot down as a tip towards more realistic
>render's.
>
>Imagine's default camera size setting is x=320, y=640, z=233.
>This is an approximate ratio of 4:8:3. I've usually been
>satisfied using this when rendering individual or small groups
>of objects. However, this setting does not replicate the
>natural view of the eyes very well.
>
>By comparing renders of an exactly modelled room to what I
>really see, I've gotten much closer to a natural view. The
>x/y/z ratio I get is around 5:3:.9 Specifically, in a room
>where 1 Imagine unit equals 1 inch, my camera settings are
>x=914, y=486, z=144.

Of course the camera perspective will be different for watching a fly
land on your nose and for straining to see who's car you just hit with
your golf ball.

>I'm getting some exageratted perspective lines with this,
>so perhaps some further tweaking of the y parameter will
>be needed. Also, the renders are perfectly clear at the
>peripheries, and natural eyesight only reveals colored
>shapes.   ^^^^^^^

Actually, human peripheral vision is primarily black & white, but I
think I know what you are getting at. I think it would look quite
strange to have an image blur out and fade to grey near the edges.

Gary
beeton@SEDSystems.ca

                          Thread   355

                    -=> RETURN TO CONTENTS!<=-

1.402   MSG-399 Subject: Effects Documentation

                    Subject: Effects Documentation
Date: Tuesday, 20 June 1995 23:37:00
From: m.rubin9@genie.geis.com

Could someone with the Efx.doc send it to me via Email?

I understand that it was only included with the PC version.

Thanks,

Floater

                          Thread   343

                    -=> RETURN TO CONTENTS!<=-

1.403   MSG-400 Subject: Re: Textures

                    Subject: Re: Textures
Date: Wednesday, 21 June 1995 02:08:31
From: Ian Smith <iansmith@moose.erie.net>

On Tue, 20 Jun 1995 Valleyview@aol.com wrote:
> Will the old textures no longer work with 3.3 or newer Imagine?
> Or
> Will they work, but not with the preview feature?

If Impulse gives out any info for the 3.3 texture format, I'll convert
mine to 3.3 as soon as possible. Hopefully the old textures will
still work.

THe $500 developer package is nice, but I do wish Impulse would at least
give out the texture interface specs and file formats for free. I don't

think enough people use my textures for me to justify $500 to port them
to 4.0 when it comes out. :-)

--
IanSmith@moose.erie.net   Visit Below!
My HP48/Imagine Home Page --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/

                          Thread   530

                    -=> RETURN TO CONTENTS!<=-

1.404   MSG-401 Subject: Re: Depth of Field

                  Subject: Re: Depth of Field
Date: Wednesday, 21 June 1995 08:43:58
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

Thanks:
1) for the compliments (private and IML) regarding the Depth of Field text.
2) to Charles for reviewing the text prior to post.
3) to Stuart for bringing to my attention several mistakes in the text.

Corrections to DOF text:

In the text I listed focal lengths and their equivalent field of view. The
values are specific to a 35mm SLR type camera system (which I did not
mention). This may mislead some who may want to simulate other camera
systems (video or still). Even though focal length and field of view are
related concepts, I was not technically correct to use the terms
interchangeably.

George deBeaumont
debeaugw@songs.sce.com

                          Thread   387

                    -=> RETURN TO CONTENTS!<=-

1.405   MSG-402 Subject: Re:Eye-like camera

                  Subject: Re:Eye-like camera
Date: Wednesday, 21 June 1995 12:23:02
From: gregory denby <gdenby@bach.helios.nd.edu>

On this topic, Floater corrects me: "Its always been my experience
that the Z axis is arrelevant to the camera view."

Yep, you're right. I went back and tested some more, and realized that
the different hieghts I was seeing was due to manipulations of
the X and Y axes, not the Z

Gary Beeton mentions that perpheral vision tends to be monochrome,
and that's true, especially in low light conditions. The X/Y
(ignore the Z, see above) proportions of 5/3 I'm using as a
"room view" ignores a bit of the haze at the edge of vision.
I'm trying to replicate a sort of studied non-focus that we use
at the museum to lay out exhibits in an over all way. As such,
after a certain point we ignore the tendency of eye to flicker
around to fill in the half seen objects. If I really wanted
Imagine to replicate true vision, I'd probaly put a plane with
a transparency map on it in front of the camera.

So much for now,

Greg Denby

                         Thread   169

                    -=> RETURN TO CONTENTS!<=-

1.406   MSG-403 Subject: Re: RE.impulse and cont.....

                Subject: Re: RE.impulse and cont.....
Date: Wednesday, 21 June 1995 14:47:33
From: Waland J F <walaj@essex.ac.uk>

>I guess, I'm not the only one who would like Mike's email adress, so if you don
>t mind J.F., could you put it on the IML for the rest of us.

ok, the mail address I have is...

76004.1767@compuserve.com

enjoy.

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            9

              -=> RETURN TO CONTENTS!<=-
```

1.407   MSG-404 Subject: Re: 3D Artist Mag

```
              Subject: Re: 3D Artist Mag
Date:      Wednesday, 21 June 1995 14:56:09
From:      cjo@esrange.ssc.se
```

```
    ------------------------------------------------------------------------
```

```
> For those that haven't seen it, I have just received a sample copy of
> "3D ARTIST" magazine.  I am impressed.  It is a mag that exclusively
> covers 3D modeling and animation.
> They also put out a weekly newsletter called "Tess".  Send "subscribe" to
> tess=C93dartist.com

They have also got a web site at http://www.3dartist.com/

*----------------------------------------------------------------*
|   Conny Joensson   |   Swedish Space Corp. Esrange            |
|   Kiruna           |   Satellite operations - Telecom Div.    |
|   Sweden           |   cjo@smtpgw.esrange.ssc.se              |
*----------------------------------------------------------------*
```

```
                    Thread            44

              -=> RETURN TO CONTENTS!<=-
```

1.408   MSG-405 Subject: New Features Wanted III!

```
              Subject: New Features Wanted III!
Date:      Wednesday, 21 June 1995 18:38:42
From:      Jim Shinosky <tracker@en.com>
```

```
    ------------------------------------------------------------------------
```

```
I was just about to post this when Tom Granberg beat me to the punch!
Some of the features I have listed are pretty much the same as Tom's,
however I didn't think of all the variables for each.

New Imagine Features Wanted(somewhat in order by preference):

1. The ability to make any texture bright without having to paste it
onto another object of the same shape only bigger. For example: right now,
as far as I know, if you want to have a lightning-type effect on an object
be bright, you have to apply it to another object of the same shape only
```

larger and with the object's filter values cranked. Or, in the case of the
Windows textures, the docs say to place a copy of the object(only smaller)
inside the object and make it bright. Then when the Window texture is
applied with transparancy on the bright object shows through. Well, this
is a pain in the but when working with complex shapes and it adds to the
memory requirements of the scene, which we all would like to minimalize!
If only the texture alone could be bright....

2. Scanline Shadows. 'nuff said!

3. Don't reload objects. See above.

4. The ability to comment out textures without losing their properties.
Once I get certain textures the way that I want them, I want to do more to
the object without seeing the previous textures when rendering. If I make
a copy of the object, I can just drop the textures, but if I then come up
with a good texture or two on the new object how do I get them onto the
original? Not with apply, because it woul erase the original textures in the
process, and I get tired of constantly writing down all of the numbers and
then retyping them into the boxes again. Which brings up another feature:
the ability to copy single textures from one object to another without
losing any information already associated to that object.

5. Face Reduction!

6. Object-defineable Haze. This is pretty much what Tom asked for in his
post but I was just thinking that it would be nice to add some variability
into the Haze effect. For instance, right now you choose 1 color to Haze.
Well, let's say that I have an exhaust port on a spaceship that I applied
a little noise to. It won't be one solid color so the Haze effect will only
haze on the pixels that are the color I chose. Give me a Similarity
parameter box for it and I'll be happy.

7. Motion-Blur with a choice for object-defineable or global.

8. Collision detection(besides the ground). When I use particles or the
Shredder effect I want those pieces to bounce off of each other AND off of
other objects.

9. I want the ability to make objects VARIABLY bright.

10. Refraction mapping and/or a procedural noise texture that will vary
the amount of refraction over the area of the object.

Whew! I think I'll stop at Ten, it's a nice round number and my fingers
are getting numb.

If there are good work arounds for some of these I'm sure you'll let me
know! Besides, I'm just an Imagine hack, what do I know?

Jim Shinosky
tracker@en.com

                              Thread   412

```
                    -=> RETURN TO CONTENTS!<=-
```

1.409   MSG-406 Subject: Waterfall?!?

```
                 Subject: Waterfall?!?
Date:       Wednesday, 21 June 1995 21:48:41
From:       Broctune@aol.com
```

```
         --------------------------------------------------------------------
```

I am trying to create a particle waterfall similar to that on Computer
Animation Festival, I have tried using particle pyramids on a long strip then
making in loop around a path, but it doesn't look random enough with splashes
and stuff. Any help would be appreciated.

Thanx


```
                      Thread          532
```

```
                    -=> RETURN TO CONTENTS!<=-
```

1.410   MSG-407 Subject: Imagine Faq #6 Online

```
                 Subject: Imagine Faq #6 Online
Date:       Wednesday, 21 June 1995 22:12:45
From:    Ian Smith <iansmith@moose.erie.net>
```

```
         --------------------------------------------------------------------
```

Ernesto Poveda Cortes was kind enough to send me the FAQ #6 that
he convered to HTML. I have placed this on my home page as well
as some modules for the Amiga version of ImageMaster.

ALSO, I added a page for the Imagine Maling List itself so you
can go look there if you forgot the bloody address to unsubscribe
to! :-) If it stops just *one* unsubscribe message from being sent
to the list then it will be worth it. :-)

Let me know of any problems.. adding and updating 50 html files
is bound to screw something up...

--
IanSmith@moose.erie.net   Visit Below!
My HP48/Imagine Home Page --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/

```
                    Thread          410

              -=> RETURN TO CONTENTS!<=-
```

1.411   MSG-408 Subject: Address?

```
              Subject: Address?
Date:     Wednesday, 21 June 1995 22:38:31
From:     jimi@southwind.net (JAMES)
```

```
    --------------------------------------------------------------------
```

Can someone tell me if (imagine-request@email.eag.unisysgsg.com) is the
correct address to subscribe to the IML.

Thanks

```
                    Thread          470

              -=> RETURN TO CONTENTS!<=-
```

1.412   MSG-409 Subject: Things Wanted and Just some talk

```
              Subject: Things Wanted and Just some talk
Date:     Thursday, 22 June 1995 02:08:32
From:     Lumbient@aol.com
```

```
    --------------------------------------------------------------------
```

Well all this talk about things wanted has gotten me thinkin'!

1) Someone once said that they wish there was a way to control the specular
and hardness of an object with a brush and texture map.
I second this! But I found hat impulse already has a texture that varies the
hardness and specular of an object: metals.itx. Yes it does, try it, if an
object is set to dull, the hardness it low and the specular color is dim, but
a shiny(polished) object has a hard off white specular dot.

2) Soft shadows (yeah I know we all want it)

3) Fast Texture Mapping(I thought of this in the bathroom today). First
Imagine figures out where the object intersects the texture and creates a
"brush map" and temporarily stores it in memory. Then as the rendering
process is computed the actual texture is not called but rather the "map"
which is applied just like a brush(since it is). The advantage may not be
apparent at first but look deeper and you will find it very fast compared to
texture mapping. Take this example:

A scene with a sphere with X texture as the processing goes every
intersection point will have to be computed for the texture. But if a shadow
ray is traced throught the object the texture will be called again to see if
it add transparency. And again if the sphere is included in a reflection it
is called again...and if its after a transparent object...its called again.
 So a single point can be called 4 times when it has the same color(and
position) as a previous one! With my mapping the amount of time used to
figure out the color on a map is trivial. Hence the rendering is much
faster!!!

4) Compressed picture formates would be an added bonus. EG. JPEG, LZW-TIF,
GIF, PCX...

5) Suport for PAR...

6) 3rd party support...maybe when WinImagine comes out it will have 3rd party
add-ons via DLL's?

7) MOTION BLUR(yeah I know It was said but you can never say it too many
times wth Impulse)

8) Polygon(crazy) painting :)
    ^^^^^^^^^^^^^^^^ Read as 3 words
9) More FX's, better particle systems!! Actually what I want is really want
is the ability to script the p-system.

10) Multiple cameras!!

11) Caustics??? Anyone really want this? I do, but I'm weird!!

Well thats all, folks!!!

Write me on your thoughts about my thoughts!

                                                                  ---Lum

                    Thread   443

               -=> RETURN TO CONTENTS!<=-

1.413   MSG-410 Subject: Imagine Wish List

            Subject: Imagine Wish List
Date: Thursday, 22 June 1995 04:23:58
From: DAVEH47@delphi.com

Yesterday Jim Shinosky posted a message telling about the features

he wanted to see in future versions of Imagine. I liked his ideas
very much, and I have decided to post a letter I wrote to Impulse
requesting some of my desired new features for Imagine. I welcome
anyone's feedback (i.e. opinions, criticisms,
"I'd-like-to-have-that-too's", and suggestions on how
I might do some of these things with the current Imagine. (I'm
just beginning to look at the Imagine file specs, and I'm hoping
that I might be able to program some of these things myself, and
offer them to the group, perhaps as shareware.)

So here's my Imagine "Wish List" (the square brackets are
comments I've added here):

1. File Requesters: I think that in Imagine's file
requesters, the names of sub-directories should be at
the top of the list, so that the user does not have to
keep scrolling down in order to open a succession of
sub-directories.

2. Join Command: The "Join" command could be enhanced so
that the secondary objects being joined would be
incorporated as subgroups of the primary object. The
names of the secondary objects would become the names of
the subgroups.

3. Spline editor: I know this has already been
discussed in the Impulse newsletter, but I would like to
voice my advocacy of a future version of the Spline
editor capable of editing 3D spline objects.

4. DCTV/JPEG Brushmaps: It would greatly save disk space
if Imagine could directly use compact DCTV and JPEG
files as 24-bit Brushmaps. [I have PEGGER, but I've
found to my chagrin that my feeble 6 megs (and when I
got my Amiga 3000 four years ago, it seemed like so much!) is
insufficient memory to run PEGGER and Imagine
concurrently (sigh.)]

5. Speed Control: A "Frames Per Second" indicator on the
speed control for "Animate" in the Stage Editor would
make it clearer the frame rate at which the animation
was currently playing.

6. IFF in Forms Editor: Just as in the Detail Editor IFF
brushes can be converted to outline objects that can be
used as segments for the "Skin" command, it should
likewise be possible to load IFF Brushes into the Forms
Editor as Form Cross-Sections, or even as front/side
views (The "Sculpt" module of Martin Hash's 3D program
Animation: Apprentice has an analogous feature).
[This file specs I've downloaded talk about forms, so I
may be able whip out a utility to do this.]

7. File Specs: Imagine TDDD file specifications should
be made available to programmers interested in writing
programs that algorithmically create/convert objects.
[This is no longer a problem; I've downloaded the specs

from aminet.]

8. More Control over "Starfield Density": Allow stars
to vary in colors (more like real space) and allow
definition of areas where the stars are concentrated
(e.g. the Milky Way, galaxies, and globular star
clusters). Also, it appears that in 3.0 the stars no
longer change as the camera moves. This feature should
not have been eliminated--it may not have looked
entirely natural, but it looks even stranger to show the
camera orbiting Jupiter but the background stars
remaining entirely stationary! [The discussions on the
mailing list about how to make starfield objects have
helped me here, but it still would save memory if good
starfields were done automatically.]

9. "LOAD" Preferences Option: In 2.0, you could have
Editor modules (Detail, Forms, Stage, etc.) be loaded
separately when they were opened, in order to conserve
precious memory. This option has apparently been
removed in 3.0 and it should be reinstated.

10. "Info" Double Click: Have the ability to get to the
"Info" requester for a brushmap or texture by double-
clicking on its name in the Attributes requester, rather
than having to single click on the name, then click on
"info".

11. AREXX Interface: Have a way to interface Imagine
with other programs via AREXX.

12. HAM/EHB Color Brushmap Bug: There is an apparent bug
in which Extra-Halfbrite brushes are mapped to an object
with the wrong colors, and smaller-than-full-screen HAM
brushes imported from DeluxePaint sometimes appear
distorted when rendered (this may have something to with
the fact that DPaint appears to save all HAM brushes
with stencil data). [Admittedly, this may be the fault
of DPaint rather than Imagine...Hmmm, another reason to
switch to Brilliance...?]

13. Bones/States Libraries: A potentially especially
powerful feature would allow the user to maintain a
library of Bones and States that could be transferred
from one object to any other object that has identical
subgroup relationships. [I think it would be terrific
if you, for instance, had a library of quadrupeds--
Horse, Camel, Triceratops, anything--and a file of bones
and subgroup definitions that could be applied to them
all without having to "reinvent the wheel" each time!]

14. More Flexible "Hide Points": It would be desireable
to have the ability to execute quick commands like "Hide
all points in subgroup 'HEAD'", "Hide all points except
those in subgroup 'LEFTLEG'", "Hide all points whose Y
coordinate is greater than 22.7", "Hide all points
except those between 3.5 and 4.0 on the Z-axis" [etc.,

etc.]

15. Window Click: Have a means of activating a Detail
Editor window without deactivating the selected
objects/points/faces.

16. Zoom Box: Allow user to point and drag out a box to
automatically zoom in to a close view of an object.

17. 3-layer DCTV: Have ability to save DCTV frames in
3-layer format (4-layer DCTV frames are sometimes very
large and make for sluggish animations).

18. "Creation date" Bug: The Creation date given for
an animation frame in "Info" is inaccurate (about six
hours behind).

19. "To Infinity" bar: In the Action Editor, allow the
upper frame bound for a time line bar to be "infinity",
so that if the number of frames is increased, the bar
will automatically extend to the highest frame.

20. "Craters" Texture: Have a texture to simulate
craters on a planet or moon. [I might try to program
this.]

21. Procedural objects: Have more "procedural" objects
besides the perfect sphere (cones, cylinders,
ellipsoids, etc.).

22. More Informative Error Requesters: Instead of
saying simply "Error Rendering", offer more specific
information like: "Error Rendering: Out of Memory", or
"Error Rendering: Disk Full".

23. "Save Group" option: Have an option to save a
selected object's entire group, so the user need not
repeatedly go to "Pick Groups", Save, then re-select the
object they were working on.

24. JPEG/MPEG: Have ability to save animations as
ultra-compact JPEG or MPEG.

Well, that's QUITE enough for now! I may think of more later...

                    -- Dave (DaveH47@delphi.com)

                   Thread   417

              -=> RETURN TO CONTENTS!<=-

1.414   MSG-411 Subject: Re: Things Wanted and Just some talk

```
                    Subject: Re: Things Wanted and Just some talk
Date:      Thursday, 22 June 1995 05:22:58
From:      Cedric Georges Chang <changc9@rpi.edu>
```

I attended the PC Expo95 yesterday and saw a lot of neat "toys". One
item that I would really like to see Imagine/WinImagine support is 3D
graphics accelerator cards. I'm sure many of you have seen SGI demos
of realtime rendering, and Intergraph had a both at the expo
demostrating rendering with and without the use of harware
acceleration. All I can say is that I want one of those cards.
Matrox has a cheap SVGA card out with 3D acceleration (around $300 for
the lite verstion) which looks interesting. I haven't seen it in
action, but the articles I've read about it are positive. I would
like to see realtime z-buffering or gouraud shading in the perspective
window of Imagine. The anim preview in the stage editor could also
benefit from hardware 3D acceleration.

Along the lines of Imagine's hardware support, I hope that a Windows NT
version of WinImagine will be made (can anyone confirm this?). I
saw a demo of IBM's PowerPC 604 running NT and it looked good.
Ideally, Impulse will be able to cross-compile to support all the NT
platforms (x86, MIPS, Alpha, PowerPC). At some point I going to upgrade
my aging Amiga system to something faster, and I would like to be able
to choose the fastest system I can afford instead of being constrained
to just Pentium or Amiga systems.

On a non-Imagine note but probably of interest to many of you, Iomega
officially announced their Jaz removable media drive at the expo. It is
a portable SCSI drive that accepts 1 gig cartridges. The expected cost
is $500 dollars for the drive and $100 for a cartridge! Right now I pay
$75 for a meager 270MB syquest cartridge. The stats for the drive are as
follows:

    Transfer Rate
        sustained: 3.77 - 6.73MB/sec
        average: 5.53MB/sec
        burst rates: 10MB/sec
    Seek Time: 12ms
    Access Time: 17ms
    Cache: 256 read/write
    (the drive isn't completely finished yet, so specs are subject to change)

A 540MB cartridge for $60 will also be available. The expected shipping date
for the jaz drive is this winter. Syquest also is working on a 1 gig removable
media drive, but it won't be ready until 2nd quarter next year. They weren't
able to provide any literature or pricing info, but they said that it would
be comparable to the jaz drive.

Cedric
--

Cedric Chang   Mechanical Engineer   // Amiga 3000 '040
changc9@rpi.edu   Rensselaer Polytechnic Institute   \X/ EGS Piccolo

----

                            Thread   414

                         -=> RETURN TO CONTENTS!<=-

1.415   MSG-412 Subject: New Features Wanted III!

                      Subject: New Features Wanted III!
Date: Thursday, 22 June 1995 14:21:27
From: Charles Blaquiere <blaq@io.org>

> From: Jim Shinosky <tracker@en.com>
>=20

You'll be happy to know that several of your suggestions will be=20
included in Imagine 3.3, coming out any day now:

> 1. The ability to make any texture bright without having to paste it
> onto another object of the same shape only bigger. For example: right now=
'

3.3 now supports additional types of brush mapping, including=20
brightness, specular, and hardness mapping, So, if you can deal with=20
using a brushmap instead of a texture, you'll be able to apply a similar=20
brushmap in brightness mode, to allow only certain parts to be bright.

In addition, the Bright attribute is now a number 0-255 rather than a=20
simple on/off switch, to let you control the amount of brightness in an=20
object.
=20
> 4. The ability to comment out textures without losing their properties.=
=20

The biggest thrust of 3.3 is revamping the attributes, brush, and=20
texture requesters. In addition to ever-updating thumbnail quickrenders,=20
=E0 la Forge, you'll be able to turn each brush/texture in the list, on or=
=20
off. Ohhhh, wait 'til you see 3.3!

> 9. I want the ability to make objects VARIABLY bright.

Already mentioned.

                            Thread   418

                         -=> RETURN TO CONTENTS!<=-

1.416   MSG-413 Subject: Things Wanted and Just some talk

```
                Subject: Things Wanted and Just some talk
Date:      Thursday, 22 June 1995 14:26:36
From:      Charles Blaquiere <blaq@io.org>


    --------------------------------------------------------------------------

> From: Lumbient@aol.com
>
> 11) Caustics???  Anyone really want this?  I do, but I'm weird!!

You can already simulate this, in ray-trace mode. For the past version
or two, Imagine has taken into account the real filter value of an
object, i.e. not just base value but brushes/textures too, when
computing how much of a light ray penetrates a semi-transparent object.

To create actual caustics, apply a caustic-like noise texture to
vary the transparency of a plane at the surface of the lake/pool/ocean,
and add a light source above that. The pattern on the plane will
appear on every underwater object.



                Thread          409

              -=> RETURN TO CONTENTS!<=-
```

1.417   MSG-414 Subject: Re: Things Wanted and Just some talk

```
                Subject: Re: Things Wanted and Just some talk
Date:      Thursday, 22 June 1995 14:33:03
From:      Charles Blaquiere <blaq@io.org>


    --------------------------------------------------------------------------

> From: Cedric Georges Chang <changc9@rpi.edu>
>
> On a non-Imagine note but probably of interest to many of you, Iomega
> officially announced their Jaz removable media drive at the expo.  It is
> a portable SCSI drive that accepts 1 gig cartridges.  The expected cost
> is $500 dollars for the drive and $100 for a cartridge!

Every year or so, something like this comes along, which takes us to an
entirely new level. I utterred an audible gasp as I read your
description: last year, I bought an Iomega Bernoulli removable for THE
EXACT SAME PRICE as this, and my carts hold 150 Meg!

I think I'll go lie down now.
```

Thread   451

-=> RETURN TO CONTENTS!<=-

1.418   MSG-415 Subject: Interrupting Redraws

                Subject: Interrupting Redraws
Date: Thursday, 22 June 1995 15:05:59
From: wirde@Fysik.UU.SE (Mikael Wirde)

I don't know if everyone already knows this, but it's a wonderful feature:
By pressing the ESC key while Imagine is Redrawing the screen
in the detail editor (stage, forms, etc), all redrawing is halted, and you
don't have to wait for all things to finish before you can Zoom In one more
step (or whatever it is you were waiting for).

In this way, it is also possible to activate a view in the detail editor
without loosing selected and picked points/objects). Just click on the gadget
to the left of the window to enlarge it, press ESC, click on the same gadget
again, and wait for the redrawing to finish this time. I haven't tried this,
but I think it should work (yes I know, it's still a bit too much overhead
to be really effective, but it beats reselecting points that may have
taken *hours* to select the first time).

I have version 3.2 of Imagine, but I think this feature worked on
versions 3.0 and 3.1 as well. Correct me if I'm wrong!

M Wirde

Mikael Wirde   Mail: Box 530
Dept. of Physics   Deliveries: Villavaegen 4B
University of Uppsala   Visitors: Thunbergsvaegen 7
Phone: +46 18 - 18 36 03   S-751 21 UPPSALA
Fax: +46 18 - 18 36 11   SWEDEN
E-mail: wirde@fysik.uu.se

Thread   447

-=> RETURN TO CONTENTS!<=-

1.419   MSG-416 Subject: Activating Windows

```
                Subject: Activating Windows
Date:      Thursday, 22 June 1995 17:00:45
From:      dalamar@MIT.EDU
```

```
  ------------------------------------------------------------------------
```

Correct me if I'm wrong, but if you want to activate a window without
losing selected faces/edges/lines, can't you just hold down shift
while clicking in the window you wish to activate? Haven't tried this
(can you tell I have a PC?)

   --Craig
dalamar@athena.mit.edu

```
                   Thread           420

                  -=> RETURN TO CONTENTS!<=-
```

1.420   MSG-417 Subject: Re: Imagine Wish List

```
                Subject: Re: Imagine Wish List
Date:      Thursday, 22 June 1995 18:42:57
From:      Ian Smith <iansmith@moose.erie.net>
```

```
  ------------------------------------------------------------------------
```

On Thu, 22 Jun 1995 DAVEH47@delphi.com wrote:
> 11. AREXX Interface: Have a way to interface Imagine
> with other programs via AREXX.

ARexx... AREXX... *AREXX*... **AREXX**!!!!!!!!!!

> 24. JPEG/MPEG: Have ability to save animations as
> ultra-compact JPEG or MPEG.

Being able to save frames as JPEG would be nice, but I would
perfer to use an external program for MPEG. It would most
likely have finer controll and be updated quicker. Now being
able to *LOAD* JPEG images as brushmaps would be way cool.
Those 24 bit IFF's are huge...

--
IanSmith@moose.erie.net   Visit Below! :-)
My HP48/Imagine Home Page --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/

```
                   Thread           68
```

```
                    -=> RETURN TO CONTENTS!<=-
```


1.421   MSG-418 Subject: Re: New Features Wanted III!

```
                Subject: Re: New Features Wanted III!
Date:      Thursday, 22 June 1995 18:46:23
From:      Ian Smith <iansmith@moose.erie.net>
```

```
    ------------------------------------------------------------------------
```

```
On Thu, 22 Jun 1995, Charles Blaquiere wrote:
> > From: Jim Shinosky <tracker@en.com>
> > 1. The ability to make any texture bright without having to paste it
> > onto another object of the same shape only bigger. For example: right now,
>
> 3.3 now supports additional types of brush mapping, including
> brightness, specular, and hardness mapping, So, if you can deal with
> using a brushmap instead of a texture, you'll be able to apply a similar
> brushmap in brightness mode, to allow only certain parts to be bright.

I hope Impulse releases an example C file for 3.3 like they did when
3.0 came out.  At least the new structures... lots of new texture
ideas can be done with the new mapping types.

--
IanSmith@moose.erie.net          Visit Below! :-)
My HP48/Imagine Home Page  -->  http://moose.erie.net/~iansmith/
Come Visit Africa Imports! -->  http://www.cyberenet.net/~africa/
```

```
                    Thread          103

                    -=> RETURN TO CONTENTS!<=-
```


1.422   MSG-419 Subject: New Features Wanted 4!

```
                Subject: New Features Wanted 4!
Date:      Thursday, 22 June 1995 18:56:17
From:      Granberg Tom <tom.granberg@TV2.no>
```

```
    ------------------------------------------------------------------------
```

```
Hi!
I read Jim Shinosky's post today, and I enjoy much off the things he said/wanted

but I think if Impulse would add a more flexible texture engine(it's already
flexible, prob. the most flexible engine on any platform that i know off), but
that isn't the point here, it misses out on several major area, and these are:
```

Variables on:Brightness,Hardness,Specularity,shininess and Refraction/index, as

you can see there is only a few parameters that have variables to them and they

are:
Color,Filter,Fog(fix the z-axis bug) and reflection.
I dont mean this as a bad critic, there is a lot you can do with them, over 100

textures proves this. But you dont get enough variation on the materials, lets
say you take a white ball put a bone attr. on it, copy it, adjust something
(leave spec and hardn. intact) just put on a texture of somekind, and render?!
The only difference is a slight color/filter/reflect. variation. And here is the

point, you need to be able to have a kind of variation controll (read
noise/brush) you will get a lot of new varition methods.

Here is another tought, all 3d programs know the shape(outline) of what the
camera or light is looking at, this give it the possibilety to make shadows.
Think of a tool that rembered this, say a (post)texture that can do edge effects

let's see what I can come up with..........EDGE glows......EDGE
refraction.....Edge feedback.......Backlights......edge trails.....etc.

This is enough for the time beeing, bye!
tom.granberg@tv2.no

                        Thread   397

                  -=> RETURN TO CONTENTS!<=-

1.423 MSG-420 Subject: Re: Activating Windows

                   Subject: Re: Activating Windows
Date: Thursday, 22 June 1995 19:16:20
From: bmolsen@bvu-lads.loral.com (Brad Molsen)

>Correct me if I'm wrong, but if you want to activate a window without
>losing selected faces/edges/lines, can't you just hold down shift
>while clicking in the window you wish to activate? Haven't tried this
>(can you tell I have a PC?)
>
> --Craig
>dalamar@athena.mit.edu

        You're right. The shift key also comes in handy when one is in the
drag points mode. One can pick the points to be dragged,lets say, in the
front view, hold down the shift key, move to the right side view and
continue to drag the points in the Y axis.
                                later,
                                      Brad

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
        Almond rocca?!! Ahhh..no thanks, I have a cat!

Brad Molsen c/o LORAL   bmolsen@bvu-lads.loral.com

13810 SE Eastgate Way Suite 500   (206) 957-3230
Bellevue, Wa 98005   Fax: (206) 746-1335

                        Thread   422

                  -=> RETURN TO CONTENTS!<=-

1.424   MSG-421 Subject: Wish list

                  Subject: Wish list
Date: Thursday, 22 June 1995 20:06:42
From: Edward Askins <edochan@moose.erie.net>

I am somewhat of an amature at this so some of these items may already be
part of the Imagine program...I just haven't found them yet.

1) The ability to use deform tools(twist, taper, pi) in pick points mode.

2) Having the different editors be in different overlays rather than in
one big executable.

3) Genlock for bump maps, reflection maps rather than just for color maps.

4) point reduction

5) Thick splines/edge primitive for creating fur/hair

6) Sample preview window for effects(simple demo object that reacts to
the different settings)

7) The ability to accept plug in modelling tools.

If any of these are already in the program or if there is a way of
simulating any of these, please let me know

-Ed A.

                        Thread   483

                  -=> RETURN TO CONTENTS!<=-

1.425   MSG-422 Subject: Re: Activating Windows

```
             Subject: Re: Activating Windows
Date:     Thursday, 22 June 1995 20:18:56
From:     wirde@Fysik.UU.SE (Mikael Wirde)
```

```
  ---------------------------------------------------------------------------
```

```
>
>Correct me if I'm wrong, but if you want to activate a window without
>losing selected faces/edges/lines, can't you just hold down shift
>while clicking in the window you wish to activate? Haven't tried this
>(can you tell I have a PC?)
>
>  --Craig
>dalamar@athena.mit.edu
>
>
```

```
It sound like a good idea to test the SHIFT key when activating
windows (although I am too far away from my Amiga right now to test it). I
realized from the very beginning that 'my' way of doing it was
a bit awkward, but I thought that it would be a great opportunity for me
to tell the world about the ESC key function in Imagine (which the
world probably already knew anyway :-)
```

```
M Wirde
```

```
---------------------------------------------------------------------------
Mikael Wirde                    Mail: Box 530
Dept. of Physics                Deliveries: Villavaegen 4B
University of Uppsala           Visitors: Thunbergsvaegen 7
Phone: +46 18 - 18 36 03        S-751 21 UPPSALA
Fax: +46 18 - 18 36 11          SWEDEN
E-mail: wirde@fysik.uu.se
---------------------------------------------------------------------------
```

```
                 Thread          408
```

```
          -=> RETURN TO CONTENTS!<=-
```

1.426   MSG-423 Subject: Depth of Field

```
             Subject: Depth of Field
Date:     Thursday, 22 June 1995 20:43:58
From:     Torgeir Holm <torgeirh@powertech.no>
```

```
  ---------------------------------------------------------------------------
```

On 19-Jun-95 07:40:58, DEBEAUMONT, GEORGE wrote:

>I've spent a fair amount of time investigating Imagine's depth of field
>feature and thought I'd share my findings. The following text is long
>winded, excessively formal and has not been reviewed for errors (Sorry).
>Still, you may find something of use. If not, don't hesitate to delete...

[...snip...]

WOW :)
great job George. I'll have to try that changing the object in focus thing you
mentioned at the end. I did this with 3.0, but it was bugged, but I assume it
is fixed now... (what happened was that the camera seemed to be hit with
hammer now and then :)

Torge!r

                          Thread   392

                    -=> RETURN TO CONTENTS!<=-

1.427   MSG-424 Subject: Mike's Response!

                   Subject: Mike's Response!
Date: Thursday, 22 June 1995 22:05:15
From: Jim Shinosky <tracker@en.com>

Well, It's nice to see that we stirred things up a bit and The Man himself
was nice enough to respond to my little posting. I hope he doesn't mind
my reposting his response. As some of you said, many of the features I
mentioned will be there in some form or another in 3.3. Can't wait!!!!

On 21 Jun 1995, Mike Halvorson wrote:

> Jim
>
> Most of what you ask for is in 3.3, not all some things are just beyond us at
> the moment
>
> no scan line shadows, they are slower than full trace so we dont know why to p
ut
> them in.
>
> Motion blur,, is a analog thing that no one does right, we are still working
on
> the math to make it right and not so gawd awful slow.
>

```
> Mike
>
>
```

```
                        Thread          431

                -=> RETURN TO CONTENTS!<=-
```

1.428   MSG-425 Subject: Firehole tute?

```
                Subject: Firehole tute?
Date:     Thursday, 22 June 1995 22:07:26
From:     Mike McCool <mikemcoo@efn.org>
```

```
        --------------------------------------------------------------------------
```

There's been mention of this, on the list. Any notion where a non-AOLian
might find this animal?

```
                        Thread          164

                -=> RETURN TO CONTENTS!<=-
```

1.429   MSG-426 Subject: Motion Blur

```
                Subject: Motion Blur
Date:     Thursday, 22 June 1995 23:55:15
From:     jbk4@email.psu.edu (The Prophet)
```

```
        --------------------------------------------------------------------------
```

This is in regard to the motion blur topic. Impulse has stated
repeatedly that what they have is painfully slow(too slow to let
us use) and they are working on making it faster.

What are other 3D packages, that do offer some form of motion blur,
doing that Impulse can't? How slow is using motion-blur on LightWave,
for example, or other prgs?

I'd be happy to wait for a good(what impulse considers good) version
of motion blur if I had a cheap/dirty implementation to keep me happy
in the meantime.

Right now, I do a cheap blur with an external imageprocessor. I'll
incorporate a few extra frames into a scene that I want to blur.
Then I will combine frame N with previous frames N-1, N-2, N-3, etc.

Each preceeding frame will have less & less strength. This is
hardly a true blur, it's cheap-n-dirty, but it's that or nothing at
all.

How about posting some different methods of achieving a blur for
your animations? What do you do?

Jaeson K.

```
  ____           ____                 _           _
 ( |   \        ( /   \             ( )         _ / )
 )|    )_   __    /   /_   _  __   /    __   ( X_)
( |  /~ \ /\_)  /---~/ ) / )/   )/~\ /\_)   / _
 )ll/  l/ \__ (/    (/   (_//__// / \__   (___)
(_____)        (___/       (___)
```

Jaeson Koszarsky   Amiga 3000+
----------------   -----------
cyberprophet@psu.edu   68040/30Mhz
jbk4@email.psu.edu   18Megs-1GIG

                        Thread   555

                ==> RETURN TO CONTENTS!<=-

1.430   MSG-427 Subject: Wishing..upon a 3d star...

              Subject: Wishing..upon a 3d star...
Date: Friday, 23 June 1995 02:13:35
From: Lumbient@aol.com

Ahh, yes I got to thinking again...if Impulse is adding all those features to
3.3, where the hell is it???? I know Impulse will send it but I want it
BEFORE christmas!!! The way things are going maybe 4.0 will be out in 96?
 Also what kind of features do you THINK Impulse will add? Not what you want
but what Impulse will add!!

                                        ---Lum

                        Thread   430

                ==> RETURN TO CONTENTS!<=-

1.431   MSG-428 Subject: Re: Motion Blur

              Subject: Re: Motion Blur
Date: Friday, 23 June 1995 03:28:14

From: Ian Smith <iansmith@moose.erie.net>

On Thu, 22 Jun 1995, The Prophet wrote:
> Right now, I do a cheap blur with an external imageprocessor. I'll
> incorporate a few extra frames into a scene that I want to blur.
> Then I will combine frame N with previous frames N-1, N-2, N-3, etc.
> Each preceeding frame will have less & less strength. This is
> hardly a true blur, it's cheap-n-dirty, but it's that or nothing at
> all.
>
> How about posting some different methods of achieving a blur for
> your animations? What do you do?

I don't know any of the theory behind motion blur, but when I have
done it I did it diffrently than you stated.

I thought about it for a little while, and tried to imaging what
causes motion blur on film. The blur is caused by objects moving
while the shutter remains open. So to render motion blur you need
to render a bunch of frames, then composite them into a single one.
The diffrence is that I think all frames should be considered
equal, not getting less and less strong. How I did this was with
an ImageMaster script that would average a bunch of frames together.

If you blend images 1 and 2, then blend the result with 3, and the
result of that as 4, then image 1 is faint where image 4 is quite
strong. What I did instead was to blend each picture evenly. So
1, 2, 3, and 4 would all make up 25% of the final image, and not
12%, 12%, 25%, and 50% as in the first example.

It is fairly easy to do this. Just blend images 1 and 2 into
a picture, and blend 3 and 4 into another. Then take those
two pictures and merge them together. That way all the frames
get equal treatment. How PC! For 8 images per frame just merge
1+2 and 3+4 into an image, 5+6 and 7+8 into an image and combine.

Am I doing it correct in assuming that all frames should be
counted equally, or should the images be slowly faded as
they are merged? I have gotten quite good results with the
method I used.

As for how Imagine coudl do it, I think they will have problems
with the way they implimented animation rendering. If I were
to impliment motion blur, I would do it like anti-alising. You
shoot multpile rays, but instead of modifing the direction, you
shot rays ahead in time. So if you detect a change, you motion
blur that pixel, and don't waste time on parts of the image that
do not change. But since they seem to need to load objects for
every frame, that would be WAY memory intensive.. yow...

--
IanSmith@moose.erie.net   Visit Below! :-)
My HP48/Imagine Home Page --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/

Thread   32

-=> RETURN TO CONTENTS!<=-

1.432   MSG-429 Subject: Hammers

```
              Subject: Hammers
Date:      Friday, 23 June 1995 05:57:20
From:      dalamar@MIT.EDU
```

```
  -------------------------------------------------------------------------

>great job George. I'll have to try that changing the object in focus thing you
>mentioned at the end. I did this with 3.0, but it was bugged, but I assume it
>is fixed now... (what happened was that the camera seemed to be hit with
>hammer now and then :)
>
>
>Torge!r

---------------------------------

I just tried the same thing in 3.2, and noticed the "Hammer Effect".
Is this in fact a bug, or is there some lever/button/flange/gizmo I
haven't tweaked correctly?

  --Craig
dalamar@athena.mit.edu
```

Thread   100

-=> RETURN TO CONTENTS!<=-

1.433   MSG-430 Subject: Wishlist

```
              Subject: Wishlist
Date:      Friday, 23 June 1995 07:05:14
From:      montvai@achilles.rijnh.nl (Attila Montvai)
```

```
  -------------------------------------------------------------------------

Hi all,

>Well, that's QUITE enough for now!  I may think of more later...
>
```

```
>
>                          -- Dave (DaveH47@delphi.com)
>
```

- this is a very good summary of these wishlists. But I think
there is a need for some comments.

1. This form of Imagine is at the end of its life. My guess is, that
the 'constant upgrade policy' is a clever financial trick. It makes
you to pay for the development of the new version giving away
old 'gadets' as a superficial treatement of the package - in order to
gain time.
2. The development of 3D computing and visualisation is completely
different from Imagine's 3.x approach. Parametric surfaces, sophisticated
mapping systems (texture, shadow,..) real time poligon rendering ..
is the trend.
3. Even if the guy (who promised to kill B.G. earlier this year - BTW how
does the business go on?) succedes
there are drastic changes ahead in the desktop (and by that time
by far not personal) computing. In this context I can not see any place
for Impulse - unless the attitude changes.

Conclusion: I wish I could see professional approach.

Attila

```
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
I quote the only reliable information from the 3.0 manual:---
                                                          |
   -------------------------------------------------------
  |
   --> "the gang at Impulse"
+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

There are lucky coincidences. Now I understand much of what I just was
guessing about. Just when I fished saw this one:


```
>On 21 Jun 1995, Mike Halvorson wrote:
>
>>Jim
>>
>>Most of what you ask for is in 3.3, not all some things are just beyond us at
>>the moment
>>
>>no scan line shadows, they are slower than full trace so we dont know why to p
ut
                         XXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
>>them in.
>> Motion blur,,  is a analog thing that no one does right, we are still working
 on
                    XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
>> the math to make it right and not so gawd awful slow.
>>
>> Mike
```

I think the guy is just kidding!

1. Shadow map: this is only true in Impulse's case.
Hey Mike do you know what are you speaking about at all??

2. Motion blur.   Ha-Ha-Ha....
See Pixar's renderman standard and the
cover page of 'The Renderman Comapnion'. (S. Upstill-1992) Based on my
experience with Renderman: not only the blur is right, but it is
reasonably fast.

The only true statement above: some things are just BEYOND us.

                        Thread   537

                --=> RETURN TO CONTENTS!<=-

1.434   MSG-431 Subject: Re: Mike's Response!

                Subject: Re: Mike's Response!
Date: Friday, 23 June 1995 09:48:56
From: aciolino@rrddts.donnelley.com

    Just so we all know: What was it you asked Mike H. About in 3.3?

    Was it ONLY Motion Blur and Scanline shadows?

    -AC

                        Thread   115

                --=> RETURN TO CONTENTS!<=-

1.435   MSG-432 Subject: DV review of Pixel Putty Solo 1.3

                Subject: DV review of Pixel Putty Solo 1.3
Date: Friday, 23 June 1995 10:34:12
From: sherman@netcad.ENET.dec.com

FROM too long. Original FROM is 'Steve NACAD::Sherman LKG2-A/R5 pole AA2 DTN 226

-6992 23-Jun-1995 0924 <sherman@netcad.ENET.dec.com>'

--------------------- Original Message Follows ---------------------

I enjoyed reading a review in the latest DV that you Imagineers might
want to see. The reviewer was Craig Lyn, a 3-D amd multimedia designer and
author of The Macintosh 3-D Professional. He can be reached at craiglyn@aol.com
or craiglyn@dnai.com. Basically, Pixel Putty Solo 1.3 appears to be a tool of
comparable modeling capability as Imagine. It seems to have a few features
that I would like to see in Imagine, though it largely seems not to be a full
3D tool like Imagine. It lists for about the same price as Imagine and runs
on Mac/PowerMac. Part of the review goes:

"Bryant has been following the online forums that discuss Pixel Putty and has
been integrating user suggestions into the package during the development
process. Never before has there been such an interactive exchange between
programmer and user. The resulting program fills a conspicuous vacuum in
the 3-D modeling arena. Let's hope that more programmers follow this model
in the future."

Just thought Craig might appreciate learning about Imagine (for Amiga and PC)
and that there is very active email going on that has been going on for
quite some time.   I usually get, what, about 20-30 messages a day or so?
And, it is apparent that this informal channel is used by the Imagine
developers and that Imagine is, for about the same price, a feature-packed
tool comparable to tools costing several times more.

Steve (a happy Imagine user on PC)

                        Thread   116

                   -=> RETURN TO CONTENTS!<=-

1.436   MSG-433 Subject: Re: Wishlist

              Subject: Re: Wishlist
Date: Friday, 23 June 1995 13:08:24
From: gregory denby <gdenby@bach.helios.nd.edu>

Attila writes:
> My guess is, that the 'constant upgrade policy' is a clever
> financial trick.

and some other observations regarding Impulses future and
professionalism, as well some observations about upcoming
events in 3d graphics.

My feeling is that the constant upgrade program is not a con.
I've been using Impulse's product for some years, and have
watched them try to find a way to satisfy the apparently

inexhaustable appetite for features that the users want
Right Now. This desire has made some people do some very
silly things. Way back when, before Imagine had been started,
the newsletter clearly stated that Impulse was thinking of
developing a great modeller and animator. The next newsletter
had to tell people to satop sending money in for a product that
was still in the "hypothetical" stage, as had been stated
from the first. But when Imagine did finally come out, folks
were skipping work just to use it. And yeah, the release dates
of subsequent versions have always seemed to take forever.
In order to satisfy the user's wish for new stuff just as
soon as possible, Impulse offered the option of paying up-front
for incremental improvements Or waiting for the full release.
Personally, I'm glad I got the constant upgrade, even if
3.3 seems once again to be taking a loooong time in coming.

Yeah, there are big changes coming in 3d, but there are always
leap frogs in the computer business. I fully expect to see
$200 dollar cards that will do real time rendering using
$99 software in a few years. And it will render obsolete
$X,000 dollar systems. Does that mean I was conned when I
started tracing mirror balls on my Ami 500? No. You get what
you pay for. Frankly, my experience with various 3d apps is
that each package has its strengths, but I haven't found
anything that costs less than $1800 that made me say,
"Yeah, this is way better than Imagine."

Enuff,
Greg Denby

                         Thread   552

                  -=> RETURN TO CONTENTS!<=-

1.437   MSG-434 Subject: Objects

                 Subject: Objects
Date: Friday, 23 June 1995 15:10:25
From: surentrr@vax.sbu.ac.uk

Hi ,
Thanks to the IML and the people at 3d Artist I now have a copy !
And Yes , I bought it in the UK !
Its an excellent Mag , what I want to pass on to you is a
special offer I saw :
On the inside front cover, VIEWPOINT DATA LABS are offering
a DATASHOP CDROM, with $2000 worth of free data and a catalog for free!
Call 1.800.Dataset (1.800.328.2738) to learn more "
I dont think I will be able to get it here in the UK,
but good luck to you Americal Guys and Gals !
BTW, Whats the best-quickest-mostsecure way to send a cdrom from

UK to USA and Vice versa .
Thanks ,
Ramesh Suren.

                           Thread   357

                   -=> RETURN TO CONTENTS!<=-

1.438   MSG-435 Subject: What might be, what might not

              Subject: What might be, what might not
Date: Friday, 23 June 1995 16:15:07
From: datctva@PrimeNet.Com (DThompson)

I had a conversation with Arville Haalvorson (I hope that spelling is right)
at NAB. I got to see the new texture screen (it's better than you're even
imagining), and he talked about other features that may show up in 3.3 and
4.0. I haven't talked to them in a while, so I don't know the latest as to
what may or may not be in 3.3, so this all might be old news. The things he
talked about were 3d splines, combining all the modules to have one screen
for all the purposes, metaballs, and a 3d paint system. He also mentioned
cleaning up bugs, putting in other small features, more idiot switches, more
ways to deform objects, and some post effects. Realistically they have come
across with about half of what they say at any given time. I would be happy
with some kinematics tools and a new interface. If they would give us the
ability to weight an object, run them together and have them detect each
other's surfaces it would put them up there with some of the better
programs. If they don't...(and don't flame me for bringing another product
into this group) I'm going to get the new Real 3d upgrade. I've had a chance
to see the beta version. Anyone out there who doesn't use another package to
compliment his main one is not doing themselves a favor. I would never
replace Imagine with anything else, it's just that real 3d makes a good
addition to imagine with all of its kinematics. So untill the boys speed up
the developement process, give Real 3d a look and see what you think.

By the way, we're getting a web page up. There's some Imagine renders on it
at www.primenet.com/~pilot.

Dave

                           Thread   486

                   -=> RETURN TO CONTENTS!<=-

1.439   MSG-436 Subject: RE:Motion blur++++

```
                    Subject: RE:Motion blur++++
Date:      Friday, 23 June 1995 17:37:14
From:      Granberg Tom <tom.granberg@TV2.no>
```

HOWDY!

The biggest problem with motion blur is not how it could be done, it exist
several way to do it. But all the these is going to cost a lot of rendering
time, take for instance Lightwaves motion blur, it renders x additional frames
and merges them to get the effect, I have to addmit it looks quite good, but at

what cost? I often find myself dealing with how to do a good animation at the
lowest possible rendering time and still use the tools I have, to make it as
good as possible. So when Impulse say they have a way but it's to slow to be of

any use, I bloody well belive them.
If you ever have used the depth of field function in Imagine you will see that
even with a reasonable low bluring, it is going to take between 3-6 times longer

to complete a frame. But then again it looks f***in beautifull. And here is the

point, why not let Impulse figure out a realy smart and fast way to do motion
bluring, maybe give them a idea how to do it, after all it's a lot of realy good

programmers out there.
And the second reason is that we use Imagine not only becouse it looks good, but

becouse you got fingertip controll on virtual every aspect of the program, so be

it that there are bugs, and things that you want in the program, becouse the 100

000 Us dollar programs like Wavefront,Alias Softimage and others have features
that blow your mind away. You dont have to sell away you grandmother to buy
Imagine. I dont mean Impulse should get away with everything, feedback is not an

option, it's a necessity to help a potential grow further.
And these high end software packages for SGI and others are NOT faultless, I
have used a lot of 'em, and you often find your self sceaming of frustration,
then I go back to Imagine and use that instead.

But a plugin suppport for the major stages in the program would help a lot, here

is a list of plugin support wanted.

*Textures
*Global effects
*Post production of all rendering aspects: fogs,lights,shadows etc.
*Background+matte & foreground+matte tools
*Projection tools
*Modelling aspects (macro support)
*Image manipulation (post,pre)

Additional tools.

*EPS support (postscript)
*More texture/brush projection possibilities (cubic,quadra-spheric,global
front,global back,local front,local back,density)

This is going to cost, it's like looking at a very nice watch, and there are no

price tag on it, and you just get the feeling that it's going to cost you big
time. And it scares you shitless...........

A good tip for you all!
You can load spline objects(spline editor) into stage and have the camera or
objects follow it. I did this the other day by misstake, it works like a charm.

A pitty you can export ot to the detail for extrusion purposes.

By the way, the summer time is great!

tom.granberg@tv2.no

                                Thread   125

                        -=> RETURN TO CONTENTS!<=-

1.440   MSG-437 Subject: One simple wish..

                Subject: One simple wish..
Date: Friday, 23 June 1995 19:05:17
From: Lumbient@aol.com

This one shouldn't be that dificult to add:

How about a "% done" for the Global FX's and the Palette Creation?

                                                        --- Lum

                                Thread   160

                        -=> RETURN TO CONTENTS!<=-

1.441   MSG-438 Subject: PC Imagine Uploads?

                Subject: PC Imagine Uploads?
Date: Friday, 23 June 1995 20:37:11
From: Jim Shinosky <tracker@en.com>

Did anyone ever decide on where the best place to upload PC Imagine
related things would be. I've got some AVI's and JPEGS I was thinking of
uploading but I'm not sure of where to do it. Any help would be
appreciated.

Jim Shinosky
tracker@en.com

                          Thread   444

                    -=> RETURN TO CONTENTS!<=-

1.442   MSG-439 Subject: Note on Wishlist

                 Subject: Note on Wishlist
Date: Friday, 23 June 1995 20:41:28
From: Jim Shinosky <tracker@en.com>

Some of you seemed to have missed my original Wishlist post, but then
saw Mike's response and were suddenly interested. Rather than reposting
it on the mailing list, just e-mail me directly and I'll send you a copy
if you've missed it and are curious.

Jim Shinosky
tracker@en.com

                          Thread   434

                    -=> RETURN TO CONTENTS!<=-

1.443   MSG-440 Subject: Screwy Mouse Pointer

                 Subject: Screwy Mouse Pointer
Date: Friday, 23 June 1995 23:59:53
From: Paul Thompson <shinobi@gold.interlog.com>

I've been blessed with a 2nd hand PC Imagine. All is well until I exit
Imagine, then re-enter it. Suddenly, ugly blocks trail my mouse
everywhere, corrupting my display. Anyone have any solutions???

Paul

                        Thread   473

                  -=> RETURN TO CONTENTS!<=-

1.444   MSG-441 Subject: Arexx ImageFX script

                 Subject: Arexx ImageFX script
Date: Saturday, 24 June 1995 00:44:38
From: Fernando D'Andrea <DANDREA@aton.inf.ufrgs.br>

    Hello people... I wrote some time ago about join many frames of
my Imagine anim into an file. I'm still using Dpaint to join frames,
and it is still a painful work. So, I made this Arexx script to
ImageFX, but I have only 2mb, and is common to see ImageFX reset the
Amiga when running my script, and generate a 0 kb file on harddisk
:((((.I know that the problem isn't in the script, so I decide to
send it. I hope someone can test it to me. To use it, render an
animation on Imagine, all frames separated, with a 3 digit at end of
name. Run your Arexx server, run ImageFX, then load my script. You
need to copy it to the drawer 'ImageFX:rexx/' with any name, and the
extension '.ifx'. Please, send the results!

```
/* $VER: MakeAnim 1.0 (25.3.95)
 *
 * Arexx program for ImageFX
 *by Fernando D'Andrea.
 *
 */

OPTIONS RESULTS

Message 'Anim Compilator 1.0'

Saveundo
Undo off
Redraw off
LockInput

RequestFile '"BASENAME without ###:"'          /* Basename */
If rc ~= 0 THEN EXIT
basename = result

RequestFile '"Output ANIM:"'                    /* Output name */
If rc ~= 0 THEN EXIT
output = result

If EXISTS(output) THEN DO
```

```
  RequestResponse 'Output Animation already exists. Overwrite?'
  If rc ~=0 THEN EXIT
  ADDRESS COMMAND 'C:Delete >NIL:' output
  END

Gadget.1 = 'Anim Format:'                    /*Anim Format*/
Gadget.2 = '256 Colour'
Gadget.3 = '32 Colour'
Gadget.4 = '256 Greyscale'
Gadget.5 = '16 Greyscale'
Gadget.6 = 'Black & White'

ListRequest 6 gadget
If rc ~= 0 THEN EXIT
numcol = result

RequestSlider '"Choose % of Width"' 25 100 50
If rc ~= 0 THEN EXIT
xnum = result

RequestSlider '"Choose % of Height"' 25 100 50
If rc ~= 0 THEN EXIT
ynum = result

frame = 1

DO FOREVER
  Message 'Frame' frame
  Render Close
  frnum = RIGHT(frame,3,'0')
  LoadBuffer basename||frnum
  If rc ~=0 THEN LEAVE
  Scale Percent xnum 100
  Scale Percent 100 ynum
  SELECT
    WHEN numcol = 2 THEN Render Color 256
    WHEN numcol = 3 THEN Render Color 32
    WHEN numcol = 4 THEN Render Color 256
    WHEN numcol = 5 THEN Render Color 16
    WHEN numcol = 6 THEN Render Color 2
    OTHERWISE NOP
    END
  SELECT
    WHEN numcol = 4 THEN Color2Grey Luma
    WHEN numcol = 5 THEN Color2Grey Luma
    WHEN numcol = 6 THEN Halftone 2
    OTHERWISE NOP
    END
  Render Go
  SaveRenderedAs 'ANIM' output KEEP APPEND
  SaveRenderedAs 'ANIM' output CLOSE
  frame = frame+1
  END

Redraw
UnLockInput
RequestNotify 'DONE.'
```

EXIT

```
*******************************
Fernando Pena D'Andrea.
E-Mail: dandrea@aton.inf.ufrgs.br
*******************************
```

                        Thread   301

                    -=> RETURN TO CONTENTS!<=-

1.445   MSG-442 Subject: All that we want...

                    Subject: All that we want...
Date: Saturday, 24 June 1995 01:57:48
From: Fernando D'Andrea <DANDREA@aton.inf.ufrgs.br>

    I liked the idea of give sugestions to newer versions of Imagine.
1. An attributes editor into the stage editor can be great.;)
2. An morph editor: So we can control the morph with more resources
like diferent time of morphing to each part of the model, etc. :))
3.Ability to map an animation over an object.:))))))))))))))))))))
4.An texture editor.
5.A way to stretch an picture over an object by marking points in
some parts of the pic, and then marking on the model's surface where
each point will be put. :O
6.An option to choose between ANIM-5 and ANIM-8 anim formats.
7.An option to generate frames to that red'n'blue lences glasses
(?!?!). B)
8.Arexx.

    If some of these features already exists, sorry, I just use
Imagine 2.0. If you have more crazy ideas like these, add to this
list.;)


```
*******************************
Fernando Pena D'Andrea.
E-Mail: dandrea@aton.inf.ufrgs.br
*******************************
```

                        Thread   513

                    -=> RETURN TO CONTENTS!<=-

1.446   MSG-443 Subject: Re: Things Wanted and Just some talk

                   Subject: Re: Things Wanted and Just some talk
Date: Saturday, 24 June 1995 09:38:04
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

   In one year, if a 3D program does NOT support a 3D API like OpenGL, it
will not survive. There are several OpenGL compatible boards that will
become available later this year for the PC for under $500. Some of these
boards will be capable of 700,000 polygons per second with Gouraud
shading and texture mapping. Currently, most of the 3D graphics
accelerator boards are using the S3 chipset but the boards later this
year will have the Glint and some others are coming on the scene. There
is still some maneuvering going on with what API will become the standard
but OpenGL is being endorsed by Microsoft.
   What is happening is equivalent to what is happening with Motion JPEG.
Consider how long it takes to decompress an image in software with ADPRO
or ImageF/X in JPEG; approximately 5 to 10 seconds. Now look at the DPS
PAR board (or the FAST board or VLAB). How long is it taking to
decompress a JPEG image using hardware? Less than 1/30 of a second. Many
people have realized that software algorithms can be implemented in
specialized hardware and run hundreds, if not thousands, of times faster.
While this is not practical for every type of program that exists, it is
for very cpu intensive applications like animation and 3D graphics.
   3D rendering in it's current state consists basically of several software
routines to describe an object in 3D coordinate space, define it's
surface characteristics, calculate its light reflecting or generating
characteristics and convert those results to 2D coordinate space for
viewing. A lot of cpu time is taken for the rasterization process.
   With open API calls to dedicated 3D rendering hardware, those specific
software routines will exist in hardware and the results will be almost
instantaneous (at least to human perception), resulting in real-time
rendering. There are certain limitations to the current generation of
hardware such as procedural textures. Since each procedural texture
consists of a specialized software routine, it would require each
software texture routine to be converted to hardware logic. But, in
essence, it will be possible to have the equivalent of scan-line
rendering except in real-time for rendering previews and modeling.

On Thu, 22 Jun 1995, Cedric Georges Chang wrote:

> I attended the PC Expo95 yesterday and saw a lot of neat "toys". One
> item that I would really like to see Imagine/WinImagine support is 3D
> graphics accelerator cards. I'm sure many of you have seen SGI demos
> of realtime rendering, and Intergraph had a both at the expo
> demostrating rendering with and without the use of harware
> acceleration. All I can say is that I want one of those cards.
> Matrox has a cheap SVGA card out with 3D acceleration (around $300 for
> the lite verstion) which looks interesting. I haven't seen it in
> action, but the articles I've read about it are positive. I would
> like to see realtime z-buffering or gouraud shading in the perspective
> window of Imagine. The anim preview in the stage editor could also
> benefit from hardware 3D acceleration.

```
>
> Along the lines of Imagine's hardware support, I hope that a Windows NT
> version of WinImagine will be made (can anyone confirm this?).  I
> saw a demo of IBM's PowerPC 604 running NT and it looked good.
> Ideally, Impulse will be able to cross-compile to support all the NT
> platforms (x86, MIPS, Alpha, PowerPC).  At some point I going to upgrade
> my aging Amiga system to something faster, and I would like to be able
> to choose the fastest system I can afford instead of being constrained
> to just Pentium or Amiga systems.
>
> On a non-Imagine note but probably of interest to many of you, Iomega
> officially announced their Jaz removable media drive at the expo.  It is
> a portable SCSI drive that accepts 1 gig cartridges.  The expected cost
> is $500 dollars for the drive and $100 for a cartridge!  Right now I pay
> $75 for a meager 270MB syquest cartridge.  The stats for the drive are as
> follows:
>
>     Transfer Rate
>         sustained:   3.77 - 6.73MB/sec
>         average:     5.53MB/sec
>         burst rates: 10MB/sec
>     Seek Time: 12ms
>     Access Time: 17ms
>     Cache: 256 read/write
>     (the drive isn't completely finished yet, so specs are subject to change)
>
> A 540MB cartridge for $60 will also be available.  The expected shipping date
> for the jaz drive is this winter.  Syquest also is working on a 1 gig removabl
e
> media drive, but it won't be ready until 2nd quarter next year.  They weren't
> able to provide any literature or pricing info, but they said that it would
> be comparable to the jaz drive.
>
> Cedric
> --
> -----------------------------------------------------------------------------
> Cedric Chang          Mechanical Engineer            // Amiga 3000 '040
> changc9@rpi.edu    Rensselaer Polytechnic Institute   \X/  EGS Piccolo
> -----------------------------------------------------------------------------
>
```

Thread   411

-=> RETURN TO CONTENTS!<=-

1.447   MSG-444 Subject: Re: PC Imagine Uploads?

```
              Subject: Re: PC Imagine Uploads?
Date:     Saturday, 24 June 1995 10:03:20
From:     Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>
```

   Well, as long as they are JPEG's and AVI's, you could send them to
Aminet in the pix/trace area for the JPEG's and gfx/anim for the AVI's.
Most of the images on Aminet are in JPEG already and there are several
animation programs on Aminet to allow Amiga users to view AVI's. I think
there are only objections to sending x86 binaries to Aminet since there
are MS-DOS and Windows sites for those types of things.
   As for the PC world, there are sites such as msdos/graphics at
wuarchive.wustl.edu but I don't know of any specific areas for just PC
Imagine. Excluding the textures and effects, Imagine is basically
cross-platform where objects and projects are concerned.
   There are several Aminet sites around the world. If you can ever get
on (it is really busy), the parent site is at wuarchive.wustl.edu under
pub/aminet. Do an 'ls' to see the aminet directories or just surf over there
if you have a WWW browser like Netscape (much nicer). The upload must be
accompanied by an appropriately formatted .readme file but the instructions
for uploading are there to read.
   If you haven't explored Aminet yet because you are a PC user, you might
want to do that anyway since there are a ton of Imagine objects there
under aminet/3dobj.

On Fri, 23 Jun 1995, Jim Shinosky wrote:

>
> Did anyone ever decide on where the best place to upload PC Imagine
> related things would be. I've got some AVI's and JPEGS I was thinking of
> uploading but I'm not sure of where to do it. Any help would be
> appreciated.
>
> Jim Shinosky
> tracker@en.com
>
>
>

                          Thread   150

                   -=> RETURN TO CONTENTS!<=-

1.448   MSG-445 Subject: Re: Screwy Mouse Pointer

              Subject: Re: Screwy Mouse Pointer
Date: Saturday, 24 June 1995 11:08:01
From: --Craig <dalamar@MIT.EDU>

I had exactly the same problem. The source of your trouble is your
mouse driver. I don't remember exactly where I found the new one, but
I think it was on oak.oakland.edu. No problems since.

   --Craig
dalamar@athena.mit.edu

                         Thread   371

                    -=> RETURN TO CONTENTS!<=-

1.449   MSG-446 Subject: 3D Artist Mag

              Subject: 3D Artist Mag
Date: Saturday, 24 June 1995 15:27:47
From: Torgeir Holm <torgeirh@powertech.no>

On 20-Jun-95 11:47:04, Valleyview wrote:

>For those that haven't seen it, I have just received a sample copy of "3D
>ARTIST" magazine. I am impressed. It is a mag that exclusively covers 3D
>modeling and animation. For example this issue had articles on a metaballs

[...snip...]

Yes, I subscribe, and really like it. I look much more forward to 3DA each
month than I do CGW.

>ps They also put out a weekly newsletter called "Tess". Send "subscribe" to
>tess@3dartist.com

Yes, and they also have a website now at http://www.3dartist.com/

Torge!r

                         Thread   395

                    -=> RETURN TO CONTENTS!<=-

1.450   MSG-447 Subject: Interrupting Redraws

              Subject: Interrupting Redraws
Date: Saturday, 24 June 1995 15:27:49
From: Torgeir Holm <torgeirh@powertech.no>

On 22-Jun-95 16:05:59, Mikael Wirde wrote:

>I don't know if everyone already knows this, but it's a wonderful feature:
>By pressing the ESC key while Imagine is Redrawing the screen

[...snip...]

>In this way, it is also possible to activate a view in the detail editor
>without loosing selected and picked points/objects). Just click on the gadget
>to the left of the window to enlarge it, press ESC, click on the same gadget
>again, and wait for the redrawing to finish this time. I haven't tried this,
>but I think it should work (yes I know, it's still a bit too much overhead to
>be really effective, but it beats reselecting points that may have taken
>*hours* to select the first time).

You can just hold down shift, and select the window.

>I have version 3.2 of Imagine, but I think this feature worked on
>versions 3.0 and 3.1 as well. Correct me if I'm wrong!

Yes it did, and it is also mentioned on page 98 of the manual. But it can be
easy to miss it in there.

Torge!r

                        Thread   452

                -=> RETURN TO CONTENTS!<=-

1.451 MSG-448 Subject: Hammers

                    Subject: Hammers
Date: Saturday, 24 June 1995 15:27:53
From: Torgeir Holm <torgeirh@powertech.no>

On 23-Jun-95 00:57:20, dalamar wrote:

>>great job George. I'll have to try that changing the object in focus thing
>>you mentioned at the end. I did this with 3.0, but it was bugged, but I
>>assume it is fixed now... (what happened was that the camera seemed to be
>>hit with hammer now and then :)

>I just tried the same thing in 3.2, and noticed the "Hammer Effect".
>Is this in fact a bug, or is there some lever/button/flange/gizmo I
>haven't tweaked correctly?

I kept my camera position constant when it happened. If just figured out that
if I move it slightly it doesn't happen. Just move it one unit or so..

Torge!r

                        Thread   429

                    -=> RETURN TO CONTENTS!<=-

1.452   MSG-449 Subject: Univesa

                    Subject: Univesa
Date: Saturday, 24 June 1995 16:11:43
From: Dave Rhodes <dave@darhodes.demon.co.uk>

 Hi all...

   Some time back, someone (maybe Fred Aderhold ?) mentioned using Univesa
as a video driver, if the one for the card was not available.

 I find myself with a Spea V7 Mercury 2 Mb card, and no driver software
at all, (picked up cheap at a local Comp. Fair today), so does anyone
know where I can find this lovely-sounding thing ?

 Is is shareware or PD or w.h.y. or is it commercial ?

   I can't wait to get this thing going !

 Thanks folks !

--

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

                        Thread   450

                    -=> RETURN TO CONTENTS!<=-

1.453   MSG-450 Subject: Re: Univesa

                    Subject: Re: Univesa
Date: Saturday, 24 June 1995 18:15:07
From: Fred Aderhold <fredster@cyberport.net>

-- [From: Fred Aderhold * EMC.Ver #2.5.02] --

>
>   Some time back, someone (maybe Fred Aderhold ?) mentioned using Univesa

as a
> video driver, if the one for the card was not available.
>
Try oak.oakland.edu/SimTel/msdos/graphics/univbe51.zip. Or any SimTel mirror
should have it...

> Is is shareware or PD or w.h.y. or is it commercial ?

It's a shareware program ($25), and worth every penny! Once you've seen
quickrenders in 24 bit, you'll wonder how you ever got along without it. :)
>

                        Thread   358

                  -=> RETURN TO CONTENTS!<=-

1.454   MSG-451 Subject: Re: Things Wanted and Just some talk

                  Subject: Re: Things Wanted and Just some talk
Date: Saturday, 24 June 1995 19:45:05
From: wolfram schwenzer <schwenzr@nemeter.dinoco.DE>

On Thu, 22 Jun 1995 00:22:58 -0400, "Cedric Georges Chang" <changc9@rpi.edu> wro
te:
> On a non-Imagine note but probably of interest to many of you, Iomega
> officially announced their Jaz removable media drive at the expo. It is
> a portable SCSI drive that accepts 1 gig cartridges. The expected cost
> is $500 dollars for the drive and $100 for a cartridge! Right now I pay
> $75 for a meager 270MB syquest cartridge. The stats for the drive are as
> follows:
>
>   Transfer Rate
>   sustained: 3.77 - 6.73MB/sec
>   average: 5.53MB/sec
>   burst rates: 10MB/sec
>   Seek Time: 12ms
>   Access Time: 17ms
>   Cache: 256 read/write
>   (the drive isn't completely finished yet, so specs are subject to change)
These specs will allow a Motion-JPEG compression of about 1:8 and would be very

good combined with the new PAR or the new FAST cards for harddisk recording, BUT

a word of caution: I doubt VERY much, that IOMEGA or SYQUEST will deliver on
time. The 270 MB SYQUEST is already balancing on the edge of current technology
and has a recorded track of failures which has caused some APPLE dealers to stop

further sales (I experienced this myself with a brand new SCSI SYQUEST after
about two weeks of operation when out of sudden I couldn't retrieve written data

from a cardrige which until then didn't show the slightest glitch; the 105 MB
drive NEVER showed ANY signs of malfunction – apparently 'cause it is not
straining current technology). The difficulties of higher data density,
encapsulation of the removable media, track alignment and data exchange between

different drives will multiply with the 1 Giga drive apparently.
So I wouldn't hold my breath and wouldn't risk
ANY valuable data to be lost as a 'beta tester' for those firms (SYQUEST even
went as far as to accuse its customers they didn't handle the media correctly
which is a rather ridiculous excuse for their own disability to keep its
production within the tight technological tolerances)
I think that DATA SECURITY is tantamount to any further increase of storage
capacity !

                    W.S.
--
wolfram schwenzer
Internet : schwenzr@nemeter.dinoco.DE

                            Thread   8

                        -=> RETURN TO CONTENTS!<=-

1.455   MSG-452 Subject: Re: Interrupting Redraws

                    Subject: Re: Interrupting Redraws
Date: Saturday, 24 June 1995 21:27:40
From: wirde@Fysik.UU.SE (Mikael Wirde)

>>I don't know if everyone already knows this, but it's a wonderful feature:
>>By pressing the ESC key while Imagine is Redrawing the screen
>[...snip...]
>
>>In this way, it is also possible to activate a view in the detail editor
>>without loosing selected and picked points/objects). Just click on the gadget
>>to the left of the window to enlarge it, press ESC, click on the same gadget
>>again, and wait for the redrawing to finish this time. I haven't tried this,
>>but I think it should work (yes I know, it's still a bit too much overhead to
>>be really effective, but it beats reselecting points that may have taken
>>*hours* to select the first time).
>
>You can just hold down shift, and select the window.
>
[...snip...]

>Torge!r
>
>

Yes, I realized that shortly after sending my mail. The shift key is the

'multi' key, and no previously selected items are therefore deselected in
the process. I feel a bit stupid about sending that mail, but then again, the
main issue was after all the useful function of interrupting the redraw.

M Wirde

Mikael Wirde   Mail: Box 530
Dept. of Physics   Deliveries: Villavaegen 4B
University of Uppsala   Visitors: Thunbergsvaegen 7
Phone: +46 18 - 18 36 03   S-751 21 UPPSALA
Fax: +46 18 - 18 36 11   SWEDEN
E-mail: wirde@fysik.uu.se

                        Thread   268

                 -=> RETURN TO CONTENTS!<=-

1.456   MSG-453 Subject: Fwd: PC Imagine Uploads?

                Subject: Fwd: PC Imagine Uploads?
Date: Sunday, 25 June 1995 00:08:07
From: PBonsey@aol.com

Forwarded message:
From: tstethem@linknet.kitsap.lib.wa.us (Ted Stethem)

                        Thread   456

                 -=> RETURN TO CONTENTS!<=-

1.457   MSG-454 Subject: Fwd: Interrupting Redraws

                Subject: Fwd: Interrupting Redraws
Date: Sunday, 25 June 1995 00:08:07
From: PBonsey@aol.com

```
--------------------
Forwarded message:
From: wirde@Fysik.UU.SE (Mikael Wirde)
```

```
                         Thread          542

                    -=> RETURN TO CONTENTS!<=-
```

1.458   MSG-455 Subject: Fwd: Univesa

```
                 Subject: Fwd: Univesa
Date:      Sunday, 25 June 1995 00:09:21
From:      PBonsey@aol.com
```

```
   ----------------------------------------------------------------------
```

```
--------------------
Forwarded message:
From: dave@darhodes.demon.co.uk (Dave Rhodes)
```

```
                         Thread          33

                    -=> RETURN TO CONTENTS!<=-
```

1.459   MSG-456 Subject: Fwd: Screwy Mouse Pointer

```
                 Subject: Fwd: Screwy Mouse Pointer
Date:      Sunday, 25 June 1995 00:09:25
From:      PBonsey@aol.com
```

```
   ----------------------------------------------------------------------
```

```
--------------------
Forwarded message:
From: dalamar@MIT.EDU (--Craig)
```

```
                         Thread          458

                    -=> RETURN TO CONTENTS!<=-
```

1.460   MSG-457 Subject: Fwd: Univesa

```
                Subject: Fwd: Univesa
Date:     Sunday, 25 June 1995 00:09:27
From:     PBonsey@aol.com
```


```
      ----------------------------------------------------------------------
```


```
--------------------
Forwarded message:
From: fredster@cyberport.net (Fred Aderhold)
```


```
                        Thread          455
```


```
               -=> RETURN TO CONTENTS!<=-
```


1.461   MSG-458 Subject: Fwd: Things Wanted and Just some talk

```
                Subject: Fwd: Things Wanted and Just some talk
Date:     Sunday, 25 June 1995 00:09:28
From:     PBonsey@aol.com
```


```
      -----------------------------------------------------------------------
```


```
--------------------
Forwarded message:
From: tstethem@linknet.kitsap.lib.wa.us (Ted Stethem)
```


```
                        Thread          457
```


```
               -=> RETURN TO CONTENTS!<=-
```


1.462   MSG-459 Subject: Re:Re:All that we want...

```
                Subject: Re:Re:All that we want...
Date:     Sunday, 25 June 1995 01:11:29
From:     Fernando D'Andrea <DANDREA@aton.inf.ufrgs.br>
```


```
      ----------------------------------------------------------------------
```


```
    Imagine 3.2 has all theese features? I think I'm needing an
upgrade! I forgot  theese:

10. An vertex reduction: simply cut out any useless vertex, and save
precious memo too. :)
11. A better "Load IFF" routine. Some brushes, even 2 color ones,
```

simply generete a strange jungle of edges.(I hope it occurs only with
2.0).
12.Organic modeling metods.
13.Some extra effects like an eletrical discharge, a laser ...
14.Explosion effect which seems to be a explosion. Not just spread
faces away.   _\|/_
                = O =
                 /|\

****
Fernando Pena D'Andrea.
E-Mail: dandrea@aton.inf.ufrgs.br
****

                        Thread   551

                    -=> RETURN TO CONTENTS!<=-

1.463   MSG-460 Subject: Re: Need help with effect

                Subject: Re: Need help with effect
Date: Sunday, 25 June 1995 01:22:51
From: Fernando D'Andrea <DANDREA@aton.inf.ufrgs.br>

> > From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>
> >
> >   I have a cloud-swarm of particles coming from out of the distant
> > background which begins to converge and then form the name logo.
> >
> > I cheated in a way in that when the particle cloud condensed, I morphed
> > to the extruded name logo object un-particleized, because I couldn't get
> > the particle logo object to appear quite right when it congealed.
> > Un-particleized? Is that even a legitimate word?!!
>
> It seems to me that a bunch of particles, even touching each other,
> cannot possibly render as the original logo would, with its adjoining
> edges, which can be Phong-shaded. Your solution sounds right to me; I'd
> consider adding some distraction, just like magicians do when they want
> you to look away from their hand for a fraction of a second. A flash of
> light would be good.
>
>
    If I understood what you want to do correctly, you can try to
morph your extrude logo with another completely equal one, but
completely transparent and with no specular: an invisible one. Do
this when the particles get veeeeeery close. I hope that this helps.
If it not works, sorry, but I just use a 2.0 version of Imagine. I
have no particles.

```
*******************************
Fernando Pena D'Andrea.
E-Mail: dandrea@aton.inf.ufrgs.br
*******************************
```

```
                     Thread          547

              -=> RETURN TO CONTENTS!<=-
```


1.464   MSG-461 Subject: Snappy Frame Grabber

```
              Subject: Snappy Frame Grabber
Date:      Sunday, 25 June 1995 07:59:52
From:      Curtcee@aol.com
```

```
    ---------------------------------------------------------------------------
```

Not long ago I saw a post about rotoscoping that mentioned the Snappy frame
grabber by Play Inc. Well I just bought the Snappy with the hopes that I
could grab frames and use them as backdrops or brush maps. I'm using Imagine
for character animation so I thought I could tape myself walking, running ,
dancing, whatever and apply these motions to my characters. Let's just say
there's good news and bad news. GOOD NEWS: It's cheap ($200) and very simple
to set up. It actually just plugs into the parallel port on the computer and
the software does the rest. It grabs frames at 320x240,640x480 and 1500 by
whatever, all at 24 bit. It stores the frames as TGA's, TIF's BMP's, PCX's
JPG's and a few others. There are a few controls for color, brightness,
contrast etc. The picture quality is good although it would depend on your
source (I'm using Hi8). And it takes about 35 seconds to grab a frame and
save it. It connects with a composite RCA jack to a camcorder or VCR or TV.
And it comes with some software called Gryphon Morph 2.5 and Fauve Matisse.
 BAD NEWS: Imagine refused to load the Snappy's TGA's or TIF's as backdrops
or brushmaps. I can't begin to tell how happy I was with that. I have no idea
why. I've tried every combination I can think of. The only way I can get
Imagine to load an image is to create a TGA with the Snappy and then convert
it to a TIF with something I have called Picture Man for Windows. But if I
try the opposite--create a TIF with Snappy and convert to TGA--it doesn't
work. As of this writing (6/24) I have about 48 hours to decide if I want to
keep it or exchange it and another $600 for the TBC IV. (I already have the
PAR). Just thought someone might like to know.

Curtcee@aol.com

```

```
                     Thread   468

              -=> RETURN TO CONTENTS!<=-
```

## 1.465   MSG-462 Subject: More'n'more things...

```
          Subject: More'n'more things...
Date:    Monday, 26 June 1995 00:00:50
From:    Fernando D'Andrea <DANDREA@aton.inf.ufrgs.br>
```

    Yes, it's me again. I have more crazy sugestions, and I simply
loved what everybody is talking about Imagine 3.2 and 3.3. I just
think that 2 mb of memo is very few memo even to Imagine 2.0 :(((

*.Possibility of change an cycle object in the stage editor. I want
to do a moving man, but he always don't move to the exact point that
I planed. If the editions on the movements of the model are made in
the same editor which I move all the other models, everything gets
easy.

*.Morph and cycle at same time.(!!!)

*.Transformthe 'Phiong shade' switch get in a 0-255 slider. Do the
same with bright. It helps on smooth morph effects.

*.An vertex reduction tool, please!

*.A tool to put faces betweew edges.

*.An preview of a texture.

*.more, much more...

    I will buy memo and speed. A 060 with more 16 mb? I will think
about...

****
Fernando Pena D'Andrea.
E-Mail: dandrea@aton.inf.ufrgs.br
****

                  Thread   511

              -=> RETURN TO CONTENTS!<=-

1.466   MSG-463 Subject: Version 3.3, whoopee

```
          Subject: Version 3.3, whoopee
Date:    Monday, 26 June 1995 14:12:07
From:    datctva@PrimeNet.Com (DThompson)
```

For all you out there with the constant upgrade program, I was told that 3.3
upgrade ships today. Maybe some lucky person first on the list will tell us
what the new version is like when they get it.

Dave Thompson

                          Thread   156

                    -=> RETURN TO CONTENTS!<=-

1.467   MSG-464 Subject: Re: All that we want...

                    Subject: Re: All that we want...
Date: Monday, 26 June 1995 14:44:35
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

On Sat, 24 Jun 1995, Fernando D'Andrea wrote:

>   I liked the idea of give sugestions to newer versions of Imagine.
> 1. An attributes editor into the stage editor can be great.;)

  This is in V3.2! :^)

> 2. An morph editor: So we can control the morph with more resources
> like diferent time of morphing to each part of the model, etc. :))
> 3.Ability to map an animation over an object.:)))))))))))))))))

  This is in V3.2! :^)

> 4.An texture editor.

  What do you mean? Edit the object code? V3.3 is supposed to have a
texture previewer.

> 5.A way to stretch an picture over an object by marking points in
> some parts of the pic, and then marking on the model's surface where
> each point will be put. :O
> 6.An option to choose between ANIM-5 and ANIM-8 anim formats.

  Forget the Movie feature of Imagine. Render single frames and assemble
with some other package like ADPro, ImageF/X, MainActor, Animation
Workshop, etc.

> 7.An option to generate frames to that red'n'blue lences glasses > (?!?!). B)

  There are public domain packages that will do this as well as some
commercial packages.

> 8.Arexx.

  Forget it, Impulse will never implement AREXX.

>
>   If some of these features already exists, sorry, I just use
> Imagine 2.0. If you have more crazy ideas like these, add to this
> list.;)
>
>
>
> *******************************
> Fernando Pena D'Andrea.
> E-Mail: dandrea@aton.inf.ufrgs.br
> *******************************
>

                    Thread   472

                 -=> RETURN TO CONTENTS!<=-

1.468   MSG-465 Subject: Quickie (sort of)

              Subject: Quickie (sort of)
Date: Monday, 26 June 1995 15:28:11
From: cjo@esrange.ssc.se

As some of you may have noticed I have got a few pages about raytracing on=20=
the=20
WorldWideWeb. Such pages look much better if they contain a few images (to=20=
be=20
honest, they look bloody boring without any). So, naturally, I have got a f=
ew=20
traced 'logos' in there. Recently I found a program that can make the backg=
round
of such images (GIF) transparent (GIFTrans).

I used this program on my logos and thought "this will be great!"
I installed the new images - and it looked like shit!
I had managed to make the background of the logos transparent alright, but=20=
there
was some strange "border" around the objects in all the images.
Fortunately it didn't take me long to figure out what it was (being as=20
intelligent as I am ;) In one word; antialiasing.

Using GIFTrans to get transparent GIF's you make one (1) of the 256 colours=
 in=20
the image transparent. When using antialiasing in Imagine you sort of smoot=
h the
transition from object to background, thus generating a few pixels with col=
ours=20

inbetween those of the object and bg. But since only one colour will be=20
transparent you'll get some "noise" around the objects edges, and believe m=
e, it
looks awful!!

So, my little tip is (as I suppose that most of you have already guessed);=20=
turn=20
off antialiasing (set EDLE to 255) if you plan to make the image transparen=
t and
use it in a web page.

On a little side note; Last week I updated and rearranged my pages a little=
 bit.
One thing that I improved was my introduction (bio, resume, whatever-you-wa=
nt-=20
to-call-it). Also, ehh, I fell into the "Netscape-trap" (I started to use=20
another background colour and such). Please feel free to comment.
The URL is http://www.kiruna.se/is/cjo/

--
Conny Joensson	Swedish Space Corp. Esrange
Kiruna	Satellite operations - Telecom Div.
Sweden	cjo@smtpgw.esrange.ssc.se
--

                    Thread   126

                -=> RETURN TO CONTENTS!<=-

1.469   MSG-466 Subject: Re:Quickie (sort of)

              Subject: Re:Quickie (sort of)
Date: Monday, 26 June 1995 17:17:00
From: dgrant@cycor.ca (Dennis Grant)

>As some of you may have noticed I have got a few pages about raytracing on the
>WorldWideWeb. Such pages look much better if they contain a few images (to be
>honest, they look bloody boring without any). So, naturally, I have got a few
>traced 'logos' in there. Recently I found a program that can make the
>>background
>of such images (GIF) transparent (GIFTrans).

>I used this program on my logos and thought "this will be great!"
>I installed the new images - and it looked like shit!
>I had managed to make the background of the logos transparent alright, but
>>there
>was some strange "border" around the objects in all the images.
>Fortunately it didn't take me long to figure out what it was (being as
>intelligent as I am ;) In one word; antialiasing.

>Using GIFTrans to get transparent GIF's you make one (1) of the 256 colours in

>the image transparent. When using antialiasing in Imagine you sort of smooth
>>the
>transition from object to background, thus generating a few pixels with
>colours
>inbetween those of the object and bg. But since only one colour will be
>transparent you'll get some "noise" around the objects edges, and believe me,
>>it
>looks awful!!

>So, my little tip is (as I suppose that most of you have already guessed);
>turn
>off antialiasing (set EDLE to 255) if you plan to make the image transparent
>>and
>use it in a web page.

Nope. Use grey192 as the background color, render with full AAlias, make
grey192 transparent. Presto: antialiased image.

Dennis Grant   Cycor Tech Support /HTML Design/Graphic Artist/Amiga support
dgrant@cycor.ca   Amiga 4000/040/14/970/17" IDEK/NEC CD-ROM/14.4
CSLIP/AmiTCP
http://www.cycor.ca/TCave/   Visit Trog's Cave!

                        Thread   482

                => RETURN TO CONTENTS!<=-

1.470   MSG-467 Subject: Re: Aliasing (was Re: Quickie (sort of))

                Subject: Re: Aliasing (was Re: Quickie (sort of))
Date: Monday, 26 June 1995 18:10:59
From: plucas@vt.edu (Perry Lucas)

>-- [From: Fred Aderhold * EMC.Ver #2.5.02] --

>> If I understand what's going on, this mixes gray with the aliased pixels.
>On a
>> netscape background of grey192 it will look perfect. The farther away from
>> solid grey192 your netscape background is, the worse it will look.
>>
>One to keep in mind - not everyone uses Netscape, and not all Web browsers
>use a gray background. Cello, for example is kind of a yellow beige. You
>still might run into problems with anti-aliasing.
>
>Just a thought -

To go off on a slight tangent, NetScape is going to be, and if not already,

----

the industry standard when it comes to Web Browsers. They just signed on
with MacroMedia to incorporate the Director Engine. So if anything is going
to be designed on for Web usage, its probably a good idea to incorporate
NetScape features into it.

And here is a portion of the press release for those that have not heard
about it. The full release can be found at:

http://www.macromedia.com/Industry/Macro/Hot.news/netscape.macro.html

>San Francisco, CA – June 5, 1995 – Macromedia, Inc., (NASDAQ:MACR),
>the leader in multimedia and digital arts software, and Netscape
>Communications Corporation, a premier provider of open software for
>the Internet, today announced a technology integration that will change
>the character of the World Wide Web from static pages to dynamic,
>interactive multimedia. The companies have agreed to integrate Macromedia's
>Director multimedia playback software into the Netscape Navigator browser
>software.
>
>World Wide Web pages are currently limited to text and static graphics. Small
>sound and video files must be downloaded and played with shareware. With the
>Macromedia/Netscape agreement, millions of Netscape Navigator users will now
>be able to experience multimedia in a Web page and the dynamic effect of
>multimedia documents. Because the Director multimedia playback engine will be
>integrated into Netscape Navigator, it is completely transparent to the user.
>As the bandwidth of the Internet continues to expand with such breakthroughs
>as cable modems, complete multimedia titles created with Director will be
>seamlessly delivered over the Internet, making it an outlet for mainstream
>multimedia title distribution.
>
>Over 200,000 Macromedia developers can immediately create multimedia art for
>the World Wide Web using their Windows or Macintosh computers and Director
>software. This vast pool of creative talent will jump-start multimedia on the
>Internet.

--Perry Lucas

                        Thread   492

                  -=> RETURN TO CONTENTS!<=-

1.471   MSG-468 Subject: Re: Snappy Frame Grabber

                Subject: Re: Snappy Frame Grabber
Date: Monday, 26 June 1995 19:09:13
From: Rich Van Gaasbeck <richv@hpindsl.cup.hp.com>

> BAD NEWS: Imagine refused to load the Snappy's TGA's or TIF's as backdrops
> or brushmaps. I can't begin to tell how happy I was with that. I have no idea

> why. I've tried every combination I can think of. The only way I can get
> Imagine to load an image is to create a TGA with the Snappy and then convert
> it to a TIF with something I have called Picture Man for Windows. But if I
> try the opposite--create a TIF with Snappy and convert to TGA--it doesn't
> work. As of this writing (6/24) I have about 48 hours to decide if I want to
> keep it or exchange it and another $600 for the TBC IV. (I already have the
> PAR). Just thought someone might like to know.
>
> Curtcee@aol.com

I had a somewhat similar problem that was solved by someone on the
list. I was saving Fractal Design Painter tiff files and trying to
use them in Imagine 2.0 as brushmaps. Imagine wouldn't recognise them
as valid tiff files. Processing the files with Picture Man also
helped me. I my case the problem was that Painter was saving the mask
(essentially an alpha channel) with the data. So instead of each
pixel being a red, green and blue byte, it was saving as a red, green,
blue and alpha byte. Imagine does not like this.

My solution was to uncheck the "save mask" button when saving tiffs.
You might check to see if snappy is saving any extra information in the
tiff files and turn it off if you can. I think you can also load
tiffs into Picture Man and "save as" tiff even if you don't change
what's in the imagine (if I remember right).

Rich

                        Thread   167

                   -=> RETURN TO CONTENTS!<=-

1.472   MSG-469 Subject: Extrusion problem

              Subject: Extrusion problem
Date: Monday, 26 June 1995 19:16:40
From: bmolsen@bvu-lads.loral.com (Brad Molsen)

        Hello all, What I hope I get in response to this inquiry is some
simple explaination of something I have overlooked or some setting I
neglected to set. You see the following has taken well over an hour of my
time on a project I'm working on, far tooo long for what should be a slam
dunk to accomplish, something I've even done before numerous times but, I
CAN'T GET IT TO WORK THIS TIME AND IT'S DRIVING ME NUTS!!!!
        The task is a simple one. I am in the midst of creating a talon in
the detail editor. I am at the point where I want to extrude the nail or
claw at the end of the toe. I have already extruded a primitive disk for
the toe and curved the end of it in all the way around to produce a nail
from inside the "skin" of the foot. Now I want to extrude the disk at the
end into a nail. I have added and formed an open path to extrude along and
place this in the center of the disk facing out from the toe. I plan to

extrude with 0 scaling for both the X and Z axis, thus producing a nail
shaped like my path that ends in gradual point. For some reason every time
I try to perform the extrusion with the path as the definer it extrudes
back into the toe in the shape I want instead of out. I have tried rotating
all the objects 180 degrees, I have tried rotating just the path axis 180
degrees, and I have tried setting the "Y to path" switch. When I do the
last the extrusion starts off in the right direction but, for some reason
the first section is elongated out of proportion and the rest of the
sections (I have 5 total) turn at right angles to the first and never come
to a point. What's frustrating is that the extrusion that goes back into
the toe each time I try is the exact shape I want. I am using version 3.2.
Any help would be appreciated.

                                  later, Brad

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
         Almond rocca?!! Ahhh..no thanks, I have a cat!

Brad Molsen c/o LORAL   bmolsen@bvu-lads.loral.com

13810 SE Eastgate Way Suite 500   (206) 957-3230
Bellevue, Wa 98005   Fax: (206) 746-1335

                          Thread   478

                    -=> RETURN TO CONTENTS!<=-

1.473   MSG-470 Subject: Aliasing (was Re: Quickie (sort of))

                Subject: Aliasing (was Re: Quickie (sort of))
Date: Monday, 26 June 1995 19:30:28
From: Rich Van Gaasbeck <richv@hpindsl.cup.hp.com>

> Nope. Use grey192 as the background color, render with full AAlias, make
> grey192 transparent. Presto: antialiased image.
>

If I understand what's going on, this mixes grey with the aliased
pixels. On a netscape background of grey192 it will look perfect.
The farther away from solid grey192 your netscape background is, the
worse it will look.

Right?

Rich

                          Thread   467

1.474   MSG-471 Subject: Re: Aliasing (was Re: Quickie (sort of))

              Subject: Re: Aliasing (was Re: Quickie (sort of))
Date: Monday, 26 June 1995 23:34:28
From: Fred Aderhold <fredster@cyberport.net>

-- [From: Fred Aderhold * EMC.Ver #2.5.02] --

>
> > Nope. Use grey192 as the background color, render with full AAlias, make
> > grey192 transparent. Presto: antialiased image.
> >
>
> If I understand what's going on, this mixes gray with the aliased pixels.
On a
> netscape background of grey192 it will look perfect. The farther away from
> solid grey192 your netscape background is, the worse it will look.
>
One to keep in mind - not everyone uses Netscape, and not all Web browsers
use a gray background. Cello, for example is kind of a yellow beige. You
still might run into problems with anti-aliasing.

Just a thought -

Fred Aderhold
fredster@cyberport.net

Brownies - not just for breakfast anymore!

                         Thread   442

1.475   MSG-472 Subject: Re: All that we want...

              Subject: Re: All that we want...
Date: Tuesday, 27 June 1995 00:21:30
From: Douglas Smith <doug@defocus.demon.co.uk>

Fernando D'Andrea wrote in a Mail about "All that we want...":

>   I liked the idea of give sugestions to newer versions of Imagine.

I think we all do ! some of them migh even get incorporated.

> 3.Ability to map an animation over an object.:))))))))))))))))))))

Isn't this in 3.2 ? I dunno, I'm using 3.0

> 4.An texture editor.

I think this is one of the 3.3 things.

> 5.A way to stretch an picture over an object by marking points in
> some parts of the pic, and then marking on the model's surface where
> each point will be put. :O

I sort of get what you're aiming at, and it could be good, but I
can't offhand think of how the user interface could possibly work.

> 8.Arexx.

This is the big one, ever since I joined the list, quite a few months
ago, there have been murmurs about Arexx. Any kind of Arexx support
would be good, at worst, just make the menu options available,
but much better to be able to add points, lines, faces etc.

Dumping an object's geometry out to an Arexx program and then allowing
it to be imported back in after some changes would be nice. Though we
could probably get by using "save object" then reading and modifying
the file.

Imagine this, you create four splines, hit the arexx script button
and select "Birail" from the requester. Another requester then pops
up asking you for the number of divisions per side, then lo and behold,
one spline is then morphed into the other while extruding along the
other two.

You could write something to do this now, but it wouldn't be integrated.
So it would be more difficult to use.

Arexx would allow us to write our own modelling tools.

> If you have more crazy ideas like these, add to this list.;)

OK, here goes !

The ability to deselect one point. I've lost count of the number of times
I have been clicking around and got one point that I didn't want.
How about a CTRL click to deselect a single point, that would be nice.

Cheers,

Doug

--

Doug@defocus.demon.co.uk
Amiga 4000/40 10M 214, 540 HD Not better, just different.
When choosing between two evils, I always like to try the
one I've never tried before. -- Mae West

                          Thread   495

                    -=> RETURN TO CONTENTS!<=-

1.476   MSG-473 Subject: Screwy Mouse Pointer

                 Subject: Screwy Mouse Pointer
Date: Tuesday, 27 June 1995 01:35:33
From: Brian V Salisbury <bvs@viewpoint.com>

I've been blessed with a 2nd hand PC Imagine. All is well until I exit
Imagine, then re-enter it. Suddenly, ugly blocks trail my mouse
everywhere, corrupting my display. Anyone have any solutions???

Paul

I had the exact same problem when I bought my new PC.
The solution was simple. The guy that sold me my pc just added a new mouse
driver, in my case, it was the microsoft ergonomic mouse driver.
Works just great now.

Brian Salisbury

--
Brian V Salisbury

                          Thread   445

                    -=> RETURN TO CONTENTS!<=-

1.477   MSG-474 Subject: New homepage

                 Subject: New homepage
Date: Tuesday, 27 June 1995 01:36:04
From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

Hi, folks!
I have updated my homepage at http://www.websharx.com/~silicon. If
you are interested, take a look there, at the gallery and other
stuff.

Andrey

                          Thread   533

                  -=> RETURN TO CONTENTS!<=-

1.478   MSG-475 Subject: Lining up images on objects

              Subject: Lining up images on objects
Date: Tuesday, 27 June 1995 01:57:21
From: perttula@netcom.com (Elaine Perttula)

Fernando D'Andrea mentioned stretching an image by coordinating
points in the image with points on an object.

While that's not in Imagine yet, I like to use Convert IFF
to do similar stuff. I had a drawing of the face of a calculator,
and it was easy to turn it into a silhouette and then extrude
the edges of the keys out. When I mapped the image on the finished
object, it looked GREAT.

                          Thread   6

                  -=> RETURN TO CONTENTS!<=-

1.479   MSG-476 Subject: Re: Extrusion problem

              Subject: Re: Extrusion problem
Date: Tuesday, 27 June 1995 02:50:15
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Brad, on Jun 26 you wrote:

>   The task is a simple one. I am in the midst of creating a talon in
> the detail editor. I am at the point where I want to extrude the nail or
> claw at the end of the toe. I have already extruded a primitive disk for
> the toe and curved the end of it in all the way around to produce a nail
> from inside the "skin" of the foot. Now I want to extrude the disk at the

> end into a nail. I have added and formed an open path to extrude along and
> place this in the center of the disk facing out from the toe. I plan to
> extrude with 0 scaling for both the X and Z axis, thus producing a nail
> shaped like my path that ends in gradual point. For some reason every time
> I try to perform the extrusion with the path as the definer it extrudes
> back into the toe in the shape I want instead of out. I have tried rotating
> all the objects 180 degrees, I have tried rotating just the path axis 180
> degrees, and I have tried setting the "Y to path" switch. When I do the
> last the extrusion starts off in the right direction but, for some reason
> the first section is elongated out of proportion and the rest of the
> sections (I have 5 total) turn at right angles to the first and never come
> to a point. What's frustrating is that the extrusion that goes back into
> the toe each time I try is the exact shape I want. I am using version 3.2.
> Any help would be appreciated.
>   later, Brad

It looks like your first attempt was close and would seem that the Y axis
for each point on your path is pointing in the wrong direction.

Instead of rotating the path's axis 180 degrees, rotate the path 180
degrees. Path extrusions follow the Y axis of the path's points in the
positive direction.

Ignore the path's main axis, it's there because every object has to have
one. It does'nt affect the direction of the extrude.


```
RIGHT VIEW        |
                  |
                  |  +----+----+----+> Y (point axis)
                  |
                  |         Path
                  |
          Disk
```

Regards, Bob

                        Thread   477

                  -=> RETURN TO CONTENTS!<=-

1.480   MSG-477 Subject: Re: Extrusion problem

            Subject: Re: Extrusion problem
Date: Tuesday, 27 June 1995 04:03:50
From: SGiff68285@aol.com

In a message dated 95-06-26 14:03:18 EDT, bmolsen@bvu-lads.loral.com (Brad
Molsen) writes:

>   Hello all, What I hope I get in response to this inquiry is some

----

>simple explaination of something I have overlooked or some setting I
>neglected to set. You see the following has taken well over an hour of my
>time on a project I'm working on, far tooo long for what should be a slam
>dunk to accomplish, something I've even done before numerous times but, I
>CAN'T GET IT TO WORK THIS TIME AND IT'S DRIVING ME NUTS!!!!

Brad, You probably will have figured it out by the time you recieve this,
but here goes. When extruding an edge from within a 3d object you must have
the objects local axis pointing in the right direction. In other words your
Y axis must be pointing in the direction of the extrusion. You also have to
have the path axis pointed in the same direction. Hope this works.

Stephen G.

                        Thread   367

                  -=> RETURN TO CONTENTS!<=-

1.481   MSG-478 Subject: Re: Extrusion problem

               Subject: Re: Extrusion problem
Date: Tuesday, 27 June 1995 05:48:35
From: Valleyview@aol.com

I'm no expert at this, but see if this makes sense.
As I see it the extrusion will only follow the path in one direction, the
original "y" direction. Rotating the path's axis will not change the
direction of travel. As I figure you must have your path backwards and must
rotate your path 180 degrees. It's probably best to not rotate your path's
axis, that way you know it will always follow in the "y" direction.
I've tried changing the object's axis and the path's axis and they have no
effect on the extrusion at all. The only thing that affects the extrusion is
the direction of the path itself, not its axis.

Rick

                        Thread   476

                  -=> RETURN TO CONTENTS!<=-

1.482   MSG-479 Subject: IML-FAQ#07 preview

               Subject: IML-FAQ#07 preview
Date: Tuesday, 27 June 1995 09:25:57
From: Calcolo Numerico 01 <CN01@novell.dima.unige.it>

Hi fellows,
        this is the 'what's new' for IML-FAQ#07, I'm waiting for Dave
reply to upload the latest FAQ release to Aminet, read Ya soon!

==
Last Update   : June 24, 1995 Saturday
Issue Number : 7
What's New   : Section 2, No 18.   Help with bones
                Section 2, No 19.   Halo around light
                Section 2, No 20.   Reflective object inside a glass tube
                Section 2, No 21.   Slice function tips
                Section 2, No 22.   Undersea fog spotlight
                Section 2, No 23.   How can I create a disco ball?
                Section 2, No 24.   Modeling candle flame
                Section 6, No 7.   Sway FX
                Section 7, No 15.   Fog: the 'cancel' problem
                Section 8, No 9.   Sludge Attribute using default
                                    Imagine 2.9 (or higher) textures
                Section 8, No 10.   Marble (Imagine 2.0 or high)
                Section 8, No 11.   Starfield (Imagine 2.9 or high)
                Section 8, No 12.   Photon Torpedo (Imagine 2.9 or high)
                Section 8, No 13.   Spaceship shield Attribute
                                    (Imagine 2.9 and higher)
                Section 9, No 4.   Hex edit for high res video change
                Section 9, No 6.   Motion blur
                Section 9, No 7.   3D stereograms
                Section 9, No 8.   Working with bitmaps

                    Thread   344

                =-> RETURN TO CONTENTS!<=-

1.483   MSG-480 Subject: Resolutions

                Subject: Resolutions
Date: Tuesday, 27 June 1995 12:43:54
From: Red Hawk <qua1397@cdc700.cdc.polimi.it>

Hi !!!!!!!!!!!!
I need help.....
can someone tell me perfect parameters for these resolutions?????????????

        160x128
        320x256
        640x512
        800x600

```
      1024x768
      1280x1024
```

Please!!!!!!!!!! my object seems to be push in a press!!!!!!!!!!!!

Also need some Text about RayTracing process.....like THEORY ETC.,
      I'm trying to create a good home page......
Also need last FAQ of Imagine ....

Thanxx to all!!!!!!!!

```
 .----------------------------------------------------------.
 ! E-Mail: qua1397@cdc700.cdc.polimi.it              __/// !
 ! Amiga 4000/40 25Mhz 18Mb 2.0GbSCSI                \XX/  !
 | Home Page:                                              !
 ! http://cdc715_0.cdc.polimi.it/~qua1397/                 !
 `----------------------------------------------------------'
```


                        Thread   487

                   -=> RETURN TO CONTENTS!<=-

1.484   MSG-481 Subject: Another new homepage

```
             Subject: Another new homepage
Date:      Tuesday, 27 June 1995 15:10:51
From:      davem@micom.com (David Monachello)
```


   ----

hi,

ok, if everybody else is going to push their homepages...

Check out mine at http://www.art.net/Studios/Visual/Davem/davem.html

Most of the images were created with imagine or lightwave.

later,
dave

                        Thread   514

                   -=> RETURN TO CONTENTS!<=-

1.485   MSG-482 Subject: Re: Re:Quickie (sort of)

```
              Subject: Re: Re:Quickie (sort of)
Date:     Tuesday, 27 June 1995 15:29:03
From:     cjo@esrange.ssc.se
```

```
          ----------------------------------------------------------------
```

>> So, my little tip is (as I suppose that most of you have already guessed=
);
>> turn off antialiasing (set EDLE to 255) if you plan to make the image
>> transparent and use it in a web page.

> Nope. Use grey192 as the background color, render with full AAlias, make
> grey192 transparent. Presto: antialiased image.

This only works if you use grey192 as the background colour in your browswe=
r.
If you change the bg colour (which you can do directly in a html-document i=
f=20
you view it with Netscape, ie <BODY bgcolor=3D202020> to get grey32) you'll=
 get=20
a horrible looking border around the object(s) when you view it from your=20
browser.

> http://www.cycor.ca/TCave/   Visit Trog's Cave!

I will. It's been a while since I was there last.

```
*----------------------------------------------------------------*
|   Conny Joensson   |   Swedish Space Corp. Esrange              |
|   Kiruna           |   Satellite operations - Telecom Div.     |
|   Sweden           |   cjo@smtpgw.esrange.ssc.se               |
*----------------------------------------------------------------*
```

```
                    Thread          501

                 -=> RETURN TO CONTENTS!<=-
```

1.486   MSG-483 Subject: Wish list

```
              Subject: Wish list
Date:     Tuesday, 27 June 1995 15:37:49
From:     Charles Blaquiere <blaq@io.org>
```

```
          ----------------------------------------------------------------
```

> From: Edward Askins <edochan@moose.erie.net>
>
> I am somewhat of an amature at this so some of these items may already be
> part of the Imagine program...I just haven't found them yet.

>
> 3) Genlock for bump maps, reflection maps rather than just for color
> maps.

By genlock color, you mean a neutral color, one which has no effect when
mapped onto the object? Well, when Altitude mapping, the object's
surface is assumed to lie at an altitude equal to the color 127,127,127
(or 128,128,128 -- I can't recall). By making your brushmap background
127-grey, you'll get a neutral background. As for reflection mapping,
simply set your brush background to the base value found in the
Attributes requester.

> 5) Thick splines/edge primitive for creating fur/hair

Imagine is strictly a polygon modeller; all visible objects must be made
up of triangular faces. An edge is simply n invisible line connecting
two points. If you want to create single strands of hair/fur, you must
extrude a shape (e.g. a disc, or as simple as a triangle) to create a
long, thin object. Setting X- and Z-scaling to zero will make the
outline shrink as it's extruded, allowing your hair strand to end in a
point tip.

With Imagine's Particles feature, you could automatically replace all
surface triangles of an object with your template hair strand, and
populate an entire object with hair. Hmmm. I haven't tried that yet.
Sounds like fun!

                         Thread   499

                    -=> RETURN TO CONTENTS!<=-

1.487   MSG-484 Subject: DV magazine ad

            Subject: DV magazine ad
Date: Tuesday, 27 June 1995 15:38:30
From: "amanda l. osborne" <alo@shore.net>

Hello, Imagineers,

In the August 95 issue of DV magazine, Select Solutions (800-322-1261;
email: solutions@prairienet.org) is running an ad filled with lots of
graphics goodies. Among them were several Imagine specific products
from a company called Dedicated Digital Imagery. I was wondering if
anyone has any knowledge of them?

The products from Dedicated Digital Imagery are City Builder ($58.99),
Household Items ($35.99) and Space Essentials ($45.99). It certainly
sounds as if they are Imagine object files.

BTW, the same ad has the digimax listed for $649.99 and the Humanoid
objects from Crestline list for $169.99 (the Humanoid objects are
available for Imagine or for 3DStudio).

I'd also like to say thanks to everyone on the IML, for helping me to
learn so much more about Imagine than would otherwise be the case.

alo@shore.net

                          Thread   432

                     -=> RETURN TO CONTENTS!<=-

1.488   MSG-485 Subject: Re: Wishlist

                  Subject: Re: Wishlist
Date: Tuesday, 27 June 1995 15:42:51
From: Charles Blaquiere <blaq@io.org>

> From: gregory denby <gdenby@bach.helios.nd.edu>
>
> and some other observations regarding Impulses future and
> professionalism, as well some observations about upcoming
> events in 3d graphics.

What a level-headed opinion. You should get thrown off the Net for saying
such reasonable things! <g> I agree with all that you wrote. Even though
I'm no Polyanna, and will call Impulse on things I perceive as wrong, on
the whole I like Imagine so much that I'm buying a Pentium 100 PC to run
the darn thing faster! I still believe that Imagine, warts and all,
offers impressive value for the money.

                          Thread   433

                     -=> RETURN TO CONTENTS!<=-

1.489   MSG-486 Subject: Whats DPS PAR ?

                  Subject: Whats DPS PAR ?
Date: Tuesday, 27 June 1995 16:00:22
From: surentrr@vax.sbu.ac.uk

Hi everyone, Can someone please tell me the specs of The DPS PAR
I keep hearing about. What does is sell for ?
How good is it ?
How does it compare with Trinity.

BTW: Did anyone get the Viewpoint Datalabs CD ?
Whats it like ?
Regards,
Ramesh Suren.

                        Thread   254

                  -=> RETURN TO CONTENTS!<=-

1.490   MSG-487 Subject: Re: Resolutions

                  Subject: Re: Resolutions
Date: Tuesday, 27 June 1995 16:36:22
From: cjo@esrange.ssc.se

RedHawk wrote;

>can someone tell me perfect parameters for these resolutions?????????????
>
>   160x128=20
>   320x256=20
>   640x512=20
>   800x600=20
>   1024x768=20
>   1280x1024

Que? What do you mean by "parameters"?

> Please!!!!!!!!!! my object seems to be push in a press!!!!!!!!!!!!

Ahh, OK, you're talking about the pixel aspect ratio.

Well, for this you (probably) need a pocket calculator, but it's really=20
rather simple.
You need to keep two things in mind:
1. The screen size ratio, it is usually 4:3 (if it's 4 units wide,
   it's 3 high).
2. The image resolution.

For the resolution 800x600 you'll notice that the ratio is exactly the same=
=20
as the screen ratio, 4:3 (dividing 800 by 600 gives the same answer as=20
dividing 4 by 3) so the pixel aspect ratio is 1:1. Easy, wasn't it?

Now, let's try an Amiga resolution, like 640x512.
The screen is still 4:3. The pixel aspect ratio would thus be=20

(image-y/screen-y) / (image-x/screen-x), in this case (512/3)/(640/4) which=
=20
is 16:15 (it could be easyer to first calculate the image ratio, 640:512=20
yields 5:4, so you would get (4/3)/(5/4), which is still 16:15).

I hope this made some sence...

> Also need some Text about RayTracing process.....like THEORY ETC.,

Hmm, someone else has to help you with that.

> I'm trying to create a good home page......

Yepp. I've seen it. I thought it was pretty good as it is. But, on the othe=
r=20
hand, nothing is so good that it can't be improved (get it, Impulse?;)

> Also need last FAQ of Imagine ....

Version 6 is on Aminet, v7 will be uploaded soon, I hear.

```
*-----------------------------------------------------------------*
|   Conny Joensson   |   Swedish Space Corp. Esrange            |
|   Kiruna           |   Satellite operations - Telecom Div.    |
|   Sweden           |   cjo@smtpgw.esrange.ssc.se              |
*-----------------------------------------------------------------*
```


                        Thread   3

                    -=> RETURN TO CONTENTS!<=-

1.491   MSG-488 Subject: Viewpoint CDROM/Avalon changes

                    Subject: Viewpoint CDROM/Avalon changes
Date: Tuesday, 27 June 1995 17:46:32
From: kkalnasy@eskimo.com (Kent Kalnasy)

At 2:10 PM 6/23/95, surentrr@vax.sbu.ac.uk wrote:

>On the inside front cover, VIEWPOINT DATA LABS are offering
>a DATASHOP CDROM, with $2000 worth of free data and a catalog for free!
>Call 1.800.Dataset (1.800.328.2738) to learn more "

I called and found that the CDROM contains encrypted models (except for
five free, unencrypted ones), much like Adobe's Type On Call font
CDROM. You can preview models and place an order, but they're
expensive, ranging from $25 to $5000 per model. They give you a
code to unlock the model(s) you've paid for. They said the average
order is for $500 worth of models. Also, the current version of the
CDROM runs only on PCs and only supports Wavefront and SoftImage (sp?),
but a new version, due out this fall, will have a single encrpyted

data format and converters for many formats, and will run on PCs, Macs
and Unix workstations.

Viewpoint has taken over the Avalon site and is in the process of
making it available as a Web site. See http://www.viewpoint.com/
The ftp site is now available at ftp://avalon.viewpoint.com/

 Kent Kalnasy, Mac, UNIX and Amiga specialist!   kkalnasy@eskimo.com
 "The best laid plans of mice and men..."   Seattle, Washington
----

                        Thread   180

                   -=> RETURN TO CONTENTS!<=-

1.492   MSG-489 Subject: Re: All that we want...

                Subject: Re: All that we want...
Date: Tuesday, 27 June 1995 18:50:47
From: Ian Smith <iansmith@moose.erie.net>

On Mon, 26 Jun 1995, Douglas Smith wrote:
> Fernando D'Andrea wrote in a Mail about "All that we want...":
> > 8.Arexx.

AREXX! AREXX! AREXX! AREXX! :-) I want my macros!

> > If you have more crazy ideas like these, add to this list.;)
>
> The ability to deselect one point. I've lost count of the number of times
> I have been clicking around and got one point that I didn't want.
> How about a CTRL click to deselect a single point, that would be nice.

I have another one to add here... Swap Picked. That would select all
unselected points, and deselect any selected points. How many times
have you had a complex object and wanted to select everything but a
peice of it? Take a square and try to select just one point. It's
simple to select everythign BUT that point, so that is where the
function would come in handy.

I know there are ways to do this with hide points and unselect
group.. but its so cumbersome in some situations, and it would
be a REALLY easy otion to add!

PS. Swap Picked should work with points, objects, line, faces, ect.
    Just like most features that work everywheree. One of the things
    I like about Imagine is that most functions work in every mode.

```
--
IanSmith@moose.erie.net          Visit Below! :-)
My HP48/Imagine Home Page  --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/
```

1.493   MSG-490 Subject: Re: Aliasing (was Re: Quickie (sort of))

```
            Subject: Re: Aliasing (was Re: Quickie (sort of) )
Date:      Tuesday, 27 June 1995 19:05:32
From:      Ian Smith <iansmith@moose.erie.net>
```

```
On Mon, 26 Jun 1995, Perry Lucas wrote:
> To go off on a slight tangent, NetScape is going to be, and if not already,
> the industry standard when it comes to Web Browsers.  They just signed on
> with MacroMedia to incorporate the Director Engine.  So if anything is going
> to be designed on for Web usage, its probably a good idea to incorporate
> NetScape features into it.

If anything is going to be designed on for Web usage, its probably a
good idea to stick to the HTML standard so it works with everything
and not just a browser that impliments unstandard code and could be
outdated when the next fad browser comes along.

Note that the newest version of NetScape uses a white background.
So you really *can't* assume what the background color will be.

--
IanSmith@moose.erie.net          Visit Below! :-)
My HP48/Imagine Home Page  --> http://moose.erie.net/~iansmith/
Come Visit Africa Imports! --> http://www.cyberenet.net/~africa/
```

1.494   MSG-491 Subject: Re: Aliasing (was Re: Quickie (sort of))

```
            Subject: Re: Aliasing (was Re: Quickie (sort of) )
Date:      Tuesday, 27 June 1995 22:14:23
From:      dgrant@cycor.ca (Dennis Grant)
```

>> Nope. Use grey192 as the background color, render with full AAlias, make
>> grey192 transparent. Presto: antialiased image.
>>
>
>If I understand what's going on, this mixes grey with the aliased
>pixels. On a netscape background of grey192 it will look perfect.
>The farther away from solid grey192 your netscape background is, the
>worse it will look.
>
>Right?
>
>Rich

Yes.

"But" you say "what if the background color is not grey192?" well, there's
the rub with transparent gifs and Netscape.

And there's no perfect solution, other than specifing the background color
yourself, or by tiling the background with a picture.

However, I'd keep the better image quality of an anti-aliased transparent
gif that looks funny on a minority of machines, over a non-antialised gif
that looks funny on all machines.

Dennis Grant   Cycor Tech Support /HTML Design/Graphic Artist/Amiga support
dgrant@cycor.ca   Amiga 4000/040/14/970/17" IDEK/NEC CD-ROM/14.4
CSLIP/AmiTCP
http://www.cycor.ca/TCave/   Visit Trog's Cave!

                    Thread   490

                  -=> RETURN TO CONTENTS!<=-

1.495   MSG-492 Subject: Re: Aliasing (was Re: Quickie (sort of))

             Subject: Re: Aliasing (was Re: Quickie (sort of))
Date: Tuesday, 27 June 1995 23:46:04
From: kkalnasy@eskimo.com (Kent Kalnasy)

At 5:14 PM 6/27/95, Dennis Grant wrote:

>"But" you say "what if the background color is not grey192?" well, there's

----

>the rub with transparent gifs and Netscape.
>
>And there's no perfect solution, other than specifing the background color
>yourself, or by tiling the background with a picture.
>
>However, I'd keep the better image quality of an anti-aliased transparent
>gif that looks funny on a minority of machines, over a non-antialised gif
>that looks funny on all machines.

Everything I've seen on this mailing list misconstrues the nature of
transparent GIFs. From "The Joy of Inlined Images", v0.8b, at
http://www.uwtc.washington.edu/Computing/WWW/InlinedImagesFAQ0.8b.html:

        There are two GIF formats: 87a and 89a. Most viewers only
        support 87a, and Photoshop only produces 87a. 89a has some
        graphic control extensions, including a Transparency Index,
        which causes the background color of the display to remain
        unchanged for the color indexed as transparent.

By simply setting the background to match the default color of a
particular WWW browser, you're only faking a transparent GIF. There
are numerous utilities for translating 87a GIFs into transparent 89a
GIFs. For the Amiga, there's GIF_Trans and ImageStudio at:

        http://wuarchive.wustl.edu:80/pub/aminet/gfx/conv/GIF_Trans.lha
        http://wuarchive.wustl.edu:80/pub/aminet/gfx/conv/ImageStudio*

and other aminet sites. Likewise, there are many converters for DOS,
Windows, Mac and Unix machines. For more information, see

        http://dragon.jpl.nasa.gov/~adam/transparent.html

 Kent Kalnasy, Mac, UNIX and Amiga specialist!   kkalnasy@eskimo.com
 "The best laid plans of mice and men..."   Seattle, Washington
----

                        Thread   491

                    -=> RETURN TO CONTENTS!<=-

1.496   MSG-493 Subject: Re: All that we want...

                Subject: Re: All that we want...
Date: Wednesday, 28 June 1995 00:41:42
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Douglas, on Jun 26 you wrote:

> The ability to deselect one point. I've lost count of the number of times
> I have been clicking around and got one point that I didn't want.
> How about a CTRL click to deselect a single point, that would be nice.
>
> Cheers,
>
> Doug

Now that's a good one. How about another menu item called Toggle to go
with Click, Drag Box and Lasso. Select Toggle, then no matter what pick
method you use all picked points become unpicked and vice-versa. This could
be applied to faces and edges as well.

-- Bob

                         Thread   554

                    -=> RETURN TO CONTENTS!<=-

1.497   MSG-494 Subject: Good for a laugh: furry cow!

                Subject: Good for a laugh: furry cow!
Date: Wednesday, 28 June 1995 00:54:00
From: Charles Blaquiere <blaq@io.org>

I tried implementing what I'd suggested to Edward, i.e. creating a
single strand of hair, and applying it onto the head of the Imagine cow
using "Particles". I almost busted a gut when I saw the results!

WARNING: I had to simplify the hair to the point of absurdity: a square,
3 extruded sections along a curved path, ending in a point by setting X-
and Z-scaling to zero. This makes for a pretty jagged curve! But
anything larger than that, and my 10M of RAM wouldn't be enough.

                         Thread   304

                    -=> RETURN TO CONTENTS!<=-

1.498   MSG-495 Subject: Re: All that we want...

                Subject: Re: All that we want...
Date: Wednesday, 28 June 1995 03:47:39
From: "dunc@eraser.demon.co.uk" <dunc@eraser.demon.co>

Hi Douglas,

> OK, here goes !
>
> The ability to deselect one point. I've lost count of the number of times
> I have been clicking around and got one point that I didn't want.
> How about a CTRL click to deselect a single point, that would be nice.
>
   there is an option in the pick/select menu to unpick last is this what
you mean its pretty handy to i have it assigned to a function key so pick
the wrong point/object hit F2 (or whatever) and there you are :)
 also in point mode(s) keep hitting/selecting this it will unpick the
previous point until you unpick everything-eventually you will unpick the
point you dont want

 duncan

....
..   .
..   dunc@eraser.demon.co.uk   .
..   .
....

                        Thread   493

                  -=> RETURN TO CONTENTS!<=-

1.499   MSG-496 Subject: Re: Aliasing (was Re: Quickie (sort of))

                Subject: Re: Aliasing (was Re: Quickie (sort of))
Date: Wednesday, 28 June 1995 04:03:50
From: dgrant@cycor.ca (Dennis Grant)

>At 5:14 PM 6/27/95, Dennis Grant wrote:
>
>>"But" you say "what if the background color is not grey192?" well, there's
>>the rub with transparent gifs and Netscape.
>>
>>And there's no perfect solution, other than specifing the background color
>>yourself, or by tiling the background with a picture.
>>
>>However, I'd keep the better image quality of an anti-aliased transparent
>>gif that looks funny on a minority of machines, over a non-antialised gif
>>that looks funny on all machines.
>
>Everything I've seen on this mailing list misconstrues the nature of
>transparent GIFs. From "The Joy of Inlined Images", v0.8b, at
>http://www.uwtc.washington.edu/Computing/WWW/InlinedImagesFAQ0.8b.html:
>
>   There are two GIF formats: 87a and 89a. Most viewers only

```
>         support 87a, and Photoshop only produces 87a.  89a has some
>         graphic control extensions, including a Transparency Index,
>         which causes the background color of the display to remain
>         unchanged for the color indexed as transparent.
>
>By simply setting the background to match the default color of a
>particular WWW browser, you're only faking a transparent GIF.  There
>are numerous utilities for translating 87a GIFs into transparent 89a
>GIFs.  For the Amiga, there's GIF_Trans and ImageStudio at:
```

Ahh, grasshopper, this we know well. But one must be aware of what one's
background color *will be* when shown through the transparent section, if
one's image is antialiased, to avoid a colored fringe around one's image.

This is, in fact, the whole problem. I, as a Web page designer, have to
take into account what color my transparent gif is being displayed over
when I create it.

It's a real pain in the ass, really.

The safest color is grey 192, as it's the background color for Netscape and
Mosaic. It's also pretty close to white, so an image antialiased to grey192
looks OK on a white background. An image antialiased to grey 192 looks
horrible on a black background – and I can prevent that from happening by
specifing a background color or background image.

Personally, I *hate* what Netscape has done by Balkanizing HTML, but my
customers demand that I make use of the features.

So when I return in August from my summer in my tank, I'll be overhauling
Trog's Cave to take advantage of backgrounds, etc, even though I really
don't want to.

```
-----------------------------------------------------------------------------
Dennis Grant       Cycor Tech Support /HTML Design/Graphic Artist/Amiga support
dgrant@cycor.ca     Amiga 4000/040/14/970/17" IDEK/NEC CD-ROM/14.4
CSLIP/AmiTCP
http://www.cycor.ca/TCave/              Visit Trog's Cave!
```

                    Thread   497

                ─=> RETURN TO CONTENTS!<=─

1.500   MSG-497 Subject: Re: Aliasing (was Re: Quickie (sort of))

```
          Subject: Re: Aliasing (was Re: Quickie (sort of) )
Date:     Wednesday, 28 June 1995 07:28:59
From:     kkalnasy@eskimo.com (Kent Kalnasy)
```

_____

At 11:03 PM 6/27/95, Dennis Grant wrote:

>Ahh, grasshopper, this we know well. But one must be aware of what one's
>background color *will be* when shown through the transparent section, if
>one's image is antialiased, to avoid a colored fringe around one's image.
>
>This is, in fact, the whole problem. I, as a Web page designer, have to
>take into account what color my transparent gif is being displayed over
>when I create it.

Ahh, now I see what you're saying. Sorry I missed your point earlier.

 Kent Kalnasy, Mac, UNIX and Amiga specialist!   kkalnasy@eskimo.com
 "The best laid plans of mice and men..."   Seattle, Washington
----

                          Thread   471

                   -=> RETURN TO CONTENTS!<=-

1.501   MSG-498 Subject: Re: Spline interpolation

                 Subject: Re: Spline interpolation
Date: Wednesday, 28 June 1995 07:35:27
From: parente@estense.global.it (Pierfrancesco Parente)

Charles Blaquiere wrote:
>Please tell me if this solution works.

It works and it's a really smart one! Really good as usual!

I do really wish to thank You and all the guys on the list for supporting
Imagine (go on this way!), but, unfortunately, I've just been fired and I
can't use the PC (I'm writing this message from a friend's PC) and the Amiga
4000 at my office anymore.
From now on I'm forced to follow Your discussion through the IMLArchive.

Hoping this is an "au revoir" and not an "adieu", Pierfrancesco.

                          Thread   149

                   -=> RETURN TO CONTENTS!<=-

1.502 MSG-499 Subject: Re: Wish list

```
            Subject: Re: Wish list
Date:     Wednesday, 28 June 1995 08:08:33
From:     wirde@Fysik.UU.SE (Mikael Wirde)
```

>
>Imagine is strictly a polygon modeller; all visible objects must be made
>up of triangular faces. An edge is simply n invisible line connecting
>two points. If you want to create single strands of hair/fur, you must
>extrude a shape (e.g. a disc, or as simple as a triangle) to create a
>long, thin object. Setting X- and Z-scaling to zero will make the
>outline shrink as it's extruded, allowing your hair strand to end in a
>point tip.
>
>With Imagine's Particles feature, you could automatically replace all
>surface triangles of an object with your template hair strand, and
>populate an entire object with hair. Hmmm. I haven't tried that yet.
>Sounds like fun!
>
>
>
>

Or how about a HAIR texture?

M Wirde

```
Mikael Wirde                    Mail: Box 530
Dept. of Physics                Deliveries: Villavaegen 4B
University of Uppsala           Visitors: Thunbergsvaegen 7
Phone: +46 18 - 18 36 03        S-751 21 UPPSALA
Fax: +46 18 - 18 36 11          SWEDEN
E-mail: wirde@fysik.uu.se
```

Thread   427

-=> RETURN TO CONTENTS!<=-

1.503 MSG-500 Subject: Sorry Could Not Find Subject!

```
        Date:    Wednesday, 28 June 1995 09:52:58
From:     montvai@achilles.rijnh.nl (Attila Montvai)
```

Unknown wrote:

>You should get thrown off the Net for saying
>such reasonable things!

Q1. There is only place on the Net for opinions you like?

Q2. I want to mail to my mother-in-law. Do you permit me??

Attila

montvai@achilles.rijnh.nl

                        Thread   314

                  -=> RETURN TO CONTENTS!<=-

1.504   MSG-501 Subject: Re:Re:All that we want...

              Subject: Re:Re:All that we want...
Date: Wednesday, 28 June 1995 10:16:26
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

On Sun, 25 Jun 1995, Fernando D'Andrea wrote:

>
> 10. An vertex reduction: simply cut out any useless vertex, and save
> precious memo too. :)

  PixelPro3D V2 does a fairly good job of this. Interchange also has a
point reduction module which does a fairly decent job. But this type of
operation can get tricky for the software. Oh, yeah, Vertex 2.0 also has
this feature.

> 11. A better "Load IFF" routine. Some brushes, even 2 color ones,
> simply generete a strange jungle of edges.(I hope it occurs only with
> 2.0).

  Might be your choice of colors. If you use Black and White as the 2
colors, it should work fine. I think the Load IFF was improved in 3.0,
also.

> 12.Organic modeling metods.

  Deformation tool? Became available in 3.0.

> 13.Some extra effects like an eletrical discharge, a laser ...

   Electric Spark texture became available in 3.2. Apply it to a
transparent plane, looks like a spark discharge. Various methods to
simulate lasers have been discussed here extensively in the past.

> 14.Explosion effect which seems to be a explosion. Not just spread
> faces away.   _\|/_
>   = O =
>   /|\
>

   Have information from a reliable source that 3.3 will have a new Boom
effect which will replace the Explode effect, for all intents and
purposes.

 > ******************************** > Fernando Pena D'Andrea.
> E-Mail: dandrea@aton.inf.ufrgs.br
> ******************************
>

                         Thread   459

                  -=> RETURN TO CONTENTS!<=-

1.505   MSG-502 Subject: IM3.3

                  Subject: IM3.3
Date: Wednesday, 28 June 1995 13:56:48
From: Granberg Tom <tom.granberg@TV2.no>

Have any of you guys recieved 3.3 yet?
If that's the case, would it be possible to mail us the readme file, so we can
all droll over it until we get it ourselves.
tom.granberg@tv2.no

                         Thread   504

                  -=> RETURN TO CONTENTS!<=-

1.506   MSG-503 Subject: Home Page Wonders

                  Subject: Home Page Wonders
Date: Wednesday, 28 June 1995 14:28:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

```
            ------------------------------------------------------------------------
```

Being new to the WEB browsing experience, and easily impressed, I'djust like to
give a harty WOW to all you Home Page owners! Especiallythe ones being hawked on
 the IML. I'm running Netscape 1.1 and I gott=asay these Home Pages are fantasti
c!If you aren't Web Browsing on the Internet yet, sell the car and getonline! I
never realized what I was missing. Forget the PPP Unixconnections!!!Not to singl
e any particular one out (they are all GREAT) but youreally ought to check out:h
ttp://www.art.net/Studios/Visual/Davem/davem.html   /------------------------
---   ___ ___ ___   ___ | 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

                          Thread   516

                  -=> RETURN TO CONTENTS!<=-
```

1.507   MSG-504 Subject: Re: IM3.3

```
              Subject: Re: IM3.3
Date:      Wednesday, 28 June 1995 15:43:40
From:      Lumbient@aol.com


    ------------------------------------------------------------------------
```

Umm, yesterday they said they were still packing the imagines!!!

Maybe we'll get them for the weekend!

```
                          ---Lum
```

```
==O snip O==
Have any of you guys recieved 3.3 yet?
If that's the case, would it be possible to mail us the readme file, so we
can
all droll over it until we get it ourselves.
tom.granberg@tv2.no
==O snip O==
```

```
                          Thread         317

                  -=> RETURN TO CONTENTS!<=-
```

1.508   MSG-505 Subject: Homepage

```
                Subject: Homepage
Date:      Wednesday, 28 June 1995 19:04:01
From:      Paul Rance <paul@rance.demon.co.uk>
```

```
    ------------------------------------------------------------------------
```

Seeing as everyone is plugging their homepages here's mine.

http://metro.turnpike.net/P/paulr/index.html

It contains mainly Imagine pictures plus some 3d studio examples of
my work.

Paul

```
--
..------------------------------------------------------------------.
!Email paul@rance.demon.co.uk                 2:254/516.2@Fidonet  !
!                                                                  !
! WWW page is http://metro.turnpike.net/P/paulr/index.html         !
`------------------------------------------------------------------'
```

```
                    Thread          19
```

```
              -=> RETURN TO CONTENTS!<=-
```

1.509   MSG-506 Subject: Effects?

```
                Subject: Effects?
Date:      Wednesday, 28 June 1995 19:26:38
From:      Moehlmann Peter <w3f5mo@ux-01.bg.bib.de>
```

```
    ------------------------------------------------------------------------
```

Hi!

is there a description/faq about the effects of 3.2?
I'm also interested in sampleprojects.

Peter

```
                    Thread          342
```

```
              -=> RETURN TO CONTENTS!<=-
```

1.510   MSG-507 Subject: Beta Testing??

```
                 Subject: Beta Testing??
Date:      Wednesday, 28 June 1995 20:30:29
From:      Lumbient@aol.com
```

```
      ----------------------------------------------------------------------
```

I have heard about people that do beta testing for impulse. This guy has
beta 3.3 and had it for several weeks. Is there anyway I can become a tester?

                                                          ---Lum

                    Thread   515

                 -=> RETURN TO CONTENTS!<=-

1.511   MSG-508 Subject: A NEW LINE!

```
                 Subject: A NEW LINE!
Date:      Wednesday, 28 June 1995 21:17:43
From:      Granberg Tom <tom.granberg@TV2.no>
```

```
      ----------------------------------------------------------------------
```


Hi there!
Why not send a big warm thanks for all that Impulse have done and will do in the
 future.
I'm going to visit them in August due to my work(TV2), so I'm going to be there
for two days before I
go to L.A. for the Siggraph convention 5-11 aug. Maybe when I get back a will wr
ite a resume' to IML
about roumers and facts, and what the big man at Impulse is like?!
By the way if anyone is going to siggraph, send me a biip and maybe we could mee
t for a beer or
something (please, dont contact me about this if you aint a pro or semipro user
of imagine) on the
other hand if you are going to the convention you are probably pro's.
Dont flame becouse of this, but I havent got the time to chat with all kind's of
 users when I'm over
there, as you can understand. Even if some of you live in L.A. and are not atten
ding the convention,
contact me. You dont have to be REALY,REALY GOOD, but serious, and since I'm age
d 28 it would be nice
to be able to go out and crack a beer or something?

tom.granberg@tv2.no

```
                    Thread          416

              -=> RETURN TO CONTENTS!<=-
```

1.512   MSG-509 Subject: Humanoid

```
                 Subject: Humanoid
Date:      Wednesday, 28 June 1995 22:19:15
From:      DAVEH47@delphi.com
```

```
    ------------------------------------------------------------------------
```

```
(alo@shore.net writes:)
>BTW, the same ad has the digimax listed for $649.99 and the Humanoid
>objects from Crestline list for $169.99 (the Humanoid objects are
>available for Imagine or for 3DStudio).

Can anyone tell me, is the Imagine version of Humanoid a bones object
or just a cycle object like Cycleman?

                    -- Dave
```

```
                    Thread          241

              -=> RETURN TO CONTENTS!<=-
```

1.513   MSG-510 Subject: Another site...

```
                 Subject: Another site...
Date:      Wednesday, 28 June 1995 22:42:26
From:      cjo@esrange.ssc.se
```

```
    ------------------------------------------------------------------------
```

```
Someone please pinch my arm, I'm actually going to promote another web page
than my own.=20
Is there a doctor around... aaaahh, put away that needle, put awa..  ouch!
Heeyy, weyr in da whoole woild did all da pink elefants come fromm? <hick>

;-)

Hmm, well, anyway; http://agora.leeds.ac.uk/csznml/contents.html

Absolutely one of the best raytracing sites I've ever seen, and by now I
have seen quite a few.
```

Among other things it describes the whole process of raytracing, and I'm
talking about what the computer does, not what _you_ do when you're
constructing an object or a scene. I am awed...


```
*----------------------------------------------------------------*
|   Conny Joensson    |   Swedish Space Corp. Esrange             |
|   Kiruna            |   Satellite operations - Telecom Div.     |
|   Sweden            |   cjo@smtpgw.esrange.ssc.se               |
*----------------------------------------------------------------*
```


                          Thread   92

                     -=> RETURN TO CONTENTS!<=-

1.514   MSG-511 Subject: Motion Blur

                    Subject: Motion Blur
Date: Wednesday, 28 June 1995 23:44:41
From: Lumbient@aol.com

After doing some tests I found that most of us have been doing the blur
effect backwards!!!

For instance if I were rendering 4 extra frames per frame(4:1) I would have
to mix the frames like this:

```
1       2       3       4
|       |       \       /
|       |         X    <---4 & 3  mixed into X
|       \       /
|         N <--- X & 2 mixed into N
\               /
final frame <---N & 1 mixed into final frame!
```

This might seem to be backwards but in reality its not! In real photos and
film the blur seems to actually go foward. Example...paintball:
```
 frame #                1                    2                    3
In reality--->     ===O                ==O                =O
```

```
But you think this
happends --->      O=                  O==                O===
```

Your brain is really just tricking you!

                                              ---Lum

                          Thread   426

                     -=> RETURN TO CONTENTS!<=-

1.515   MSG-512 Subject: Re: Wanted- brush tacking

```
              Subject: Re: Wanted- brush tacking
Date:      Thursday, 29 June 1995 00:57:14
From:      NEWKIRK@delphi.com
```

----

why not allow an initial state to be define for an object wherein any
point(s) could be chosen as "TACK"s for the imagemap, so that when the
object is morphed/changed in any way (structurally) the image map will
still map the same to those points, and the rest of the map will be
stretched appropriately? Tack a map to two rings of points on a sphere,
then elongate it into an ellipsoid and the map remains in place on
the two rings, and stretches only between them. Tack a map to appropriate
points on a flower petal then "grow" it and have the veins or colored
streaks remain while the in-between portions of the map stretch to fit.
Joel

```
                   Thread        522
```

```
              -=> RETURN TO CONTENTS!<=-
```

1.516   MSG-513 Subject: All that we want...

```
              Subject: All that we want...
Date:      Thursday, 29 June 1995 03:54:00
From:      Torgeir Holm <torgeirh@powertech.no>
```

On 24-Jun-95 00:57:48, Fernando D'Andrea wrote:

>7.An option to generate frames to that red'n'blue lences glasses

I've written some arexx scripts for imageFX that do this.
Anyone interested, mail me!!! (be quick, I'm off to Spain...)

Torge!r

```
                   Thread        489
```

```
              -=> RETURN TO CONTENTS!<=-
```

1.517   MSG-514 Subject: Another new homepage

```
                 Subject: Another new homepage
Date:      Thursday, 29 June 1995 03:54:02
From:      Torgeir Holm <torgeirh@powertech.no>
```

```
        ----------------------------------------------------------------------
```

On 27-Jun-95 14:10:51, David Monachello wrote:

>ok, if everybody else is going to push their homepages...
>Check out mine at http://www.art.net/Studios/Visual/Davem/davem.html

Maybe someone should compile a list of IML related homepages...
Send your http:// to me, and I'll do it. I can also put links on my HP.

Torge!r

```
                        Thread          544
```

```
                  -=> RETURN TO CONTENTS!<=-
```

1.518   MSG-515 Subject: Re: Beta Testing??

```
                 Subject: Re: Beta Testing??
Date:      Thursday, 29 June 1995 04:09:51
From:      Valleyview@aol.com
```

```
        ----------------------------------------------------------------------
```

I asked Impulse about that same thing, at least for the windows version and
was told my chances of becoming a tester were less then 0.

Rick

```
                        Thread          113
```

```
                  -=> RETURN TO CONTENTS!<=-
```

1.519   MSG-516 Subject: Re: Home Page Wonders

```
                 Subject: Re: Home Page Wonders
Date:      Thursday, 29 June 1995 08:12:41
From:      sharky@aloha.com
```

```
        ----------------------------------------------------------------------
```

On Wed, 28 Jun 1995, Mike Vandersommen wrote:

>
> If you aren't Web Browsing on the Internet yet, sell the car and get
> online! I never realized what I was missing. Forget the PPP Unix
> connections!!!
>
Hiya!

But the winsock connection via PPP or SLIP is what let's you use neat
toys like netscape :-).

Hope GreG doesn't mind me mentioning it, but if you are interesting in
seeing some of his fine Imagine artistry, check out:

http://www.websharx.com/~greg

SARDON in gallery 1 is a personal favorite.

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!_____)~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

                              Thread   505

                       -=> RETURN TO CONTENTS!<=-

1.520   MSG-517 Subject: RE:ImageFX Arexx

                   Subject: RE:ImageFX Arexx
Date: Thursday, 29 June 1995 08:36:00
From: peter.borcherds@tinder.iaccess.za (Peter Borcherds)

Hi there Fernando

I tried out your arexx script. It worked fine, except for the following
items :

Imagine's format is pic.#### - note that there are four numerals after
the point. This means that the line reading......

```
frnum = RIGHT(frame,3,'0') should read.....

frnum = RIGHT(frame,4,'0').
```

The only other problem I found was that for the frames I used to test
the script, I needed to lock the palette. This I added as.....

```
Gadget.7 = 'Lock Palette'.  I then changed the ListRequest from 6 to 7.
```

I added the line.....   WHEN numcol = 7 THEN LockRange 0 On

But apart from those two problems, the script was fine. Good work....

Here is the modified script, with arrows pointing to new or changed
lines.

Cheers......

Peter Borcherds   E-Mail: peter.borcherds@tinder.iaccess.za

===
                ---Greetings from the Southern Hemisphere---   :*)

             Amiga 4000/030 68882/40mhz 540mb HD 10mb RAM
===

/*---------------------<START OF MODIFIED SCRIPT>-------------------*/

          /* $VER: MakeAnim 1.0 (25.3.95)
           *
           * Arexx program for ImageFX
           *by Fernando D'Andrea.
           *
           */

          OPTIONS RESULTS

          Message 'Anim Compilator 1.0'

          Saveundo
          Undo off
          Redraw off
          LockInput

          RequestFile '"BASENAME without ###:"'   /* Basename */
          If rc ~= 0 THEN EXIT
          basename = result

          RequestFile '"Output ANIM:"'   /* Output name */
          If rc ~= 0 THEN EXIT
          output = result

          If EXISTS(output) THEN DO
          RequestResponse 'Output Animation already exists. Overwrite?'
```

```
              If rc ~=0 THEN EXIT
              ADDRESS COMMAND 'C:Delete >NIL:' output
              END

              Gadget.1 = 'Anim Format:'                        /*Anim Format*/
              Gadget.2 = '256 Colour'
              Gadget.3 = '32 Colour'
              Gadget.4 = '256 Greyscale'
              Gadget.5 = '16 Greyscale'
              Gadget.6 = 'Black & White'
------>       Gadget.7 = 'Lock Palette'

------>       ListRequest 7 gadget
              If rc ~= 0 THEN EXIT
              numcol = result

              RequestSlider '"Choose % of Width"' 25 100 50
              If rc ~= 0 THEN EXIT
              xnum = result

              RequestSlider '"Choose % of Height"' 25 100 50
              If rc ~= 0 THEN EXIT
              ynum = result

              frame = 1

              DO FOREVER
               Message 'Frame' frame
               Render Close
------>         frnum = RIGHT(frame,4,'0')
               LoadBuffer basename||frnum Force
               If rc ~=0 THEN LEAVE
               Scale Percent xnum 100
               Scale Percent 100 ynum
              SELECT
               WHEN numcol = 2 THEN Render Color 256
               WHEN numcol = 3 THEN Render Color 32
               WHEN numcol = 4 THEN Render Color 256
               WHEN numcol = 5 THEN Render Color 16
               WHEN numcol = 6 THEN Render Color 2
------>         WHEN numcol = 7 THEN LockRange 0 On
               OTHERWISE NOP
               END
              SELECT
               WHEN numcol = 4 THEN Color2Grey Luma
               WHEN numcol = 5 THEN Color2Grey Luma
               WHEN numcol = 6 THEN Halftone 2
------>         WHEN numcol = 7 THEN LockRange 0 On
               OTHERWISE NOP
               END
               Render Go
               SaveRenderedAs 'ANIM' output KEEP APPEND
               SaveRenderedAs 'ANIM' output CLOSE
               frame = frame+1
               END

               Redraw
```

```
        UnLockInput
        RequestNotify 'DONE.'

        EXIT


/*---------------------<END OF MODIFIED SCRIPT>-------------------*/

 * AmyBW v2.11 *
....                                29 Jun 95   9:36:38
```

                        Thread   436

                -=> RETURN TO CONTENTS!<=-

1.521   MSG-518 Subject: IML homepages

```
                Subject: IML homepages
Date:      Thursday, 29 June 1995 08:51:18
From:      cjo@esrange.ssc.se
```

Torge!r wrote;

>Maybe someone should compile a list of IML related homepages...
>Send your http:// to me, and I'll do it. I can also put links on my HP.

I am already working on this. I have collected all URL's that I've seen on
the IML (well, almost anyway) and they are either in "homepages" or in
"WWW"stuff in my raytracing page. The "only" thing that needs to be done is
to sort out the ones that came from the IML (there are quite a bunch of
other ones as well) and I am currently working on that bit.

```
*---------------------------------------------------------------*
|   Conny Joensson   |   Swedish Space Corp. Esrange            |
|   Kiruna           |   Satellite operations - Telecom Div.    |
|   Sweden           |   cjo@smtpgw.esrange.ssc.se              |
*---------------------------------------------------------------*
```

                        Thread   479

                -=> RETURN TO CONTENTS!<=-

1.522   MSG-519 Subject: Re: Wanted-brush tacking

```
                Subject: Re: Wanted-brush tacking
Date:      Thursday, 29 June 1995 08:56:30
From:      cjo@esrange.ssc.se
```

> why not allow an initial state to be define for an object wherein any
> point(s) could be chosen as "TACK"s for the imagemap, so that when the
> object is morphed/changed in any way (structurally) the image map will
> still map the same to those points, and the rest of the map will be
> stretched appropriately?

This is already possible in v3.x.

In the brushmap and texture requesters there is a "LockState" field.

We have been over all this before, but I'll see if I can remember the
process. Let's see...

1. Create your object
2. Go to "attributes"
3. Add your brushmap
4. Add the state name in the field
5. Click "done" and "OK" respectively
6. Create your state
7. Modify the object
8. Create a new state
9. Test render


```
*----------------------------------------------------------------*
|   Conny Joensson    |   Swedish Space Corp. Esrange            |
|   Kiruna            |   Satellite operations - Telecom Div.    |
|   Sweden            |   cjo@smtpgw.esrange.ssc.se              |
*----------------------------------------------------------------*
```


                        Thread   523

                   -=> RETURN TO CONTENTS!<=-

1.523   MSG-520 Subject: Shuttle/MIR Site

                 Subject: Shuttle/MIR Site
Date: Thursday, 29 June 1995 09:43:40
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

  For some real time action, check into http://shuttle.nasa.gov
especially under video/animate. This site will be reporting on the
progress of STS71, the docking of the Atlantis with the MIR space
station. There is a live image updated every 5 minutes and also live
views of the 3D tracking display plus tons of other stuff. But you really
have to check out the video section for the rendered animations of the
docking. Talk about photo-realism, you will have to remind yourself that
these are rendered animations made prior to the mission. They are in .AVI

and .MPG format.

                        Thread   13

                => RETURN TO CONTENTS!<=-

1.524   MSG-521 Subject: HAIR textures (was: Re: wish list)

                    Subject: HAIR textures (was: Re: wish list)
Date: Thursday, 29 June 1995 11:34:44
From: wirde@Fysik.UU.SE (Mikael Wirde)

>Mikael-
>
>It's interesting that you refer to a hair texture or shader; Alias does
>all their particle stuff as shaders rather than geometry and frankly its
>the most impressive thing I've seen... However, it only looks good if
>the source is a light source or a nurbs surface; poly surfaces look like
>crap; something to do with surface normals...
>
>Dave
>
>

This thing about a HAIR, or maybe a FUR texture has made me thinking. Does
anybody know if there is a way to emulate, for example, a cat's fur in
Imagine already, by using a combination of textures or something? I haven't
found any texture like that yet. Also, is it possible that 'shader
particles' can be implemented in Imagine in the future?

M Wirde

Mikael Wirde   Mail: Box 530
Dept. of Physics   Deliveries: Villavaegen 4B
University of Uppsala   Visitors: Thunbergsvaegen 7
Phone: +46 18 - 18 36 03   S-751 21 UPPSALA
Fax: +46 18 - 18 36 11   SWEDEN
E-mail: wirde@fysik.uu.se

                        Thread   60

                => RETURN TO CONTENTS!<=-

1.525   MSG-522 Subject: Re: Wanted- brush tacking

```
              Subject: Re: Wanted- brush tacking
Date:      Thursday, 29 June 1995 12:03:52
From:      gregory denby <gdenby@bach.helios.nd.edu>
```

I don't remember what version implemented much of the ability:

> Tack a map to two rings of points on a sphere, then elongate it...
> and the map remains in place on the two rings...

but restricting to subgroup and lockstate do this in, hmm, v.3+.

With the mix of versions now floating around, its getting hard to
check on problems, or suggest remedies

"So, just do this, and your problem is solved. Oh!? you have
v 2.0, well after v 2.9 all that was fixed."

Eagerly awaiting v 3.3
Greg Denby

                          Thread   519

                       -=> RETURN TO CONTENTS!<=-

1.526   MSG-523 Subject: Re: Wanted-brush tacking

```
              Subject: Re: Wanted-brush tacking
Date:      Thursday, 29 June 1995 12:50:10
From:      zmievski@herbie.unl.edu (Andrey Zmievskiy)
```

> > why not allow an initial state to be define for an object wherein any
> > point(s) could be chosen as "TACK"s for the imagemap, so that when the
> > object is morphed/changed in any way (structurally) the image map will
> > still map the same to those points, and the rest of the map will be
> > stretched appropriately?
>
> This is already possible in v3.x.

I guess what the original poster wanted to do is to TACK a brush or
texture to a SUBGROUP. Pretty good, idea.

Andrey

1.527   MSG-524 Subject: Re: REALTIME 3D SUCKS!

                   Subject: Re: REALTIME 3D SUCKS!
Date: Thursday, 29 June 1995 13:52:50
From: Ken Morton <kmorton@panix.com>

> Dont let the heading fool you, but I do have some opinion about all the moanig

> about Impulse do/not make support for 3rd party acclerator cards(3D).
> OK, I could agree that it look nice to move about objects on screen fully
> shaded(gorud), but it wont help you during the render procces. Using realtime

> graphis has it's limitations, first of all it's a scanliner by default, second

> it is not capable of render anything complex(object/scenes), so the only "help
"
> from such a device would be during the modeling stages, but even then you woul
d
> be forced to do a quickrender to see: textures,phong,etc.
> The realtime approach right now is realy a step backwards in time, or to say i
t
> with other words, it's a company show of!. (An exception is SGI, but you
> wouldnt afford it!)

      Oh please spare us. The ability to model/animate with rendered
objects is an incredible boon. It adds another level of "physicality" to
the interface. No, it is not going to help any with final renders. But
you'll save re-render time by have the ability to check the animation out
in real-time before you send it out to your renderfarm.

      It's about more that "looking nice".

      k

--
Ken F. Morton   I had sex with god last night. It was a
kmorton@panix.com   bit of a let-down.
http://www.panix.com/~kmorton
                                   "Mew!" - Glowing Kitty

1.528   MSG-525 Subject: Let's get serious!

```
              Subject: Let's get serious!
Date:      Thursday, 29 June 1995 14:05:27
From:      Granberg Tom <tom.granberg@TV2.no>
```

Hi all!

I've been watching the IML for the last couple of months, where a large amount
of the post are things they want in new versions of Imagine and this is for the

most part cool. But I think we are running on the edge here, what the hell do
Impulse going to do about a 100's of mail's about "wantings". I think it's about

time to get someone on the list who got the time, or want to assemble all those

wantings and sort them in categories, before drawing Impulse's attention to it.
This way we could send specific mail about wantings and everyone that want to
add something, will call their mail for example:NEW FEATURES, so the guy/gall
who admin. these things know what it is. And belive it or not, Impulse do listen

to reasonable wantings, but when every user want their own unique feature or a
deviation of someone's feature, you probably understand that Impulse can't add
10's of similar features just becouse someone said so. And other features is not

that easy to implement due the code, after all who know's the program best, we
or the company who made it? Let they do what they are good at, programing!

So the only thing we need now, is someone to do it.

If you guys/galls have any suggestions or opinion about this, let's have a
debate!

As I mentioned earlier I'm going to visit Impulse in August, so if this
suggestion will get on the road, I could inform Mike H. about this?!
BYE!
tom.granberg@tv2.no

                        Thread   41

                  -=> RETURN TO CONTENTS!<=-

1.529   MSG-526 Subject: REALTIME 3D SUCKS!

```
              Subject: REALTIME 3D SUCKS!
Date:      Thursday, 29 June 1995 14:30:31
From:      Granberg Tom <tom.granberg@TV2.no>
```

Hi there!

Dont let the heading fool you, but I do have some opinion about all the moanig
about Impulse do/not make support for 3rd party acclerator cards(3D).
OK, I could agree that it look nice to move about objects on screen fully
shaded(gorud), but it wont help you during the render procces. Using realtime
graphis has it's limitations, first of all it's a scanliner by default, second
it is not capable of render anything complex(object/scenes), so the only "help"

from such a device would be during the modeling stages, but even then you would

be forced to do a quickrender to see: textures,phong,etc.
The realtime approach right now is realy a step backwards in time, or to say it

with other words, it's a company show of!. (An exception is SGI, but you
wouldnt afford it!)
Why I say these harsh words about it is, I use realtime graphics devices every
day (2 Onyx's with reality engine2), and yes it's realtime/texture
mapping(bitmap only) but at what cost? And the more you trow at it the harder it
becomes to optain 25/50 frms.
So the only use we have for it is NEWS,FAST RECONSTRUCTONS,WEATHER
FORECAST's,SPORT RESULTS and so on.
So my conclusion is as follows: Let Impulse use their time and effort on other
and more usefull part's of the sofware(Plugin support could maybe get a third
party to do a realtime card support). But I think using a lot of time on such a

fast changing "product" is not worth the effort, at least not yet?!

                          Thread   524

                    -=> RETURN TO CONTENTS!<=-

1.530   MSG-527 Subject: (Fwd) Sci-VW: MISC: Original Stereoscopic 3D Content Sought

                Subject: (Fwd) Sci-VW: MISC: Original Stereoscopic 3D Content ←
                    Sought
Date: Thursday, 29 June 1995 15:05:18
From: Perry Lucas <plucas@vt.edu>

I got the following off of another mail list that I belong to. I own
a pair of Virtual iO's and would love to see some of the Stuff people
do on Imagine in steroscopic 3d...

--Perry

Virtual iO, the leading manufacture of virtual reality and
stereoscopic 3-D hardware is actively looking for HIGH quality
stereoscopic 3D, field-sequential video tapes to resell to its rapidly

growing customer base.

Virtual iO, a company of nearly 100 employees has been featured on
CNN, QVC, all three of the morning talkshows, Virtuosity, The Net, as
well as in Popular Mechanics, Newsweek, VR World and literally dozens
of others pulications and video programs.

Please do NOT bother to send me any scripts, proposals or outlines. I
am interested in reviewing EXISTING, stereoscopic 3D content, not
financing any new creations. We offer a very generous royalty
structure and are responsible for all duplication, advertising and
promotion.

This is a great opportunity for you to make some money on those
stereoscopic 3D computer animations or live video you did in college
or for that project that died. Get them out of your closet and show
the world what you can do. Help revive 3D!

Please send a clean dupe of your work in any format, hi-8, 8, VHS, or
BETA. It is expected that you will be able to deliver a hi-8 or
better copy for duplication. The more complete and longer the
project, the higher the royalty will be.

Virtual iO is backed by TCI Cable and Logitech, among others. The
Virtua= l i-glasses! can be bought across the country at CompUSA,
FRYs, Electec, JNR, and various other retail outlets across the
country. We have also signed on for distribution in Europe.

See you at NSA/ISU in Atlanta this week. I'll be the one with the
cool 3D glasses on my head.

For more information on the Product call: 206.382.710

Send your sample tapes to:
John Williamson ATTN: 3D Tapes
Virtual iO
1000 Lenora
Suite 600
Seattle, WA 98115

                            Thread   539

                   -=> RETURN TO CONTENTS!<=-

1.531   MSG-528 Subject: RE:HAIR2

                Subject: RE:HAIR2
Date: Thursday, 29 June 1995 15:30:32
From: Granberg Tom <tom.granberg@TV2.no>

Hi there!

I've come to think about a thing regarding this hairy stuff.
The best way to do such a thing is the Alias method since you get "density"
witch a texture wont give you. But if such a texture would be made it would have

to have something like handles,or use another texture, so you could guide the
hair diferently on diferent parts of your object. Or to simulate movement(state

morph). A way to get density that would extend the hair out from the surface,
would be a program code linked to that texture telling a global shader that this

object has bla bla parameters it could use for the global shader.(kind of
selectiv haze,lensflare etc). It would mean that Impulse would have to lose the

4 global effect thing, and come up with an more selective way to do this.

tom.granberg@tv2.no

                        Thread   23

                  -=> RETURN TO CONTENTS!<=-

1.532   MSG-529 Subject: RE:ImageFX Arexx

                Subject: RE:ImageFX Arexx
Date: Thursday, 29 June 1995 17:16:56
From: Ian Smith <iansmith@moose.erie.net>

On Thu, 29 Jun 1995, Peter Borcherds wrote:
> Imagine's format is pic.#### - note that there are four numerals after
> the point. This means that the line reading......
>
> frnum = RIGHT(frame,3,'0') should read.....
>
> frnum = RIGHT(frame,4,'0').

Impulse in their infinate wisdom decided to change the format from
pic.xxxx to picxxxx without telling anyone. I presume they changed
it to accomodate the brain-damaged MS-DOS filename restrictions.

If they can change something to help PC's, I think they need to add
a feature to help Amigas to be fair. How about ARexx? :-) :-)

Seriously, Rexx is available for the PC... OS/2 uses it for inter-
process communicarions. It would be a MAJOR feature. I built a
spiral staircase, and it was a pain having to manually create it
when I could have used a macro instead.

```
--
IanSmith@moose.erie.net         Visit Below!  (Psst! Rexx!)
My HP48/Imagine Home Page  -->  http://moose.erie.net/~iansmith/
Come Visit Africa Imports! -->  http://www.cyberenet.net/~africa/
```

<div align="center">Thread   517</div>

<div align="center">-=> RETURN TO CONTENTS!<=-</div>

1.533   MSG-530 Subject: The wishlist syndrome

```
              Subject: The wishlist syndrome
Date:     Thursday, 29 June 1995 17:31:21
From:     datctva@PrimeNet.Com (DThompson)
```

 Somebody siad we should get serious and address this wishlist craze that is
going on. Writing a list and sending it on to Impulse would be a good idea.
It couldn't hurt to give them a chance to be responsive to it's users in
this area. Understand, though, that they have a definate idea of where they
want their software to go, and you might not get a lot of agreement on these
suggestions. Also, what might be helpful is if all the Imagine users that
don't have a copy of 3.0 or over could ask if a certain feature has been
implemented, rather than inundating the IML with requests for things it
already contains. Because of this, maybe we could convince one of the guys
at impulse to go on line and field questions about upgrades. Many of the
tools people ask for can be simulated with features already in the program.
No one knows how to do this better than the person who wrote the software.
So if anyone thinks they can pull it off, I'd be interested.

To get my two cents in on what features I would like to see, it would have
to be some sort of kinematics for collisions, a better interface, and 3d
paint capabilities. My bread and butter is animation for court, so I do a
lot of car crashes and body motion. These three things would make my life a
lot easier in animation.

If anyone is interested in getting started doing this type of work, you can
email me. I don't mind giving people a little help.

<div align="center">Thread   413</div>

<div align="center">-=> RETURN TO CONTENTS!<=-</div>

1.534   MSG-531 Subject: Mapping & light

```
                    Subject: Mapping & light
Date:      Thursday, 29 June 1995 18:14:26
From:      Derek Shenk <digitala@accessnv.com>
```

```
     -----------------------------------------------------------------------
```

Alright, you Imagine gurus, give me your best stuff:

(I'm using 3.2 on a pc)

I've created an altitude map ("John" written in bold black letters on
a white background). Made a default sphere added the quick
attributes of gold and applied the altitude map as a wrap x & z.

The render makes the letters engraved into the gold metal ball like I
wanted, but they look like they were engraved with a chisel. All the
letters are real bumpy, not smooth, where the engraving took place.

I tried the same thing using a plane, using flat x & z mapping, and
got the same results. It is a bug in the software or my brain?

Also what is the best way to create this effect:

A box with a bright light inside it. As you lift up the corner of
the box, the light beams and bright light are discovered and
gradually seen. The more you open the box, the brighter the light
gets and the wider and longer the light beams get.

I've played with some fog/filtered objects as light beams, but it
just isn't looking all that real. Any suggestions?

Thanks,

Derek
Digital Archives
An Imagination Technologies Company.
"If you can imagine IT, we can do IT."

4950 Vegas Drive
Las Vegas, Nevada 89108
Telephone: (702)647-0394
Facsimile: (702)647-3993
Internet: digitala@accessnv.com
```

```
                    Thread          556

              -=> RETURN TO CONTENTS!<=-
```

1.535   MSG-532 Subject: Weekly Postings

```
                    Subject: Weekly Postings
Date:      Thursday, 29 June 1995 18:26:46
```

From: Paul Thompson <shinobi@gold.interlog.com>

I think a really good idea for this mailing list would be to have a
weekly or even bi-weekly posting of the rules (nettiquette, whatever)
subscribing and unsubscribing information, etc.

My 2 cents...back to programming.

Paul

                        Thread   535

                   -=> RETURN TO CONTENTS!<=-

1.536   MSG-533 Subject: NEW NICKNAME!

                 Subject: NEW NICKNAME!
Date: Thursday, 29 June 1995 18:26:58
From: Granberg Tom <tom.granberg@TV2.no>

HI!

Just have to say this, since I've work a lot with 3D here at TV2-Norway
(Imagine,Lightwave) they have given me a new
nickname............"RenderBrandt)----Rembrandt of the 21 century, Cool ey?

Tom

                        Thread   559

                   -=> RETURN TO CONTENTS!<=-

1.537   MSG-534 Subject: Re:Humanoid

                 Subject: Re:Humanoid
Date: Thursday, 29 June 1995 18:38:49
From: Broctune@aol.com

   I bought humanoid a while a go and this is what it's like.

It is not bones, it is cycle. But it uses some crafty tricks to get around
some of the creases caused by this. It come with heads for emotions and
words, and it comes with a lot of hands, You get a man, strongman,woman and a
you get a child when you send in the registration(I still haven;t got mine).
Anyway I took one of the models and made some changes and after a whil,
Voila! I had a bones object. Hope this helps

                    Thread   529

              -=> RETURN TO CONTENTS!<=-

1.538   MSG-535 Subject: What is NURBS ?

                Subject: What is NURBS ?
Date: Thursday, 29 June 1995 18:41:57
From: Broctune@aol.com

I heard the word NURBS used in one of the previous Email's and I have seen it
elsewhere, could somebody explain it to me?

                    Thread   538

              -=> RETURN TO CONTENTS!<=-

1.539   MSG-536 Subject: Re: REALTIME 3D SUCKS!

                Subject: Re: REALTIME 3D SUCKS!
Date: Thursday, 29 June 1995 18:48:04
From: Cedric Georges Chang <changc9@rpi.edu>

On Jun 29, 3:30pm, Granberg Tom wrote:
> Dont let the heading fool you,but I do have some opinion about all the moanig
> about Impulse do/not make support for 3rd party acclerator cards(3D)

Hey, it was only a suggestion, not a cold-hearted flame towards Impulse :)

> OK, I could agree that it look nice to move about objects on screen fully
> shaded(gorud), but it wont help you during the render procces. Using realtime

Agreed. I don't expect 3D graphics accelerator to replace the
rendering process. But, right now my "realtime" perspective view in
the detail/stage/etc editors is not quite realtime in shaded mode; a
3D accelerator would help and have the advantage of providing color.

Crucial to modeling? No, but it would be nice to have.

Where I could really use it is in the anim preview in the stage
editor. 3D animations is just a hobby for me, so I spend a lot of
time experimenting to get things to "look right". The low-res,
solid-mode anim previews sometimes are just not good enough. First of
all, they still take to generate, though I would blame this more on
Imagine having to reload object for each frame. Second, higher-res
with color would really help. For example, I had a complicated
terrain imported from VistaPro and a jet fighter skimming the the
ground. As I was tweaking the path so that the fighter would
ascend/descent/bank in a smooth fashion, it was difficult to gage if
part of the fighter touched the ground. I had to do a lot of quick
rendering, and even then I had to go back after I rendered the anim
because in a few frames one of the missiles underneath the plane's
wing hits the ground (BTW, I do realise planes don't fly this low in
real life). For setting up anims, I don't need the procedural
textures, shadows, reflections, etc... that 3D accelerators lack; just
z-buffered colored objects that can be displayed in realtime. While I
understand the currend low-end 3D cards can't handle complex scenes,
it seems every new announcement of a 3D card can handle more and more
polygons/sec.

> So my conclusion is as follows:Let Impulse use their time and effort on other
> and more usefull part's of the sofware(Plugin support could maybe get a third
> party to do a realtime card support). But I think using a lot of time on suc
> a fast changing "product" is not worth the effort, at least not yet?!

I also agree that this isn't the first priority feature that Impulse
should add to Imagine. For example, I would much rather have an
ARexx/macro capability than OpenGL support. But, keep in mind that
OS/2, NT and Win95 have or will have in their next release OpenGL
incorporated in them. Caligari Truespace already supports 3D
accelerator cards, and I'm sure other raytracers will follow the same
path. A few years back I didn't know what particles and bones were,
but now I wouldn't think of buying a rendering package without those
features. As far as the third party plugin idea, I have no problems
with that. I realize Impulse is a small company and can only do so
much.

Cedric
--

Cedric Chang   Mechanical Engineer   // Amiga 3000 '040
changc9@rpi.edu   Rensselaer Polytechnic Institute   \X/ EGS Piccolo
----

                    Thread   557

                   -=> RETURN TO CONTENTS!<=-

1.540   MSG-537 Subject: Wishlist

```
                    Subject: Wishlist
Date:      Thursday, 29 June 1995 21:16:26
From:      bmolsen@bvu-lads.loral.com (Brad Molsen)
```

            To all,
                        I've tried to just read these wishes and not add my
own (not being sure what good it will do) but, you've sucked me in. The
functions I would like added are mostly user interface things.
        1) It would be nice to be able to have the shift key depressed and
not have the whole program freeze if I happen to accidently forget and go
to the menu bar.

        2) It would be nice to be able to have the program remain
functional if I miss the delete box when I'm finished looking at a
quickrender and not come up with a innocent looking "Done" in the menu bar
which literally means whether you thought you were or not you are indeed
"DONE" until you reboot and start the whole program over again.

        3) It would be nice to have an onionskin effect availiable for the
forms editor so that one would have a point of reference when manipulating
a form into a desired shape. I'm willing to bet more people would use it
instead of other organic type modeling software, i.e. Freeform3D.

        4) It would be nice to be able to DELETE an object in the detail
editor so that it disappears from the object directory completely. I'm
talking about a "delete with extreme prejudice" button or key combo. This
would allow directory cleaning without the necessity of opening the detail
editor, viewing objects to see if they are worth keeping, making a list of
useless objects, getting out of Imagine, and deleting from cli with list in
hand. I mean, got a minute!!! Those of you that have been on the list since
before 3.0 know I have asked for this before but, as long as I'm
wishing....;) .

        5) It would be nice to have the option of turning objects on or off
in the detail editor for purposes of orientation. If one is trying to form
and locate a path for extruding part of an object. I'd sure like to be able
to see the object I am trying to adjust the path for without leaving "edit
path", picking Pick Groups, pick the pertinent group to be extruded and
finding out the path needs to be further tweeked.

        6) I'd like the option of turning on a sound of some sort that
would beep when a quick render is done or a rendering in the project
editor. Hey, what can I say I'm multitasking during renders :).

        7) How about a little further explaination when one gets a error
message as to just what the problem is. This wouldn't have to be "online",
a hardcopy handout explaining the different error messages would be an
improvement.

        I do like the idea of someone organizing these wishlists and
submitting them to Impulse. Unfortunately, I am getting layed off here at
work next week and am not up on the net at home yet, otherwise I would take
on the task :(.
                        later,

                                        Brad

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
        Almond rocca?!! Ahhh..no thanks, I have a cat!

Brad Molsen c/o LORAL   bmolsen@bvu-lads.loral.com

13810 SE Eastgate Way Suite 500   (206) 957-3230
Bellevue, Wa 98005   Fax: (206) 746-1335

                        Thread   545

                -=> RETURN TO CONTENTS!<=-

1.541   MSG-538 Subject: Re: What is NURBS ?

                Subject: Re: What is NURBS ?
Date: Thursday, 29 June 1995 21:32:49
From: craigh@fa.disney.com

On Jun 29, 1:41pm, imagine-relay@email.sp.paramax.com wrote:
>

> I heard the word NURBS used in one of the previous Email's and I have seen it
> elsewhere, could somebody explain it to me?
>-- End of excerpt from imagine-relay@email.sp.paramax.com

Non-uniform rational b-spline (NURBS). It's a special type of spline that
allows more intuitive control over surface modelling than a lot of other spline
methods. Surfaces have control points that are used to deform the surface of
the object which is represented by mathematical formulas rather than polygons.

--

            __
        #####   Craig Hoffman
       #~ ~###   craigh@fa.disney.com
       @ @ #?)
       < /| Walt Disney Feature Animation
       `_' /
       |__/

                        Thread   435

-=> RETURN TO CONTENTS!<=-

1.542   MSG-539 Subject: Re: (Fwd) Sci-VW: MISC: Original Stereoscopic 3D Content Sough

```
                Subject: Re: (Fwd) Sci-VW: MISC: Original Stereoscopic 3D Content  ←-
                  Sough
Date:      Thursday, 29 June 1995 22:36:07
From:      kpetlig@halcyon.com (Kelly Petlig)
```

SUBJECT too long. Original SUBJECT is 'Re: (Fwd) Sci-VW: MISC: Original Stereosc
opic 3D Content Sought'

-------------------- Original Message Follows --------------------

  Much of the material done with the earlier Amiga Haitex LCD shutter
glasses will work great with Virtual i-O's i-glasses. If the FOV and
convergence plane are accurate to the glasses, the results can be
astounding. Especially since they don't flicker like the old shutter
glasses did.
  Kelly Petlig
  Virtual i/O
 maker of i-glasses!
  Seattle, WA

                    Thread   73

                 -=> RETURN TO CONTENTS!<=-

1.543   MSG-540 Subject: NEWMODE-Perspective View

```
                Subject: NEWMODE-Perspective View
Date:      Thursday, 29 June 1995 23:25:46
From:      jbk4@email.psu.edu (The Prophet)
```

It would be a great help to me if there were solid & shaded options
for working in NEWMODE. At least hidden-line removal.

Jaeson K.

```
 ____          ____          _         _
( |  \        ( /  \        ( )      _ / )
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```

```
 )ll/  l/ \__ (/   (/   (_//__// / \__  (___)
(_____)         (___/        (___)
```

```
Jaeson Koszarsky              Amiga 3000+
---------------               ----------
cyberprophet@psu.edu          68040/30Mhz
jbk4@email.psu.edu            18Megs-1GIG
```

1.544   MSG-541 Subject: Re: REALTIME 3D SUCKS!

```
                 Subject: Re: REALTIME 3D SUCKS!
Date:     Thursday, 29 June 1995 23:42:48
From:     SGiff68285@aol.com
```

In a message dated 95-06-29 15:34:29 EDT, kmorton@panix.com (Ken Morton)
writes:

>Oh please spare us. The ability to model/animate with rendered
>objects is an incredible boon. It adds another level of "physicality" to
>the interface. No, it is not going to help any with final renders. But
>you'll save re-render time by have the ability to check the animation out
>in real-time before you send it out to your renderfarm.
>
>   It's about more that "looking nice".

I think what he was saying that I agree with, you cant move around entire
scenes in realtime even with the new chips. So it wouldn't be of much use in
previewing animations unless they were small. With the quick edge feature
that I use all the time, visualizing the model in realtime is already
possible. And I am only running a 486 with a Diamond Stealth graphics card
that is 2 years old. However any improvement over current graphics cards is
better for all of us especially in 3D environments.

S.G.

1.545   MSG-542 Subject: Fwd: mapping & light

```
              Subject: Fwd: mapping & light
Date:     Thursday, 29 June 1995 23:52:28
```

From: SGiff68285@aol.com

In a message dated 95-06-29 18:51:04 EDT, SGiff68285 writes:

<< In a message dated 95-06-29 16:28:37 EDT, you write:

>I've created an altitude map ("John" written in bold black letters on
>a white background). Made a default sphere added the quick
>attributes of gold and applied the altitude map as a wrap x & z.

The altitude map you used needs to be a anti-aliased image to start with.
 Then make sure that the there are no imperfections or specs in the image.
 This should create a smooth looking effect. The best way to create
anti-aliased image maps is by creating an image in Adobe Illustrator or
Coreldraw, and then exporting as AI.EPS. Bring the AI file into Photoshop
and make sure anti-aliasing is turned on.

As far as the box of light. You were on the right track. Use the Linear
function and animate the axis of your linear object to create the effect of
the light moving up and out of the box.

S.G. >>

Forwarded message:
Subj: Re: mapping & light
Date: 95-06-29 18:51:04 EDT
From: SGiff68285

                    Thread   453

                  -=> RETURN TO CONTENTS!<=-

1.546   MSG-543 Subject: Re:Humanoid

                Subject: Re:Humanoid
Date: Thursday, 29 June 1995 23:54:11
From: Fred Aderhold <fredster@cyberport.net>

-- [From: Fred Aderhold * EMC.Ver #2.5.02] --

>
> I bought humanoid a while a go and this is what it's like.
>
>   It is not bones, it is cycle. But it uses some crafty tricks to get
around

I've talked to Tim at Crestline, and he's working on new models that have
States and not Cycles. Give probably has them done by now...

Fred Aderhold
fredster@cyberport.net

Brownies - not just for breakfast anymore!

                         Thread   534

                    -=> RETURN TO CONTENTS!<=-

1.547   MSG-544 Subject: Re: Another new homepage

                   Subject: Re: Another new homepage
Date: Friday, 30 June 1995 00:02:41
From: Dylan Neill <dylann@pcug.org.au>

On Thu, 29 Jun 1995, Torgeir Holm wrote:

> On 27-Jun-95 14:10:51, David Monachello wrote:
>
> >ok, if everybody else is going to push their homepages...
> >Check out mine at http://www.art.net/Studios/Visual/Davem/davem.html
>
> Maybe someone should compile a list of IML related homepages...
> Send your http:// to me, and I'll do it. I can also put links on my HP.
>
>
> Torge!r
>

Its in the .sig dude! :) Hey everyone visit my page! I just put up a
little art gallery and some more pictures and stuff on it!

                            |\ /|
                             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/ |
 |_____|

                         Thread   320

1.548   MSG-545 Subject: Wishlist

```
              Subject: Wishlist
Date:      Friday, 30 June 1995 00:25:38
From:      bmolsen@bvu-lads.loral.com (Brad Molsen)
```

          To all,
                      I've tried to just read these wishes and not add my
own (not being sure what good it will do) but, you've sucked me in. The
functions I would like added are mostly user interface things.
        1) It would be nice to be able to have the shift key depressed and
not have the whole program freeze if I happen to accidently forget and go
to the menu bar.

        2) It would be nice to be able to have the program remain
functional if I miss the delete box when I'm finished looking at a
quickrender and not come up with a innocent looking "Done" in the menu bar
which literally means whether you thought you were or not you are indeed
"DONE" until you reboot and start the whole program over again.

        3) It would be nice to have an onionskin effect availiable for the
forms editor so that one would have a point of reference when manipulating
a form into a desired shape. I'm willing to bet more people would use it
instead of other organic type modeling software, i.e. Freeform3D.

        4) It would be nice to be able to DELETE an object in the detail
editor so that it disappears from the object directory completely. I'm
talking about a "delete with extreme prejudice" button or key combo. This
would allow directory cleaning without the necessity of opening the detail
editor, viewing objects to see if they are worth keeping, making a list of
useless objects, getting out of Imagine, and deleting from cli with list in
hand. I mean, got a minute!!! Those of you that have been on the list since
before 3.0 know I have asked for this before but, as long as I'm
wishing....;) .

        5) It would be nice to have the option of turning objects on or off
in the detail editor for purposes of orientation. If one is trying to form
and locate a path for extruding part of an object. I'd sure like to be able
to see the object I am trying to adjust the path for without leaving "edit
path", picking Pick Groups, pick the pertinent group to be extruded and
finding out the path needs to be further tweeked.

        6) I'd like the option of turning on a sound of some sort that
would beep when a quick render is done or a rendering in the project
editor. Hey, what can I say I'm multitasking during renders :).

        7) How about a little further explaination when one gets a error
message as to just what the problem is. This wouldn't have to be "online",
a hardcopy handout explaining the different error messages would be an
improvement.

        I do like the idea of someone organizing these wishlists and
submitting them to Impulse. Unfortunately, I am getting layed off here at
work next week and am not up on the net at home yet, otherwise I would take
on the task :(.
                                        later,
                                                Brad

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
        Almond rocca?!! Ahhh..no thanks, I have a cat!

Brad Molsen c/o LORAL   bmolsen@bvu-lads.loral.com

13810 SE Eastgate Way Suite 500   (206) 957-3230
Bellevue, Wa 98005   Fax: (206) 746-1335

                        Thread   485

                    -=> RETURN TO CONTENTS!<=-

1.549   MSG-546 Subject: Re: Brushmap tacking

            Subject: Re: Brushmap tacking
Date: Friday, 30 June 1995 00:33:03
From: NEWKIRK@delphi.com

Conny Joensson mentioned a feature in 3.x similar to what I describe
(I'm still stuck on IM2) but does it allow you to selectively "freeze"
only portions of the map? I'd like to be able to have a yellowish map
with reddish vertical stripes, map it to a tulip petal, then have the
stripes remain the same position and size while the yellowish (not simply
a solid color) stretches as the petal enlarges and unfolds.
Joel

                        Thread   29

                    -=> RETURN TO CONTENTS!<=-

1.550   MSG-547 Subject: New Feature Administrator

            Subject: New Feature Administrator
Date: Friday, 30 June 1995 00:38:29
From: NEWKIRK@delphi.com

RE Tom Grangerg's suggestion of someone to administrate and collect and sort
new feature selections: great idea, but the IML will still need to bounce
the wish-list about. If someone was admin they could perhaps post an updated
list once per week of ideas collected, with similar ideas grouped or merged
together. Of course, the simple act of posting a "feature wish" will often
prompt someone else on the IML to devise a solution or workaround that can
sometimes be simpler than recoding.
Joel

                    Thread   553

              -=> RETURN TO CONTENTS!<=-

1.551   MSG-548 Subject: Enough Lurking

                   Subject: Enough Lurking
Date: Friday, 30 June 1995 02:25:00
From: Paul Thompson <shinobi@gold.interlog.com>

Bah, I've been lurking on this list too long. Time to get back into
participation.

OK, here's a quick tutorial for making a different kind of shine effect
on metal (reflective) surfaces such as lettering.

Set up your scene as usual. Go into the detail editor. Add a CSG
sphere. Make it large, say, 1500 units. Add the Cloud texture to the
sphere. Set whatever colours to the sky and clouds as you like...I used
a dark purple and red-grey clouds (which, by the way, looks really
cool). Make sure you set the Bright button. Move the camera back a little,
and check out the view in the perspective view. You should have a pretty
cool fish-eye look.

Alright, quickrender the sphere and don't delete the quickrender file.
You'll use that as a global brushmap.

Finally, enter the action editor (delete the sphere or save it if you
like). Enter the Globals timeline and set the Global Brushmap to your
quickrender file.

Render. Show people. Accept the applause gracefully.

Paul

P.S. If Impulse can't (and won't) do AREXX, perhaps they can come up with
some other format for a macro language?

```
                    Thread           80
```

```
             -=> RETURN TO CONTENTS!<=-
```

1.552   MSG-549 Subject: Yet another wish

```
              Subject: Yet another wish
Date:     Friday, 30 June 1995 02:50:16
From:     NEWKIRK@delphi.com
```

```
      -------------------------------------------------------------------------
```

How about an Im Prefs option that allows you to select an external program
to be run when you select SHOW in project? Then you could either use internal
default viewer or an external one to drive any possible display, or even
have it run something like ADPro with options for resolution and dithering
sent from Imagine? I know this could be done with the wished-for AREXX
interface, but a hook to run any external viewer would be FAR simpler to
code in, and could add a lot of flexibility to SHOW.
Just a thought that popped into my head.
Joel

```
             -=> RETURN TO CONTENTS!<=-
```

1.553   MSG-550 Subject: Sorry!!!

```
              Subject: Sorry!!!
Date:     Friday, 30 June 1995 05:16:09
From:     Lumbient@aol.com
```

```
      -------------------------------------------------------------------------
```

I'm sorry I'm asking this again!!! But AOL deleted my old mail!! Could who
ever sent me E-mail about writing textures for the PC. Actually I have one
person in mind. He/she? sent me an email about using MetaWare and PhaLaps
linker to link REX's!! I NEED to talk to you!!

```
                                        ---Lum
```

```
                    Thread           157
```

```
             -=> RETURN TO CONTENTS!<=-
```

1.554   MSG-551 Subject: RE:REALTIME SUCKS2

```
                   Subject: RE:REALTIME SUCKS2
Date:      Friday, 30 June 1995 10:38:23
From:      Granberg Tom <tom.granberg@TV2.no>
```

```
the 29.06.95 Ken Morton replayed:
*   Oh please spare us.  The ability to model/animate with rendered
*objects is an incredible boon.  It adds another level of "physicality" to
*the interface.  No, it is not going to help any with final renders.  But
*you'll save re-render time by have the ability to check the animation out
*in real-time before you send it out to your renderfarm.

        *It's about more that "looking nice".

I agree on your mention of "physicality" and I tought I said so in my my post
but if I didnt, I'm sorry. I never ment to be a dork, but the truth is that
"today" realtime device's will cost more than it would taste, at least in the
consumer market. And the benefit would be as Ken here so visely points out
"physicality" to the modeling/animation process!

TOM!
```

```
                   Thread         108

              -=> RETURN TO CONTENTS!<=-
```

1.555   MSG-552 Subject: Re: Wishlist

```
                   Subject: Re: Wishlist
Date:      Friday, 30 June 1995 10:54:26
From:      cjo@esrange.ssc.se
```

```
Brad Molsen wrote;

> 4) It would be nice to be able to DELETE an object in the detail
> editor so that it disappears from the object directory completely.

Agree!

> 5) It would be nice to have the option of turning objects on or off
> in the detail editor for purposes of orientation. If one is trying to
> form and locate a path for extruding part of an object. I'd sure like to
> be able to see the object I am trying to adjust the path for without
> leaving "edit path", picking Pick Groups, pick the pertinent group to be
> extruded and finding out the path needs to be further tweeked.
```

But you can!!
In detail (or in stage for that matter) just pick your path, press (and=20
hold) shift and pick the "orientation object" (ie multipick it), select=20
'edit path'. Voila!

> 6) I'd like the option of turning on a sound of some sort that would beep
> when a quick render is done or a rendering in the project editor.

Not only during quickrenders. I often go get myself a snack or a napp while=
=20
my Amiga renders. Sitting in the kitchen or lying on the bed it would be=20
nice to be woken up by "the machine that goes 'ping'".

> Unfortunately, I am getting layed off here at work next week :(.

I'm sorry to hear. Hope you'll be back on the nets soon though.


```
*-------------------------------------------------------------------*
|   Conny Joensson    |    Swedish Space Corp. Esrange           |
|   Kiruna            |    Satellite operations - Telecom Div.    |
|   Sweden            |    cjo@smtpgw.esrange.ssc.se              |
*-------------------------------------------------------------------*
```


                    Thread   558

                -=> RETURN TO CONTENTS!<=-

1.556   MSG-553 Subject: Re: New Feature Administrator

```
              Subject: Re: New Feature Administrator
Date:      Friday, 30 June 1995 10:59:39
From:      cjo@esrange.ssc.se
```

>Tom Grangerg's suggestion of someone to administrate and collect and sort=20
>new feature selections: great idea, but the IML will still need to bounce
>the wish-list about. If someone was admin they could perhaps post an upda=
ted=20
>list once per week of ideas collected, with similar ideas grouped or merge=
d=20
>together. Of course, the simple act of posting a "feature wish" will ofte=
n=20
>prompt someone else on the IML to devise a solution or workaround that can=
=20
>sometimes be simpler than recoding.

Couldn't we get the IML FAQ administrator to do this?
Could someone ask him? (I haven't got his address around...)


```
*-------------------------------------------------------------------*
|   Conny Joensson    |    Swedish Space Corp. Esrange           |
|   Kiruna            |    Satellite operations - Telecom Div.    |
```

```
|   Sweden            |   cjo@smtpgw.esrange.ssc.se              |
*----------------------------------------------------------------*
```

```
                      Thread          419

                 -=> RETURN TO CONTENTS!<=-
```

1.557   MSG-554 Subject: Amateurs!

```
                Subject: Amateurs!
Date:      Friday, 30 June 1995 11:28:35
From:      Granberg Tom <tom.granberg@TV2.no>
```

```
  ------------------------------------------------------------------------
```

HI THERE!

Just want to inform you guys that to be a proffesional doesnt mean that they are

any better than amateur's at all! It means that an amateur suddenly discovers
that his hobby has become his daily work and a way of life, and he get's paid
for it. honest, it's true, I looked it up!

Later!

TOM G.

tom.granberg@tv2.no   "RENDERBRANDT"
My home at the moment-http://hobbes.nhidh.nki.no:80/~pednaa/tv2/tomg.html

```
                      Thread          560

                 -=> RETURN TO CONTENTS!<=-
```

1.558   MSG-555 Subject: Motion Blurring

```
                Subject: Motion Blurring
Date:      Friday, 30 June 1995 11:37:21
From:      Catherine A Tromanhauser <ctromanh@uoguelph.ca>
```

```
  ------------------------------------------------------------------------
```

I can recall using motion blurring on Sculpt Animate 4D about four years
ago. I can't comment on the speed because I was using a stock 500 and in
comparison to present day, everything was slow on the 500. Patience is a
virtue, all good things come to those who wait, etc.

Sully

                        Thread   428

                 -=> RETURN TO CONTENTS!<=-

1.559   MSG-556 Subject: Re: Metaball hand object pics LW PLUGIN

              Subject: Re: Metaball hand object pics LW PLUGIN
Date: Friday, 30 June 1995 12:06:15
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

  For those that don't have newsgroup access, I have uploaded the
following file to tomahawk.welch.jhu.edu under pub/LW/incoming/utils with
the filename MetaballHand.lha. If you don't know what metaballs are, take
a look at the Modeler screenshot and the rendered picture to see what
this plug-in for LW 4.0 will do for you. Fantastic, Fori!

On Mon, 5 Jun 1995 enigma@amanda.dorsai.org wrote:

> I posted some pics of a hand I created with my Metaballs plugin for
> Lightwave4.0, to the Lightwave newsgroup.
>
>
> 1. Picture of the hand
> 2. Picture of the Metaballs used to create the hand.
> 3. Readme description
>
> Fori.
> --
> enigma@amanda.dorsai.org sent this message.
> To Post a Message   : lightwave@webcom.com
> Un/Subscription Requests To : lightwave-request@webcom.com
> (DIGEST)   or : lightwave-digest-request@webcom.com
> Administrative Items To   : owner-lightwave@webcom.com
>

                        Thread   299

                 -=> RETURN TO CONTENTS!<=-

1.560   MSG-557 Subject: ReBoot Homepage

              Subject: ReBoot Homepage
Date: Friday, 30 June 1995 14:28:00

From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

Ok, while we are on a Homepage frenzy, and before the bricks come tho=ughthe win
dow, let me just pass on one more. This is not an ImagineHomepage, but if you lo
ve 3D modelling and animation, and you haven'tseen the REboot cartoons on Saturd
ay morning, you ought to check outREboot's home page. The series is all done on
big Silicon graphicmachines, and it's great fun and impressive!Anyway here's the
 site:http://www.inwap.com/reboot/   /----------------------------   _
__   ___ ___   ___ | 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

                    Thread   480

              -=> RETURN TO CONTENTS!<=-

1.561   MSG-558 Subject: Re: Wishlist

              Subject: Re: Wishlist
Date: Friday, 30 June 1995 14:31:43
From: SGiff68285@aol.com

In a message dated 95-06-30 09:16:51 EDT, cjo@esrange.ssc.se writes:

>Not only during quickrenders. I often go get myself a snack or a napp while=
>=20
>my Amiga renders. Sitting in the kitchen or lying on the bed it would be=20
>nice to be woken up by "the machine that goes 'ping'".

How about a sexy female voice that says "Wake up you incredible...." Of
course not to be sexist, the config file would allow you to change to a Male
voice if you choose. :)

S.G.

                    Thread   549

              -=> RETURN TO CONTENTS!<=-

1.562   MSG-559 Subject: Re: NEW NICKNAME!

```
                  Subject: Re: NEW NICKNAME!
Date:      Friday, 30 June 1995 15:04:59
From:      erwin@lr9pstn.lr.tudelft.nl (Erwin Zwart)
```

```
       --------------------------------------------------------------------
```

Hi RenderBrandt,

> Just have to say this, since I've work a lot with 3D here at TV2-Norway
> (Imagine,Lightwave) they have given me a new
> nickname............"RenderBrandt)----Rembrandt of the 21 century, Cool ey?

Not if you know how Rembrandt was appreciated in his own time...he died a
very poor man, just like Mozart. However if you become just as famous in
the 23th century :-)
When I worked on a logo animation for a Virgin house label, they put in the
credits (on the CD sleeve): Hypercycle computer graphics by Viewmaster EZ.
Do any of you remember those stereoscopic Viewmasters? :-)

Erwin Zwart (EZ)

--
```
+----------------------------------------------------------------------+
| Erwin Zwart    E.Zwart@LR.TUDelft.NL    Faculty of Aerospace Engineering |
| phone: +31-15-158278 (or 140034)        Delft University of Technology   |
| fax  : +31-15-158503                    The Netherlands                  |
+----------------------------------------------------------------------+
```

```
                  Thread         540

              -=> RETURN TO CONTENTS!<=-
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1.563   MSG-560 Subject: Re: Amateurs!

```
                  Subject: Re: Amateurs!
Date:      Friday, 30 June 1995 16:01:00
From:      Michael Allchin <WCCMA1@cardiff.ac.uk>
```

```
       --------------------------------------------------------------------
```

> HI THERE!
>
> Just want to inform you guys that to be a proffesional doesnt mean that they a
re
> any better than amateur's at all! It means that an amateur suddenly discovers

> that his hobby has become his daily work and a way of life, and he get's paid

> for it. honest, it's true, I looked it up!
>
> Later!
>
> TOM G.
>
> tom.granberg@tv2.no   "RENDERBRANDT"
> My home at the moment-http://hobbes.nhidh.nki.no:80/~pednaa/tv2/tomg.html
>
>

 Hey maybe I'll win the Tou de France in 5 years time (or something)
then :-) Love the nick by the way, perhaps it would be usable or
IRC.

- Michael   who can't be bothered to practice enough

                        Thread   118

                -=> RETURN TO CONTENTS!<=-

1.564   MSG-561 Subject: REALISTIC MATERIALS!

                Subject: REALISTIC MATERIALS!
Date: Friday, 30 June 1995 20:47:55
From: Granberg Tom <tom.granberg@TV2.no>

HI THERE!

I just want to give some advice about how to make realistic material and
lighting setup. First of all I would say that most of the pictures you see
around are "crap" not only becouse of poor modeling but becouse of their
materials and lighting. A rule of thumb is, do not use very high specular
settings, this will make your render look plastic, seconf be very carefull with

hardness, a high hardness setting only aplies to very "hard" such as new glass,

diamonds crystals. These two settings are the most frequently reasons why it is

so hard to set the light in a scene. And the result is often that you end up
with a huge numbers of lights, witch will slow down the rendering. Another good

rule I've come to realise is that most "HIGH" specular and hardness objects is
reflective, almost always! This would help during your light setup.
To achive realism, think about this, how often are a live object clean?
One of the best textures Imagine have to achive realism is the dirt texture, I
use it in every way I can to get to my desired effect. Dont ever let the
machine/software dictate your goal, draw it before you beginn model, see it in
your head and then try to achive this goal with the tools you have available
A nice thing you can do when modeling glass, make the glass object color it

total white, turn up the reflective value to about 80,80,80, dont ad any
specularity, then turn up the hardness to 180. Put the "cndyapl" texture on it,

and put the "dirt" on it, make the texture's color mid grey and turn the
reflective value to zero. this way you would get a subtle change of reflectivety

and dust on your glass. It will also give you a variation on the specularity
level whitout using it. Try it, render it, and recieve your well deserved "WOW's

from the crowd"
Dont over use light, often three light sources will do. Placement is easy, one
straight above, one slightly offset from the camera, and one from either side,
do not place them to close to the objects. If they dont cast as much light as
you want to, do not move them, but crank up their values instead, this way you
will know when they do cast enough light. Make only one or two of the light
sources cast shadow, but leave the light that is closest to the camera alone.
Please feel free to change the color values a bit to get that, cold,spookey,warm

etc feel.
If you have 3.X you would do yourself a favour by turning the light source that

is placed at either side into a paralell one (not spot) only cross the paralell

rays button and make a shadow casting source.

But of course you dont have to listen to me, you little fart face, you may feel

free to go render uther and dorked pictures for all I care. But I tell you this

much, it would scare me shitless!.........

Later!

TOM G.

tom.granberg@tv2.no   "RENDERBRANDT"
My home at the moment-http://hobbes.nhidh.nki.no:80/~pednaa/tv2/tomg.html

                        Thread   526

                   -=> RETURN TO CONTENTS!<=-

1.565   MSG-562 Subject: States menu.

              Subject: States menu.
Date: Friday, 30 June 1995 21:40:21
From: cdhall@cityscape.co.uk (Chris Hall)

Hello every body.

        I have just joined this list and have a few questions about Im 3.0
(PC). In the states menu what do 'unhook' and 'rehook' do? Also in the
freeze requester what is the difference between constraining an object by
the world axis or the local axis?
        Thanks for any help on this.

PS. as everybody else is having a go my home page address is in my sig !!
Chris Hall.

```
|-----------------------------------------|\
| You have been spoken to by              ||
| Chris Hall                              ||
| A very tall and generally nice bloke from ||
| Great Briton                            ||
|                                         ||
| E- mail me at : CDHALL@CITYSCAPE.CO.UK  ||
| Or try my WWW home page at :            ||
| HTTP://www.cityscape.co.uk/users/ad87/  ||
|                                         ||
| Today's lucky lottery numbers are :-    ||
|       23 08 03 44 25 21                 ||
|                                         ||
|-----------------------------------------||
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                        Thread   373

                    -=> RETURN TO CONTENTS!<=-