IMAGINE MAILING LIST

COLLABORATORS

	TITLE : IMAGINE MAILING LIST	

ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		April 16, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

IMAGINE MAILING LIST

1.1 IMAGINE MAILING LIST NUMBER V64

```
                                     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.eag.unisysgsg.com) Archive #64 |
| covering messages from Jul 02 1995 to Jul 31 1995.                          |
|                                                                             |
| If you've any questions or problems with this file, E-mail Joop van de 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                          |
+-----------------------------------------------------------------------------+
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                 MSG- 257  Subject: Genlock black and blues
Click-->
                 258
                 MSG- 258  Subject: Re: Planet Lighting
Click-->
                 259
                 MSG- 259  Subject: Re: Re: 3.3 new brush handle
Click-->
                 260
                 MSG- 260  Subject: Version 3.3 to Sweden
Click-->
                 261
                 MSG- 261  Subject: Re: Re: One minor wish
Click-->
                 262
                 MSG- 262  Subject: Re: Re: One minor wish
Click-->
                 263
                 MSG- 263  Subject: VIEW SPECIAL
Click-->
                 264
                 MSG- 264  Subject: After quickrender...
Click-->
                 265
                 MSG- 265  Subject: Animating Textures
Click-->
                 266
                 MSG- 266  Subject: Re: wishlist
Click-->
                 267
```

MSG- 267 Subject: Genlock blues
Click-->
268
MSG- 268 Subject: Re: Upgrade to 3.x!!!!
Click-->
269
MSG- 269 Subject: Imagine Objects
Click-->
270
MSG- 270 Subject: Re: Improved Starfields
Click-->
271
MSG- 271 Subject: Renderbrat
Click-->
272
MSG- 272 Subject: Metal global maps???
Click-->
273
MSG- 273 Subject: Re: Upgrade rates
Click-->
274
MSG- 274 Subject: Virtual walkthru
Click-->
275
MSG- 275 Subject: Planet Lighting
Click-->
276
MSG- 276 Subject: Re: Re: One minor wish
Click-->
277
MSG- 277 Subject: Re: genlock blues
Click-->
278
MSG- 278 Subject: Metal global maps???
Click-->
279
MSG- 279 Subject: Re: Planet Lighting
Click-->
280
MSG- 280 Subject: Re: Imagine Objects
Click-->
281
MSG- 281 Subject: Re: genlock blues
Click-->
282
MSG- 282 Subject: Re: Planet Lighting
Click-->
283
MSG- 283 Subject: Re :starfields
Click-->
284
MSG- 284 Subject: Re: VIEW SPECIAL
Click-->
285
MSG- 285 Subject: Picasso II & Imagine 3.3
Click-->
286

```
                 MSG- 286  Subject: Re: Wishlist -- Improved starfield
Click-->
                 287
                 MSG- 287  Subject: Re: Planet Lighting
Click-->
                 288
                 MSG- 288  Subject: I have the best wish :)
Click-->
                 289
                 MSG- 289  Subject: Re: Planet shading
Click-->
                 290
                 MSG- 290  Subject: Layers
Click-->
                 291
                 MSG- 291  Subject: Planet lighting (ambient?)
Click-->
                 292
                 MSG- 292  Subject: Re: planet shading
Click-->
                 293
                 MSG- 293  Subject: Upcoming motion blur!
Click-->
                 294
                 MSG- 294  Subject: Re: Making Imagine Pay
Click-->
                 295
                 MSG- 295  Subject: Imagine 3.0 in OS/2?
Click-->
                 296
                 MSG- 296  Subject: Pictureman.
Click-->
                 297
                 MSG- 297  Subject: Re: Planet shading
Click-->
                 298
                 MSG- 298  Subject: Rendering Times
Click-->
                 299
                 MSG- 299  Subject: Planet Shading
Click-->
                 300
                 MSG- 300  Subject: Re: Planet shading
Click-->
                 301
                 MSG- 301  Subject: Image Depth?
Click-->
                 302
                 MSG- 302  Subject: Lanscapes and clouds.
Click-->
                 303
                 MSG- 303  Subject: Metal global maps???
Click-->
                 304
                 MSG- 304  Subject: Re: Imagine 2.0 Bug????
Click-->
                 305
```

MSG- 305 Subject: Re: VIEW SPECIAL
Click--> 306
MSG- 306 Subject: Re: Imagine 2.0 Bug????
Click--> 307
MSG- 307 Subject: Planet Lighting
Click--> 308
MSG- 308 Subject: Re: Planet shading
Click--> 309
MSG- 309 Subject: Re: Planet shading
Click--> 310
MSG- 310 Subject: Imagine 2.0 Bug????
Click--> 311
MSG- 311 Subject: Rendering Times
Click--> 312
MSG- 312 Subject: Re: VIEW SPECIAL
Click--> 313
MSG- 313 Subject: Re: Wishlist -- Improved starfield
Click--> 314
MSG- 314 Subject: Re: Rendering Times
Click--> 315
MSG- 315 Subject: Re: Lanscapes and clouds.
Click--> 316
MSG- 316 Subject: Re: Rendering Times
Click--> 317
MSG- 317 Subject: Re: Lanscapes and clouds.
Click--> 318
MSG- 318 Subject: Re: Planet shading
Click--> 319
MSG- 319 Subject: Re:Landscapes and clouds
Click--> 320
MSG- 320 Subject: Re: Planet Lighting
Click--> 321
MSG- 321 Subject: RE: Image Depth
Click--> 322
MSG- 322 Subject: Re: Image Depth?
Click--> 323
MSG- 323 Subject: Re: VIEW
Click--> 324

MSG- 324 Subject: Planet Shading

Click--> 325

MSG- 325 Subject: Landscapes and clouds.

Click--> 326

MSG- 326 ------=> Sorry NO Subject!

Click--> 327

MSG- 327 ------=> Sorry NO Subject!

Click--> 328

MSG- 328 Subject: Re: Planetary Lighting

Click--> 329

MSG- 329 Subject: Re: Rendering Times

Click--> 330

MSG- 330 Subject: Re: Planet Shading

Click--> 331

MSG- 331 Subject: Planet Shade Mapping

Click--> 332

MSG- 332 Subject: Render Times

Click--> 333

MSG- 333 Subject: Re: Lanscapes and clouds.

Click--> 334

MSG- 334 Subject: Avalon is Different...

Click--> 335

MSG- 335 Subject: Re: imagine 3.3 to Spain

Click--> 336

MSG- 336 Subject: Imagine 3.3 to Spain

Click--> 337

MSG- 337 Subject: Re: Planetary Lighting

Click--> 338

MSG- 338 Subject: Re: Lanscapes and clouds.

Click--> 339

MSG- 339 Subject: Re: Book

Click--> 340

MSG- 340 Subject: Abort buttons

Click--> 341

MSG- 341 Subject: Thanks Charles!

Click--> 342

MSG- 342 Subject: Re: Planet Shading

Click--> 343

MSG- 343 Subject: Re: Rendering Times
Click--> 344
MSG- 344 Subject: Re: Lanscapes and clouds.
Click--> 345
MSG- 345 Subject: Re: Lanscapes and clouds.
Click--> 346
MSG- 346 Subject: Forwarded mail
Click--> 347
MSG- 347 Subject: Funny anim?
Click--> 348
MSG- 348 Subject: Image Depth?
Click--> 349
MSG- 349 Subject: Imagine 3.3 to Spain
Click--> 350
MSG- 350 Subject: Re: Planet Lighting
Click--> 351
MSG- 351 Subject: Re: Planet Shading
Click--> 352
MSG- 352 Subject: Scanline vs. Trace Shadows!!!
Click--> 353
MSG- 353 Subject: Thanks Charles!
Click--> 354
MSG- 354 Subject: Re: VIEW SPECIAL
Click--> 355
MSG- 355 Subject: Re: Imagine 2.0 Bug????
Click--> 356
MSG- 356 Subject: Re: landscpaes (vistapro)
Click--> 357
MSG- 357 Subject: Funny anim?
Click--> 358
MSG- 358 Subject: Re: Scanline vs. Trace Shadows!!!
Click--> 359
MSG- 359 Subject: LOAD ME!!
Click--> 360
MSG- 360 Subject: Avalon is Different..
Click--> 361
MSG- 361 Subject: Re: Re[2]: Lanscapes and clouds.
Click--> 362

MSG- 362 Subject: Re:scanline shadows
Click--> 363
MSG- 363 Subject: Great!
Click--> 364
MSG- 364 Subject: Re: Scanline vs. Trace Shadows!!!
Click--> 365
MSG- 365 Subject: Blaq - What a hero !!
Click--> 366
MSG- 366 Subject: Undocumented Textures in 3.3
Click--> 367
MSG- 367 Subject: Re: Funny anim?
Click--> 368
MSG- 368 Subject: Re: Scanline vs. Trace Shadows!!!
Click--> 369
MSG- 369 Subject: Re: Lanscapes and clouds.
Click--> 370
MSG- 370 Subject: Re: Layers
Click--> 371
MSG- 371 Subject: Im 3.3
Click--> 372
MSG- 372 Subject: Re: Scanline and Trace
Click--> 373
MSG- 373 Subject: Re: VIEW SPECIAL
Click--> 374
MSG- 374 Subject: Shadows
Click--> 375
MSG- 375 Subject: Scanline and Trace
Click--> 376
MSG- 376 Subject: Imagine 4.0
Click--> 377
MSG- 377 Subject: Re: imagine 4.0
Click--> 378
MSG- 378 Subject: 3.3 is in BC, Canada...
Click--> 379
MSG- 379 Subject: Re: Scanline vs. Trace Shadows!!!
Click--> 380
MSG- 380 Subject: 3.3 in Canada ??
Click--> 381

MSG- 381 Subject: Professional vs. ?Amateur
Click-->
382
MSG- 382 Subject: Credit
Click-->
383
MSG- 383 Subject: Re: mail pissing us off
Click-->
384
MSG- 384 Subject: Re: 3.3 in Canada ??
Click-->
385
MSG- 385 Subject: Re: Wishlist -- Improved starfield
Click-->
386
MSG- 386 Subject: Apologies
Click-->
387
MSG- 387 Subject: To all you unsubscribers out there.
Click-->
388
MSG- 388 Subject: Re: VIEW SPECIAL
Click-->
389
MSG- 389 Subject: Re: Shadows
Click-->
390
MSG- 390 Subject: Re: Shadows
Click-->
391
MSG- 391 Subject: UNIVESA
Click-->
392
MSG- 392 Subject: Re: Scanline and Trace
Click-->
393
MSG- 393 Subject: Re: Planet Shading
Click-->
394
MSG- 394 Subject: Camera Size
Click-->
395
MSG- 395 Subject: ArtDepartment problem
Click-->
396
MSG- 396 Subject: Slow rain
Click-->
397
MSG- 397 Subject: Re: Apologies
Click-->
398
MSG- 398 Subject: Re: UNIVESA
Click-->
399
MSG- 399 Subject: Imagine 3.3 PC bug
Click-->
400

MSG- 400 Subject: Re: Credit
Click-->
401
MSG- 401 Subject: Imagine wrong Colours..Fi
Click-->
402
MSG- 402 Subject: Re[2]: One last wish
Click-->
403
MSG- 403 Subject: Re: One last wish
Click-->
404
MSG- 404 Subject: Re: Blaq - What a hero!!
Click-->
405
MSG- 405 Subject: Amiga 2000
Click-->
406
MSG- 406 Subject: Re: Scanline vs. Trace Shadows!!!
Click-->
407
MSG- 407 Subject: Impulse
Click-->
408
MSG- 408 Subject: Re:scanline shadows
Click-->
409
MSG- 409 Subject: IML-FAQ#08 && home pages
Click-->
410
MSG- 410 Subject: Imagine wrong Colours..Fixed!!!
Click-->
411
MSG- 411 Subject: Imagine 3.3 PC bug
Click-->
412
MSG- 412 Subject: UNIVESA
Click-->
413
MSG- 413 Subject: Imagine wrong Colours..Fixed!!!
Click-->
414
MSG- 414 Subject: BRUSH MAPPING!
Click-->
415
MSG- 415 Subject: RE:Im3.3 bug?
Click-->
416
MSG- 416 Subject: Renderbrandt's troubles
Click-->
417
MSG- 417 Subject: Planet shading -- Problem Solved (mostly)!
Click-->
418
MSG- 418 Subject: Tear Drop Quickie
Click-->
419

MSG- 419 Subject: PArticles
Click-->
420
MSG- 420 Subject: Memory...
Click-->
421
MSG- 421 Subject: 3.3
Click-->
422
MSG- 422 Subject: Re:scanline shadows
Click-->
423
MSG- 423 Subject: Re: Imagine wrong Colours..Fixed!!!
Click-->
424
MSG- 424 Subject: Imagine 4.0?
Click-->
425
MSG- 425 Subject: BONES
Click-->
426
MSG- 426 Subject: Re: Credit
Click-->
427
MSG- 427 Subject: States Editing
Click-->
428
MSG- 428 Subject: RE: HOW MANY!
Click-->
429
MSG- 429 Subject: Re: Impulse
Click-->
430
MSG- 430 Subject: Re:scanline shadows
Click-->
431
MSG- 431 Subject: Re: Memory...
Click-->
432
MSG- 432 Subject: Re: scanline shadows
Click-->
433
MSG- 433 Subject: Re: A note from Mr. Mike,
Click-->
434
MSG- 434 Subject: Re: UNIVESA
Click-->
435
MSG- 435 Subject: A note from Mr. Mike,
Click-->
436
MSG- 436 Subject: Mr. Mike H
Click-->
437
MSG- 437 Subject: Re: Credit
Click-->
438

```
                 MSG- 438  Subject: Re: Impulse
Click-->
                 439
                 MSG- 439  Subject: A few Imagine questions
Click-->
                 440
                 MSG- 440  Subject: YOU ARE GRILLED!!
Click-->
                 441
                 MSG- 441  Subject: Re: Planet shading -- Problem Solved (mostly)!
Click-->
                 442
                 MSG- 442  Subject: Impulse & IML (Long message!)
Click-->
                 443
                 MSG- 443  Subject: HOW MANY!
Click-->
                 444
                 MSG- 444  Subject: OuterSpace
Click-->
                 445
                 MSG- 445  Subject: A note from Mr. Mike,
Click-->
                 446
                 MSG- 446  Subject: RE:Brush mapping
Click-->
                 447
                 MSG- 447  Subject: Impulse
Click-->
                 448
                 MSG- 448  Subject: Memory...
Click-->
                 449
                 MSG- 449  Subject: BRUSH MAPS
Click-->
                 450
                 MSG- 450  Subject: Quickie!
Click-->
                 451
                 MSG- 451  Subject: Re: YOU ARE GRILLED!!
Click-->
                 452
                 MSG- 452  Subject: Re:GRILLED
Click-->
                 453
                 MSG- 453  Subject: Particle Bug in 3.3??!??
Click-->
                 454
                 MSG- 454  Subject: Re: A note from Mr. Mike,
Click-->
                 455
                 MSG- 455  Subject: Re: A note from Mr. Mike,
Click-->
                 456
                 MSG- 456  Subject: Faq
Click-->
                 457
```

MSG- 457 Subject: The bumps slide off my slug!
Click-->
458
MSG- 458 Subject: Re: A few Imagine questions
Click-->
459
MSG- 459 Subject: A few Imagine questions
Click-->
460
MSG- 460 Subject: Re: ArtDepartment problem
Click-->
461
MSG- 461 Subject: Re: A note from Mr. Mike,
Click-->
462
MSG- 462 Subject: Imagine 4.0?
Click-->
463
MSG- 463 Subject: Metaballs
Click-->
464
MSG- 464 Subject: Re: BONES
Click-->
465
MSG- 465 Subject: Scanline Shadows
Click-->
466
MSG- 466 Subject: Re: Scanline and Trace
Click-->
467
MSG- 467 Subject: Hack wanted for PC screen size.
Click-->
468
MSG- 468 Subject: Re: Rotoscoping
Click-->
469
MSG- 469 Subject: Re: Impulse
Click-->
470
MSG- 470 Subject: Mr. Mike H
Click-->
471
MSG- 471 Subject: Edge Line
Click-->
472
MSG- 472 Subject: Re: Imagine wrong Colours..Fixed!!!
Click-->
473
MSG- 473 Subject: Re: Imagine wrong Colours..Fixed!!!
Click-->
474
MSG- 474 Subject: Re: booting IBM Imagine
Click-->
475
MSG- 475 Subject: Re: booting IBM Imagine
Click-->
476

MSG- 476 Subject: Re: A few Imagine questions
Click-->
477
MSG- 477 Subject: Re: The bumps slide off my slug!
Click-->
478
MSG- 478 Subject: Re: HOW MANY!
Click-->
479
MSG- 479 Subject: Re: Imagine 3.3 PC bug
Click-->
480
MSG- 480 Subject: Re: Memory...
Click-->
481
MSG- 481 Subject: "info" button bug in 3.3 gives bad date
Click-->
482
MSG- 482 Subject: What is the official IML FAQ ftp site?
Click-->
483
MSG- 483 Subject: Impulse & IML (Long messa
Click-->
484
MSG- 484 Subject: "info" button bug in 3.3 gives bad date
Click-->
485
MSG- 485 Subject: Re: Imagine wrong Colours
Click-->
486
MSG- 486 Subject: Metaballs Uncovered
Click-->
487
MSG- 487 Subject: Hack wanted for PC screen
Click-->
488
MSG- 488 Subject: T3dinfo beta testers wanted
Click-->
489
MSG- 489 Subject: Old TDDD sub chunks???
Click-->
490
MSG- 490 Subject: Booting IBM Imagine
Click-->
491
MSG- 491 Subject: Re: Tear Drop Quickie
Click-->
492
MSG- 492 Subject: Re: Wishlist -- Improved starfield
Click-->
493
MSG- 493 Subject: Re: booting IBM Imagine
Click-->
494
MSG- 494 Subject: Re: Mr. Mike H
Click-->
495

MSG- 495 Subject: Re: booting IBM Imagine
Click-->
496
MSG- 496 Subject: Re: Scanline and Trace
Click-->
497
MSG- 497 Subject: BIG Bug in PC 3.3 ?
Click-->
498
MSG- 498 Subject: Essence + 2.0
Click-->
499
MSG- 499 Subject: Re: Memory...
Click-->
500
MSG- 500 Subject: DCTV
Click-->
501
MSG- 501 Subject: Re: Mr. Mike H
Click-->
502
MSG- 502 Subject: Re: BIG Bug in PC 3.3 ?
Click-->
503
MSG- 503 Subject: VER4.0
Click-->
504
MSG- 504 Subject: Re: booting IBM Imagine
Click-->
505
MSG- 505 Subject: Re: Edge Line
Click-->
506
MSG- 506 Subject: Planet Shading Demo Pic
Click-->
507
MSG- 507 Subject: Metaballs (was: Imagine 4.0?)
Click-->
508
MSG- 508 Subject: Constraints
Click-->
509
MSG- 509 Subject: Re: HOW MANY!
Click-->
510
MSG- 510 Subject: Re: Impulse & IML (Long message!)
Click-->
511
MSG- 511 Subject: Re: booting IBM Imagine
Click-->
512
MSG- 512 Subject: Re: Mr. Mike H
Click-->
513
MSG- 513 Subject: Re: BIG Bug in PC 3.3 ?
Click-->
514

MSG- 514 Subject: Re: BIG Bug in PC 3.3 ?
Click-->
515
MSG- 515 Subject: Opalvision anyone
Click-->
516
MSG- 516 Subject: An old challenge - How are diamonds done ?
Click-->
517
MSG- 517 Subject: I’ve been hearing an evil speculation...
Click-->
518
MSG- 518 Subject: Re: A note from Mr. Mike,
Click-->
519
MSG- 519 Subject: Re: BIG Bug in PC 3.3 ?
Click-->
520
MSG- 520 Subject: Re[2]: BIG Bug in PC 3.3 ?
Click-->
521
MSG- 521 Subject: Books in imagine
Click-->
522
MSG- 522 Subject: Is Imagine shareware?
Click-->
523
MSG- 523 Subject: Re: DCTV to VCR problem
Click-->
524
MSG- 524 Subject: Re: Memory...
Click-->
525
MSG- 525 Subject: Re: Scanline and Trace
Click-->
526
MSG- 526 Subject: DCTV to VCR problem
Click-->
527
MSG- 527 Subject: Re: Particle Bug in 3.3??!??
Click-->
528
MSG- 528 Subject: Re: Quickie!
Click-->
529
MSG- 529 Subject: Re: Slug bumps slide in state saga solved
Click-->
530
MSG- 530 Subject: Re: Edge Line
Click-->
531
MSG- 531 Subject: Dare I enter a mathematical discussion?
Click-->
532
MSG- 532 Subject: Booting IBM Imagine
Click-->
533

MSG- 533 Subject: Re: Metaballs Uncovered
Click-->
534
MSG- 534 Subject: A few Questions
Click-->
535
MSG- 535 Subject: BIG Bug in PC 3.3 ?
Click-->
536
MSG- 536 Subject: Re: Constraints
Click-->
537
MSG- 537 Subject: Re: BIG Bug in PC 3.3 ?
Click-->
538
MSG- 538 Subject: Re: Edge Line
Click-->
539
MSG- 539 Subject: Re: A note from Mr. Mike
Click-->
540
MSG- 540 Subject: Re: Virtual Memory
Click-->
541
MSG- 541 Subject: Re: DCTV to VCR problem
Click-->
542
MSG- 542 Subject: Virtual Memory
Click-->
543
MSG- 543 Subject: Re: Memory ...
Click-->
544
MSG- 544 Subject: Planet lighting continued
Click-->
545
MSG- 545 Subject: Global fog disappears in 3.3?
Click-->
546
MSG- 546 Subject: Re: Metaballs Uncovered
Click-->
547
MSG- 547 Subject: Re: A few Imagine questions
Click-->
548
MSG- 548 Subject: DOF?!
Click-->
549
MSG- 549 Subject: Re: opalvision anyone
Click-->
550
MSG- 550 Subject: Re: Slug bumps slide in state saga solved
Click-->
551
MSG- 551 Subject: Upgrade paths
Click-->
552

MSG- 552 Subject: Re: Particle Bug in 3.3??!??
Click-->
553
MSG- 553 Subject: Re: Scanline and Trace
Click-->
554
MSG- 554 Subject: Re: Looping Textures
Click-->
555
MSG- 555 Subject: Re: Professional vs. ?Amateur
Click-->
556
MSG- 556 Subject: Re: 3.3 maps
Click-->
557
MSG- 557 Subject: Re: 3.3 maps
Click-->
558
MSG- 558 Subject: Re: A note from Mr. Mike,
Click-->
559
MSG- 559 Subject: Re: opalvision anyone
Click-->
560
MSG- 560 Subject: An old challenge - How are diamonds done ?
Click-->
561
MSG- 561 Subject: BIG Bug in PC 3.3 ?
Click-->
562
MSG- 562 Subject: Dare I enter a mathematical discussion?
Click-->
563
MSG- 563 Subject: Edge Line
Click-->
564
MSG- 564 Subject: Essence + 2.0
Click-->
565
MSG- 565 Subject: Re: Impulse & IML (Long message!)
Click-->
566
MSG- 566 Subject: Re: Memory ...
Click-->
567
MSG- 567 Subject: Re: Memory...
Click-->
568
MSG- 568 Subject: Metaballs Uncovered
Click-->
569
MSG- 569 Subject: Re: Metaballs (was: Imagine 4.0?)
Click-->
570
MSG- 570 Subject: Re: Quickie!
Click-->
571

MSG- 571 Subject: Re: Scanline and Trace
Click-->
572
MSG- 572 Subject: Re: Mr. Mike H
Click-->
573
MSG- 573 Subject: Pentium chips, chips and salsa
Click-->
574
MSG- 574 Subject: Re: Mike H.
Click-->
575
MSG- 575 Subject: Re: BIG Bug in PC 3.3 ?
Click-->
576
MSG- 576 Subject: Re: dare I enter a mathematic...
Click-->
577
MSG- 577 Subject: *BUG* DOF in PC version
Click-->
578
MSG- 578 Subject: Re[2]: dare I enter a mathematic...
Click-->
579
MSG- 579 Subject: Re: Mr. Mike H
Click-->
580
MSG- 580 Subject: Re: Virtual Memory
Click-->
581
MSG- 581 Subject: Re: *BUG* DOF in PC version
Click-->
582
MSG- 582 Subject: Re: Memory ...
Click-->
583
MSG- 583 Subject: Disturbed & Grid
Click-->
584
MSG- 584 Subject: Re: Virtual Memory
Click-->
585
MSG- 585 Subject: Re: DCTV to VCR problem
Click-->
586
MSG- 586 Subject: Re: Virtual Memory
Click-->
587
MSG- 587 Subject: Re:Mike H
Click-->
588
MSG- 588 Subject: Re: Global fog disappears in 3.3
Click-->
589
MSG- 589 Subject: Faq7 on aminet
Click-->
590

MSG- 590 Subject: Re: Impulse & IML (Long message!)
Click-->
591
MSG- 591 Subject: Re: Edge Line
Click-->
592
MSG- 592 Subject: The weight of a email?
Click-->
593
MSG- 593 Subject: Imagine in HiRes modes
Click-->
594
MSG- 594 Subject: Re: Metaballs
Click-->
595
MSG- 595 Subject: Crowbar Mike
Click-->
596
MSG- 596 Subject: Imagine 4.0 Questions
Click-->
597
MSG- 597 Subject: Fog objects vs. DOF!
Click-->
598
MSG- 598 Subject: Re: Scanline and Trace
Click-->
599
MSG- 599 Subject: Metaballs
Click-->
600
MSG- 600 Subject: Pentium speed
Click-->
601
MSG- 601 Subject: Realistic Glass!!!! (long)
Click-->
602
MSG- 602 Subject: Re: Mike H.
Click-->
603
MSG- 603 Subject: Re: A few Questions
Click-->
604
MSG- 604 Subject: Re: Metaballs Uncovered
Click-->
605
MSG- 605 Subject: Re: Re[2]: BIG Bug in PC 3.3 ?
Click-->
606
MSG- 606 Subject: Re: Virtual Memory
Click-->
607
MSG- 607 Subject: Re: Crowbar Mike
Click-->
608
MSG- 608 Subject: Re: Pentium speed
Click-->
609

```
                 MSG- 609  Subject: Is Imagine shareware?
Click-->
                 610
                 MSG- 610  Subject: Re: Imagine wrong Colours
Click-->
                 611
                 MSG- 611  Subject: Re: Scanline and Trace
Click-->
                 612
                 MSG- 612  Subject: Re: Professional vs. ?Amateur
Click-->
                 613
                 MSG- 613  Subject: Fingerprint-tip
Click-->
                 614
                 MSG- 614  Subject: Re: 3.3 maps
Click-->
                 615
                 MSG- 615  Subject: Re: DCTV to VCR problem
Click-->
                 616
                 MSG- 616  Subject: FOUND Solution to 3.3 BUG.
Click-->
                 617
                 MSG- 617  Subject: Re: Particle Bug in 3.3??!??
Click-->
                 618
                 MSG- 618  Subject: Re: An old challenge - How are diamonds done ?
Click-->
                 619
                 MSG- 619  Subject: Re: Quickie!
Click-->
                 620
                 MSG- 620  Subject: Re: dare I enter a mathematical discussion?
Click-->
                 621
                 MSG- 621  Subject: Don’t kill me if this don’t work
Click-->
                 622
                 MSG- 622  Subject: Re: Virtual Memory
Click-->
                 623
                 MSG- 623  Subject: Video boards
Click-->
                 624
                 MSG- 624  Subject: Re: Virtual Memory
Click-->
                 625
                 MSG- 625  Subject: Re: Virtual Memory
Click-->
                 626
                 MSG- 626  Subject: Re: 3.3 maps
Click-->
                 627
                 MSG- 627  Subject: Fog objects vs. DOF!
Click-->
                 628
                 MSG- 628  Subject: IML
Click-->
                 629
                 MSG- 629  Subject: Imagine 4.0 Questions
Click-->
                 630
                 MSG- 630  Subject: Radiosity
Click-->
                 631
                 MSG- 631  Subject: Re: The bumps slide off my slug!
Click-->
                 632
                 MSG- 632  Subject: Upgrade paths
Click-->
                 633
                 MSG- 633  Subject: Fog objects vs. DOF!
Click-->
                 634
                 MSG- 634  Subject: Metaballs
Click-->
                 635
                 MSG- 635  Subject: Fingerprint-fault
Click-->
                 636
                 MSG- 636  Subject: Bying PentiumPC
Click-->
                 637
                 MSG- 637  Subject: Re: Memory ...
Click-->
                 638
                 MSG- 638  Subject: Re: Scanline and Trace
Click-->
                 639
                 MSG- 639  Subject: Re:Crowbar Mike!
Click-->
                 640
                 MSG- 640  Subject: Re: Impulse & IML (Long message!)
Click-->
                 641
                 MSG- 641  Subject: Upgrade paths, WinImages:FX
Click-->
                 642
                 MSG- 642  Subject: Lights in raytrace.
Click-->
                 643
                 MSG- 643  Subject: Re: A few Questions
Click-->
                 644
                 MSG- 644  Subject: RE:RE Mike H
Click-->
                 645
                 MSG- 645  Subject: Re: Disturbed & Grid
Click-->
                 646
                 MSG- 646  Subject: Re: Pentium speed
Click-->
                 647
```

MSG- 647 Subject: I apologise to the list
Click-->
648
MSG- 648 Subject: Re: Essence + 2.0
Click-->
649
MSG- 649 Subject: Re: DCTV to VCR problem
Click-->
650
MSG- 650 Subject: World Size (was Re: Memory...)
Click-->
651
MSG- 651 Subject: Re: A few Questions
Click-->
652
MSG- 652 Subject: RE:RE Mike H
Click-->
653
MSG- 653 ------=> Sorry NO Subject!
Click-->
654
MSG- 654 Subject: Re: Scanline and Trace
Click-->
655
MSG- 655 ------=> Sorry NO Subject!
Click-->
656
MSG- 656 ------=> Sorry NO Subject!
Click-->
657
MSG- 657 ------=> Sorry NO Subject!
Click-->
658
MSG- 658 ------=> Sorry NO Subject!
Click-->
659
MSG- 659 Subject: Re: Realistic Glass!!!! (long)
Click-->
660
MSG- 660 Subject: Re: An old challenge - How are diamonds done ?
Click-->
661
MSG- 661 Subject: Re: Fog objects vs. DOF!
Click-->
662
MSG- 662 Subject: Re: Inertia ??
Click-->
663
MSG- 663 Subject: Re: Imagine 4.0 Questions
Click-->
664
MSG- 664 Subject: Re: DCTV
Click-->
665
MSG- 665 Subject: Re: DCTV to VCR problem
Click-->
666

MSG- 666 Subject: Re: Video boards
Click-->
667
MSG- 667 Subject: Re: Lights in raytrace.
Click-->
668
MSG- 668 Subject: RE:Inertia
Click-->
669
MSG- 669 Subject: Render Model (was Re: Scanline and Trace)
Click-->
670
MSG- 670 Subject: Re: Lights in raytrace.
Click-->
671
MSG- 671 Subject: JPEG Pictures!!!
Click-->
672
MSG- 672 Subject: Fingerprint-fault
Click-->
673
MSG- 673 Subject: Bying PentiumPC
Click-->
674
MSG- 674 Subject: Object format
Click-->
675
MSG- 675 Subject: Re: DCTV
Click-->
676
MSG- 676 Subject: Re: An old challenge - How are diamonds done ?
Click-->
677
MSG- 677 Subject: Re:Radiosity
Click-->
678
MSG- 678 Subject: Inertia ??
Click-->
679
MSG- 679 Subject: Re: Imagine 4.0 Questions
Click-->
680
MSG- 680 Subject: Re: Radiosity
Click-->
681
MSG- 681 Subject: Motion Blur Trick
Click-->
682
MSG- 682 Subject: Any way to save paths as x,y,z coordinates?
Click-->
683
MSG- 683 Subject: Re: Inertia ??
Click-->
684
MSG- 684 Subject: Mr. Mike H
Click-->
685

MSG- 685 Subject: Looping Timeline
Click-->
686
MSG- 686 Subject: Rendering speed
Click-->
687
MSG- 687 Subject: Lensflare
Click-->
688
MSG- 688 Subject: Re: letter from Olga! =)
Click-->
689
MSG- 689 Subject: Re: Professional vs. ?Amateur
Click-->
690
MSG- 690 Subject: Re: Virtual memory in Imagine.
Click-->
691
MSG- 691 Subject: Re: JPEG Pictures!!!
Click-->
692
MSG- 692 Subject: Re: Re:Mike H
Click-->
693
MSG- 693 Subject: Re: Re:Mike H
Click-->
694
MSG- 694 Subject: Metaballs
Click-->
695
MSG- 695 Subject: Fuzz texture tip...
Click-->
696
MSG- 696 Subject: Grisly details of radiosity
Click-->
697
MSG- 697 Subject: Re: Inertia ??
Click-->
698
MSG- 698 Subject: Imagine 2.0 Question. (DXF’s)
Click-->
699
MSG- 699 Subject: Re: Tear Drop Quickie
Click-->
700
MSG- 700 Subject: Inertia. I’m a dud!
Click-->
701
MSG- 701 Subject: FOUND Solution to 3.3 Bug!
Click-->
702
MSG- 702 Subject: Re: Render modes
Click-->
703
MSG- 703 Subject: RE:Radiosity (not slow!)
Click-->
704

MSG- 704 Subject: Re: The bumps slide off my slug!
Click-->
705
MSG- 705 Subject: RE: Siggraph
Click-->
706
MSG- 706 Subject: Video boards
Click-->
707
MSG- 707 Subject: Re: Imagine wrong Colours
Click-->
708
MSG- 708 Subject: Re: Don’t kill me if this don’t work
Click-->
709
MSG- 709 Subject: Siggraph
Click-->
710
MSG- 710 Subject: Re: Siggraph
Click-->
711
MSG- 711 Subject: Re: Realistic Glass!!!! (long)
Click-->
712
MSG- 712 Subject: Re: Motion Blur Trick
Click-->
713
MSG- 713 Subject: Re: Lights in raytrace.
Click-->
714
MSG- 714 Subject: Re: HOW MANY!
Click-->
715
MSG- 715 Subject: Re: Looping Textures
Click-->
716
MSG- 716 Subject: Lights in raytrace.
Click-->
717
MSG- 717 Subject: Re: A message from Mike...
Click-->
718
MSG- 718 Subject: Phong edges (Was: Realistic Glass!!!! (long))
Click-->
719
MSG- 719 Subject: World Size (was Re: Memory...)
Click-->
720
MSG- 720 Subject: Imagine 2.0 Question. (DXF’s)
Click-->
721
MSG- 721 Subject: Re: Virtual Memory
Click-->
722
MSG- 722 Subject: Re: Imagine 2.0 Question. (DXF’s)
Click-->
723

MSG- 723 Subject: A message from Mike...

Click--> 724

MSG- 724 Subject: Looping Timeline

Click--> 725

MSG- 725 Subject: Rendering speed

Click--> 726

MSG- 726 Subject: Re: Lights in raytrace.

Click--> 727

MSG- 727 Subject: Re: Inertia ??

Click--> 728

MSG- 728 Subject: Re: Lights in raytrace.

Click--> 729

MSG- 729 Subject: Re: Imagine wrong Colours..Fixed!!!

Click--> 730

MSG- 730 Subject: Re: Hack wanted for PC screen size.

Click--> 731

MSG- 731 Subject: Re: The bumps slide off my slug!

Click--> 732

MSG- 732 Subject: Re:Crowbar Mike(sort of)

Click--> 733

MSG- 733 Subject: Re: Realistic Glass!!!! (long)

Click--> 734

MSG- 734 Subject: Re: lensflare

Click--> 735

MSG- 735 Subject: Help on Island Trace

Click--> 736

MSG- 736 Subject: Re: Pentium speed

Click--> 737

MSG- 737 Subject: Re: Lights in raytrace.

Click--> 738

MSG- 738 Subject: Re[2]: Motion Blur Trick

Click--> 739

MSG- 739 Subject: Re: JPEG Pictures!!!

Click--> 740

MSG- 740 Subject: Re: Mr. Mike H

Click--> 741

MSG- 741 Subject: Re: Tear Drop Quickie

Click--> 742

```
                  MSG- 742  Subject: Re: Help on Island Trace
Click-->
                  743
                  MSG- 743  Subject: Spline Int.
Click-->
                  744
                  MSG- 744  Subject: Virtual Memory
Click-->
                  745
                  MSG- 745  Subject: Object format
Click-->
                  746
                  MSG- 746  Subject: Imagine 2.0: What a Discovery!
Click-->
                  747
                  MSG- 747  Subject: 3.3 PC Bugs
Click-->
                  748
                  MSG- 748  Subject: Re: JPEG Pictures!!!
Click-->
                  749
                  MSG- 749  Subject: Re: Imagine 4.0 Questions
Click-->
                  750
                  MSG- 750  Subject: Re: Imagine 2.0 Question. (DXF's)
Click-->
                  751
                  MSG- 751  Subject: Re: Metaballs
Click-->
                  752
                  MSG- 752  Subject: Mr. Mike H
Click-->
                  753
                  MSG- 753  Subject: Re: Lights in raytrace.
Click-->
                  754
                  MSG- 754  Subject: Re: Imagine 2.0 Question. (DXF's)
Click-->
                  755
                  MSG- 755  Subject: Re: Re[2]: Radiosity
Click-->
                  756
                  MSG- 756  Subject: Virtual memory in Imagine.
Click-->
                  757
                  MSG- 757  Subject: Stuff from Aminet
Click-->
                  758
                  MSG- 758  Subject: Re: Fuzz texture tip...
Click-->
                  759
                  MSG- 759  Subject: Re: JPEG Pictures!!!
Click-->
                  760
                  MSG- 760  Subject: Re: Imagine 4.0 Questions
Click-->
                  761
```

MSG- 761 Subject: Re: I need a Job!!

Click-->

762

MSG- 762 Subject: Don’t kill me if this don’t work

Click-->

763

MSG- 763 Subject: Motion Blur Trick

Click-->

764

MSG- 764 Subject: RE:Realistic Glass(long)

Click-->

765

MSG- 765 Subject: RE-Motion blur(p)

Click-->

766

MSG- 766 Subject: How about...

Click-->

767

MSG- 767 Subject: Pallete Generation

Click-->

768

MSG- 768 Subject: Re: Imagine 2.0 Question. (DXF’s)

Click-->

769

MSG- 769 Subject: Re: Imagine 2.0 Question. (DXF’s)

Click-->

770

MSG- 770 Subject: Re: Stuff from Aminet

Click-->

771

MSG- 771 Subject: CityBuilder and Space Essentials

Click-->

772

MSG- 772 Subject: Re: Video boards

Click-->

773

MSG- 773 Subject: Re: Professional vs. ?Amateur

Click-->

774

MSG- 774 Subject: Re: JPEG Pictures!!!

Click-->

775

MSG- 775 Subject: Re: Render speeds

Click-->

776

MSG- 776 Subject: Re: Help on Island Trace

Click-->

777

MSG- 777 ------=> Sorry NO Subject!

Click-->

778

MSG- 778 Subject: My Spline Editor/Metaballs preference flip- ↩
flops :)

Click-->

779

MSG- 779 Subject: Re: Re:Mike H

Click-->

```
                 780
                 MSG- 780  Subject: Re: lensflare
Click-->
                 781
                 MSG- 781  Subject: Re: 3.3 PC Bugs
Click-->
                 782
                 MSG- 782  Subject: Re: Motion Blur Trick
Click-->
                 783
                 MSG- 783  Subject: Re: Virtual memory in Imagine.
Click-->
                 784
                 MSG- 784  Subject: Re: your mail
Click-->
                 785
                 MSG- 785  Subject: Re: JPEG Pictures!!!
Click-->
                 786
                 MSG- 786  Subject: Re: Virtual memory in Imagine.
Click-->
                 787
                 MSG- 787  Subject: Re: Imagine 2.0: What a Discovery!
Click-->
                 788
                 MSG- 788  Subject: Re: JPEG Pictures!!!
Click-->
                 789
                 MSG- 789  Subject: Re: Motion Blur Trick
Click-->
                 790
                 MSG- 790  Subject: Re: JPEG Pictures!!!
Click-->
                 791
                 MSG- 791  Subject: Re: JPEG Pictures!!!
Click-->
                 792
                 MSG- 792  Subject: Re: Imagine 2.0 Question. (DXF's)
Click-->
                 793
                 MSG- 793  Subject: Re: How about...
Click-->
                 794
                 MSG- 794  Subject: Re: JPEG Pictures!!!
Click-->
                 795
                 MSG- 795  Subject: Re: I need a Job!!
Click-->
                 796
                 MSG- 796  Subject: Re: Stuff from Aminet
Click-->
                 797
                 MSG- 797  Subject: Upload - Download Sites
Click-->
                 798
                 MSG- 798  Subject: How To make a SUN?
Click-->
```

```
                 799
                 MSG- 799  Subject: Re: Motion Blur Trick
Click-->
                 800
                 MSG- 800  Subject: The last suggested Imagine improvement
Click-->
                 801
                 MSG- 801  Subject: Re: Spline Int.
Click-->
                 802
                 MSG- 802  Subject: Render speeds
Click-->
                 803
                 MSG- 803  Subject: Image Mailing List Idea
Click-->
                 804
                 MSG- 804  Subject: Re: Stuff from Aminet
Click-->
                 805
                 MSG- 805  Subject: RE:Realistic Glass(long)
Click-->
                 806
                 MSG- 806  Subject: Re: VMM
Click-->
                 807
                 MSG- 807  Subject: Re: lensflare
Click-->
                 808
                 MSG- 808  Subject: Re: VMM
Click-->
                 809
                 MSG- 809  Subject: Re: 3.3 PC Bugs
Click-->
                 810
                 MSG- 810  Subject: Re: Help on Island Trace
Click-->
                 811
                 MSG- 811  Subject: Re: How To make a SUN?
Click-->
                 812
                 MSG- 812  Subject: Re: How To make a SUN?
Click-->
                 813
                 MSG- 813  Subject: Re: JPEG Pictures!!!
Click-->
                 814
                 MSG- 814  Subject: Two Tiny Wishes
Click-->
                 815
                 MSG- 815  Subject: Help on Island Trace
Click-->
                 816
                 MSG- 816  Subject: Re: I need a Job!!
Click-->
                 817
                 MSG- 817  Subject: Re: Stuff from Aminet
Click-->
```

```
                 818
                 MSG- 818  Subject: Resolution vs. aspect ratio
Click-->
                 819
                 MSG- 819  Subject: Imagine 2.0: What a Discovery!
Click-->
                 820
                 MSG- 820  Subject: Re: Render speeds
Click-->
                 821
                 MSG- 821  Subject: Re: Resolution vs. aspect ratio
Click-->
                 822
                 MSG- 822  Subject: RE:Lens Flares
Click-->
                 823
                 MSG- 823  Subject: RE:Sun with corona
Click-->
                 824
                 MSG- 824  Subject: Re: JPEG Pictures!!!
Click-->
                 825
                 MSG- 825  Subject: Re: Resolution vs. aspect ratio
Click-->
                 826
                 MSG- 826  Subject: Stuff from Aminet
Click-->
                 827
                 MSG- 827  Subject: Re: Lights in raytrace.
Click-->
                 828
                 MSG- 828  Subject: Re: Inertia ??
Click-->
                 829
                 MSG- 829  Subject: Re: Metaballs
Click-->
                 830
                 MSG- 830  Subject: Pallete Generation
Click-->
                 831
                 MSG- 831  Subject: The last suggested Imagine improvement
Click-->
                 832
                 MSG- 832  Subject: Virtual memory in Imagine.
Click-->
                 833
                 MSG- 833  Subject: Re: Stuff from Aminet
Click-->
                 834
                 MSG- 834  Subject: Image Exchange
Click-->
                 835
                 MSG- 835  Subject: Beyond Imagination
Click-->
                 836
                 MSG- 836  Subject: Re: How To make a SUN?
Click-->
```

```
                  837
                  MSG- 837  Subject: Tools
Click-->
                  838
                  MSG- 838  Subject: Re: Resolution vs. aspect ratio
Click-->
                  839
                  MSG- 839  Subject: Re: How To make a SUN?
Click-->
                  840
                  MSG- 840  Subject: Re: Two Tiny Wishes
Click-->
                  841
                  MSG- 841  Subject: Re: Beyond Imagination
Click-->
                  842
                  MSG- 842  Subject: One minor bug.
Click-->
                  843
                  MSG- 843  Subject: Re: Lights in raytrace.
Click-->
                  844
                  MSG- 844  Subject: Re: JPEG Pictures!!!
Click-->
                  845
                  MSG- 845  Subject: Re: Imagine 2.0: What a Discovery!
Click-->
                  846
                  MSG- 846  Subject: Why
Click-->
                  847
                  MSG- 847  Subject: Stuff from Aminet
Click-->
                  848
                  MSG- 848  Subject: Re: Video boards
Click-->
                  849
                  MSG- 849  Subject: Re: JPEG Pictures!!!
Click-->
                  850
                  MSG- 850  Subject: My Spline Editor/Metaball
Click-->
                  851
                  MSG- 851  Subject: Re: I need a Job!!
Click-->
                  852
                  MSG- 852  Subject: Re: Upgrade paths
Click-->
                  853
                  MSG- 853  Subject: Vmm/mui
Click-->
                  854
                  MSG- 854  Subject: Making textures 'stick'
Click-->
                  855
                  MSG- 855  Subject: Question for PC users
Click-->
```

```
                 856
                 MSG- 856  Subject: This is getting old!
Click-->
                 857
                 MSG- 857  Subject: Phong errors, rotoscoping
Click-->
                 858
                 MSG- 858  Subject: Ftp to amiga
Click-->
                 859
                 MSG- 859  Subject: Re: Beyond Imagination
Click-->
                 860
                 MSG- 860  Subject: PC animation playback?
Click-->
                 861
                 MSG- 861  Subject: Re: PC animation playback?
Click-->
                 862
                 MSG- 862  Subject: Re: vmm/mui
Click-->
                 863
                 MSG- 863  Subject: Re: vmm/mui
Click-->
                 864
                 MSG- 864  Subject: Re: How To make a SUN?
Click-->
                 865
                 MSG- 865  Subject: Re: Making textures 'stick'
Click-->
                 866
                 MSG- 866  Subject: ANIMATION PLAYER
Click-->
                 867
                 MSG- 867  Subject: Imagine OBJS
Click-->
                 868
                 MSG- 868  Subject: One minor bug.
Click-->
                 869
                 MSG- 869  Subject: Re: Beyond Imagination
Click-->
                 870
                 MSG- 870  Subject: Re: PC animation playback?
Click-->
                 871
                 MSG- 871  Subject: Re: Beyond Imagination
Click-->
                 872
                 MSG- 872  Subject: Re: Complete answer to metaballs.
Click-->
                 873
                 MSG- 873  Subject: Re: Motion Blur Trick
Click-->
                 874
                 MSG- 874  Subject: Complete answer to metaballs.
Click-->
```

875
MSG- 875 Subject: Metaballs/Blobs
Click-->
876
MSG- 876 Subject: Re: Metaballs
Click-->
877
MSG- 877 Subject: Re: How To make a SUN?
Click-->
878
MSG- 878 Subject: Re: Complete answer to metaballs.
Click-->
879
MSG- 879 Subject: Animation Contests
Click-->
880
MSG- 880 Subject: Re: PC animation playback?
Click-->
881
MSG- 881 Subject: Re: Making textures ’stick’
Click-->
882
MSG- 882 Subject: Vmm/mui
Click-->
883
MSG- 883 Subject: Layers
Click-->
884
MSG- 884 Subject: Re[2]: lensflare
Click-->
885
MSG- 885 Subject: I’d Say Similar or Same
Click-->
886
MSG- 886 Subject: Re: Complete answer to metaba...
Click-->
887
MSG- 887 Subject: Imagine versions
Click-->
888
MSG- 888 Subject: Re: layers
Click-->
889
MSG- 889 Subject: Re: lensflare
Click-->
890
MSG- 890 Subject: RE:Lens Flares
Click-->
891
MSG- 891 Subject: Re: Resolution vs. aspect ratio
Click-->
892
MSG- 892 Subject: Re: Imagine OBJS
Click-->
893
MSG- 893 Subject: Animation Contests
Click-->

```
                 894
                 MSG- 894  Subject: Imagine versions
Click-->
                 895
                 MSG- 895  Subject: Re: Question for PC Users
Click-->
                 896
                 MSG- 896  Subject: Re: lensflare
Click-->
                 897
                 MSG- 897  Subject: Re: layers
Click-->
                 898
                 MSG- 898  Subject: Bug. Amiga 3.2/3.3
Click-->
                 899
                 MSG- 899  Subject: Re: Tear Drop Quickie
```

1.3 IMAGINE MAILING LIST V64- CONTENTS

```
                Click-->
                   1
                 MSG- 484  Subject: "info" button bug in 3.3 gives bad date
Click-->
                   2
                 MSG- 481  Subject: "info" button bug in 3.3 gives bad date
Click-->
                   3
                 MSG- 164  Subject: (Useless) Imagine 3.3 compliments and  ↩
                    complaints
Click-->
                   4
                 MSG- 577  Subject: *BUG* DOF in PC version
Click-->
                   5
                 MSG- 581  Subject: Re: *BUG* DOF in PC version
Click-->
                   6
                 MSG- 777  ------=> Sorry NO Subject!
Click-->
                   7
                 MSG- 658  ------=> Sorry NO Subject!
Click-->
                   8
                 MSG- 657  ------=> Sorry NO Subject!
Click-->
                   9
                 MSG-  45  ------=> Sorry NO Subject!
Click-->
                  10
                 MSG- 655  ------=> Sorry NO Subject!
Click-->
                  11
                 MSG- 135  ------=> Sorry NO Subject!
Click-->
```

```
                  12
                 MSG-  39  ------=> Sorry NO Subject!
Click-->
                  13
                 MSG- 656  ------=> Sorry NO Subject!
Click-->
                  14
                 MSG- 653  ------=> Sorry NO Subject!
Click-->
                  15
                 MSG- 326  ------=> Sorry NO Subject!
Click-->
                  16
                 MSG- 327  ------=> Sorry NO Subject!
Click-->
                  17
                 MSG-  66  Subject: 24bit Amiga + Imagine 3.2
Click-->
                  18
                 MSG- 227  Subject: Re: 24bit quickrenders in PC 2.0
Click-->
                  19
                 MSG- 421  Subject: 3.3
Click-->
                  20
                 MSG-   6  Subject: 3.3 & no IML for a while
Click-->
                  21
                 MSG-  48  Subject: Re: 3.3 & no IML for a while
Click-->
                  22
                 MSG- 380  Subject: 3.3 in Canada ??
Click-->
                  23
                 MSG- 384  Subject: Re: 3.3 in Canada ??
Click-->
                  24
                 MSG- 378  Subject: 3.3 is in BC, Canada...
Click-->
                  25
                 MSG-  72  Subject: 3.3 Manual.txt
Click-->
                  26
                 MSG- 557  Subject: Re: 3.3 maps
Click-->
                  27
                 MSG- 626  Subject: Re: 3.3 maps
Click-->
                  28
                 MSG- 556  Subject: Re: 3.3 maps
Click-->
                  29
                 MSG- 614  Subject: Re: 3.3 maps
Click-->
                  30
                 MSG- 236  Subject: Re: 3.3 new brush handle
Click-->
```

```
                 31
                MSG- 747  Subject: 3.3 PC Bugs
Click-->
                 32
                MSG- 809  Subject: Re: 3.3 PC Bugs
Click-->
                 33
                MSG- 781  Subject: Re: 3.3 PC Bugs
Click-->
                 34
                MSG- 459  Subject: A few Imagine questions
Click-->
                 35
                MSG- 439  Subject: A few Imagine questions
Click-->
                 36
                MSG- 458  Subject: Re: A few Imagine questions
Click-->
                 37
                MSG- 476  Subject: Re: A few Imagine questions
Click-->
                 38
                MSG- 547  Subject: Re: A few Imagine questions
Click-->
                 39
                MSG- 534  Subject: A few Questions
Click-->
                 40
                MSG- 603  Subject: Re: A few Questions
Click-->
                 41
                MSG- 643  Subject: Re: A few Questions
Click-->
                 42
                MSG- 651  Subject: Re: A few Questions
Click-->
                 43
                MSG- 723  Subject: A message from Mike...
Click-->
                 44
                MSG- 717  Subject: Re: A message from Mike...
Click-->
                 45
                MSG- 435  Subject: A note from Mr. Mike,
Click-->
                 46
                MSG- 445  Subject: A note from Mr. Mike,
Click-->
                 47
                MSG- 518  Subject: Re: A note from Mr. Mike,
Click-->
                 48
                MSG- 455  Subject: Re: A note from Mr. Mike,
Click-->
                 49
                MSG- 433  Subject: Re: A note from Mr. Mike,
Click-->
```

```
                  50
                 MSG- 454  Subject: Re: A note from Mr. Mike,
Click-->
                  51
                 MSG- 461  Subject: Re: A note from Mr. Mike,
Click-->
                  52
                 MSG- 558  Subject: Re: A note from Mr. Mike,
Click-->
                  53
                 MSG- 539  Subject: Re: A note from Mr. Mike
Click-->
                  54
                 MSG- 340  Subject: Abort buttons
Click-->
                  55
                 MSG- 264  Subject: After quickrender...
Click-->
                  56
                 MSG- 231  Subject: After quickrender...
Click-->
                  57
                 MSG-   4  Subject: Re: All that we want...
Click-->
                  58
                 MSG- 405  Subject: Amiga 2000
Click-->
                  59
                 MSG- 149  Subject: Amiga Imagine 3.3 received
Click-->
                  60
                 MSG- 122  Subject: Amiga macro recorder
Click-->
                  61
                 MSG- 155  Subject: Re: Amiga macro recorder
Click-->
                  62
                 MSG-  80  Subject: An irrelevant questione'!
Click-->
                  63
                 MSG- 560  Subject: An old challenge - How are diamonds done ?
Click-->
                  64
                 MSG- 516  Subject: An old challenge - How are diamonds done ?
Click-->
                  65
                 MSG- 660  Subject: Re: An old challenge - How are diamonds done ?
Click-->
                  66
                 MSG- 618  Subject: Re: An old challenge - How are diamonds done ?
Click-->
                  67
                 MSG- 676  Subject: Re: An old challenge - How are diamonds done ?
Click-->
                  68
                 MSG-  92  Subject: Anim newbie probs
Click-->
```

```
                 69
                MSG-  23  Subject: Anim newbie probs
Click-->
                 70
                MSG-  65  Subject: Animate with background plate
Click-->
                 71
                MSG- 265  Subject: Animating Textures
Click-->
                 72
                MSG- 191  Subject: Animating Textures
Click-->
                 73
                MSG- 879  Subject: Animation Contests
Click-->
                 74
                MSG- 893  Subject: Animation Contests
Click-->
                 75
                MSG- 866  Subject: ANIMATION PLAYER
Click-->
                 76
                MSG-  73  Subject: Answer to parallel lights!
Click-->
                 77
                MSG- 682  Subject: Any way to save paths as x,y,z coordinates?
Click-->
                 78
                MSG-  10  Subject: Anybody out there
Click-->
                 79
                MSG-   8  Subject: Anyone have 3.3?
Click-->
                 80
                MSG- 386  Subject: Apologies
Click-->
                 81
                MSG- 397  Subject: Re: Apologies
Click-->
                 82
                MSG- 395  Subject: ArtDepartment problem
Click-->
                 83
                MSG- 460  Subject: Re: ArtDepartment problem
Click-->
                 84
                MSG-  86  Subject: Aspect Ratio
Click-->
                 85
                MSG-  98  Subject: Re: Aspect Ratio
Click-->
                 86
                MSG- 360  Subject: Avalon is Different..
Click-->
                 87
                MSG- 334  Subject: Avalon is Different...
Click-->
```

88
MSG- 835 Subject: Beyond Imagination
Click-->
89
MSG- 859 Subject: Re: Beyond Imagination
Click-->
90
MSG- 871 Subject: Re: Beyond Imagination
Click-->
91
MSG- 841 Subject: Re: Beyond Imagination
Click-->
92
MSG- 869 Subject: Re: Beyond Imagination
Click-->
93
MSG- 497 Subject: BIG Bug in PC 3.3 ?
Click-->
94
MSG- 535 Subject: BIG Bug in PC 3.3 ?
Click-->
95
MSG- 561 Subject: BIG Bug in PC 3.3 ?
Click-->
96
MSG- 575 Subject: Re: BIG Bug in PC 3.3 ?
Click-->
97
MSG- 513 Subject: Re: BIG Bug in PC 3.3 ?
Click-->
98
MSG- 519 Subject: Re: BIG Bug in PC 3.3 ?
Click-->
99
MSG- 514 Subject: Re: BIG Bug in PC 3.3 ?
Click-->
100
MSG- 537 Subject: Re: BIG Bug in PC 3.3 ?
Click-->
101
MSG- 502 Subject: Re: BIG Bug in PC 3.3 ?
Click-->
102
MSG- 365 Subject: Blaq - What a hero !!
Click-->
103
MSG- 404 Subject: Re: Blaq - What a hero!!
Click-->
104
MSG- 105 Subject: BLOBS
Click-->
105
MSG- 130 Subject: Re: BLOBS
Click-->
106
MSG- 148 Subject: Re: BLOBS
Click-->

```
                 107
                 MSG- 425  Subject: BONES
Click-->
                 108
                 MSG- 464  Subject: Re: BONES
Click-->
                 109
                 MSG- 521  Subject: Books in imagine
Click-->
                 110
                 MSG- 339  Subject: Re: Book
Click-->
                 111
                 MSG- 532  Subject: Booting IBM Imagine
Click-->
                 112
                 MSG- 490  Subject: Booting IBM Imagine
Click-->
                 113
                 MSG- 495  Subject: Re: Booting IBM Imagine
Click-->
                 114
                 MSG- 493  Subject: Re: Booting IBM Imagine
Click-->
                 115
                 MSG- 511  Subject: Re: Booting IBM Imagine
Click-->
                 116
                 MSG- 474  Subject: Re: Booting IBM Imagine
Click-->
                 117
                 MSG- 475  Subject: Re: Booting IBM Imagine
Click-->
                 118
                 MSG- 504  Subject: Re: Booting IBM Imagine
Click-->
                 119
                 MSG- 414  Subject: BRUSH MAPPING!
Click-->
                 120
                 MSG- 446  Subject: RE: Brush mapping
Click-->
                 121
                 MSG- 449  Subject: BRUSH MAPS
Click-->
                 122
                 MSG-  42  Subject: Re: Brushmap tacking
Click-->
                 123
                 MSG- 898  Subject: Bug. Amiga 3.2/3.3
Click-->
                 124
                 MSG- 636  Subject: Bying PentiumPC
Click-->
                 125
                 MSG- 673  Subject: Bying PentiumPC
Click-->
```

```
                 126
                 MSG- 394  Subject: Camera Size
Click-->
                 127
                 MSG- 771  Subject: CityBuilder and Space Essentials
Click-->
                 128
                 MSG- 886  Subject: Re: Complete answer to metaba...
Click-->
                 129
                 MSG- 874  Subject: Complete answer to metaballs.
Click-->
                 130
                 MSG- 878  Subject: Re: Complete answer to metaballs.
Click-->
                 131
                 MSG- 872  Subject: Re: Complete answer to metaballs.
Click-->
                 132
                 MSG- 508  Subject: Constraints
Click-->
                 133
                 MSG- 536  Subject: Re: Constraints
Click-->
                 134
                 MSG-  28  Subject: Converting to pc
Click-->
                 135
                 MSG-  78  Subject: Re: Converting to pc
Click-->
                 136
                 MSG- 382  Subject: Credit
Click-->
                 137
                 MSG- 437  Subject: Re: Credit
Click-->
                 138
                 MSG- 426  Subject: Re: Credit
Click-->
                 139
                 MSG- 400  Subject: Re: Credit
Click-->
                 140
                 MSG- 595  Subject: Crowbar Mike
Click-->
                 141
                 MSG- 639  Subject: Re: Crowbar Mike!
Click-->
                 142
                 MSG- 732  Subject: Re: Crowbar Mike(sort of)
Click-->
                 143
                 MSG- 607  Subject: Re: Crowbar Mike
Click-->
                 144
                 MSG- 576  Subject: Re: Dare I enter a mathematic...
Click-->
```

```
                145
                MSG- 562  Subject: Dare I enter a mathematical discussion?
Click-->
                146
                MSG- 531  Subject: Dare I enter a mathematical discussion?
Click-->
                147
                MSG- 620  Subject: Re: Dare I enter a mathematical discussion?
Click-->
                148
                MSG- 250  Subject: DARKONS
Click-->
                149
                MSG- 232  Subject: DARKONS!
Click-->
                150
                MSG- 246  Subject: Re: DARKONS!
Click-->
                151
                MSG- 500  Subject: DCTV
Click-->
                152
                MSG- 526  Subject: DCTV to VCR problem
Click-->
                153
                MSG- 615  Subject: Re: DCTV to VCR problem
Click-->
                154
                MSG- 649  Subject: Re: DCTV to VCR problem
Click-->
                155
                MSG- 541  Subject: Re: DCTV to VCR problem
Click-->
                156
                MSG- 665  Subject: Re: DCTV to VCR problem
Click-->
                157
                MSG- 585  Subject: Re: DCTV to VCR problem
Click-->
                158
                MSG- 523  Subject: Re: DCTV to VCR problem
Click-->
                159
                MSG- 675  Subject: Re: DCTV
Click-->
                160
                MSG- 664  Subject: Re: DCTV
Click-->
                161
                MSG- 583  Subject: Disturbed & Grid
Click-->
                162
                MSG- 645  Subject: Re: Disturbed & Grid
Click-->
                163
                MSG-  85  Subject: DOF?
Click-->
```

```
                 164
                 MSG- 548  Subject: DOF?!
Click-->
                 165
                 MSG- 124  Subject: Re: DOF?
Click-->
                 166
                 MSG- 621  Subject: Don’t kill me if this don’t work
Click-->
                 167
                 MSG- 762  Subject: Don’t kill me if this don’t work
Click-->
                 168
                 MSG- 708  Subject: Re: Don’t kill me if this don’t work
Click-->
                 169
                 MSG- 563  Subject: Edge Line
Click-->
                 170
                 MSG- 471  Subject: Edge Line
Click-->
                 171
                 MSG- 505  Subject: Re: Edge Line
Click-->
                 172
                 MSG- 538  Subject: Re: Edge Line
Click-->
                 173
                 MSG- 591  Subject: Re: Edge Line
Click-->
                 174
                 MSG- 530  Subject: Re: Edge Line
Click-->
                 175
                 MSG-  97  Subject: Essence
Click-->
                 176
                 MSG- 112  Subject: Essence
Click-->
                 177
                 MSG- 564  Subject: Essence + 2.0
Click-->
                 178
                 MSG- 498  Subject: Essence + 2.0
Click-->
                 179
                 MSG- 648  Subject: Re: Essence + 2.0
Click-->
                 180
                 MSG-  56  Subject: Essence for PC ships
Click-->
                 181
                 MSG- 121  Subject: Re: Essence for PC ships
Click-->
                 182
                 MSG-  87  Subject: Re: Essence for PC ships
Click-->
```

```
                 183
                 MSG-  99  Subject: Re: Essence
Click-->
                 184
                 MSG- 113  Subject: Re: Essence
Click-->
                 185
                 MSG- 456  Subject: Faq
Click-->
                 186
                 MSG-   1  Subject: FAQ’s
Click-->
                 187
                 MSG- 589  Subject: Faq7 on aminet
Click-->
                 188
                 MSG-  63  Subject: RE: FEATURE ADMIN.
Click-->
                 189
                 MSG-  75  Subject: Re: Field Render bug2
Click-->
                 190
                 MSG-  52  Subject: Field render bug?
Click-->
                 191
                 MSG- 672  Subject: Fingerprint-fault
Click-->
                 192
                 MSG- 635  Subject: Fingerprint-fault
Click-->
                 193
                 MSG- 613  Subject: Fingerprint-tip
Click-->
                 194
                 MSG- 597  Subject: Fog objects vs. DOF!
Click-->
                 195
                 MSG- 627  Subject: Fog objects vs. DOF!
Click-->
                 196
                 MSG- 633  Subject: Fog objects vs. DOF!
Click-->
                 197
                 MSG- 661  Subject: Re: Fog objects vs. DOF!
Click-->
                 198
                 MSG-  17  Subject: Font problem. How to outline it!
Click-->
                 199
                 MSG-  44  Subject: Font problem. How to outline it!
Click-->
                 200
                 MSG-  14  Subject: Re: For those who want to UNSUBSCRIBE
Click-->
                 201
                 MSG-  24  Subject: FORM TDDD
Click-->
```

```
                 202
                 MSG- 119  Subject: Re: FORM TDDD
Click-->
                 203
                 MSG- 346  Subject: Forwarded mail
Click-->
                 204
                 MSG- 701  Subject: FOUND Solution to 3.3 Bug!
Click-->
                 205
                 MSG- 616  Subject: FOUND Solution to 3.3 BUG.
Click-->
                 206
                 MSG- 858  Subject: Ftp to amiga
Click-->
                 207
                 MSG- 152  Subject: Fun with Fuzz
Click-->
                 208
                 MSG- 357  Subject: Funny anim?
Click-->
                 209
                 MSG- 347  Subject: Funny anim?
Click-->
                 210
                 MSG- 367  Subject: Re: Funny anim?
Click-->
                 211
                 MSG-   2  Subject: Fuzz texture and Fur
Click-->
                 212
                 MSG- 695  Subject: Fuzz texture tip...
Click-->
                 213
                 MSG- 758  Subject: Re: Fuzz texture tip...
Click-->
                 214
                 MSG- 257  Subject: Genlock black and blues
Click-->
                 215
                 MSG- 267  Subject: Genlock blues
Click-->
                 216
                 MSG- 248  Subject: Genlock blues
Click-->
                 217
                 MSG- 277  Subject: Re: Genlock blues
Click-->
                 218
                 MSG- 281  Subject: Re: Genlock blues
Click-->
                 219
                 MSG- 117  Subject: Gfx Cards and Error Requestors
Click-->
                 220
                 MSG- 545  Subject: Global fog disappears in 3.3?
Click-->
```

```
                221
                MSG- 588  Subject: Re: Global fog disappears in 3.3
Click-->
                222
                MSG- 363  Subject: Great!
Click-->
                223
                MSG- 452  Subject: Re: GRILLED
Click-->
                224
                MSG- 696  Subject: Grisly details of radiosity
Click-->
                225
                MSG-  25  Subject: Guides & htmls in Aminet
Click-->
                226
                MSG-  53  Subject: Re: Guides & htmls in Aminet
Click-->
                227
                MSG- 487  Subject: Hack wanted for PC screen
Click-->
                228
                MSG- 467  Subject: Hack wanted for PC screen size.
Click-->
                229
                MSG- 730  Subject: Re: Hack wanted for PC screen size.
Click-->
                230
                MSG-  16  Subject: Hello there
Click-->
                231
                MSG-  33  Subject: Re: Hello there
Click-->
                232
                MSG-  30  Subject: Hello?
Click-->
                233
                MSG-  13  Subject: Hello?
Click-->
                234
                MSG-  57  Subject: Re: Hello?
Click-->
                235
                MSG- 815  Subject: Help on Island Trace
Click-->
                236
                MSG- 735  Subject: Help on Island Trace
Click-->
                237
                MSG- 810  Subject: Re: Help on Island Trace
Click-->
                238
                MSG- 742  Subject: Re: Help on Island Trace
Click-->
                239
                MSG- 776  Subject: Re: Help on Island Trace
Click-->
```

```
                 240
                 MSG- 233  Subject: Hidden Treats!
Click-->
                 241
                 MSG- 766  Subject: How about...
Click-->
                 242
                 MSG- 793  Subject: Re: How about...
Click-->
                 243
                 MSG- 443  Subject: HOW MANY!
Click-->
                 244
                 MSG- 714  Subject: Re: HOW MANY!
Click-->
                 245
                 MSG- 509  Subject: Re: HOW MANY!
Click-->
                 246
                 MSG- 478  Subject: Re: HOW MANY!
Click-->
                 247
                 MSG- 428  Subject: RE: HOW MANY!
Click-->
                 248
                 MSG- 798  Subject: How To make a SUN?
Click-->
                 249
                 MSG- 812  Subject: Re: How To make a SUN?
Click-->
                 250
                 MSG- 811  Subject: Re: How To make a SUN?
Click-->
                 251
                 MSG- 864  Subject: Re: How To make a SUN?
Click-->
                 252
                 MSG- 877  Subject: Re: How To make a SUN?
Click-->
                 253
                 MSG- 839  Subject: Re: How To make a SUN?
Click-->
                 254
                 MSG- 836  Subject: Re: How To make a SUN?
Click-->
                 255
                 MSG-  91  Subject: HTML Version of FAQ 7 Online!
Click-->
                 256
                 MSG- 647  Subject: I apologise to the list
Click-->
                 257
                 MSG- 288  Subject: I have the best wish :)
Click-->
                 258
                 MSG- 816  Subject: Re: I need a Job!!
Click-->
```

```
                 259
                 MSG- 851  Subject: Re: I need a Job!!
Click-->
                 260
                 MSG- 761  Subject: Re: I need a Job!!
Click-->
                 261
                 MSG- 795  Subject: Re: I need a Job!!
Click-->
                 262
                 MSG- 885  Subject: I'd Say Similar or Same
Click-->
                 263
                 MSG- 517  Subject: I've been hearing an evil speculation...
Click-->
                 264
                 MSG- 371  Subject: Im 3.3
Click-->
                 265
                 MSG- 211  Subject: Im3.0 on PC, Preferences?
Click-->
                 266
                 MSG- 415  Subject: RE: Im3.3 bug?
Click-->
                 267
                 MSG- 348  Subject: Image Depth?
Click-->
                 268
                 MSG- 301  Subject: Image Depth?
Click-->
                 269
                 MSG- 322  Subject: Re: Image Depth?
Click-->
                 270
                 MSG- 321  Subject: RE: Image Depth
Click-->
                 271
                 MSG- 834  Subject: Image Exchange
Click-->
                 272
                 MSG- 803  Subject: Image Mailing List Idea
Click-->
                 273
                 MSG-   3  Subject: RE: ImageFX Arexx
Click-->
                 274
                 MSG- 310  Subject: Imagine 2.0 Bug????
Click-->
                 275
                 MSG- 306  Subject: Re: Imagine 2.0 Bug????
Click-->
                 276
                 MSG- 304  Subject: Re: Imagine 2.0 Bug????
Click-->
                 277
                 MSG- 355  Subject: Re: Imagine 2.0 Bug????
Click-->
```

```
                 278
                 MSG- 720  Subject: Imagine 2.0 Question. (DXF's)
Click-->
                 279
                 MSG- 698  Subject: Imagine 2.0 Question. (DXF's)
Click-->
                 280
                 MSG- 769  Subject: Re: Imagine 2.0 Question. (DXF's)
Click-->
                 281
                 MSG- 768  Subject: Re: Imagine 2.0 Question. (DXF's)
Click-->
                 282
                 MSG- 754  Subject: Re: Imagine 2.0 Question. (DXF's)
Click-->
                 283
                 MSG- 750  Subject: Re: Imagine 2.0 Question. (DXF's)
Click-->
                 284
                 MSG- 792  Subject: Re: Imagine 2.0 Question. (DXF's)
Click-->
                 285
                 MSG- 722  Subject: Re: Imagine 2.0 Question. (DXF's)
Click-->
                 286
                 MSG- 819  Subject: Imagine 2.0: What a Discovery!
Click-->
                 287
                 MSG- 746  Subject: Imagine 2.0: What a Discovery!
Click-->
                 288
                 MSG- 845  Subject: Re: Imagine 2.0: What a Discovery!
Click-->
                 289
                 MSG- 787  Subject: Re: Imagine 2.0: What a Discovery!
Click-->
                 290
                 MSG- 295  Subject: Imagine 3.0 in OS/2?
Click-->
                 291
                 MSG- 109  Subject: Imagine 3.3
Click-->
                 292
                 MSG-  71  Subject: Imagine 3.3
Click-->
                 293
                 MSG- 166  Subject: Imagine 3.3 arrives in England
Click-->
                 294
                 MSG- 399  Subject: Imagine 3.3 PC bug
Click-->
                 295
                 MSG- 411  Subject: Imagine 3.3 PC bug
Click-->
                 296
                 MSG- 479  Subject: Re: Imagine 3.3 PC bug
Click-->
```

```
                 297
                 MSG- 336  Subject: Imagine 3.3 to Spain
Click-->
                 298
                 MSG- 349  Subject: Imagine 3.3 to Spain
Click-->
                 299
                 MSG- 335  Subject: Re: Imagine 3.3 to Spain
Click-->
                 300
                 MSG-  93  Subject: Re: Imagine 3.3
Click-->
                 301
                 MSG- 376  Subject: Imagine 4.0
Click-->
                 302
                 MSG- 596  Subject: Imagine 4.0 Questions
Click-->
                 303
                 MSG- 629  Subject: Imagine 4.0 Questions
Click-->
                 304
                 MSG- 679  Subject: Re: Imagine 4.0 Questions
Click-->
                 305
                 MSG- 663  Subject: Re: Imagine 4.0 Questions
Click-->
                 306
                 MSG- 749  Subject: Re: Imagine 4.0 Questions
Click-->
                 307
                 MSG- 760  Subject: Re: Imagine 4.0 Questions
Click-->
                 308
                 MSG- 424  Subject: Imagine 4.0?
Click-->
                 309
                 MSG- 462  Subject: Imagine 4.0?
Click-->
                 310
                 MSG- 377  Subject: Re: Imagine 4.0
Click-->
                 311
                 MSG-  69  Subject: Imagine FAQ?
Click-->
                 312
                 MSG-  76  Subject: Re: Imagine FAQ?
Click-->
                 313
                 MSG- 593  Subject: Imagine in HiRes modes
Click-->
                 314
                 MSG- 252  Subject: Imagine Objects
Click-->
                 315
                 MSG- 269  Subject: Imagine Objects
Click-->
```

```
                 316
                 MSG- 280  Subject: Re: Imagine Objects
Click-->
                 317
                 MSG- 867  Subject: Imagine OBJS
Click-->
                 318
                 MSG- 892  Subject: Re: Imagine OBJS
Click-->
                 319
                 MSG- 894  Subject: Imagine versions
Click-->
                 320
                 MSG- 887  Subject: Imagine versions
Click-->
                 321
                 MSG- 132  Subject: Imagine vs Hercules Stingray video card
Click-->
                 322
                 MSG-  90  Subject: Imagine vs Hercules Stingray video card
Click-->
                 323
                 MSG- 210  Subject: Re: Imagine vs Hercules Stingray video card
Click-->
                 324
                 MSG- 214  Subject: RE: Imagine vs Hercules Stingray video card
Click-->
                 325
                 MSG- 204  Subject: RE: Imagine vs Hercules Stingray video card
Click-->
                 326
                 MSG- 144  Subject: Re: Imagine vs Hercules Stingray video card
Click-->
                 327
                 MSG- 401  Subject: Imagine wrong Colours..Fi
Click-->
                 328
                 MSG- 410  Subject: Imagine wrong Colours..Fixed!!!
Click-->
                 329
                 MSG- 413  Subject: Imagine wrong Colours..Fixed!!!
Click-->
                 330
                 MSG- 473  Subject: Re: Imagine wrong Colours..Fixed!!!
Click-->
                 331
                 MSG- 472  Subject: Re: Imagine wrong Colours..Fixed!!!
Click-->
                 332
                 MSG- 729  Subject: Re: Imagine wrong Colours..Fixed!!!
Click-->
                 333
                 MSG- 423  Subject: Re: Imagine wrong Colours..Fixed!!!
Click-->
                 334
                 MSG- 610  Subject: Re: Imagine wrong Colours
Click-->
```

```
                  335
                  MSG- 485  Subject: Re: Imagine wrong Colours
Click-->
                  336
                  MSG- 707  Subject: Re: Imagine wrong Colours
Click-->
                  337
                  MSG- 628  Subject: IML
Click-->
                  338
                  MSG-  18  Subject: IML Outage
Click-->
                  339
                  MSG-  20  Subject: IML-FAQ#07 preview
Click-->
                  340
                  MSG- 409  Subject: IML-FAQ#08 && home pages
Click-->
                  341
                  MSG- 222  Subject: Re: Improved Starfields
Click-->
                  342
                  MSG- 270  Subject: Re: Improved Starfields
Click-->
                  343
                  MSG- 407  Subject: Impulse
Click-->
                  344
                  MSG- 447  Subject: Impulse
Click-->
                  345
                  MSG- 224  Subject: IMPULSE
Click-->
                  346
                  MSG- 483  Subject: Impulse & IML (Long messa
Click-->
                  347
                  MSG- 442  Subject: Impulse & IML (Long message!)
Click-->
                  348
                  MSG- 640  Subject: Re: Impulse & IML (Long message!)
Click-->
                  349
                  MSG- 590  Subject: Re: Impulse & IML (Long message!)
Click-->
                  350
                  MSG- 510  Subject: Re: Impulse & IML (Long message!)
Click-->
                  351
                  MSG- 565  Subject: Re: Impulse & IML (Long message!)
Click-->
                  352
                  MSG- 438  Subject: Re: Impulse
Click-->
                  353
                  MSG- 429  Subject: Re: Impulse
Click-->
```

```
                  354
                  MSG- 469  Subject: Re: Impulse
Click-->
                  355
                  MSG- 678  Subject: Inertia ??
Click-->
                  356
                  MSG- 697  Subject: Re: Inertia ??
Click-->
                  357
                  MSG- 727  Subject: Re: Inertia ??
Click-->
                  358
                  MSG- 683  Subject: Re: Inertia ??
Click-->
                  359
                  MSG- 662  Subject: Re: Inertia ??
Click-->
                  360
                  MSG- 828  Subject: Re: Inertia ??
Click-->
                  361
                  MSG- 700  Subject: Inertia. I'm a dud!
Click-->
                  362
                  MSG- 668  Subject: RE: Inertia
Click-->
                  363
                  MSG- 609  Subject: Is Imagine shareware?
Click-->
                  364
                  MSG- 522  Subject: Is Imagine shareware?
Click-->
                  365
                  MSG-  22  Subject: Is there any mail
Click-->
                  366
                  MSG-  35  Subject: Re: Is there any mail
Click-->
                  367
                  MSG- 671  Subject: JPEG Pictures!!!
Click-->
                  368
                  MSG- 813  Subject: Re: JPEG Pictures!!!
Click-->
                  369
                  MSG- 824  Subject: Re: JPEG Pictures!!!
Click-->
                  370
                  MSG- 785  Subject: Re: JPEG Pictures!!!
Click-->
                  371
                  MSG- 788  Subject: Re: JPEG Pictures!!!
Click-->
                  372
                  MSG- 794  Subject: Re: JPEG Pictures!!!
Click-->
```

```
                 373
                 MSG- 691  Subject: Re: JPEG Pictures!!!
Click-->
                 374
                 MSG- 790  Subject: Re: JPEG Pictures!!!
Click-->
                 375
                 MSG- 791  Subject: Re: JPEG Pictures!!!
Click-->
                 376
                 MSG- 774  Subject: Re: JPEG Pictures!!!
Click-->
                 377
                 MSG- 759  Subject: Re: JPEG Pictures!!!
Click-->
                 378
                 MSG- 748  Subject: Re: JPEG Pictures!!!
Click-->
                 379
                 MSG- 739  Subject: Re: JPEG Pictures!!!
Click-->
                 380
                 MSG- 844  Subject: Re: JPEG Pictures!!!
Click-->
                 381
                 MSG- 849  Subject: Re: JPEG Pictures!!!
Click-->
                 382
                 MSG- 325  Subject: Landscapes and clouds.
Click-->
                 383
                 MSG- 319  Subject: Re: Landscapes and clouds
Click-->
                 384
                 MSG- 356  Subject: Re: Landscpaes (vistapro)
Click-->
                 385
                 MSG- 302  Subject: Lanscapes and clouds.
Click-->
                 386
                 MSG- 315  Subject: Re: Lanscapes and clouds.
Click-->
                 387
                 MSG- 345  Subject: Re: Lanscapes and clouds.
Click-->
                 388
                 MSG- 333  Subject: Re: Lanscapes and clouds.
Click-->
                 389
                 MSG- 344  Subject: Re: Lanscapes and clouds.
Click-->
                 390
                 MSG- 338  Subject: Re: Lanscapes and clouds.
Click-->
                 391
                 MSG- 369  Subject: Re: Lanscapes and clouds.
Click-->
```

```
                 392
                 MSG- 317  Subject: Re: Lanscapes and clouds.
Click-->
                 393
                 MSG- 883  Subject: Layers
Click-->
                 394
                 MSG- 290  Subject: Layers
Click-->
                 395
                 MSG- 897  Subject: Re: Layers
Click-->
                 396
                 MSG- 370  Subject: Re: Layers
Click-->
                 397
                 MSG- 888  Subject: Re: Layers
Click-->
                 398
                 MSG- 890  Subject: RE: Lens Flares
Click-->
                 399
                 MSG- 822  Subject: RE: Lens Flares
Click-->
                 400
                 MSG- 687  Subject: Lensflare
Click-->
                 401
                 MSG- 896  Subject: Re: Lensflare
Click-->
                 402
                 MSG- 889  Subject: Re: Lensflare
Click-->
                 403
                 MSG- 807  Subject: Re: Lensflare
Click-->
                 404
                 MSG- 734  Subject: Re: Lensflare
Click-->
                 405
                 MSG- 780  Subject: Re: Lensflare
Click-->
                 406
                 MSG- 688  Subject: Re: Letter from Olga! =)
Click-->
                 407
                 MSG- 256  Subject: Re: Lighting
Click-->
                 408
                 MSG- 716  Subject: Lights in raytrace.
Click-->
                 409
                 MSG- 642  Subject: Lights in raytrace.
Click-->
                 410
                 MSG- 726  Subject: Re: Lights in raytrace.
Click-->
```

```
                 411
                 MSG- 728  Subject: Re: Lights in raytrace.
Click-->
                 412
                 MSG- 737  Subject: Re: Lights in raytrace.
Click-->
                 413
                 MSG- 843  Subject: Re: Lights in raytrace.
Click-->
                 414
                 MSG- 753  Subject: Re: Lights in raytrace.
Click-->
                 415
                 MSG- 667  Subject: Re: Lights in raytrace.
Click-->
                 416
                 MSG- 670  Subject: Re: Lights in raytrace.
Click-->
                 417
                 MSG- 827  Subject: Re: Lights in raytrace.
Click-->
                 418
                 MSG- 713  Subject: Re: Lights in raytrace.
Click-->
                 419
                 MSG- 359  Subject: LOAD ME!!
Click-->
                 420
                 MSG- 715  Subject: Re: Looping Textures
Click-->
                 421
                 MSG- 554  Subject: Re: Looping Textures
Click-->
                 422
                 MSG- 724  Subject: Looping Timeline
Click-->
                 423
                 MSG- 685  Subject: Looping Timeline
Click-->
                 424
                 MSG- 383  Subject: Re: Mail pissing us off
Click-->
                 425
                 MSG-  58  Subject: Making Imagine Pay
Click-->
                 426
                 MSG-  47  Subject: Making Imagine pay....
Click-->
                 427
                 MSG- 189  Subject: Re: Making Imagine pay....
Click-->
                 428
                 MSG-  70  Subject: Re: Making Imagine pay....
Click-->
                 429
                 MSG-  68  Subject: Re: Making Imagine pay....
Click-->
```

```
                 430
                 MSG- 226  Subject: Re: Making Imagine pay....
Click-->
                 431
                 MSG- 126  Subject: Re: Making Imagine pay....
Click-->
                 432
                 MSG- 151  Subject: Re: Making Imagine pay....
Click-->
                 433
                 MSG-  81  Subject: Re: Making Imagine Pay
Click-->
                 434
                 MSG- 294  Subject: Re: Making Imagine Pay
Click-->
                 435
                 MSG-  77  Subject: RE: MAKING MONEY!
Click-->
                 436
                 MSG- 854  Subject: Making textures ’stick’
Click-->
                 437
                 MSG- 865  Subject: Re: Making textures ’stick’
Click-->
                 438
                 MSG- 881  Subject: Re: Making textures ’stick’
Click-->
                 439
                 MSG-   5  Subject: Re: Mapping & light
Click-->
                 440
                 MSG-  40  Subject: Re: Mapping & light
Click-->
                 441
                 MSG- 167  Subject: Melting
Click-->
                 442
                 MSG- 165  Subject: Re: Melting
Click-->
                 443
                 MSG- 159  Subject: Re: Melting
Click-->
                 444
                 MSG- 216  Subject: Re: Melting
Click-->
                 445
                 MSG- 255  Subject: Re: Melting
Click-->
                 446
                 MSG- 582  Subject: Re: Memory ...
Click-->
                 447
                 MSG- 566  Subject: Re: Memory ...
Click-->
                 448
                 MSG- 637  Subject: Re: Memory ...
Click-->
```

```
                 449
                 MSG- 543  Subject: Re: Memory ...
Click-->
                 450
                 MSG- 420  Subject: Memory...
Click-->
                 451
                 MSG- 448  Subject: Memory...
Click-->
                 452
                 MSG- 499  Subject: Re: Memory...
Click-->
                 453
                 MSG- 431  Subject: Re: Memory...
Click-->
                 454
                 MSG- 524  Subject: Re: Memory...
Click-->
                 455
                 MSG- 480  Subject: Re: Memory...
Click-->
                 456
                 MSG- 567  Subject: Re: Memory...
Click-->
                 457
                 MSG- 599  Subject: Metaballs
Click-->
                 458
                 MSG- 463  Subject: Metaballs
Click-->
                 459
                 MSG- 694  Subject: Metaballs
Click-->
                 460
                 MSG- 634  Subject: Metaballs
Click-->
                 461
                 MSG- 507  Subject: Metaballs (was: Imagine 4.0?)
Click-->
                 462
                 MSG- 569  Subject: Re: Metaballs (was: Imagine 4.0?)
Click-->
                 463
                 MSG- 568  Subject: Metaballs Uncovered
Click-->
                 464
                 MSG- 486  Subject: Metaballs Uncovered
Click-->
                 465
                 MSG- 604  Subject: Re: Metaballs Uncovered
Click-->
                 466
                 MSG- 533  Subject: Re: Metaballs Uncovered
Click-->
                 467
                 MSG- 546  Subject: Re: Metaballs Uncovered
Click-->
```

```
                 468
                 MSG- 875  Subject: Metaballs/Blobs
Click-->
                 469
                 MSG- 876  Subject: Re: Metaballs
Click-->
                 470
                 MSG- 829  Subject: Re: Metaballs
Click-->
                 471
                 MSG- 751  Subject: Re: Metaballs
Click-->
                 472
                 MSG- 594  Subject: Re: Metaballs
Click-->
                 473
                 MSG- 278  Subject: Metal global maps???
Click-->
                 474
                 MSG- 272  Subject: Metal global maps???
Click-->
                 475
                 MSG- 303  Subject: Metal global maps???
Click-->
                 476
                 MSG- 602  Subject: Re: Mike H.
Click-->
                 477
                 MSG- 574  Subject: Re: Mike H.
Click-->
                 478
                 MSG- 587  Subject: Re: Mike H
Click-->
                 479
                 MSG- 219  Subject: More Output Formats
Click-->
                 480
                 MSG-  21  Subject: More Textures for I3.0
Click-->
                 481
                 MSG-  41  Subject: Re: More'n'more things...
Click-->
                 482
                 MSG- 763  Subject: Motion Blur Trick
Click-->
                 483
                 MSG- 681  Subject: Motion Blur Trick
Click-->
                 484
                 MSG- 873  Subject: Re: Motion Blur Trick
Click-->
                 485
                 MSG- 789  Subject: Re: Motion Blur Trick
Click-->
                 486
                 MSG- 782  Subject: Re: Motion Blur Trick
Click-->
```

```
                 487
                 MSG- 799  Subject: Re: Motion Blur Trick
Click-->
                 488
                 MSG- 712  Subject: Re: Motion Blur Trick
Click-->
                 489
                 MSG- 470  Subject: Mr. Mike H
Click-->
                 490
                 MSG- 684  Subject: Mr. Mike H
Click-->
                 491
                 MSG- 436  Subject: Mr. Mike H
Click-->
                 492
                 MSG- 752  Subject: Mr. Mike H
Click-->
                 493
                 MSG- 512  Subject: Re: Mr. Mike H
Click-->
                 494
                 MSG- 501  Subject: Re: Mr. Mike H
Click-->
                 495
                 MSG- 740  Subject: Re: Mr. Mike H
Click-->
                 496
                 MSG- 572  Subject: Re: Mr. Mike H
Click-->
                 497
                 MSG- 579  Subject: Re: Mr. Mike H
Click-->
                 498
                 MSG- 494  Subject: Re: Mr. Mike H
Click-->
                 499
                 MSG- 850  Subject: My Spline Editor/Metaball
Click-->
                 500
                 MSG- 778  Subject: My Spline Editor/Metaballs preference flip-flops :)
Click-->
                 501
                 MSG-  64  Subject: Neon Effect
Click-->
                 502
                 MSG-  89  Subject: New Amiga Logo
Click-->
                 503
                 MSG- 102  Subject: Re: New Amiga Logo
Click-->
                 504
                 MSG-  32  Subject: Re: New Feature Administrator
Click-->
                 505
                 MSG-  55  Subject: Re: New Feature Administrator
```

```
Click-->
                 506
                 MSG-  94  Subject: New Program
Click-->
                 507
                 MSG-  50  Subject: New Program
Click-->
                 508
                 MSG-  84  Subject: Re: New Program
Click-->
                 509
                 MSG-  38  Subject: New Web Stuff
Click-->
                 510
                 MSG-  46  Subject: No messages for a week
Click-->
                 511
                 MSG-  29  Subject: No postings coming through....
Click-->
                 512
                 MSG- 674  Subject: Object format
Click-->
                 513
                 MSG- 745  Subject: Object format
Click-->
                 514
                 MSG- 489  Subject: Old TDDD sub chunks???
Click-->
                 515
                 MSG- 104  Subject: One last wish
Click-->
                 516
                 MSG- 107  Subject: Re: One last wish
Click-->
                 517
                 MSG- 403  Subject: Re: One last wish
Click-->
                 518
                 MSG- 842  Subject: One minor bug.
Click-->
                 519
                 MSG- 868  Subject: One minor bug.
Click-->
                 520
                 MSG- 114  Subject: One minor wish
Click-->
                 521
                 MSG- 229  Subject: Re: One minor wish
Click-->
                 522
                 MSG- 131  Subject: Re: One minor wish
Click-->
                 523
                 MSG- 123  Subject: Re: One minor wish
Click-->
                 524
                 MSG- 181  Subject: Re: One minor wish
```

```
Click-->
                 525
                 MSG- 125  Subject: Re: One minor wish
Click-->
                 526
                 MSG- 118  Subject: Re: One minor wish
Click-->
                 527
                 MSG- 515  Subject: Opalvision anyone
Click-->
                 528
                 MSG- 559  Subject: Re: Opalvision anyone
Click-->
                 529
                 MSG- 549  Subject: Re: Opalvision anyone
Click-->
                 530
                 MSG- 444  Subject: OuterSpace
Click-->
                 531
                 MSG-  67  Subject: RE: Outlining Fonts
Click-->
                 532
                 MSG- 115  Subject: Output video from PC.
Click-->
                 533
                 MSG-  36  Subject: Output/video
Click-->
                 534
                 MSG-  62  Subject: Paid for IM projects
Click-->
                 535
                 MSG- 830  Subject: Pallete Generation
Click-->
                 536
                 MSG- 767  Subject: Pallete Generation
Click-->
                 537
                 MSG- 453  Subject: Particle Bug in 3.3??!??
Click-->
                 538
                 MSG- 552  Subject: Re: Particle Bug in 3.3??!??
Click-->
                 539
                 MSG- 527  Subject: Re: Particle Bug in 3.3??!??
Click-->
                 540
                 MSG- 617  Subject: Re: Particle Bug in 3.3??!??
Click-->
                 541
                 MSG- 419  Subject: PArticles
Click-->
                 542
                 MSG- 860  Subject: PC animation playback?
Click-->
                 543
                 MSG- 870  Subject: Re: PC animation playback?
```

```
Click-->
                544
                MSG- 861  Subject: Re: PC animation playback?
Click-->
                545
                MSG- 880  Subject: Re: PC animation playback?
Click-->
                546
                MSG- 573  Subject: Pentium chips, chips and salsa
Click-->
                547
                MSG- 600  Subject: Pentium speed
Click-->
                548
                MSG- 646  Subject: Re: Pentium speed
Click-->
                549
                MSG- 736  Subject: Re: Pentium speed
Click-->
                550
                MSG- 608  Subject: Re: Pentium speed
Click-->
                551
                MSG- 718  Subject: Phong edges (Was: Realistic Glass!!!! (long))
Click-->
                552
                MSG- 857  Subject: Phong errors, rotoscoping
Click-->
                553
                MSG- 285  Subject: Picasso II & Imagine 3.3
Click-->
                554
                MSG- 296  Subject: Pictureman.
Click-->
                555
                MSG- 127  Subject: Pictures of Imagine 3.3 Online
Click-->
                556
                MSG- 307  Subject: Planet Lighting
Click-->
                557
                MSG- 275  Subject: Planet Lighting
Click-->
                558
                MSG- 253  Subject: Planet Lighting
Click-->
                559
                MSG- 291  Subject: Planet lighting (ambient?)
Click-->
                560
                MSG- 544  Subject: Planet lighting continued
Click-->
                561
                MSG- 320  Subject: Re: Planet Lighting
Click-->
                562
                MSG- 258  Subject: Re: Planet Lighting
```

```
Click-->
                 563
                 MSG- 350  Subject: Re: Planet Lighting
Click-->
                 564
                 MSG- 279  Subject: Re: Planet Lighting
Click-->
                 565
                 MSG- 282  Subject: Re: Planet Lighting
Click-->
                 566
                 MSG- 287  Subject: Re: Planet Lighting
Click-->
                 567
                 MSG- 331  Subject: Planet Shade Mapping
Click-->
                 568
                 MSG- 299  Subject: Planet Shading
Click-->
                 569
                 MSG- 324  Subject: Planet Shading
Click-->
                 570
                 MSG- 417  Subject: Planet shading -- Problem Solved (mostly)!
Click-->
                 571
                 MSG- 441  Subject: Re: Planet shading -- Problem Solved (mostly)!
Click-->
                 572
                 MSG- 506  Subject: Planet Shading Demo Pic
Click-->
                 573
                 MSG- 309  Subject: Re: Planet shading
Click-->
                 574
                 MSG- 289  Subject: Re: Planet shading
Click-->
                 575
                 MSG- 318  Subject: Re: Planet shading
Click-->
                 576
                 MSG- 308  Subject: Re: Planet shading
Click-->
                 577
                 MSG- 292  Subject: Re: Planet shading
Click-->
                 578
                 MSG- 297  Subject: Re: Planet shading
Click-->
                 579
                 MSG- 300  Subject: Re: Planet shading
Click-->
                 580
                 MSG- 330  Subject: Re: Planet Shading
Click-->
                 581
                 MSG- 351  Subject: Re: Planet Shading
```

```
Click-->
                 582
                 MSG- 393  Subject: Re: Planet Shading
Click-->
                 583
                 MSG- 342  Subject: Re: Planet Shading
Click-->
                 584
                 MSG- 328  Subject: Re: Planetary Lighting
Click-->
                 585
                 MSG- 337  Subject: Re: Planetary Lighting
Click-->
                 586
                 MSG-  12  Subject: Problem trying to outline fonts (Font within a ←
                     font look)
Click-->
                 587
                 MSG- 381  Subject: Professional vs. ?Amateur
Click-->
                 588
                 MSG- 773  Subject: Re: Professional vs. ?Amateur
Click-->
                 589
                 MSG- 555  Subject: Re: Professional vs. ?Amateur
Click-->
                 590
                 MSG- 612  Subject: Re: Professional vs. ?Amateur
Click-->
                 591
                 MSG- 689  Subject: Re: Professional vs. ?Amateur
Click-->
                 592
                 MSG- 855  Subject: Question for PC users
Click-->
                 593
                 MSG- 895  Subject: Re: Question for PC Users
Click-->
                 594
                 MSG- 450  Subject: Quickie!
Click-->
                 595
                 MSG- 528  Subject: Re: Quickie!
Click-->
                 596
                 MSG- 570  Subject: Re: Quickie!
Click-->
                 597
                 MSG- 619  Subject: Re: Quickie!
Click-->
                 598
                 MSG- 630  Subject: Radiosity
Click-->
                 599
                 MSG- 703  Subject: RE: Radiosity (not slow!)
Click-->
                 600
                 MSG- 680  Subject: Re: Radiosity
Click-->
                 601
                 MSG- 677  Subject: Re: Radiosity
Click-->
                 602
                 MSG- 283  Subject: Re :starfields
Click-->
                 603
                 MSG- 644  Subject: RE: RE Mike H
Click-->
                 604
                 MSG- 652  Subject: RE: RE Mike H
Click-->
                 605
                 MSG- 765  Subject: RE-Motion blur(p)
Click-->
                 606
                 MSG- 259  Subject: Re: Re: 3.3 new brush handle
Click-->
                 607
                 MSG- 234  Subject: Re: Re: One minor wish
Click-->
                 608
                 MSG- 205  Subject: Re: Re: One minor wish
Click-->
                 609
                 MSG- 251  Subject: Re: Re: One minor wish
Click-->
                 610
                 MSG- 261  Subject: Re: Re: One minor wish
Click-->
                 611
                 MSG- 262  Subject: Re: Re: One minor wish
Click-->
                 612
                 MSG- 276  Subject: Re: Re: One minor wish
Click-->
                 613
                 MSG- 247  Subject: Re: Re: Re: One minor wish
Click-->
                 614
                 MSG- 245  Subject: Re: Re: Re: One minor wish
Click-->
                 615
                 MSG- 243  Subject: Re: Re: Re: Upgrade rates
Click-->
                 616
                 MSG- 207  Subject: Re: Re: Upgrade rates
Click-->
                 617
                 MSG- 244  Subject: Re: Re: Virtual Mem
Click-->
                 618
                 MSG- 206  Subject: Re: Re: Virtual Mem
Click-->
                 619
                 MSG- 692  Subject: Re: Re:Mike H
Click-->
                 620
                 MSG- 779  Subject: Re: Re:Mike H
Click-->
                 621
                 MSG- 693  Subject: Re: Re:Mike H
Click-->
                 622
                 MSG- 601  Subject: Realistic Glass!!!! (long)
Click-->
                 623
                 MSG- 733  Subject: Re: Realistic Glass!!!! (long)
Click-->
                 624
                 MSG- 711  Subject: Re: Realistic Glass!!!! (long)
Click-->
                 625
                 MSG- 659  Subject: Re: Realistic Glass!!!! (long)
Click-->
                 626
                 MSG- 805  Subject: RE: Realistic Glass(long)
Click-->
                 627
                 MSG- 764  Subject: RE: Realistic Glass(long)
Click-->
                 628
                 MSG-  43  Subject: Re: REALISTIC MATERIALS!
Click-->
                 629
                 MSG-  51  Subject: Re: REALISTIC MATERIALS!
Click-->
                 630
                 MSG-  96  Subject: Re: REALISTIC MATERIALS!
Click-->
                 631
                 MSG- 110  Subject: Re: REALISTIC MATERIALS!
Click-->
                 632
                 MSG-  60  Subject: Realistic materials2
Click-->
                 633
                 MSG- 669  Subject: Render Model (was Re: Scanline and Trace)
Click-->
                 634
                 MSG- 702  Subject: Re: Render modes
Click-->
                 635
                 MSG- 802  Subject: Render speeds
Click-->
                 636
                 MSG- 775  Subject: Re: Render speeds
Click-->
                 637
                 MSG- 820  Subject: Re: Render speeds
Click-->
                 638
```

MSG- 332 Subject: Render Times
Click-->
639
MSG- 416 Subject: Renderbrandt's troubles
Click-->
640
MSG- 79 Subject: Re: RENDERBRANT
Click-->
641
MSG- 271 Subject: Renderbrat
Click-->
642
MSG- 54 Subject: Renderbrat
Click-->
643
MSG- 686 Subject: Rendering speed
Click-->
644
MSG- 725 Subject: Rendering speed
Click-->
645
MSG- 311 Subject: Rendering Times
Click-->
646
MSG- 298 Subject: Rendering Times
Click-->
647
MSG- 316 Subject: Re: Rendering Times
Click-->
648
MSG- 343 Subject: Re: Rendering Times
Click-->
649
MSG- 314 Subject: Re: Rendering Times
Click-->
650
MSG- 329 Subject: Re: Rendering Times
Click-->
651
MSG- 818 Subject: Resolution vs. aspect ratio
Click-->
652
MSG- 825 Subject: Re: Resolution vs. aspect ratio
Click-->
653
MSG- 821 Subject: Re: Resolution vs. aspect ratio
Click-->
654
MSG- 891 Subject: Re: Resolution vs. aspect ratio
Click-->
655
MSG- 838 Subject: Re: Resolution vs. aspect ratio
Click-->
656
MSG- 520 Subject: Re[2]: BIG Bug in PC 3.3 ?
Click-->
657

```
                 MSG- 605  Subject: Re: Re[2]: BIG Bug in PC 3.3 ?
Click-->
                 658
                 MSG- 578  Subject: Re[2]: dare I enter a mathematic...
Click-->
                 659
                 MSG- 361  Subject: Re: Re[2]: Lanscapes and clouds.
Click-->
                 660
                 MSG- 884  Subject: Re[2]: lensflare
Click-->
                 661
                 MSG- 738  Subject: Re[2]: Motion Blur Trick
Click-->
                 662
                 MSG- 402  Subject: Re[2]: One last wish
Click-->
                 663
                 MSG- 755  Subject: Re: Re[2]: Radiosity
Click-->
                 664
                 MSG- 162  Subject: Re[2]: States???
Click-->
                 665
                 MSG- 201  Subject: Re[2]: Virtual Mem
Click-->
                 666
                 MSG- 202  Subject: Re[2]: Wishlist -- More output formats
Click-->
                 667
                 MSG- 230  Subject: Re: Re[2]: Wishlist -- More output formats
Click-->
                 668
                 MSG- 158  Subject: Right Mouse button
Click-->
                 669
                 MSG- 187  Subject: Re: Right Mouse button
Click-->
                 670
                 MSG- 241  Subject: Right Mouse Perspective
Click-->
                 671
                 MSG- 223  Subject: Re: Rotoscoping
Click-->
                 672
                 MSG- 239  Subject: Re: Rotoscoping
Click-->
                 673
                 MSG- 468  Subject: Re: Rotoscoping
Click-->
                 674
                 MSG- 242  Subject: Re: Rotoscoping
Click-->
                 675
                 MSG-  19  Subject: Re: Sale
Click-->
                 676
                 MSG- 375  Subject: Scanline and Trace
Click-->
                 677
                 MSG- 598  Subject: Re: Scanline and Trace
Click-->
                 678
                 MSG- 638  Subject: Re: Scanline and Trace
Click-->
                 679
                 MSG- 525  Subject: Re: Scanline and Trace
Click-->
                 680
                 MSG- 392  Subject: Re: Scanline and Trace
Click-->
                 681
                 MSG- 654  Subject: Re: Scanline and Trace
Click-->
                 682
                 MSG- 466  Subject: Re: Scanline and Trace
Click-->
                 683
                 MSG- 553  Subject: Re: Scanline and Trace
Click-->
                 684
                 MSG- 611  Subject: Re: Scanline and Trace
Click-->
                 685
                 MSG- 571  Subject: Re: Scanline and Trace
Click-->
                 686
                 MSG- 496  Subject: Re: Scanline and Trace
Click-->
                 687
                 MSG- 372  Subject: Re: Scanline and Trace
Click-->
                 688
                 MSG-  74  Subject: Re: Scanline render bug!
Click-->
                 689
                 MSG- 150  Subject: Re: Scanline render bug!
Click-->
                 690
                 MSG- 465  Subject: Scanline Shadows
Click-->
                 691
                 MSG- 430  Subject: Re: Scanline shadows
Click-->
                 692
                 MSG- 408  Subject: Re: Scanline shadows
Click-->
                 693
                 MSG- 432  Subject: Re: Scanline shadows
Click-->
                 694
                 MSG- 362  Subject: Re: Scanline shadows
Click-->
                 695
                 MSG- 422  Subject: Re: Scanline shadows
Click-->
                 696
                 MSG- 352  Subject: Scanline vs. Trace Shadows!!!
Click-->
                 697
                 MSG- 406  Subject: Re: Scanline vs. Trace Shadows!!!
Click-->
                 698
                 MSG- 379  Subject: Re: Scanline vs. Trace Shadows!!!
Click-->
                 699
                 MSG- 358  Subject: Re: Scanline vs. Trace Shadows!!!
Click-->
                 700
                 MSG- 364  Subject: Re: Scanline vs. Trace Shadows!!!
Click-->
                 701
                 MSG- 368  Subject: Re: Scanline vs. Trace Shadows!!!
Click-->
                 702
                 MSG-  82  Subject: Screwy stuff
Click-->
                 703
                 MSG- 153  Subject: Send ME!!!
Click-->
                 704
                 MSG- 374  Subject: Shadows
Click-->
                 705
                 MSG- 389  Subject: Re: Shadows
Click-->
                 706
                 MSG- 390  Subject: Re: Shadows
Click-->
                 707
                 MSG- 709  Subject: Siggraph
Click-->
                 708
                 MSG- 710  Subject: Re: Siggraph
Click-->
                 709
                 MSG- 705  Subject: RE: Siggraph
Click-->
                 710
                 MSG- 254  Subject: Sir Newton...Unleashed
Click-->
                 711
                 MSG- 100  Subject: SITES-GFX
Click-->
                 712
                 MSG- 197  Subject: Re: SITES-GFX
Click-->
                 713
                 MSG- 396  Subject: Slow rain
Click-->
                 714
                 MSG- 550  Subject: Re: Slug bumps slide in state saga solved
Click-->
                 715
                 MSG- 529  Subject: Re: Slug bumps slide in state saga solved
Click-->
                 716
                 MSG- 743  Subject: Spline Int.
Click-->
                 717
                 MSG- 801  Subject: Re: Spline Int.
Click-->
                 718
                 MSG- 215  Subject: Starfield
Click-->
                 719
                 MSG- 427  Subject: States Editing
Click-->
                 720
                 MSG-  95  Subject: States???
Click-->
                 721
                 MSG-   7  Subject: States???
Click-->
                 722
                 MSG- 240  Subject: Re: States???
Click-->
                 723
                 MSG- 192  Subject: Re: States???
Click-->
                 724
                 MSG- 184  Subject: Re: States???
Click-->
                 725
                 MSG- 168  Subject: Re: States???
Click-->
                 726
                 MSG- 170  Subject: Re: States???
Click-->
                 727
                 MSG-  61  Subject: Stop it
Click-->
                 728
                 MSG- 847  Subject: Stuff from Aminet
Click-->
                 729
                 MSG- 826  Subject: Stuff from Aminet
Click-->
                 730
                 MSG- 757  Subject: Stuff from Aminet
Click-->
                 731
                 MSG- 770  Subject: Re: Stuff from Aminet
Click-->
                 732
                 MSG- 804  Subject: Re: Stuff from Aminet
Click-->
                 733
```

```
                  MSG- 817  Subject: Re: Stuff from Aminet
Click-->
                  734
                  MSG- 796  Subject: Re: Stuff from Aminet
Click-->
                  735
                  MSG- 833  Subject: Re: Stuff from Aminet
Click-->
                  736
                  MSG- 823  Subject: RE: Sun with corona
Click-->
                  737
                  MSG- 488  Subject: T3dinfo beta testers wanted
Click-->
                  738
                  MSG- 418  Subject: Tear Drop Quickie
Click-->
                  739
                  MSG- 741  Subject: Re: Tear Drop Quickie
Click-->
                  740
                  MSG- 899  Subject: Re: Tear Drop Quickie
Click-->
                  741
                  MSG- 699  Subject: Re: Tear Drop Quickie
Click-->
                  742
                  MSG- 491  Subject: Re: Tear Drop Quickie
Click-->
                  743
                  MSG-  27  Subject: Test (do not read)
Click-->
                  744
                  MSG-  34  Subject: Re: Test (do not read)
Click-->
                  745
                  MSG-  15  Subject: TEST - do not read
Click-->
                  746
                  MSG-   9  Subject: Test post
Click-->
                  747
                  MSG- 353  Subject: Thanks Charles!
Click-->
                  748
                  MSG- 341  Subject: Thanks Charles!
Click-->
                  749
                  MSG- 457  Subject: The bumps slide off my slug!
Click-->
                  750
                  MSG- 731  Subject: Re: The bumps slide off my slug!
Click-->
                  751
                  MSG- 631  Subject: Re: The bumps slide off my slug!
Click-->
                  752
```

MSG- 704 Subject: Re: The bumps slide off my slug!
Click-->
753
MSG- 477 Subject: Re: The bumps slide off my slug!
Click-->
754
MSG- 831 Subject: The last suggested Imagine improvement
Click-->
755
MSG- 800 Subject: The last suggested Imagine improvement
Click-->
756
MSG- 592 Subject: The weight of a email?
Click-->
757
MSG- 856 Subject: This is getting old!
Click-->
758
MSG- 160 Subject: Tip for Amiga users
Click-->
759
MSG- 171 Subject: Tip for Amiga users
Click-->
760
MSG- 183 Subject: Re: Tip for Amiga users
Click-->
761
MSG- 193 Subject: Re: Tip for Amiga users
Click-->
762
MSG- 212 Subject: Re: Tip for Amiga users
Click-->
763
MSG- 387 Subject: To all you unsubscribers out there.
Click-->
764
MSG- 83 Subject: TO MIKE, and others!
Click-->
765
MSG- 190 Subject: To PC’ers
Click-->
766
MSG- 249 Subject: Re: To PC’ers
Click-->
767
MSG- 199 Subject: Re: To PC’ers
Click-->
768
MSG- 837 Subject: Tools
Click-->
769
MSG- 141 Subject: Trying to make it pay.
Click-->
770
MSG- 116 Subject: Trying to make it pay.
Click-->
771

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                 MSG- 134  Subject: Re: Trying to make it pay.
Click-->
                 772
                 MSG- 814  Subject: Two Tiny Wishes
Click-->
                 773
                 MSG- 840  Subject: Re: Two Tiny Wishes
Click-->
                 774
                 MSG- 366  Subject: Undocumented Textures in 3.3
Click-->
                 775
                 MSG- 391  Subject: UNIVESA
Click-->
                 776
                 MSG- 412  Subject: UNIVESA
Click-->
                 777
                 MSG- 434  Subject: Re: UNIVESA
Click-->
                 778
                 MSG- 398  Subject: Re: UNIVESA
Click-->
                 779
                 MSG- 293  Subject: Upcoming motion blur!
Click-->
                 780
                 MSG- 551  Subject: Upgrade paths
Click-->
                 781
                 MSG- 632  Subject: Upgrade paths
Click-->
                 782
                 MSG- 641  Subject: Upgrade paths, WinImages:FX
Click-->
                 783
                 MSG- 852  Subject: Re: Upgrade paths
Click-->
                 784
                 MSG- 156  Subject: Upgrade Plan
Click-->
                 785
                 MSG- 203  Subject: Re: Upgrade Plan
Click-->
                 786
                 MSG- 157  Subject: Upgrade rates
Click-->
                 787
                 MSG- 172  Subject: Upgrade rates
Click-->
                 788
                 MSG- 238  Subject: Re: Upgrade rates
Click-->
                 789
                 MSG- 273  Subject: Re: Upgrade rates
Click-->
                 790
                 MSG- 200  Subject: Re: Upgrade rates
Click-->
                 791
                 MSG- 228  Subject: Re: Upgrade rates
Click-->
                 792
                 MSG- 220  Subject: Upgrade to 3.x!!!!
Click-->
                 793
                 MSG- 268  Subject: Re: Upgrade to 3.x!!!!
Click-->
                 794
                 MSG- 797  Subject: Upload - Download Sites
Click-->
                 795
                 MSG- 129  Subject: Uploads
Click-->
                 796
                 MSG- 185  Subject: V3.0 prob. Sorry 8-)
Click-->
                 797
                 MSG- 173  Subject: V3.0 prob. Sorry 8-)
Click-->
                 798
                 MSG- 503  Subject: VER4.0
Click-->
                 799
                 MSG- 260  Subject: Version 3.3 to Sweden
Click-->
                 800
                 MSG- 213  Subject: Re: Vertual
Click-->
                 801
                 MSG- 706  Subject: Video boards
Click-->
                 802
                 MSG- 623  Subject: Video boards
Click-->
                 803
                 MSG- 848  Subject: Re: Video boards
Click-->
                 804
                 MSG- 666  Subject: Re: Video boards
Click-->
                 805
                 MSG- 772  Subject: Re: Video boards
Click-->
                 806
                 MSG- 176  Subject: VIEW
Click-->
                 807
                 MSG- 154  Subject: VIEW
Click-->
                 808
                 MSG- 263  Subject: VIEW SPECIAL
Click-->
                 809
                 MSG- 354  Subject: Re: VIEW SPECIAL
Click-->
                 810
                 MSG- 373  Subject: Re: VIEW SPECIAL
Click-->
                 811
                 MSG- 388  Subject: Re: VIEW SPECIAL
Click-->
                 812
                 MSG- 312  Subject: Re: VIEW SPECIAL
Click-->
                 813
                 MSG- 284  Subject: Re: VIEW SPECIAL
Click-->
                 814
                 MSG- 305  Subject: Re: VIEW SPECIAL
Click-->
                 815
                 MSG- 194  Subject: Re: VIEW1
Click-->
                 816
                 MSG- 323  Subject: Re: VIEW
Click-->
                 817
                 MSG- 111  Subject: Virtual Mem
Click-->
                 818
                 MSG- 744  Subject: Virtual Memory
Click-->
                 819
                 MSG- 542  Subject: Virtual Memory
Click-->
                 820
                 MSG- 756  Subject: Virtual memory in Imagine.
Click-->
                 821
                 MSG- 832  Subject: Virtual memory in Imagine.
Click-->
                 822
                 MSG- 786  Subject: Re: Virtual memory in Imagine.
Click-->
                 823
                 MSG- 783  Subject: Re: Virtual memory in Imagine.
Click-->
                 824
                 MSG- 690  Subject: Re: Virtual memory in Imagine.
Click-->
                 825
                 MSG- 584  Subject: Re: Virtual Memory
Click-->
                 826
                 MSG- 586  Subject: Re: Virtual Memory
Click-->
                 827
                 MSG- 580  Subject: Re: Virtual Memory
Click-->
                 828
```

```
                  MSG- 540  Subject: Re: Virtual Memory
Click-->
                  829
                  MSG- 721  Subject: Re: Virtual Memory
Click-->
                  830
                  MSG- 606  Subject: Re: Virtual Memory
Click-->
                  831
                  MSG- 624  Subject: Re: Virtual Memory
Click-->
                  832
                  MSG- 622  Subject: Re: Virtual Memory
Click-->
                  833
                  MSG- 625  Subject: Re: Virtual Memory
Click-->
                  834
                  MSG- 188  Subject: Re: Virtual Mem
Click-->
                  835
                  MSG- 169  Subject: Re: Virtual Mem
Click-->
                  836
                  MSG- 221  Subject: Virtual walkthru
Click-->
                  837
                  MSG- 274  Subject: Virtual walkthru
Click-->
                  838
                  MSG- 235  Subject: Re: Virtual walkthru
Click-->
                  839
                  MSG- 853  Subject: Vmm/mui
Click-->
                  840
                  MSG- 882  Subject: Vmm/mui
Click-->
                  841
                  MSG- 862  Subject: Re: Vmm/mui
Click-->
                  842
                  MSG- 863  Subject: Re: Vmm/mui
Click-->
                  843
                  MSG- 808  Subject: Re: VMM
Click-->
                  844
                  MSG- 806  Subject: Re: VMM
Click-->
                  845
                  MSG-  26  Subject: What happened?
Click-->
                  846
                  MSG-  37  Subject: Re: What happened?
Click-->
                  847
```

```
                 MSG- 482  Subject: What is the official IML FAQ ftp site?
Click-->
                 848
                 MSG- 145  Subject: Whishlist
Click-->
                 849
                 MSG- 846  Subject: Why
Click-->
                 850
                 MSG-  31  Subject: Why?
Click-->
                 851
                 MSG-  49  Subject: Re: Why?
Click-->
                 852
                 MSG- 133  Subject: Windows 95
Click-->
                 853
                 MSG- 128  Subject: Windows 95
Click-->
                 854
                 MSG- 163  Subject: Windows 95 times
Click-->
                 855
                 MSG- 225  Subject: RE: Windows 95
Click-->
                 856
                 MSG- 198  Subject: Re: Windows 95
Click-->
                 857
                 MSG-  88  Subject: Wish list.
Click-->
                 858
                 MSG-  11  Subject: Wish list.
Click-->
                 859
                 MSG- 218  Subject: Wish list. Late entries.
Click-->
                 860
                 MSG- 217  Subject: Wishlist
Click-->
                 861
                 MSG- 179  Subject: Wishlist - New addition - Animate control panel
Click-->
                 862
                 MSG- 177  Subject: Wishlist - New addition - Move Bone
Click-->
                 863
                 MSG- 186  Subject: Re: Wishlist - some more
Click-->
                 864
                 MSG- 142  Subject: Wishlist -- ASL Requesters
Click-->
                 865
                 MSG- 178  Subject: Wishlist -- ASL Requesters
Click-->
```

```
                 866
                 MSG- 147  Subject: Re: Wishlist -- ASL Requesters
Click-->
                 867
                 MSG- 139  Subject: Wishlist -- Hair texture
Click-->
                 868
                 MSG- 180  Subject: Wishlist -- Hair texture
Click-->
                 869
                 MSG- 138  Subject: Wishlist -- Hide points
Click-->
                 870
                 MSG- 136  Subject: Wishlist -- Improved bitmap tracing
Click-->
                 871
                 MSG- 140  Subject: Wishlist -- Improved starfield
Click-->
                 872
                 MSG- 209  Subject: Wishlist -- Improved starfield
Click-->
                 873
                 MSG- 195  Subject: Re: Wishlist -- Improved starfield
Click-->
                 874
                 MSG- 492  Subject: Re: Wishlist -- Improved starfield
Click-->
                 875
                 MSG- 385  Subject: Re: Wishlist -- Improved starfield
Click-->
                 876
                 MSG- 313  Subject: Re: Wishlist -- Improved starfield
Click-->
                 877
                 MSG- 286  Subject: Re: Wishlist -- Improved starfield
Click-->
                 878
                 MSG- 208  Subject: Re: Wishlist -- Improved starfield
Click-->
                 879
                 MSG- 143  Subject: Wishlist -- More output formats
Click-->
                 880
                 MSG- 182  Subject: Re: Wishlist -- More output formats
Click-->
                 881
                 MSG- 161  Subject: Re: Wishlist -- More output formats
Click-->
                 882
                 MSG- 174  Subject: Re: Wishlist -- More output formats
Click-->
                 883
                 MSG- 237  Subject: Re: Wishlist -- More output formats
Click-->
                 884
                 MSG- 146  Subject: Re: Wishlist -- More output formats
Click-->
```

```
                 885
                 MSG- 196  Subject: Re: Wishlist -- More output formats
Click-->
                 886
                 MSG- 106  Subject: Wishlist compilation explained.
Click-->
                 887
                 MSG- 120  Subject: Re: Wishlist compilation explained.
Click-->
                 888
                 MSG- 101  Subject: Wishlist Compilation.
Click-->
                 889
                 MSG- 103  Subject: Re: Wishlist Compilation.
Click-->
                 890
                 MSG- 108  Subject: Re: Wishlist Compilation.
Click-->
                 891
                 MSG- 266  Subject: Re: Wishlist
Click-->
                 892
                 MSG- 137  Subject: Wistlist -- Combine forms and spline editors
Click-->
                 893
                 MSG- 175  Subject: Re: Wistlist -- Combine forms and spline editors
Click-->
                 894
                 MSG- 650  Subject: World Size (was Re: Memory...)
Click-->
                 895
                 MSG- 719  Subject: World Size (was Re: Memory...)
Click-->
                 896
                 MSG- 440  Subject: YOU ARE GRILLED!!
Click-->
                 897
                 MSG- 451  Subject: Re: YOU ARE GRILLED!!
Click-->
                 898
                 MSG-  59  Subject: Re: You are not alone
Click-->
                 899
                 MSG- 784  Subject: Re: Your mail
```

1.4 MSG-1 Subject: FAQ's

```
                Subject: FAQ's
Date:    Sunday, 02 July 1995 14:09:09
From:    DAVEH47@delphi.com


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

Could someone post a message as soon as Imagine FAQ#7 is available
on aminet? Also, has anyone had trouble with system lock-ups while
doing directory listings while accessing aminet via FTP: ftp.netnet.net?
(And is there another aminet access FTP that might be less troublesome?)

-- Dave (DaveH47@delphi.com)

Thread 589

-=> RETURN TO CONTENTS!<=-

1.5 MSG-2 Subject: Fuzz texture and Fur

Subject: Fuzz texture and Fur
Date: Sunday, 02 July 1995 14:11:10
From: DAVEH47@delphi.com

In light of the recent disscussion about representing hair
(something that I've been trying to do too), does anyone know
anything about the "Fuzz" texture and how it works? It seems like
it could be used to simulate fur, but I can't find any reference
to it in the manual or in any of the "readme" files for 3.0
through 3.2.

-- Dave

Thread 695

-=> RETURN TO CONTENTS!<=-

1.6 MSG-3 Subject: RE: ImageFX Arexx

Subject: RE: ImageFX Arexx
Date: Sunday, 02 July 1995 17:00:05
From: James Cheseborough <jimc@EZNET.NET>

I must have missed the posting with the script. Would you please
post your "updated" script. Thanks!

On Thu, 29 Jun 1995, Peter Borcherds wrote:

>

```
>
> 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 310

-=> RETURN TO CONTENTS!<=-

1.7 MSG-4 Subject: Re: All that we want...

Subject: Re: All that we want...
Date: Monday, 03 July 1995 01:24:30
From: mrivers@tbag.tscs.com (Michael Rivers)

TS> On Sun, 25 Jun 1995, Fernando D'Andrea wrote:

TS> >
TS> > 10. An vertex reduction: simply cut out any useless vertex, and save
TS> > precious memo too. :)

TS>   PixelPro3D V2 does a fairly good job of this. Interchange also has a
TS> point reduction module which does a fairly decent job. But this type of
TS> operation can get tricky for the software. Oh, yeah, Vertex 2.0 also has
TS> this feature.

It should still be in Imagine, this is probably the most annoying, most time
consuming, and most often neccessary thing that I do when editing objects.

TS> > 11. A better "Load IFF" routine. Some brushes, even 2 color ones,
TS> > simply generete a strange jungle of edges.(I hope it occurs only with
TS> > 2.0).

TS> Might be your choice of colors. If you use Black and White as the 2
TS> colors, it should work fine. I think the Load IFF was improved in 3.0,
TS> also.

It's not the colors, the problem occurs(atleast for me) if the brush has non-background colors at the edge of the brushmap. In other words, when you save the brushmap, make sure that there is 'space'(color 0) all the way around the image.

TS> > 12.Organic modeling metods.

TS> Deformation tool? Became available in 3.0.

The realtime deformation tools need a LOT of work, it is such a pain to have to move,rotate,scale the objects axis, do the deformation, replace the axis, etc..

TS> Have information from a reliable source that 3.3 will have a new Boom
TS> effect which will replace the Explode effect, for all intents and
TS> purposes.

Cool. huhum... excuse me... Kewl :)

Things I'ld like:

I'ld like to see is a Hide command that replaces the Hide Points Mode. Instead of switching between Hide Points and Points or Edge or Face or Object modes, I'ld rather select the faces, edges or points(or objects), and then select the 'Hide' command to hide what I've selected.

ASL filerequesters.

A 'Ghost' command, which would make face, edges and/or points not be selectable (just like Hide) but still show up dimmly on the screen(ie, render them in the grid color), this way you can still see the points,etc. but they don't get in the way.

ASL filerequesters.

Remove all the 'One Entry Requesters'. Namely the Brush/Texture priority requester, the frame requester in the stage & cycle editors.

ASL, ASL, ASL, settledown Beavis!

Replace the the 'Start, End, Step' requesters with appropriate requesters the have seperate entries for start, end and step.

Fix ALL of the string/number gadgets, Does anyone know why they are so bloody slow?(When you hit enter in one gadget it takes FOREVER before the next gadget is activated) I'ld also like to see these gadgets support TAB and Shift/TAB cycling (BTW, this is built into the OS, so it shouldn't be anything major).

The color box(like in the attributes requester needs to take advantage of AGA Amiga's 24 bit color palette, instead of dithering 3 or 4 12 bit colors. (Compare the render object's color to the color in the attributes requester, they rarely match)

I'ld also like to see Moving & Rotating enchancements, for example, instead of using the Mov or Rot buttons, if you want to move an object, simply grab it by the center of its axis and drag it, if you want to rotate it, grab the object by one of its axii and drag it, (for ex. to rotate an object around its X axis, grab and drag the 'X' on the objects axis)
if you want to rotate around would axis you could use the "World Axis" (in the bottom lefter corner of the Top, Front, and Right views)

Perhaps most of all, I would like a Stage & Project editor that doesn't reload every object for every frame.
A4000/040 25mhz 14megs 1,451meg hd

```
--------------------------------------------------------------
|  Commodore failure. Press left mouse button to continue    |
|     Guru Meditation  $8100000C     Task : $416C6920        |
--------------------------------------------------------------
```

Thread 405

-=> RETURN TO CONTENTS!<=-

1.8 MSG-5 Subject: Re: Mapping & light

Subject: Re: Mapping & light
Date: Monday, 03 July 1995 01:25:32
From: mrivers@tbag.tscs.com (Michael Rivers)

DS> Alright, you Imagine gurus, give me your best stuff:

DS> (I'm using 3.2 on a pc)

DS> I've created an altitude map ("John" written in bold black letters on
DS> a white background). Made a default sphere added the quick
DS> attributes of gold and applied the altitude map as a wrap x & z.

DS> The render makes the letters engraved into the gold metal ball like I
DS> wanted, but they look like they were engraved with a chisel. All the
DS> letters are real bumpy, not smooth, where the engraving took place.

Use a bigger brushmap, then smooth out the colors. Also use grey (127,127,127) for the background.

DS> Also what is the best way to create this effect:

DS> A box with a bright light inside it. As you lift up the corner of
DS> the box, the light beams and bright light are discovered and
DS> gradually seen. The more you open the box, the brighter the light
DS> gets and the wider and longer the light beams get.

```
DS> I've played with some fog/filtered objects as light beams, but it
DS> just isn't looking all that real.  Any suggestions?

Well, you'll need a lens-flare on the light, which may or may not
work correctly in 3.2(I know it doesn't in 3.0). Make the light
extra-bright, make it cast shadows, and ray-trace.  (makes 5-6
10oz. servings:)

DS> Thanks,

DS> Internet:  digitala@accessnv.com

--------------------------------------------------------------
|  Commodore failure. Press left mouse button to continue    |
|     Guru Meditation  $8100000C     Task : $416C6920        |
--------------------------------------------------------------
```

Thread 40

-=> RETURN TO CONTENTS!<=-

1.9 MSG-6 Subject: 3.3 & no IML for a while

```
                Subject: 3.3 & no IML for a while
Date:    Monday, 03 July 1995 07:06:54
From:    "dunc@eraser.demon.co.uk" <dunc@eraser.demon.co>


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

 does anyone know if 3.3 is 'packing' or 'shipping' ????

  also i havent had any email from the IML for a few days now is it possible
that ive been unsubscribed or that the IML is having trouble

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

Thread 48

-=> RETURN TO CONTENTS!<=-

1.10 MSG-7 Subject: States???

Subject: States???
Date: Monday, 03 July 1995 15:06:43
From: yrod@ozemail.com.au

Hi all,
Boy I've been busy tring to keep up with all the interesting posts.

Anyway, I have just started doing some simple animations, and was wondering how to use states. The Imagine manual isn't too helpful with the functions in the states menu.
Here is my problem:
I have a logo with the crumpled texture, and I just want to animate the differences between two noise settings.
What I try to do is set-up the texture, the create a default state, the change the texture and make a new state. After I do this I tell Imagine to set my object back to default then I check the texture settings, they should be as I set them for default, but they have changed to the new states settings.
I have tried to do this in different orders but the settings still remain the same in both states.

1. Can you define different texture states?
2. Has the tween button in the states menu got anything to do with it (the manual says that the action editor chapter explains this function, but I couldn't find it -- what's it doing there anyway 8->)?
3. Should I just shoot myself if I ever think of picking up the manual again?

Sorry if all this has been discussed before, I've checked dare-2-imagine and the FAQ and didn't find anything relating to my problem.
Just flame me if States should be self-explanitory! BTW, the manual says what a wonderful thing state is, and recommends learning this until you master it, then they tell you very little about the functions 8-(
My wish list for Imagine 3.3-4.0 would be a descent manual, perhaps writing by a few people on this list who know how to explain things properly.

Phew,
Rod Macey
yrod@ozemail.com.au

Thread 240

-=> RETURN TO CONTENTS!<=-

1.11 MSG-8 Subject: Anyone have 3.3?

Subject: Anyone have 3.3?

```
Date:    Monday, 03 July 1995 17:40:16
From:    Ian Smith <iansmith@moose.erie.net>


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

Has anyone found 3.3 in their mailbox yet?  :-)

--
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 386

-=> RETURN TO CONTENTS!<=-

1.12 MSG-9 Subject: Test post

```
                Subject: Test post
Date:    Monday, 03 July 1995 17:51:05
From:    Mike McCool <mikemcoo@efn.org>


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

Anybody else losing posts?  I dropped one in on Saturday, and it hasn’t
shown up yet.  (It was a pretty reactionary post, so maybe my karma cut
me off at the pass).
```

Thread 353

-=> RETURN TO CONTENTS!<=-

1.13 MSG-10 Subject: Anybody out there

```
                Subject: Anybody out there
Date:    Monday, 03 July 1995 19:45:59
From:    Wayne Waite <Wayne@waitey.demon.co.uk>


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

Sorry to post this onto the mailing list. But is there anybody out there.
I haven’t had any mail for 4 days from anywhere.
```

Thread 8

-=> RETURN TO CONTENTS!<=-

1.14 MSG-11 Subject: Wish list.

```
                Subject: Wish list.
Date:    Monday, 03 July 1995 22:26:12
From:    cdhall@cityscape.co.uk (Chris Hall)


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

I wish I could use the left hand alt key. Please !!!!
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 :-      ||
|         40 05 17 37 35 07                 ||
|                                           ||
|-------------------------------------------||
 \-------------------------------------------\
```

Thread 218

-=> RETURN TO CONTENTS!<=-

1.15 MSG-12 Subject: Problem trying to outline fonts (Font within a font look)

```
                Subject: Problem trying to outline fonts (Font within a font look)
Date:    Monday, 03 July 1995 23:35:39
From:    James Cheseborough <jimc@eznet.net>


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

What’s the best way to get an font object that has a "bigger"
version of itself laid on top of itself?
```

```
I see this all the time in the commercial world, but I’m having problems
doing it with Imagine. I’m trying not to rebuild the whole character by
hand. Sizing in the spline doen’t do it, of course.
```

Thread 381

-=> RETURN TO CONTENTS!<=-

1.16 MSG-13 Subject: Hello?

```
                Subject: Hello?
Date:    Tuesday, 04 July 1995 07:15:54
From:    Ian Smith <iansmith@moose.erie.net>


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

I have not recieved a single IML message in 4 days... have I been
erased from the list somehow?  Please respond via e-mail if anyone
sees this... thanks!

I miss the IML! :-)

--
IanSmith@moose.erie.net              Visit Below!
My HP48/Imagine/ImageMaster Page --> http://moose.erie.net/~iansmith/
Come and stop by Africa Imports! --> http://www.cyberenet.net/~africa/
```

Thread 57

-=> RETURN TO CONTENTS!<=-

1.17 MSG-14 Subject: Re: For those who want to UNSUBSCRIBE

```
                Subject: Re: For those who want to UNSUBSCRIBE
Date:    Tuesday, 04 July 1995 09:46:12
From:    wirde@Fysik.UU.SE (Mikael Wirde)


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

>Help! I do not wish to leave! Some how my mail has STOPPED! Can any one hear
>me? please send me something or help me subscribe agian. THANK YOU.
>
>
```

If it makes you feel better, I can tell you that I haven't got any mail myself from the IML lately. However, rather than making you feel better, it may make me feel worse. Where is everybody anyway? I am sending this mail in two versions, one personal reply to ThreeDTV@aol.com and one to the list, so you should be getting two copies of this, if you are still on the list (I should also get one extra copy of it, which proves that I am also on the list). Hope it works. Here goes.......

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 24

-=> RETURN TO CONTENTS!<=-

1.18 MSG-15 Subject: TEST - do not read

Subject: TEST - do not read
Date: Tuesday, 04 July 1995 10:39:04
From: cjo@esrange.ssc.se

Just testing my connection to the IML

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

Thread 9

-=> RETURN TO CONTENTS!<=-

1.19 MSG-16 Subject: Hello there

Subject: Hello there
Date: Tuesday, 04 July 1995 10:55:45
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

Hi All,

Is this lists still alive ????????

I haven't had a single mail since friday evening (june 30)

I did have a mail bounce but not from this list so I should still be on it.

Anyway Announcement:

The IML archive of June will appear on Aminet within a couple of days.
Again both in guide and text format and I'm thing of making a html version
although you can use 'ag2html' to convert from AmigaGuide to HTML.

The idea to make a windows helpfile from the archive is still alive but I
don't have much time to work on it.

Greetings Joop

Thread 33

-=> RETURN TO CONTENTS!<=-

1.20 MSG-17 Subject: Font problem. How to outline it!

Subject: Font problem. How to outline it!
Date: Tuesday, 04 July 1995 11:53:44
From: James Cheseborough <jimc@eznet.net>

What's the best way to get an font object that has a "bigger"
version of itself laid on top of itself?
I see this all the time in the commercial world, but I'm having problems
doing it with Imagine. I'm trying NOT to rebuild the whole character by
hand. Sizing in the spline ed doen't do it, of course.

Thread 44

-=> RETURN TO CONTENTS!<=-

1.21 MSG-18 Subject: IML Outage

Subject: IML Outage
Date: Tuesday, 04 July 1995 16:16:08
From: gregory denby <gdenby@bach.helios.nd.edu>

Hi all (if anyone is out there)
My IML mail has dropped to zero. I’ve noted a few other folks with this problem in the past. So I’m sending this out to see if it doesn’t bounce. If anyone cares to, please drop me a note confirming you saw this so I can begin to track down the problem.

Thanks,
Greg Denby
gdenby@darwin.cc.nd.edu

Thread 20

-=> RETURN TO CONTENTS!<=-

1.22 MSG-19 Subject: Re: Sale

Subject: Re: Sale
Date: Tuesday, 04 July 1995 22:10:55
From: cdhall@cityscape.co.uk (Chris Hall)

>I’m afraid that due to certain financial situations (namely me losing
>my job), I’m forced to part with my treasured Imagine 3.x software
>under strict order’s from "She who take’s no crap".
>I’m selling as a result my Imagine 3.0, 3.1 update disk’s, 3.2 update
>disk’s and the two future update’s I’ve paid for and I’m still awaiting
>all for the Amiga computer.
>
>It’s fully working with manual etc. and has got to be
>worth....mmmmm.... 350 pound’s ONO.
>Any taker’s, i’ll chuck in a couple of disk’s of PD object’s and
>textures :)
>

Hi there.
I see that you live in the UK and would be interested to know where you get the update disk’s from. I would buy yours but I use imagine on a PC.
C U later.
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 :-      ||
|          40 05 17 37 35 07                ||
|                                          ||
|------------------------------------------||
 \------------------------------------------\
```

```
                           Thread          375
```

-=> RETURN TO CONTENTS!<=-

1.23 MSG-20 Subject: IML-FAQ#07 preview

```
                Subject: IML-FAQ#07 preview
Date:    Tuesday, 04 July 1995 22:11:04
From:    cdhall@cityscape.co.uk (Chris Hall)


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

>>From imagine-relay@email.sp.paramax.com Tue Jun 27 08:20:15 1995
>From: "Calcolo Numerico 01" <CN01@novell.dima.unige.it>
>Organization:  Math. Dept. of Genoa Univ., Italy
>To: imagine@email.sp.paramax.com
>Date:          Tue, 27 Jun 1995 08:25:57 GMT+1
>Subject:       IML-FAQ#07 preview
>Priority: normal
>
>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
```

Is this up yet and if so in which directory please ?
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 :-      ||
|         40 05 17 37 35 07                 ||
|                                           ||
|-------------------------------------------||
 \-------------------------------------------\
```

Thread 409

-=> RETURN TO CONTENTS!<=-

1.24 MSG-21 Subject: More Textures for I3.0

Subject: More Textures for I3.0
Date: Wednesday, 05 July 1995 01:04:55
From: mrivers@tbag.tscs.com (Michael Rivers)

Just for your rendering pleasure, I've uploaded a few new textures to Aminet.

Look for:
gfx/3dobj/FXtextures.lha

The textures are basically a set that replaces my older 'Alpha' texture, this new set should be considerably easier to use, and alot easier for me to expand upon. Also includes a Flare texture, which creates a hotspot 'inside' the object (similar to AnmFlare from Ian?)

PS. This archive contains only Amiga(fp) textures for I3.0.
PPS. The FX_ textures cannot be ported to Imagine for DOS. :(
(because DOS doesn't have public (or any) semaphores)

Thread 41

-=> RETURN TO CONTENTS!<=-

1.25 MSG-22 Subject: Is there any mail

Subject: Is there any mail
Date: Wednesday, 05 July 1995 09:36:55
From: Carsten Bach <infoflex@INET.UNI-C.DK>

I have not received any mail the last week. Is it just me or, has there not been any?

Thread 35

-=> RETURN TO CONTENTS!<=-

1.26 MSG-23 Subject: Anim newbie probs

Subject: Anim newbie probs
Date: Wednesday, 05 July 1995 11:31:04
From: yrod@ozemail.com.au

Hi everyone
As I mentiontioned in my previous post, I've just started to try some animations.
Today's problem is:
I create a simple animation with 30 frames of a spining logo, with a primitive plane in the backgound that is a little bit reflective with the crumpled texture.
The first 20 frames seem fine, but towards the end the scene seems to "shrink" down to a small box area in the middle of the frame with the

sky colour showing around this small box area.
The only thing I can think of is the world size is shrinking. I have set it’s size to 0,0,0. But why is the first 20 or so frames OK?

Are there any tutorials around for creating animations?

And finaly, is my server acting screwy or have there been no posts for the last three days? If there has been posts, would some kind soul who has kept the last few days posts mind forward them to me.

Thanks
Rod Macey
yrod@ozemail.com.au

"Sometimes the hard way is the only way"

Thread 65

-=> RETURN TO CONTENTS!<=-

1.27 MSG-24 Subject: FORM TDDD

Subject: FORM TDDD
Date: Wednesday, 05 July 1995 12:35:33
From: Wizard <GUEST@novell.dima.unige.it>

Yaba daba doo Imagineers,

I have two question on TDDD iff sub-chunk:

i) there can be two or more OBJ chunks into an Imagine TDDD file (I’ve got an Imagine obj with more OBJ chunks and Imagine Detail Ed have some problem manage it)?

ii) what data contains the following TDDD sub-chunks:
TPAR, SURF, MTTR, SPEC, PRP0, INTS (I’ve found these into another TDDD Imagine objects).

PLEASE REPLY TO Gabriele.Scibilia@p24.f211.n332.z2.fidonet.org

Thread 119

-=> RETURN TO CONTENTS!<=-

1.28 MSG-25 Subject: Guides & htmls in Aminet

```
                Subject: Guides & htmls in Aminet
Date:    Wednesday, 05 July 1995 12:47:37
From:    a00448@dtic.ua.es (ERNESTO POVEDA CORTES)


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

Hi to all

      i have uploaded today in wuarchive (aminet) the following files:

      - d2iguide.lha   Guide version of dare to imagine.
  - d2ihtml.lha    HTML version of the above.
  - faq6guide.lha  guide version of IML FAQ #6
  - faq6html.lha   HTML version of IML FAQ #6 (also on the Ian Smith Page!)

  I think there will be in the recent in a few days, hope you enjoy it!!

--
email: a00448@dtic.ua.es  --> Ernesto Poveda Cortes (I am not a number :)

NOTE: .Sig under reconstruction ....



                           Thread          53
```

-=> RETURN TO CONTENTS!<=-

1.29 MSG-26 Subject: What happened?

```
                Subject: What happened?
Date:    Thursday, 06 July 1995 02:08:00
From:    m.rubin9@genie.geis.com


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


I haven’t received any mail from this list for six days. Is there a
problem with the server or did I get accidently unsubscribed? If this
appears on the IML and there hasn’t been a complete shutdown of the
list, please Re-Subscribe!

Floater
```

Thread 37

-=> RETURN TO CONTENTS!<=-

1.30 MSG-27 Subject: Test (do not read)

Subject: Test (do not read)
Date: Thursday, 06 July 1995 05:01:31
From: Broctune@aol.com

This is a test, only a test

Thread 34

-=> RETURN TO CONTENTS!<=-

1.31 MSG-28 Subject: Converting to pc

Subject: Converting to pc
Date: Thursday, 06 July 1995 06:43:35
From: gareth.qually@tinder.iaccess.za (Gareth Qually)

I am thinking of getting a 486DX2-66 with 8megs of ram and a half gig drive. Has any one else who has changed platforms had a problem converting. By this I mean using equivalent programs on the pc.

I am getting Imagine for the pc, but what program is most like Deluxe Paint. The same with Opal Paint (I have looked at Photoshop and Fractal Design Painter, Which is better for animation design).

And is there a program that I can use to connect the pc to my Amiga to do file transfers.

By the way does imagine use the memory space on the pc like it does on the Amiga. By this I mean if I create a project that uses 8megs of memory on the Amiga, will the pc run the same project?

Thanks...

Chow...

gareth.qually@tinder.iaccess.za

Thread 78

-=> RETURN TO CONTENTS!<=-

1.32 MSG-29 Subject: No postings coming through....

Subject: No postings coming through....
Date: Thursday, 06 July 1995 08:49:01
From: "JOSEPH F. HART" <VISHART@ubvms.cc.buffalo.edu>

I am not seeing any postings to this mailing list any more. I have not seen any for at least a week. I have attempted a resubscription without any response. Is anyone still here ? Am I still on the list ?

```
____________________________________________________________________
                  |         Internet: VISHART@ubvms.cc.buffalo.edu
Joseph Hart       |     /// Plink   : OSS542
Niagara Falls, NY | \\///  Ham call: WA2SND
                  |  \XX/   FreeNet : af804@freenet.buffalo.edu
                  |     *** AMIGA - Computers for REAL MEN ***
====================================================================
```

Thread 674

-=> RETURN TO CONTENTS!<=-

1.33 MSG-30 Subject: Hello?

Subject: Hello?
Date: Thursday, 06 July 1995 14:18:18
From: --Craig <dalamar@MIT.EDU>

I know it's a holiday weekend, but I haven't gotten any IML mail since last week. Is it something I said?

Hate to send to everyone on the list, but this is a test to see if I get a bounce. Has anyone been getting returns from my address?

Just to make this a worthwhile message, how about a little help: I've been trying to light a room as if from a single window opposite the camera. I've had several ideas, one of which was to do the standard

three lights, but at lower intensity (say 48,48,48) plus one bright
shadow-casting one just outside the window. This looks okay, but
something is still a little bit off. Has anyone had success lighting
this sort of situation well?

Hoping this message makes it through.

--Craig
dalamar@athena.mit.edu

Thread 13

-=> RETURN TO CONTENTS!<=-

1.34 MSG-31 Subject: Why?

Subject: Why?
Date: Thursday, 06 July 1995 20:01:49
From: Thomas Gaiser <thomas.gaiser@uni-tuebingen.de>

To whom it may concern:
Why do I receive no articles from the imagine mailing list anymore?
Do I have to subscribe once again?

```
 --------------------------------------------------------
| Thomas Gaiser                            |home:         |
| thomas.gaiser@uni-tuebingen.de           |Elchstr. 21   |
| Universitaet Tuebingen                   |72768 Reutlingen|
| Seminar fuer Sinologie und Koreanistik   |Germany       |
 --------------------------------------------------------
```

Thread 49

-=> RETURN TO CONTENTS!<=-

1.35 MSG-32 Subject: Re: New Feature Administrator

Subject: Re: New Feature Administrator
Date: Thursday, 06 July 1995 21:34:44
From: Mike McCool <mikemcoo@efn.org>

All right. Does this post mean that the IML is up and running again? This is the first post I've gotten from the list for five days! Several others were locked out, as well, yet this string has the tone of continuity about it.

Was there a regional blackout, or was everyone effected by this lapse?

Thread 55

-=> RETURN TO CONTENTS!<=-

1.36 MSG-33 Subject: Re: Hello there

Subject: Re: Hello there
Date: Thursday, 06 July 1995 21:39:44
From: sharky@aloha.com

On Tue, 4 Jul 1995, joop van de wege wrote:

> Hi All,
[snip]
> The IML archive of June will appear on Aminet within a couple of days.
> Again both in guide and text format and I'm thing of making a html version
> although you can use 'ag2html' to convert from AmigaGuide to HTML.
>

Aloha!

I know this is a super dumb PC user question, but is it pretty easy to convert the AG format to HTML for us PC dorks? I'd be happy to post them up off of websharx, or write something to convert them to HTML if nothing in the UNIX or PC world is currently available to do this.

Where on Aminet should I look to pick it up?

Sorry for being a bit naive about this....

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           30
```

-=> RETURN TO CONTENTS!<=-

1.37 MSG-34 Subject: Re: Test (do not read)

```
                Subject: Re: Test (do not read)
Date:    Thursday, 06 July 1995 22:09:50
From:    Mike McCool <mikemcoo@efn.org>


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

I'm running tests, too.  I haven't gotten a post from the IML since
Saturday.  I'm using the new unisysg address, but everyone else seems to
be using the above string.  Were you blanked out too, for the last five days?

On Thu, 6 Jul 1995 Broctune@aol.com wrote:

> This is a test, only a test
>
>
```

```
                           Thread           15
```

-=> RETURN TO CONTENTS!<=-

1.38 MSG-35 Subject: Re: Is there any mail

```
                Subject: Re: Is there any mail
Date:    Thursday, 06 July 1995 22:11:09
From:    Mike McCool <mikemcoo@efn.org>


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

There's apparently been mail, at least to some of us.  Because the two or
three posts I got today seem to be continuing threads of discussion that
were never interrupted.  But I sure haven't seen diddly from the list
since Sat.

On Wed, 5 Jul 1995, Carsten Bach wrote:

> I have not received any mail the last week. Is it just me or, has there not
> been any?
>
>
>
>
```

Thread 671

-=> RETURN TO CONTENTS!<=-

1.39 MSG-36 Subject: Output/video

Subject: Output/video
Date: Thursday, 06 July 1995 22:25:00
From: Marty Nussbaum <martyn@asu.edu>

Hello All,
I need to make a demo tape and don’t have access to the equipment on campus. What I want to do is buy what I need to output to video from my home computer. What equipment do I need to purchase? I’m running Imagine 3.2 on a Pentuim 90 w/40 megs Ram. I’m also using Adobe Premiere (?spelling) to make AVI files. I could use the equipment in the art department at school but since I’m NOT an art major I get put on the bottom of the list. If an art major comes in and needs to output to video, his/her name gets put above mine. Therefore it would be a cold day in hell before I could use the equipment. Any help and/or suggestions will be deeply appreciated. Thanks,

```
              Marty

              ***************         _ _ /|
              *    ACK!!    *         \'o.O'
              *  Hairball!  *         =(___)=
              ***************            U
```

Thread 62

-=> RETURN TO CONTENTS!<=-

1.40 MSG-37 Subject: Re: What happened?

Subject: Re: What happened?
Date: Friday, 07 July 1995 01:44:21
From: Rodney McNeel <rodman@infinity.ccsi.com>

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

There is Definitely some problem with the list. Don't feel alone.
```

Thread 482

-=> RETURN TO CONTENTS!<=-

1.41 MSG-38 Subject: New Web Stuff

```
                Subject: New Web Stuff
Date:    Friday, 07 July 1995 03:13:07
From:    Ian Smith <iansmith@moose.erie.net>


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

Glad to have the IML back!

I have added an HTML version of Dare To Imagine that was sent to me
by Ernesto Poveda Cortes to my home page as well as updated all
the refrences to Aminet to the Web version which will not have
the delays and problems that wuarchive does.  A link to the nice
raytracing tutorial is there as well.

Can't wait for 3.3!  Impulse said to expect them any day as they
are currently shipping them...

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

Thread 46

-=> RETURN TO CONTENTS!<=-

1.42 MSG-39 Subject: Sorry Could Not Find Subject!

```
                Date:    Friday, 07 July 1995 03:21:10
From:    imagine-relay@email.sp.paramax.com


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

I'm afraid that due to certain financial situations (namely me losing
```

my job), I'm forced to part with my treasured Imagine 3.x software
under strict order's from "She who take's no crap".
I'm selling as a result my Imagine 3.0, 3.1 update disk's, 3.2 update
disk's and the two future update's I've paid for and I'm still awaiting
all for the Amiga computer.

It's fully working with manual etc. and has got to be
worth....mmmmm.... 350 pound's ONO.
Any taker's, i'll chuck in a couple of disk's of PD object's and
textures :)

--
~==~
Darren Priestnall - darren@hanger.demon.co.uk (P&GImaging)
3D imaging and FX for carbon print's and video

WWW demo page coming on-line soon

Thread 656

-=> RETURN TO CONTENTS!<=-

1.43 MSG-40 Subject: Re: Mapping & light

Subject: Re: Mapping & light
Date: Friday, 07 July 1995 04:03:44
From: Charles Blaquiere <blaq@io.org>

> From: Derek Shenk <digitala@accessnv.com>
>
> 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.

There's a strong chance that the bumpy look is caused by jaggies in your bump map. Since Imagine converts everything to 24-bit internally, you do _not_ want to simply increase the map's resolution. Well, you do, but then, you'll want to average it back down to a manageable resolution, using any decent image processor. The anti-aliased pixels that result will give the same visual impression as the ultra-sharp, high-res version of the map before shrinking.

While you're at it, you can also use a nice Gaussian blur, after shrinking the image down, to give the appearance of a bevelled slope to your letters.

Thread 167

-=> RETURN TO CONTENTS!<=-

1.44 MSG-41 Subject: Re: More'n'more things...

Subject: Re: More'n'more things...
Date: Friday, 07 July 1995 04:04:10
From: Charles Blaquiere <blaq@io.org>

> From: Fernando D'Andrea <DANDREA@aton.inf.ufrgs.br>
>
> *.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.

Imagine 4.0 is supposed to have a single screen, rather than separate editors.

> *.Morph and cycle at same time.(!!!)

But -- you can already do that! For example, create a walk cycle, and a similar run cycle. Morph from walk.iob to run.iob in the Actor bar, and you'll see the motion smoothly transform from a walk to a run!

> *.Transformthe 'Phiong shade' switch get in a
> 0-255 slider. Do the same with bright. It helps on smooth morph effects.

Why would you want partial Phong? To get that computerish, faceted look, but in a more subtle way? Please explain.

And 3.3 will have a 0-255 slider for Bright. As GreG Tsadilas told me, this will do *wonders* for those hard-to-light objects, where part of the object you worked so hard to model, is lost in dark shadows. Rather than cranking up the ambient light, or adding focused fill lights, you can simply make the object, say, 20% bright. Presto, more visibility in the shaded areas, and this has no effect on other objects.

> *.A tool to put faces betweew edges.

3.2 has implemented this feature, called "Edge fill". You multi-select the set of edges on one side of a hole/gap/chasm, Set Edge Line, then multi-select the edges on the other side, and Fill To Edge Line. Kablooey, faces are immediately created that join the two sets of edges.

> *.An preview of a texture.

This is the major change in 3.3. Haven't you been paying attention to
the IML? (Sorry, didn't want to stifle your creativity, but a gentle
nudge seemed in order)

Thread 763

-=> RETURN TO CONTENTS!<=-

1.45 MSG-42 Subject: Re: Brushmap tacking

Subject: Re: Brushmap tacking
Date: Friday, 07 July 1995 04:04:30
From: Charles Blaquiere <blaq@io.org>

> From: NEWKIRK@delphi.com
>
> 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.

As far as I know, there is no way to do this in 2.0. It's child's play
with 3.x, however.

Thread 898

-=> RETURN TO CONTENTS!<=-

1.46 MSG-43 Subject: Re: REALISTIC MATERIALS!

Subject: Re: REALISTIC MATERIALS!
Date: Friday, 07 July 1995 04:04:56
From: Charles Blaquiere <blaq@io.org>

> From: Granberg Tom <tom.granberg@TV2.no>
>
> 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.

Great message, Tom. Thanks for the advice; this is going to my archive file. I wonder, though: why do improper specular/hardness lead people into using too many lights?

Thread 51

-=> RETURN TO CONTENTS!<=-

1.47 MSG-44 Subject: Font problem. How to outline it!

Subject: Font problem. How to outline it!
Date: Friday, 07 July 1995 04:17:08
From: Charles Blaquiere <blaq@io.org>

> From: James Cheseborough <jimc@eznet.net>
>
> What's the best way to get an font object that has a "bigger"
> version of itself laid on top of itself?
> I see this all the time in the commercial world, but I'm having problems
> doing it with Imagine. I'm trying NOT to rebuild the whole character by
> hand. Sizing in the spline ed doen't do it, of course.

If you want the classic "outline" effect on the front of the object, Add Points to your outline using the Raise bevel type. This creates a constant-width outline, offset slightly from the main front part of your object. Save Points, then enter the Detail editor and load the objects. By using Drag Box in the Right view, it's a piece of cake to select only those faces which comprise the front outline, and make a subgroup out of them.

Thread 14

-=> RETURN TO CONTENTS!<=-

1.48 MSG-45 Subject: Sorry Could Not Find Subject!

Date: Friday, 07 July 1995 04:21:19
From: imagine-relay@email.sp.paramax.com

Hi,

I just got a copy of ImageFX 1.5 from the CU Amiga Coverdisk. I seem to recall that there was an Arexx script that someone wrote which could be used with ImageFX to create MPEG's. I looked for it on Aminet but couldn't find it there anymore. Could someone out there tell me where I can get this, or better yet send me a copy as an e-mail attachment.

Thanks in advance for any help,

Kurt
KurtY@urfim.ucla.edu

Thread 655

-=> RETURN TO CONTENTS!<=-

1.49 MSG-46 Subject: No messages for a week

Subject: No messages for a week
Date: Friday, 07 July 1995 04:21:55
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello All,

I have'nt received any IML mail since the 30th June, has everything shut down for the 4th of July celebrations?

-- Bob

Thread 29

-=> RETURN TO CONTENTS!<=-

1.50 MSG-47 Subject: Making Imagine pay....

Subject: Making Imagine pay....
Date: Friday, 07 July 1995 04:40:16

From: Charles Blaquiere <blaq@io.org>

> From: Douglas Smith <doug@defocus.demon.co.uk>
>
> OK time to show off.
>
> tell us all about the stuff that you have had published/
> printed or been paid for.

Douglas,

what a great idea. This thread should prove interesting, to say the least!

I'm currently a hobbyist, so I don't actively pursue customers as if my rent depended on it. I've done a flying logo for a national brewery's annual sales meeting, with Superman-type extruded text snapping into place, followed by a dazzling flare/glow/star filter, curtesy of Imagemaster and an ARexx macro. Length: 10 seconds. Rate: $400. (Yes, I know, I should be shot for working this cheaply)

#2: Flying logo for a brewers' retail organization. (And I don't even LIKE beer!) Scanned a shopping bag logo on a Mac at Kinko's, used Pixel3D (yuck) to create an Imagine object. Created a rounded marble slate to allow for superimposed CG titles. In Imagemaster, created the smoothest blurred version of the logo I could manage; this, tiled as an altitude map on a beige background, created a flawless embossed look. Finally, a soft-edge spotlight, aimed diagonally at the background. This was my last non-field-rendered animation! 2 days' work, 5 seconds, $300 I believe.

#3: For a year and a half, I've been working off and on (mostly off) on a cutesy romantic animation, showing two upscale hearts on a seaside patio. Champagne bottle, bucket, and glasses; marble columns. Very cinematic, as the 40-second animation is split in several shots (establishing, close-up, dolly, etc.) Background brushmaps are pitifully low-res, which makes them naturally out-of-focus. The hearts were created a long time ago, so no bones. They move, but don't bend or twist.

This animation was designed to be one of the high points of my eventual demo reel, so I kept refining everything. The original rate of $300 is completely ridiculous, but a deal's a deal. My client is going to love what his $300 is buying, and I'll get a much better-looking animation for my reel than if I'd settled for the quality level we originally discussed.

(Side note: he's getting a little musical score composed for it, but for my reel, I whipped up my own soundtrack, with canned music and full sound effects. Needless to say, this adds greatly to the quality of the animation! Best of all, it only took one evening to digitize, synchronize and mix everything together! When my client comes to pick up the animation, I'll play him _my_ version, and watch his jaw drop. If he wants my soundtrack, no problem -- that'll be another $300. <g>)

#4: Last year, Wal-Mart invaded Canada. To boost the morale of the troops working for another large retail chain, I created two short (5-10 seconds) animations showing "their" logo wreaking havoc on a Wal-Mart store. (Standard Imagine explosion, for example) This was lots of fun to do, and I was told the clips raised a hearty laugh out of the audience. Again, $300-500.

#2-4 were all for the same client, whose budgets are always quite low. Fortunately, I've been raising my rates as time went by and my confidence improved. An example of where I'm at right now is the 2-day flying logo, which I charged $500 for.

There have been 2-3 simple DPaint animations for that client, too. As a matter of fact, I've just finished work on one an hour ago, a cheerful 5-second clip detailing what makes the "Perfection" pizza pan so special.

As you can see, I have a long way to go before I can forget my day job! Fortunately, I've managed to enter a rate level which doesn't make me feel exploited anymore.

Thread 189

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1.51 MSG-48 Subject: Re: 3.3 & no IML for a while

Subject: Re: 3.3 & no IML for a while
Date: Friday, 07 July 1995 04:48:54
From: Ian Smith <iansmith@moose.erie.net>

On Mon, 3 Jul 1995, dunc@eraser.demon.co.uk wrote:
> does anyone know if 3.3 is 'packing' or 'shipping' ????

I called Impulse on Wed and they said it was shipping.

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

Thread 380

-=> RETURN TO CONTENTS!<=-

1.52 MSG-49 Subject: Re: Why?

Subject: Re: Why?
Date: Friday, 07 July 1995 05:47:33
From: Rodney McNeel <rodman@infinity.ccsi.com>

I believe people out there got the newest version of Imagine and are too busy exploring to write to the list ;)

On Thu, 6 Jul 1995, Thomas Gaiser wrote:

```
> To whom it may concern:
> Why do I receive no articles from the imagine mailing list anymore?
> Do I have to subscribe once again?
>
>            --------------------------------------------------------
>           | Thomas Gaiser                           |home:           |
>           | thomas.gaiser@uni-tuebingen.de          |Elchstr. 21     |
>           | Universitaet Tuebingen                  |72768 Reutlingen|
>           | Seminar fuer Sinologie und Koreanistik  |Germany         |
>            --------------------------------------------------------
>
>
```

Thread 133

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1.53 MSG-50 Subject: New Program

Subject: New Program
Date: Friday, 07 July 1995 07:45:17
From: SGiff68285@aol.com

What did everyone die and go to Truespace Land? (That's Hell in case you didn't know). Seriously the mail box has been so empty lately I am starting to feel lonely. I guess everyone must be playing with 3.3.

Well just to say something productive here, I have come across a software package that converts images from 16 mil. color to 256 color or less. You are probably thinking "so what". Well, this software uses a dithering algorithm that makes most images look nearly as good the 24 bit version. I have not seen anything that does this good a job or even comes close. It also chooses a pallete of colors that best represent the image. How does this relate to Imagine? #1. I use it to convert textures to 256 so they don't take up as much room. #2. Instead of having to use 24 bit for backdrop images I can create a fairly hi-res 256 image instead. #3. If you want to create an animation straight out of Imagine, you create an optimized pallete from a 24 bit frame, and then lock the pallete to it. #4. It has batch conversion, so you could convert an entire animation to 256 and the compile it using DTA.

This program works with most 24 bit formats, and it only runs under Winders. I am not a reseller nor do I have any affiliation with this company so if you want the name and phone number, you'll have to E-Mail me. I posted the name and number on C-Serve, and one of the Sysops took it off so I don't want to offend any more people. This program has been of use to me and it is fairly inexpensive. $50.00.

Please out of respect to the rest of the people on this mailing list DO NOT post a Me TOO! message. Respond privately via E-mail.

Hope I didn't affend any TrueSpacers out their either, it was only a joke.

Stephen G.

Thread 84

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1.54 MSG-51 Subject: Re: REALISTIC MATERIALS!

Subject: Re: REALISTIC MATERIALS!
Date: Friday, 07 July 1995 08:01:16
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

>I just want to give some advice about how to make realistic material and
>lighting setup...
>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.

I agree! Imagine's Dirt texture is indespensible. It adds a degree of imperfection frequently seen in real life objects. Treat it as a seasoning that should be added to most Imagine recipes.

>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.

I've generally used the main/fill light approach as a starting point, but look forward to trying your basic lighting setup. I'm curious, why do you prefer parallel ray lights in your setup?

George

Thread 96

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1.55 MSG-52 Subject: Field render bug?

Subject: Field render bug?
Date: Friday, 07 July 1995 09:29:22
From: Ed Totman <etotman@gort.ucsd.edu>

I have imagine 3.2 on a pc with a PAR. I created a simple moving camera animation to test field rendering, and when I reversed the animation on the PAR I noticed that the new reversed animation was much smoother than the original. Many test animations later, I discovered that colorshade and scanline animations are good, but traced animations are not - the two fields are reversed so the animation appears jittery. The "flip fields" button in imagine doesn't fix the problem. The PAR "field import order" setting doesn't help either. When the PAR reverses an animation it does not change the field order, so this is the only way I can get a smooth, traced animation. Can any of you out there with a pc/imagine/par confirm this problem? Does the "flip fields" button do anything in trace mode?

Ed Totman
etotman@gort.ucsd.edu

Thread 672

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1.56 MSG-53 Subject: Re: Guides & htmls in Aminet

```
                Subject: Re: Guides & htmls in Aminet
Date:    Friday, 07 July 1995 09:44:01
From:    cjo@esrange.ssc.se


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

Ernesto Poveda Cortes wrote;

>     i have uploaded today in wuarchive (aminet) the following files:
>     - d2iguide.lha   Guide version of dare to imagine.
> - d2ihtml.lha    HTML version of the above.=20
> - faq6guide.lha  guide version of IML FAQ #6
> - faq6html.lha   HTML version of IML FAQ #6 (also on the Ian Smith Page!)
> I think there will be in the recent in a few days, hope you enjoy it!!

I got them, I installed them and I read them.

So, for those of you that are interested they are now online,
and, beleive it or not, this is the last time I will promote my homepages=20
on the IML; <http://www.kiruna.se/is/cjo/>.

I appologize to anyone who thinks I'm nagging about those pages, it's just=20
that I'm so darned proud of 'em.  :)

Once again Ernesto; THANKS!!!!!

See you all in a month or so; I have a vacation coming up. :-)

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

Thread 487

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1.57 MSG-54 Subject: Renderbrat

```
                Subject: Renderbrat
Date:    Friday, 07 July 1995 11:45:24
From:    Mike McCool <mikemcoo@efn.org>


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

We got a nice florid post last week from our Nordic blender, full of
pearls and condescension, and reminding me that the best advice I ever got
is to beware of people who give advice.
```

His lighting tips were predictably correct, and if you want a commercial look, hey, go for it--but if you love the shadowy depths of artists like Ridley Scott and Carol Reed, try a single shadow-casting light and a deep blood-maroon ambient in your globals.

(Some creative soul on the list preceded me in that deep-purple ambient light suggestion, and my gratitude to him/her).

As long as I'm spanking and thanking, still another creative soul earlier last week mentioned hairy cows. (Forgive me for destroying the header, but I think it was Chuck Blackear).

Trying your hair-as-a-particle attachment idea, I stumbled onto the realization that if I invoke an outside object as a particle, I don't have to trace my render, but can scanline for the desired results. Thanks, you, not only for a great idea, but for saving me eons of render time.

Thread 686

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1.58 MSG-55 Subject: Re: New Feature Administrator

Subject: Re: New Feature Administrator
Date: Friday, 07 July 1995 12:27:05
From: gregory denby <gdenby@bach.helios.nd.edu>

Doug Smith wrote, before the IML's looong weekend:

> Feature Administrator....
>
>I'll do that

Thanks!

Here are some of my wishes/votes

1. The system beep. As others have recently requested, this would be quite nice. I once wrote them (on paper, no less) asking for same, and know at least one fellow in my area who did the same. This must be a convenience that many wish for. It should be toggle-able.

2. My own pet request, "Snap axis to point." This would allow one to quickly position the axis exactly at the edges, or wherever. As an example of the utility of this: I recently needed to make about 50 simple rectangular shapes to represent paintings. Each needed to be exactly the size of a real object. The simplest way

I knew of to make the objects was to take a primitive plane, position the axis at one corner, move the axis and object to 0,0,0, and begin transforming the object over and over to make all the "Paintings." However, since each work needed to be "hung" from the center, I had to re-position all the axes. This would have been much if I could have just fractured the crossing diagonal, and snapped the axis to the central point.

3. Combine the forms and spline editor.

4. Add import for Post Script objects, and allow fonts to be sized by points.

5. Allow particle objects to carry all attributes, such as phonging, instead of just face geometry.

6. "Stretchable" bars in Action, So that if you decide that an actor should be still till frame thirty, and then move for sixty, you can just adjust previous bars measuring twenty and forty, for instance.

ect, ect.

Of course, Impulse will have to double their programming staff for all this, but, hey, that's what cloning is for, isn't it.

Greg Denby
gdenby@darwin.cc.nd.edu

Thread 94

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1.59 MSG-56 Subject: Essence for PC ships

Subject: Essence for PC ships
Date: Friday, 07 July 1995 12:35:56
From: gregory denby <gdenby@bach.helios.nd.edu>

During the outage, I got the Apex newsletter. Essence V I & II now available for PC also. New price, $280 for both, but as a cross grade, $50 (I'm happy.)

Understanding Imagine 2, out of print. Sorry, 2.0 owners.
Understanding Imagine 3, due late July. Yay everybody.

Now the projects ported from the Ami can look just as good.
Now if someone would just port true multi-tasking...

Greg Denby
gdenby@darwin.cc.nd.edu

Thread 121

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1.60 MSG-57 Subject: Re: Hello?

Subject: Re: Hello?
Date: Friday, 07 July 1995 12:38:00
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> I know it's a holiday weekend, but I haven't gotten any IML mail since
> last week. Is it something I said?
>

well, it looks like everybody had this problem, and now we'll
fill up the list with confirmations.

> Just to make this a worthwhile message, how about a little help: I've
> been trying to light a room as if from a single window opposite the
> camera. I've had several ideas, one of which was to do the standard
> three lights, but at lower intensity (say 48,48,48) plus one bright
> shadow-casting one just outside the window. This looks okay, but
> something is still a little bit off. Has anyone had success lighting
> this sort of situation well?
>

Just exactly what is going wrong with this scene? I've had some decent
results with a setup fairly similar to the one you describe, plus a
visible light beam from the outside and with the softedge texture
used on an array of very dim lights on the inside to make a very diffuse
ambient light inside. But it may be that I'm just easier to please,
or that you're looking for a very particular effect.

Michael

Thread 815

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1.61 MSG-58 Subject: Making Imagine Pay

Subject: Making Imagine Pay
Date: Friday, 07 July 1995 13:24:15

From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

A couple of my images have been published in Computer Video. And one of them was printed in the book Becoming a Computer Animator.

Thread 47

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1.62 MSG-59 Subject: Re: You are not alone

Subject: Re: You are not alone
Date: Friday, 07 July 1995 14:00:26
From: Dave Rhodes <dave@darhodes.demon.co.uk>

Hi Craig

> I know it's a holiday weekend, but I haven't gotten any IML mail since
> last week. Is it something I said?

By the sound of things, no-one did !

> been trying to light a room as if from a single window opposite the
> camera. I've had several ideas, one of which was to do the standard

I had a good result with a parallel light source outside a hole in the wall, (the window wasn't _in shot_ in my scene, so I didn't have to model it, just make a side wall with an aperture.) I just made the light source slightly bigger than the hole it was shining through, and made it shadow casting, (and used the venetian blind light texture, but that's irrelevant here).My scene was of a fireplace with a fire in it, and I wanted an evening/sunset type of effect, so I set the _sun_ low down and reddish, with just enough brightness to stop it looking like a hot day. (The fire was lit, so it wasn't cold inside ;))

I'd left the part of the _room_ behind the camera open, so I could put a fill light a long way away, (not shadow casting) rather than use an ambient light level, but that's a matter of taste.

The effect of the soft edged venetian blind stripes across the chimney breast, with an alcove either side was very pleasing - to me anyway !

Hope this helps...

--

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

Thread 784

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1.63 MSG-60 Subject: Realistic materials2

Subject: Realistic materials2
Date: Friday, 07 July 1995 14:10:34
From: Granberg Tom <tom.granberg@TV2.no>

Hi there!

First I want to say that my last paragraph of my last post regarding this, was a

joke, "you corroded apeshit!"-Also a joke!!
And this sentence only apply to those who havent got a sence of humor!

"Doesnt any one get a good joke now a days?"

Second I found a couple of faults in my mail regarding the glass tip.
1. I forgotten to make it transparent(filter)
2. When you do this you will lose the "spec." variation

To make up for this, here is a way to do it anyway.

Do the same thing, as my previous post said but make the specularity setting:
255.255.255. Go into the dirt texture and put these numbers in the filter
boxes:200,200,200. Put these numbers in the refl. boxes:20,20,20.

Make the whole object fully transparent. And if you like, put a refraction value

on it.

This tip needs my previous post, doesnt it?

If I did steep on any sour toes, I’m sorry. It was a bug, not a feature!?
(or was it the other way around...........I’m getting old, I cant remember)

later!
Tom

Thread 669

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1.64 MSG-61 Subject: Stop it

```
                Subject: Stop it
Date:    Friday, 07 July 1995 14:17:36
From:    Granberg Tom <tom.granberg@TV2.no>
```

```
HELP.....HELP....help...h..e..l...p... .  .
My mail box is floating over with mail saying- There is something wrong...havent

got any post for the last days..etc..etc.!
Yes there was something wrong, had my mail bounce saying that the IML server was

down for 3 days. But now it’s working again, so you can now resume your good and

sound mails again witch will regard IMAGINE in one way or the other. Thanks.

By the way, look up Steven Blackmons homepage, bril!

Later!

Tom RenderBrandt
```

Thread 847

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1.65 MSG-62 Subject: Paid for IM projects

```
                Subject: Paid for IM projects
Date:    Friday, 07 July 1995 14:34:20
From:    Drew_Perttula@altabates.com
```

```
     My last two tapes of theater performances had Imagine animations for
     their titles. The first was some words coming out of fog (Essence in
     those days), the next year’s was a bunch of instruments marching in
     their own parade. These were very good looking-- trombone and trumpet
     objects with bones
```

Thread 830

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1.66 MSG-63 Subject: RE: FEATURE ADMIN.

```
                Subject: RE: FEATURE ADMIN.
Date:    Friday, 07 July 1995 14:35:37
From:    Granberg Tom <tom.granberg@TV2.no>
```

Hi Doug!

It's nice to see that somone would do this, it is not an easy task. But then we

could get impulse's attention, towards a list, and one list only. By the way I'm

going to visit them at the binning of next month, so if every body on the list with a discent feature request could mail this to this nice guy. So maybe he could manage to set up a feature list we can vote for before I leave, I could take that with me and see what they think?........ Wow I just recieved my own mail, sent for only 5 min. ago. Is the list suddenly gone light speed?

Later!

Tom RenderBrandt

Thread 75

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1.67 MSG-64 Subject: Neon Effect

```
                Subject: Neon Effect
Date:    Friday, 07 July 1995 14:43:40
From:    Granberg Tom <tom.granberg@TV2.no>
```

Hi

I've seen some previous mail's about neon effects, so here is another one:

Make your Object, make it bright, put the fakely texture on it, adjust the colors to your liking. Bright color in the center and a darker one at the edges.

If you use tubes(disk) object as your base for extrude's, It will not make any difference to where your camera is placed, due to the fakely texture it will make the vectores facing the camra brighter than the others(vector normals). Now

go to the global eff. and request the haze effect, and type in the same values you've put in for the side color in the fakely texture. This way you get a good

neon effect even in scanline.

Cant wait for 3.3 and the new texture form?!? fab!
Later!

Tom RenderBrandt

Thread 89

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1.68 MSG-65 Subject: Animate with background plate

Subject: Animate with background plate
Date: Friday, 07 July 1995 15:04:41
From: Granberg Tom <tom.granberg@TV2.no>

Hi!

I have just finished a project here at TV2, and during the project I discovered

some neat tricks, and here is one:

When you want to have a backdrop without using the backdrop feature in the action editor"wrong size etc" but stick it to a plate, but you still want to move the camera around, and maybe use animations/textures on the plate?
Hey what a nightmare? Nope! Here is how to do it. Make the plate,make it bright,

put the stuff on it at your liking. Take it into stage and drag it way back in your scene so it doesnt interfer with other objects if you rotate it, then scale

it so it fills your screen. Go to action editor and to the alignment bar of the

plate and delete it, then add a "track to" wheras you will get a requester asking for witch object, here you type "camera". Now if you want the plate to follow the camra as you tilt/pan it, you would have to use the associate function, I'm not quite sure how to use that one, but anyway, it would keep the

relative distance between your camera and your object intact. Another way to fake this is to have the camrera track the plate as well, And shift pick the camera&plate and move both of them! Ofcourse you could move it by hand without caring about rotaion, the alignment bar will take care of this.

You could also use this method for a moving background. just use a huge and long

picture and map it on a slightly bent plate. But then you cant use the track to

option.

Later!

Tom RenderBrandt

Thread 265

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1.69 MSG-66 Subject: 24bit Amiga + Imagine 3.2

Subject: 24bit Amiga + Imagine 3.2
Date: Friday, 07 July 1995 15:06:56
From: Steve@mg-plc.demon.co.uk (Steve Gardiner)

Hello,

Any of you clever chaps (and chappettes) got an Amiga with a 2MB Picasso II
board running Imagine 3.2 in 800x600 without glitching or screen corruption ?

I’d be very grateful if you could tell how to do it... Interlace mode gives
me a headache...

Cheers
--

```
  +-------------------------------+==================================+
  |  Steve Gardiner               | Paying my debt to society...    |
  |  Steve@mg-plc.demon.co.uk     | Working in Business Publishing !|
  +-------------------------------+==================================+
```

Thread 227

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1.70 MSG-67 Subject: RE: Outlining Fonts

Subject: RE: Outlining Fonts
Date: Friday, 07 July 1995 16:00:44
From: Granberg Tom <tom.granberg@TV2.no>

Hi!

A good way to this is to use the "extra width" function with one of the beveling

types, works best with flat beveling without depth "zero". This will give you an

object you can select the outline in detail by selecting "pick faces" pick
subgroup and it’s named front bevel, select this and use the split function. Now

you have two objects, a outline and the rest of the "logo" and it fit perfectly,

and it have sharp edges to!
PS:Remeber that Imagine will place the second axis on top of the first one!

Later!

Tom RenderBrandt

Thread 115

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1.71 MSG-68 Subject: Re: Making Imagine pay....

Subject: Re: Making Imagine pay....
Date: Friday, 07 July 1995 16:10:30
From: Dylan Neill <dylann@pcug.org.au>

On Fri, 30 Jun 1995, Douglas Smith wrote:

> OK time to show off.
>
> tell us all about the stuff that you have had published/
> printed or been paid for.
>
> To ensure it’s topical, give a few lines saying what
> features of Imagine were particularly useful or slowed
> you down.

OK Heres mine! I did work experience at and ad agency and was using SGIs
to make an ad for the State Bank (for those in oz, its the one with the
business men at the table and ken and barbie running through the house)
ANyway, I helped on the Ken a Barbie bit and they were looking for a wood
floor... Imagine to the rescue! :) I used the HardWood texture and made a
convincing looking floor and brought it in. Now that you’ve read this I
can bet all the imagine freaks in oz are gonna start freeze framing

through that ad next time that see 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 226

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1.72 MSG-69 Subject: Imagine FAQ?

Subject: Imagine FAQ?
Date: Friday, 07 July 1995 16:36:34
From: Larry Hall <lhall@telerama.lm.com>

Is the Imagine FAQ written for the Amiga or PC version? If it’s for the Amiga version is there or is there going to be a PC version?

-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.3a

mQCNAi8pj/IAAAEEALFw4mwsRdHqtmLgpRzJmNZAQVfQF3O7iQjmSVkWNwLXNIGZ
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=3iuU
-----END PGP PUBLIC KEY BLOCK-----

Thread 76

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1.73 MSG-70 Subject: Re: Making Imagine pay....

Subject: Re: Making Imagine pay....
Date: Friday, 07 July 1995 17:08:39

From: craigh@fa.disney.com

The only Imagine thing that I got paid for was an animation that I did about 3 years ago of a shark for a CD-ROM called 'Shark Alert'.

Imagine's Forms editor and booleans were great for the modeling and the add-on package called 'Morphus' (that Impulse used to sell) was invaluable for making the shark swim in a realistic manner. Ray tracing shadowy waves moving across the back of the shark and global fog really sold the piece.

I mostly used Imagine to do demo work to try to get a full time job in the field, which eventually worked...

Craig

--

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

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1.74 MSG-71 Subject: Imagine 3.3

Subject: Imagine 3.3
Date: Friday, 07 July 1995 19:30:56
From: --Craig <dalamar@MIT.EDU>

First of all, as explained at the bottom of this missive, if you are not interested in reading about the new features in 3.3 DELETE THE NEXT MESSAGE YOU GET FROM dalamar@mit.edu.

Well, I got 3.3 today: perhaps the advantage of moving to a location only 15 or 20 minutes from Impulse. For the benefit of those in more distant locales (especially our overseas bretheren, for whom it may take weeks, as I understand it), I post the following exerpt from the Installation Notice:

[Installation Instructions Deleted]
As you already know there will only be one more upgrade to Imagein, the final version Imagine 4.0. We are as usual behind the time frame that we had hoped to meet, rest assured that we are working diligently to complete 4.0, we know that the dealy will be well worth the wait.

Once Imagine 4.0 has been shipped there will be a newsletter telling you what the future of Imagine is and how you can take advantage of the new software we have planned.

Thanks for your support and let us know what you thing of Imagine 3.3, we are sure you will like it, but its always improtant to us to hear about any problems that you might be having.

The Gang at Impulse

Here is the list of features new in 3.3 (lower numbers are from versions 3.1 and 3.2):

New in Version 3.3

21. Added Smooth fracture.

22. Added Variable Brightness to object attributes.

23. Moved Randomize Colors to function menu.

24. Added Mix/Morph control for intensity on ALL textures and brushes.

25. Added Specular Mapping.

26. Added Hardness Mapping.

27. Added Shininess Mapping.

28. Added Brightness Mapping.

29. Added Fog Length Mapping.

30. Added Index Of Refraction Mapping.

31. Added Ambient Light Mapping.

32. Added Roughness Mapping.

33. Added Previous/Next buttons for traversing texture list quickly.

34. Added Browse butons to texture and brush requesters.

35. Added 256 Color real-time texture preview.

36. Added 256 color color pickers in texture requester.

37. View Brush added to previewing brushes.

38. QuickRender access directly from all attrib/txtr requesters.

39. User defined Texture/brush labels added for clarifying texture list.

40. "Dup" Added to attrib req for copying textures/brushes.

41. "Drop" Added to attrib req for dropping textures/brushes quickly.

42. "Disable/Enable" button added for turning textures on/off.

43. Interactive point-and-click support added to text in texture list.

44. Real time previewing of renders as they happen in 256 col displays.

45. Support for unfinished FLC's added.

47. Defaul object attributes added to preferences.

48. Shaded View Edge drawing control added to Prefs (PC only).

49. Replaced "Reflection Mapping" with "Environment Mapping."

50. Added preferences option for startup editor.

51. Added preferences option to set number of points in CSG sphere.

There is also a manual.txt file that explains all of these new features, as well as the features from 3.1 and 3.2. That will be the next thing I send out, as a separate letter. I figure that Impulse won't mind me posting this info, as it is essentially free advertising, but I also figured I should send it as a separate message since it is fairly long. So, if you don't want to read the in-depth documentation on the new features, please delete the next message you get from dalamar@mit.edu.

--Craig
dalamar@athena.mit.edu

P.S. Please let me know if you feel it was inappropriate for me to post this information here. I just figured all the Imagine nuts out there would want to know ASAP, and that Impulse wouldn't have a problem with it.

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1.75 MSG-72 Subject: 3.3 Manual.txt

Subject: 3.3 Manual.txt
Date: Friday, 07 July 1995 19:32:58
From: --Craig <dalamar@MIT.EDU>

New in Version 3.3

21. Smooth fracture.

Smooth fracture works very similar to Smooth Edge Line as it is explained above only this function does the smoothing at the same time it fractures up a line of edges. Try this function by picking a string of edges, on a 10x10 primative plane, that form a "V" shape. This function should fracture the edges and turn the original "V" shape into more of a "U" shape.

22. Variable Brightness.

Imagine’s Brightness attribute has been expanded. It used to be only used as bright or not bright. Now the brightness of an object can be set to something more like halfway bright. This can be used to morph objects to bright and not bright, bring up the color of distant ground objects, or to simulate the ambient lighting of an object that is rendered with only a single light source, etc.

23. Randomize Colors.

Randomize Face colors has been moved from the attributes requester to the Functions Menu. It still works the same. Rand Colors has always been a one pass, function oriented operation. Moving it to the functions menu puts it in a more appropriate place.

24. Mix/Morph control for intensity on ALL textures and brushes.

Historically, any intensity control for textures has been up to each individual texture to control. Now in Version 3.3 this option has been taken over by Imagine. This greatly expands the usefullness of the textures that didn't offer intensity control and now also allows blending of brushmaps onto objects. To see how this works, Randomize the face colors of an object, and then apply a texture, like Checks, with it's Mix/Morph Value set to .5. You will see the Texture is blended onto the object at 50% of it's original intensity. Remeber that textures and brushes are applied one at a time, in the order that they are on the object. So to get a 1/3, 1/3, 1/3 blend, you need to apply the first brush at Mix=1.0, the second at Mix=.5, and the third at Mix=.333.

25-32. Specular Mapping, Hardness Mapping, Shininess Mapping, Brightness Mapping, Fog Length Mapping, Index Of Refraction Mapping, Ambient Light Mapping, Roughness Mapping.

These 8 new brush mapping type have been added to the attributes that are controllable with Imagine's texturing controls. With these new brush types the variablilty of "looks" for object surfaces in nearly unlimited.

Specular mapping changes the colors of the specular spot depending upon where the specular spot is relative to the brush.

Hardness mapping changes the size and shape of the specular spot depending upon where the specular spot is relative to the brush.

Shininess mapping changes the object’s Shininess attribute depending upon the brush is applied to the object. To easily see the results of a Shininess brush, Set the objects filter value to full red, it’s index of refraction to 3.55 and apply a brush as a Shininess Map. You will see that where the brush is affecting the object, the object will have a reddish, waxy appearance. Remember that Shininess always uses the object’s filter and Index of Refraction values.

Brightness mapping changes the object’s Brightness attribute based upon how the brush is applied to the object. This map type used the Red component in the brush map to set the objects brightness. Using A brightness map will make areas on the object appear to glow.

Fog Length mapping allows you to control the Fog Length of a fog object with a brush map. You have to set a high and low fog value and the brush controls where these values are tweened onto the object. To use this map type, you MUST have the object’s base attributes set with a fog value.

Index of refraction mapping allows you to control the index of refraction on a transparent object with a brush map. This can give an efferadiosity images have. Note:
Ambient maps are additive - multiple maps will add up rather than cancel each other out.

Roughness mapping was added just because we could. Roughness, if used, should be used very sparingly if not avoided altogether. The effect that roughness has can be simulated with textures, like bump noise, and where as roughness will not animate properly, the texture bumping will.

33. Previous/Next buttons in the texture and brush requesters.

These buttons were added to speed up the editing and viewing of texture and brush data. They will be un-ghosted if available for use. These are here to save the older steps of highlighting a texture, clicking info, clicking ok, highlighting the next texture, clicking info, etc.

34. Browse buttons in the texture and brush requesters.

Browse buttons have been added to the texture and brush requesters to aid in renaming textures (or resetting the correct path), finding Lock states and finding subgroups.

35. 256 Color real-time texture/brush/attributes preview.

The texture, brush, and attributes requesters now all have 256 color previews of the object’s attributes. The preview in the attributes requester will show all the textures and brushes currently applied, but in the texture or brush requester you only see the texture or brush you are currently working with. The preview has several buttons around it so that you can change the preview object, add a backdrop, add something for reflective objects to see, and control the scaling of the object.

The most confusing part of the preview is the directional controls along the bottom the the rendered image. Textures and brushes have their own alignment axes that is independant of the alignment of the object.

The three buttons, front, top, and right, are used to view the texture or brush along it's own axes. The "obj" button lets you view the texture or brush aligned as it is applied to the object. With the "obj" button selected, the other three buttons control which angle you are looking at the object from. These buttons will start up aligned to the texture's top (X,Y) alignment because a large number of the texture have a default alignment that lets them be put on a ground. The default object alignment, however is from the front because objects are usually render from something near the front view.

This preview is only available if you are running Imagine in an available 256 color display mode and have enough extra memory to allocate all the extra data required.

36. 256 color color pickers in texture requester.

Many people have asked for sliders to use when picking colors in the texture requester. For several reasons, we didn't add these. What we did add is a new color picker. This is not a slider, but while you are working with a color, the area to the right of the color value displays all the current color options available by changing this particular value. You can click into this color bar to change the value of the current color parameter. As you pick or change colors, all the color boxes are updated to the available colors. We have found this to be a very good way to do color matching and a great way to find usually hard to find colors like flesh tones. Play with it, you'll get it.

37. View Brush in brush requester.

View Brush has been added to the brush requester to display the currently selected brush. This way you don't have to go to "Show Pic" to see if you have the right brush.

38. QRender - QuickRender directly from all attrib/txtr requesters.

Ok, so you're working on the textures, brushes, and attributes of your object. You've got a preview of all the texture and color data, but you don't know what it looks like on you object. No problem. Select "QRender" from any of these requesters and you can see how the current data looks on you object. All camera settings come from the current settings of the perspective window.

39. User defined Texture/brush labels.

A new text field has been added to the texture and brush requesters. With textures (if the texture was built following all the rules) this field will show the internal name of the texture. With brushes it will contain the file name of the brush. This new text field is the label that is displayed in the texture/brush list on the attributes requester. This way you can re-name textures and brushes to give you a better idea of what each item is doing.

40-42. Dup, Drop, Disable/Enable in attribs requester

These new buttons have been added to the attributes requester and are used to quickly modify the texture/brush list on the object.

"Dup" is used to duplicate (or copy) any item in the texture/brush list. This is of particular use when you want to use the same brush repeatedly to control differnt object attributes but you want to brushes size/position/alignment to stay exactly the same.

"Drop" allows you to quickly drop (or delete) items out of the object’s texture/brush list without having to edit the texture or brush to get at the drop button.

"Disable/Enable" allow you to quickly "turn off" a texture or brush in the object’s texture/brush list without having to drop the item or set the item’s Mix/Morph value to 0. A disabled item’s text will be drawn in gray (the editor background color), but can still be edited. Enabling an item will turn it back on so that it will be rendered onto the object at render time. These Disabled/Enabled textures/brushes can be smoothly morphed.

43. Interactive texture/brush list.

The texture/brush list displayed in the attributes requester now works directly with the mouse. Clicking on an item in the list will highlight it. Clicking on a highlighted item will pull up that item’s data requester. Clicking on "<New>" will call up a load texture/brush requester. Highlighting an item and then selecting "<New>" will load the new texture/brush before the highlighted item. If nothing is highlighted and "<New>" is clicked, the new item will be added at the end of the list.

44. Real time previewing of renders on 256 col displays.

QuickRenders and project renders can now be viewed as they happen. The render is displayed on the screen in grayscale because there is no palette information available until the render is done. This option is turned on in the preferences editor by setting the RTGS option to True.

This preview is only available if you are running Imagine in an available 256 color display mode.

45. Support for unfinished FLC’s

Prior to Version 3.3, Imagine would not display improperly made FLC files that did not have the finished bit set. Imagine now plays them, but may also try to play corrupted FLC’s that may not work properly.

47. Default object attributes.

Imagine’s object have historically always loaded in new as fully white, with 0 in all the other attributes. Now you can set the defaults for new object attributes by setting the attributes values in the preferences editor. The preferences items that affect object attributes are DCLR, DREF, DFIL, DSPC, DHRD, DRGH, DSHI, DBRI, DIOR, and DFOG.

48. Shaded View Edge drawing. (PC only)

In Imagine’s 256 color shaded perspective view, you can get a real good idea about object shape and contours, but sometimes the brightness of the edges of an object will drown out the shading on the faces. This option in the preferences editor (SPED) can be set to False to turn off the edges and help in clarifying the image in the perspective view. This was a very quick and simple change to make in the PC version - that is the only reason it was done. On the Amiga the change would be considerably more difficult so it was not.

49. Replaced "Reflection Mapping" with "Environment Mapping."

This was just a matter of changing the text on the brush requester. The difference between "reflectivity" and "reflection" maps was confusing so "reflection" was changed to "environment." The environment map is what is seen by rays off a reflective object. The environment map's alignment is locked to the world coordinate system and therefore is not modified by editing it's axes.

50. startup editor.

In Imagine's preferences editor, you can now select the editor you would like Imagine to start up in. For example you can start Imagine directly into the detail editor instead of first starting the project editor and then going to the detail editor. The preferences item that must be changed is STRT.

51. set number of points in scanline CSG sphere.

Imagine's perfect (constructive Solid Geometry) sphere has always been very simple and quick to use in trace mode, but in scanline, the sphere is oftentimes too chunky to be used. This is because the perfect mathmatical sphere that can be used in trace mode has to be converted to faces for scanline mode. Now with this preferences option, you can set the number of points in the csg sphere. This number is actually the number of verticle slices in a primative sphere. The number of circle sections is set to twice this number. This value defaults to 8 points which is what Imagine has used historically. Setting it to anything less than 8 will result in Imagine using it's default of 8. A value of 24 gives real good spheres, but be warned, these spheres take up a lot more memory than the

original 8 point CSG spheres do. The preferences item that must be set is

SPHP.

-end-

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1.76 MSG-73 Subject: Answer to parallel lights!

Subject: Answer to parallel lights!
Date: Friday, 07 July 1995 19:54:51
From: Granberg Tom <tom.granberg@TV2.no>

Hi George!
You wrote........Why do you want parallel lights in your scene?

Well....George...
For geginners, It simulates a distant light source, it doesnt distort your shadows, it’s easier to use due to infinit size in one main direction. Also, I think that it doesnt matter where you place it, it only cares about rotation, and send it rays down "that" direction.

Later

Tom Renderbrandt

Thread 682

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1.77 MSG-74 Subject: Re: Scanline render bug!

Subject: Re: Scanline render bug!
Date: Friday, 07 July 1995 20:32:58
From: Granberg Tom <tom.granberg@TV2.no>

Hi!
I use par with the pc(dualP) and with the Amiga(4040) and have not encountered this problem. I can only think of two possible sources of reason for "your" problem.(yepp, two PAR’s with capture card, one at home tough!)

1. Working in a res. that doesnt add up

2. Special effect animation where the effect was supossed to be little different?

Or there is a fault with your Imagine, witch is possible ya know?

I render in pal overscan: 720X576
The rendered animations seems smooth as a childs but! (both in scan and trace)

By the way, the thing that happens when you reverse the animation in the Par software, is that field:1,2, 3,4, 5,6....... get to be.......5,6, 3,4, 1,2 so it

doesnt reverse the field order at all, since they are a integral part of the frame!

Hope this helps!

Later

Tom RenderBrandt

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1.78 MSG-75 Subject: Re: Field Render bug2

Subject: Re: Field Render bug2
Date: Friday, 07 July 1995 20:37:01
From: Granberg Tom <tom.granberg@TV2.no>

OKAY, I FORGOTT TO ANSWER, IF THE FLIP FIELD IN IMAGINE WORKS IN TRACE.....................I DOOOOONT KNOW....but I would think so, but havent tried it yet, since it work the way it is, for me anyway.

Later

Tom RenderBrandt

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1.79 MSG-76 Subject: Re: Imagine FAQ?

```
                Subject: Re: Imagine FAQ?
Date:    Friday, 07 July 1995 21:06:36
From:    Ian Smith <iansmith@moose.erie.net>
```

On Fri, 7 Jul 1995, Larry Hall wrote:
> Is the Imagine FAQ written for the Amiga or PC version? If it's for
> the Amiga version is there or is there going to be a PC version?

Most tips should work in both versions, although some will be for just the Amiga, and some just for the PC.

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

Thread 593

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1.80 MSG-77 Subject: RE: MAKING MONEY!

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                Subject: RE: MAKING MONEY!
Date:    Friday, 07 July 1995 23:02:02
From:    Granberg Tom <tom.granberg@TV2.no>
```

Hi!

I know this is a long mail, but read it, it makes sence if you want to make money out of your hobby.
By the way, I was "only" 22 when I got my first graphic artist full time job, using this method, and my second (quit my first) when I was 25 using the same aproach.

Most of my work was indirect caused by Imagine, and now I a earn shitloads of it, well not quite, but a descent load of it anyway!
Have about 25 paied animations under my belt if you count the things I done

inhouse here at TV2. But a good software doesnt make good graphics, you do! So basicly you use Imagine to sell your abilities, so if you cant make god story’s or are good at the intiall pre-prod. you probably wont earn a lot of money. So what you have to do is to take a good look around you and say "I CAN DO THIS BETTER THAN THEY CAN" and this doesnt mean great selfmade objects flying around casting shadows and blows up inn the end (wich I have to say looks cool, but you’ll do this anyway, right?). And the ability to make good 2d graphics is not a must, but will help a lot. An advice to job seekers is, do not and I cant say this strongly enough, dont be a nerd when applying for a job, Do not write the usually stupid things in your letter such as: I have bla bla bla schools, have worked with 3d/2d for X-years on my slow home computer, and thats wy I cant show you anything, but I rather good, I think?.......THIS SUCKS. If you realy want to turn a potential employer off, please do the above! If not do something like this:

Dont care if they dont have put a job offer out in the newspaper/mag or whatever, in most cases this is their last resort(I KNOW) Mostly they need lot of good people anytime, so dont hesitate to give them a call saying "I’m graphic artist working in the field of 2d/3d, so I wonder if there would be to much trouble for me to come down to see what you are doing, it seems that the things you do is quite interesting..bla bla bla (flater flater)" You may do your own version of it, but sometimes this aproach realy works. This way you becomes a "face" not a white letter or something they dont have to care about. A real person they are forced to take notice off.

When you do come down to em’, dont be over entusiastic, and even if you dont understand the stuff they talk about, act as if you do! (If you manage to get the hang of Imagine, you could learn anything realy fast) just wonder along, and act as you you understand everything. BUT BE CAREFULL, BALANCE YOUR UNDERSTANDING, YOU COULD END UP ANSWERING....eh! In most cases the the guy/girl that show you around the place, dont know a spline from a vector.(You will know this, belive me!)

The next step, is to get under the skin of the "shower", maybe ask something like this:"I guess there is a good need for people with new blood and ideas,in a such a fast moving industry as this one?" this will force the guy/gal to answer(smart ey’) If the answer you get is positive, dont say "I NEED A JOB!!!" Rather say:"It’s looks like a good and creative place(if you want to work there, that is) to work, is the payment reasonable? (ask this in a casual tone)" This will probably get your "shower" to say something like this, if he/her is intersted: Do you have any thing to show me? In wich you reply: "Not with me, but I can pop down when I got the time, and show you something?. And bingo you are about to get some descent work! That is, if you have anything to show. If you dont have a showreel, make one! Or put your finest renderings on disk, and take that with you. But not to much though, dont waste their time!"IMPORTANT" Only show them the good stuff, and dont excuse the things you are not saticfied whit, that will only mean:"This guy doesnt have any pride of his work at all"

If it’s not good, dont show it.
To be honest to you, I would say that a smart mouth will take you further than a nerd how make nice graphics. Most of the people I work with arent that good(promise), but the fact that they are in the "business" they will probably stay there for reasons I wont even try to understand.
But if you are realy lousy, you wont get work, so keep up your work an develop your skills. There is no substitute for hard work! When I say lousy, I dont mean A little lousy, but making chrome spheres on checkers wont cut it, you know!
And talent is a good thing to develop to. A good place to start, is buy "art" mag’s, NOT only computer mags with a gallery, but real "art" mag’s. Browse them and steal to you hearts content, use the ideas and rework them, to your own style. Plagiatism will be noticed......a bad thing, you wont like!

Uargh, the letters from the keys begin to stick to my fingers, and my eyes are running, so I think I will quit while the game is good.

Good Luck!!

Later!

Tom RenderBrandt

Thread 854

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1.81 MSG-78 Subject: Re: Converting to pc

Subject: Re: Converting to pc
Date: Friday, 07 July 1995 23:11:20
From: yrod@ozemail.com.au

On Thu, 6 Jul 1995, Gareth Qually

>>I am thinking of getting a 486DX2-66 with 8megs of ram and a half gig
\>>drive. Has any one else who has changed platforms had a problem
\>>converting. By this I mean using equivalent programs on the pc.

>>I am getting Imagine for the pc, but what program is most like Deluxe
\>>Paint. The same with Opal Paint (I have looked at Photoshop and Fractal
\>>Design Painter, Which is better for animation design).

As for DPaints animation, I think the Painter 3.0 has some animation features but nothing as wild as DPaint. Corel has an animation programme I think.

\>>Thanks...

\>>Chow...

\>>gareth.qually@tinder.iaccess.za

Bye
Rod Macey
yrod@ozemail.com.au

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1.82 MSG-79 Subject: Re: RENDERBRANT

Subject: Re: RENDERBRANT
Date: Friday, 07 July 1995 23:21:09
From: Granberg Tom <tom.granberg@TV2.no>

Thanks Mike McCool!

My tip, was meant as a developer tip, and I do agree on your tip for the more artistic aproach. Wich I use, ambient light is a must in some cases.
Most times tough, using "my" tip as the inital steps, you could most likely put

more light sources in your scene to "high light the shadows" by using tinted spot lights "wide" with the controlled fallof. This reminds me of another great

tip I use.
Have you ever tried to get 100’s of small warning lights on to a space ship/plane whitout light up object like a nuclear christmas tree?

By using controlled fallof, and point sourced lights(axis) You could scale the axis(shift-s) to restrict the ligh flow. This again means that you dont have to

use shadow casting lights, and you can crank up your light values "r,g,b" realy

high to get that Flash look within a restricted area. Place them close to the surface, this also means that you dont have to make an bright object to show where your warning lights are placed, at least most of the time.

"I dont hate it when other people critic my tips, I just dont like it very much!"
PS. Meant as a joke! I do enjoy it when people point out the thing’s you take for granted!
Thanks again Mike
Later!

Tom RenderBrandt

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1.83 MSG-80 Subject: An irrelevant questione'!

Subject: An irrelevant questione'!
Date: Friday, 07 July 1995 23:29:09
From: Granberg Tom <tom.granberg@TV2.no>

Hi there again Mike!

Just wonder what the heck does "Nordic blender & condescension" mean, have to know if it is an insult?
If so Here's a kick inn your ball's....hhhmmrph ahhh!
If it's not excuse my rude behaviour. And if it's a nice saying...hey thank you

a lot Mike (blush, blush) But that doesnt mean that I'm gay, or anything!!

Later!

Tom RenderBrandt
THE NORDIC SELFMADE FLAME DESIGNATED TARGET

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1.84 MSG-81 Subject: Re: Making Imagine Pay

Subject: Re: Making Imagine Pay
Date: Friday, 07 July 1995 23:34:45
From: yrod@ozemail.com.au

Hi all,

The only project that I have used an Imagine render in was for a private
dance party invitation. It was a old style stand-up lamp on a
reflective wooden floor. I think the final res which was 830x1300.
I'm trying to get the art director at work interested in using a few

renders for our in-house advertising. All of the other artwork I produce has to include a sexy girl or something (cliche dance party stuff) unfortunately.

I need some clients who are willing to try something new!

Rod Macey
yrod@ozemail.com.au

"Sometimes the hard way is the only way!"

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1.85 MSG-82 Subject: Screwy stuff

Subject: Screwy stuff
Date: Friday, 07 July 1995 23:39:49
From: yrod@ozemail.com.au

Well, the list server seems to have turned itself into an old washing machine, losing posts, sending things out in any kind of order.

It’s good to have it back. Thanks to anybody who may have got a post from me asking: "What happened?" Sorry.

Rod Macey
yrod@ozemail.com.au

"Sometimes the hard way is the only way!"

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1.86 MSG-83 Subject: TO MIKE, and others!

Subject: TO MIKE, and others!
Date: Friday, 07 July 1995 23:47:10
From: Granberg Tom <tom.granberg@TV2.no>

This is a public, "I’m sorry" to Mike and everybody, feeling that I am condescensionous (dont know how to spell it), I dont meant to. honestly.
And I looked up the "condescension" word (couldnt wait), and I agree. I will try

to behave myself in the future, but sometimes I try to make you guys and galls laugh, it’s that so horrible wrong of me? After all I see most of you people as

sort of friends, at least we have something in common, Imagine.

And the word: "Corroded apeshit" is a very funny word isn’t it??Hmprhh Ha ha ha
I do think so, but then again I am a bit screwy!

Later!

Tom RenderBrandt

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1.87 MSG-84 Subject: Re: New Program

Subject: Re: New Program
Date: Friday, 07 July 1995 23:51:59
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

On Fri, 7 Jul 1995 SGiff68285@aol.com wrote:

>
> This program works with most 24 bit formats, and it only runs under Winders.
> I am not a reseller nor do I have any affiliation with this company so if you
> want the name and phone number,you’ll have to E-Mail me. I posted the name
> and number on C-Serve, and one of the Sysops took it off so I don’t want to
> offend any more people.This program has been of use to me and it is fairly
> inexpensive.$50.00.
>

Sorry not to agree.

We’re in the Internet, not C-Serve, you can say YOUR opinion about a software and include its name.

That’s one of the reasons I read the list. I like to read what others wrote, about anything they use. Mainly their thoughts about it.

```
>
> Stephen G.
>



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

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1.88 MSG-85 Subject: DOF?

```
                Subject: DOF?
Date:    Saturday, 08 July 1995 00:33:13
From:    Granberg Tom <tom.granberg@TV2.no>
```

Howdy

A while back a great dude wrote a excellent mail about how to use the dof feature. But a thing I didnt quite catch was how to extend the field where things will be in perfect focus. I have tried the things he said and get brilliant results, but every thing behind and in front of the camera Y lenght is

more or less out of focus. Does anyone know how to do this?

Later!

Tom RenderBrandt

Thread 548

-=> RETURN TO CONTENTS!<=-

1.89 MSG-86 Subject: Aspect Ratio

```
                Subject: Aspect Ratio
Date:    Saturday, 08 July 1995 02:40:11
From:    Paul Thompson <shinobi@gold.interlog.com>
```

I need to create some rendered clips that are 128x128 pixels. Anyone know what aspect ratio/camera size I should use for this?

Paul

Thread 98

-=> RETURN TO CONTENTS!<=-

1.90 MSG-87 Subject: Re: Essence for PC ships

Subject: Re: Essence for PC ships
Date: Saturday, 08 July 1995 12:20:22
From: gregory denby <gdenby@bach.helios.nd.edu>

George asks:
>For those of us not on the Apex mailing list...Is there a phone # or
>address we can use for placing our orders?

Here's the usual disclaimer: "I don't work for Apex, but am just a satisfied customer," which is to say I'm not plugging the software.

Apex's phone is 415-322-7532 10am-6pm PST Mon-Fri
Apex's FAX 415-322-8349
e-mail support@worley.com
s-mail 405 El Camino Real, Suite 121, Menlo Park, CA 94025

Unless you can get voice connection, which I had to try a couple of times, you'll probably want to just have Apex send you the newsletter, since the order options are a little complex.

Greg Denby

Thread 99

-=> RETURN TO CONTENTS!<=-

1.91 MSG-88 Subject: Wish list.

```
                Subject: Wish list.
Date:    Saturday, 08 July 1995 15:27:53
From:    cdhall@cityscape.co.uk (Chris Hall)


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

>>From 76004.1767@compuserve.com Fri Jul  7 13:12:41 1995
>Date: 07 Jul 95 08:12:04 EDT
>From: Mike Halvorson <76004.1767@compuserve.com>
>To: Chris Hall <cdhall@cityscape.co.uk>
>Subject: Wish list.
>
>Chris
>
>Is yours borken or what.
>
>Mike
>
>
No it is not broken. It just won't work in imagine 3.0 !!
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 :-     ||
|         40 05 17 37 35 07                ||
|                                          ||
|------------------------------------------||
 \------------------------------------------\
```

Thread 11

-=> RETURN TO CONTENTS!<=-

1.92 MSG-89 Subject: New Amiga Logo

```
                Subject: New Amiga Logo
Date:    Saturday, 08 July 1995 21:15:38
From:    yrod@ozemail.com.au


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

Hi all

```
                                          ///
Amiga has a new logo.                   ///
Has this been mentioned already?  \\  ///
It looks a lot better than:        \\///
                                    \//
The new one looks something like:
          _____
         |_____|
        _________
       |_________|
      _____________
     |_____________|
    _________________
   |_________________|
```

A capital "A" made out of tetris bricks.

Rod Macey
yrod@ozemail.com.au

"Sometimes the hard way is the only way"

Thread 102

-=> RETURN TO CONTENTS!<=-

1.93 MSG-90 Subject: Imagine vs Hercules Stingray video card

Subject: Imagine vs Hercules Stingray video card
Date: Saturday, 08 July 1995 23:27:00
From: billd@ne.com.au (Bill Dimech)

G'day,

Finally, Finally, Finally... I have just put together enough pennies to buy myself a pentium 90. And does Imagine Love It!!!!.

I haven't done any time trials but its nice to do a 320 scanline quickrender within a few seconds. However, I have come accross one particular annoying problem:

I have a Hercules Stingray PCI video card. Several of my mates have the same card. (I got one to check that Imagine worked with it before bying the card and he said yes). Anyway, he was sort of right. Imagine detects the Built in vesa driver and comes up in all of the display modes etc. However, when I display a picture from within Imagine it's colour is 'out of phase'... All of the coulours are totally wild. Things that should be red are green.. white is yellow, green is red etc.

The pictures are OKif wiewed through all external viewers and paint packages.

I know the problem is most likely in the way the Imagine talks to the video (it's allways been a bit particular).

Can anyone please provide a possible solution... Other than buying another card (this Pentium 90 purchase really blew the budget.)

By the way the Stingray comes with a hardware/ software driver that performs Direct Video Playback for windows AVI's. It uses hardware to scale and smooth avi's. Its real nice and real fast. This is one of the reasons I got this card. Also it's very fast but not that expensive.

Hope someone can help...
Regards
BillD

Thread 210

-=> RETURN TO CONTENTS!<=-

1.94 MSG-91 Subject: HTML Version of FAQ 7 Online!

Subject: HTML Version of FAQ 7 Online!
Date: Saturday, 08 July 1995 23:41:08
From: Ian Smith <iansmith@moose.erie.net>

I grabbed the FAQ #7 off of the list when it was posted earlier today and converted it to HTML. It is currenly on my home page, so go take a look and tell me what you think!

If anyone has some of their posts in the FAQ, check them out to make sure I didn't make a (gasp) mistake anywhere. :-)

(Counting the days until 3.3 arrives...)

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

Thread 647

-=> RETURN TO CONTENTS!<=-

1.95 MSG-92 Subject: Anim newbie probs

```
                 Subject: Anim newbie probs
Date:    Sunday, 09 July 1995 01:17:06
From:    Charles Blaquiere <blaq@io.org>


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

> From: yrod@ozemail.com.au
>
> The first 20 frames seem fine, but towards the end the scene seems to
> "shrink" down to a small box area in the middle of the frame with the
> sky colour showing around this small box area.

First thing that comes to mind is unwanted camera motion. It seems as if
your camera is moving in the -Y direction. Go to the Action editor and
make sure that the camera's Position bar consists of a single square, at
frame 1.
```

Thread 23

-=> RETURN TO CONTENTS!<=-

1.96 MSG-93 Subject: Re: Imagine 3.3

```
                 Subject: Re: Imagine 3.3
Date:    Sunday, 09 July 1995 01:22:33
From:    Charles Blaquiere <blaq@io.org>


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

On Fri, 7 Jul 1995, --Craig wrote:

> P.S. Please let me know if you feel it was inappropriate for me to post
> this information here. I just figured all the Imagine nuts out there
> would want to know ASAP, and that Impulse wouldn't have a problem with
> it.

I would've checked with Mike Halvorson, m'self.
```

Thread 376

-=> RETURN TO CONTENTS!<=-

1.97 MSG-94 Subject: New Program

```
                Subject: New Program
Date:    Sunday, 09 July 1995 02:13:39
From:    Charles Blaquiere <blaq@io.org>
```

> From: SGiff68285@aol.com
>
> I have come across a software package that converts images from 16 mil.
> color to 256 color or less. How does this relate to Imagine? #1. I use
> it to convert textures to 256 so they don’t take up as much room. #2.
> Instead of having to use 24 bit for backdrop images I can create a fairly
> hi-res 256 image instead.

Ummm, I assume you meant "so they don’t take up as much room" _on disk_? Because you _do_ know that Imagine converts every single brushmap, even simple 1-bitmap ones, to 24-bit depth when loaded in memory, right?

So I must assume that you’re really tight on disk, not memory, space; if not, why would you deface a 24-bit backdrop, even if expertly dithered?

Thread 50

-=> RETURN TO CONTENTS!<=-

1.98 MSG-95 Subject: States???

```
                Subject: States???
Date:    Sunday, 09 July 1995 02:26:27
From:    Charles Blaquiere <blaq@io.org>
```

> From: yrod@ozemail.com.au
>
> I have a logo with the crumpled texture, and I just want to
> animate the differences between two noise settings.
> What I try to do is set-up the texture, the create a default state, the
> change the texture and make a new state. After I do this I tell Imagine
> to set my object back to default then I check the texture settings, they
> should be as I set them for default, but they have changed to the new
> states settings.

> I have tried to do this in different orders but the settings still remain
> the same in both states.

1) Which version of Imagine do you use? Early implementations of States
did not memorize texture parameters or brushes correctly.

2) Never use the DEFAULT state in an animation. Make a duplicate state,
call it something like START, and use _that_ instead.

Thread 7

-=> RETURN TO CONTENTS!<=-

1.99 MSG-96 Subject: Re: REALISTIC MATERIALS!

Subject: Re: REALISTIC MATERIALS!
Date: Sunday, 09 July 1995 05:58:37
From: cjo@esrange.ssc.se

>>turning the light source that is placed at either side into a paralell on=
e
>>(not spot) only cross the paralell rays button and make a shadow casting
>>source.

>I've generally used the main/fill light approach as a starting point, but
>look forward to trying your basic lighting setup. I'm curious, why do you
>prefer parallel ray lights in your setup?

A parallell lightscource above and a little to the side of your scene will
emulate sunlight.
The sun is so far away that it's rays seem almost parallell. That makes any
shadows cast by objects appear just as large as the object itself.
A lightbulb however is usually rather close to the object that it
illuminates, which makes shadows appear _larger_ than the object. And the
further away the shadow is cast the larger it will be.

All from the experience of a space tech engineer. ;-)

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

Thread 110

-=> RETURN TO CONTENTS!<=-

1.100 MSG-97 Subject: Essence

```
                Subject: Essence
Date:    Sunday, 09 July 1995 06:07:17
From:    SGiff68285@aol.com


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

I was wondering if someone could post the textures that are included in the
Essence 1&2 collection.  I just recieved the newsletter from Apex yesterday.
 It does not list what the textures are.  Specifically I am wondering if
there is a decent water texture like POV creates or Bryce.  I am trying to do
a rippling lake, and I havent been able to create the random swells with any
great realism.  Any info or help would be greatly appreciated.

Stephen
```

Thread 112

-=> RETURN TO CONTENTS!<=-

1.101 MSG-98 Subject: Re: Aspect Ratio

```
                Subject: Re: Aspect Ratio
Date:    Sunday, 09 July 1995 06:29:43
From:    cjo@esrange.ssc.se


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

>I need to create some rendered clips that are 128x128 pixels.  Anyone
>know what aspect ratio/camera size I should use for this?

That depends entirely on where you are going to view the clips (in print?)
If you _are_ going to print them I would suggest a pixel aspect ratio of 1:=
1

The camera size will "only" affect your field-of-view.
Larger X than Y values will produce a "from far away" look.
Larger Y than X values will emulate a "fish-eye" lens.

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

Thread 360

-=> RETURN TO CONTENTS!<=-

1.102 MSG-99 Subject: Re: Essence

```
                Subject: Re: Essence
Date:    Sunday, 09 July 1995 12:39:09
From:    gregory denby <gdenby@bach.helios.nd.edu>
```

Stephen asks:
> I was wondering if someone could post the textures that are included
> in the Essence 1&2 collection....

well, geez, there’s only about 80-90 of ’em, maybe Apex will list them in the "big" newsletter which accompanies the release of Understanding Imagine 3 and other hinted goodies.

However, Stephen asks about water textures available. Available in vol.2 are Caustics, Raindrops, Randomripple (really good for simulating the many wave sources on a body of water), Seawaves (similar to Imagine’s waves), Waterdrop, & Waterdropref.

For those who have not used the Essence textures, let me say that they are of very high quality. IMHO, their release prompted Impulse to beef up the bundled textures. One of the plusses of the Essence textures is the way (to my layman’s eye) the texture cells are smoothed at the edges. That is, as each bundle of noise reaches its end, some "dithering" is done to obscure the beginning of the next.

bye,
Greg Denby

Thread 113

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1.103 MSG-100 Subject: SITES-GFX

```
                Subject: SITES-GFX
Date:    Sunday, 09 July 1995 15:12:15
From:    Granberg Tom <tom.granberg@TV2.no>
```

Okay some kool sites.

http://www.3dartist.com
http://www.tgax.com/3dartist.htm

http://www.websharx.com:80/~kinda/mainmenu.html -this is Steven Blackmon's
http://www.websharx.com/ - I think this is sharky's
http://www.websharx.com:80/ -Or this?

Later!

Tom RenderBrandt

Thread 197

-=> RETURN TO CONTENTS!<=-

1.104 MSG-101 Subject: Wishlist Compilation.

Subject: Wishlist Compilation.
Date: Sunday, 09 July 1995 18:21:42
From: Douglas Smith <doug@defocus.demon.co.uk>

Hello !

I've gone through the last 850ish messages to the IML
and these are all the things that have been asked for.

some of these line entries might be a bit cryptic, but
if you're confused, just drop me an Email, and I'll
try to explain what was originally asked for.

Of course, I have absolutely nothing to do with Impulse,
so this is most certainly not a feature list for
forthcoming versions of Imagine, It's only a list of things
that have been wanted by some of the people on the IML.
We also have to remember that we are only a small fraction
of all the users, and that for any package to grow, it must
be driven by a philosophy, and not just by requests from
users.

What I'd like to happen is for these features to be
discussed, it might be a good idea to use the one-liner
as a title for your posting, so things stay together.

If there are any work arounds for things on this list,
post them !

If any of these features are already in Imagine, drop
me an Email saying which version they were included in.

After this has been kicked around for a while, I'll put
together a voting form.

My current idea is that we should each pick the five
things that we would most like to see included.

In addition, it would be a good idea to mark the ones
we think are a good suggestions.

Anyway, That's for later, for now get discussing the
items on the list !

If you want me to add something to the list, just
start discussing it on IML , and I'll email you
when I've added it.

BTW I recieved a couple of messages of encouragement
from Mike Halvorson, so I'm sure that any ideas that
we put forward will at least get looked at.

Modelling Tools

Improved bitmap tracing.
Unpick any picked point/edge/face
swap picked and unpicked points/edges/faces
snap axis to point
Improved deformation tools
Ghost (similar to hide points)
Reverse Path direction
Splines in all editors.
Join creating subgroups
3d Splines
Hide points by subgroup
Blobs
Metaballs
EPS support.
Organic Modelling

Textures/Effects

Electrical spark.
Explosion effect
Fog within Fog
Hair Texture
Improved glass texture.
Improved starfield.
Craters texture
Motion Blur
Scanline shadows
Soft shadows.
repeated tiling in wrap mapping
More brush mapping options

Allow particles to have all attributes
Edge effects
Noisy haze/fog
Bright textures

Project Tools

Texture search path
To infinity in action editor
Beep/play sample at end of frame/series
stretchable bars in action editor

Interface

Attrubutes in stage editor
Arexx Macros
some other type of macro
Tab to move between string gadgets.
Proper colour in colour box
Rotate by dragging axes
Don't reload objects in every frame
frames per second
backdrops in forms editor.
Zoom Box
Shading/hidden line in newmode
Support for Amiga screenmode requester.
Variable pixel aspect ratio in editors.
Ghost out non selectable menu items.
save group option in pick objects mode
Arrows on paths.
Variable brightness
Refraction mapping
Preset lens types (35mm, telephoto)
3D painting.
delete object from disk
ASL requesters
Combine forms and spline editor

General

harmonise pc and amiga textures & disk docs
More output formats.
Standalone renderer.
Univesa mentioned in documentation
Datatypes support/more image formats
Processor specific versions (040/pent)
Better disk labels
Windows, OS/2 Intuition support
Programmer's pack for shareware programmers
option to only load the editor in use.
More CSG shapes (cone, cylinders, quadrics)
Better error messages
Support for external viewers.
Face reduction

Collision detection
Multiple cameras

Bugfixes

Fix creation date bug.
fix tiled map problem
Left hand alt key.
--

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 103

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1.105 MSG-102 Subject: Re: New Amiga Logo

Subject: Re: New Amiga Logo
Date: Sunday, 09 July 1995 20:37:55
From: yrod@ozemail.com.au

On Jul 8, 1994 James "Alex" Brooks wrote:

```
>>           _____
>>          |_____|
>>         _________
>>        |_________|
>>       _____________
>>      |_____________|
>>     _________________
>>    |_________________|
>>
>> A capital "A" made out of tetris bricks.
```

>Wondering where did u find out this info?

>Alex

Hi Alex,
This info was in Australian Commodore & Amiga Review.
They had a lightwave render on the fron cover of the new logo,
with a summary of a press conference that ESCOM held in Frankfurt on
May 30. There were a couple of renders accompanying the article of
the new A4000T, a tower that may or may not contain a Cyberstorm '060

```
as well as a Scala Multimedia 300 in every Amiga. The A4000T was
apparently designed by one of Scala's designers, Bjorn Rybakken, and looks
very "Kool" (this is the correct word for this mailing list isn't it?).
A trapdoor on the front hides all the drive bays. Apparently there will
be a new A1300, A1200 equipped with an '030 accelerator.
There is more, though you all would be hearing more from your own sources
"real soon". "Real soon" is when all the new machines should be shipping
according to ESCOM.

Bye
Rod Macey
yrod@ozemail.com.au

"Sometimes the hard way is the only way"
```

Thread 32

-=> RETURN TO CONTENTS!<=-

1.106 MSG-103 Subject: Re: Wishlist Compilation.

```
                 Subject: Re: Wishlist Compilation.
Date:    Sunday, 09 July 1995 22:08:14
From:    cjo@esrange.ssc.se


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

Hiya Doug!

>I've gone through the last 850ish messages to the IML and these are all
>the things that have been asked for.

[snip]

Whew! That was quite a list!  (Great post, BTW!!)

But I think you forgot one of the more important wishes;
*when rendering a series of frames, only load objects the first time they
are used, *not* *every* frame!!!

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

Thread 108

-=> RETURN TO CONTENTS!<=-

1.107 MSG-104 Subject: One last wish

```
                Subject: One last wish
Date:    Sunday, 09 July 1995 22:22:28
From:    Richard Heidebrecht <rheidebr@freenet.niagara.com>


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

Okay, I guess I'm probably one of the few people on the list who hasn't suggested a feature for 4.0 yet(I'm also probably one of the few people on the list that's still using 2.0 :), due mostly to the fact that it seems just about everything has been covered. Since I am still using 2.0, I don't know how easy it is to position the camera in later versions of Imagine but I do know it can be a pain in 2.0. There's a shareware modelling program for Povray called Pov Scene Builder which allows you to move the camera around interactively while a wire-frame view is updated in real time. It's just a nice feature that makes it a lot easier to position the camera and I would really like to see it in Imagine4.0 once I finally upgrade.

~Rick Heidebrecht~

Thread 107

-=> RETURN TO CONTENTS!<=-

1.108 MSG-105 Subject: BLOBS

```
                Subject: BLOBS
Date:    Sunday, 09 July 1995 22:57:15
From:    NEWKIRK@delphi.com


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

Blobs are utilized in POV-ray as follows:
a blob consists of a theoretically unlimited number of components. Each compone
nt
contains a point (the center), a strength (maximum at center, falling off to zero at) radius. A threshold value is defined for the entire object, and any point at which the total of all strengths is equal to threshold is defined to

be on the surface of the object. Two components whose radii physically overlap

one another will define a barbell-shaped object, since the volume between them sums both strengths (tapering off to zero at radius). Centers close together produce shapes which more closely approach spheres, centers farther apart have connections between them like stretching silly putty.
Another facet of blobs is when a strength is negative, under which condition that component's strength (again, tapering, this time up, to zero) is subtracted

from the total, allowing dimples to be pressed or cut from the whole object.
The overall effect is somewhat like CSG with spheres, but working with silly putty instead of cookie cutters (OK, so the metaphor makes little sense, but taken as a whole, this should help you understand blobs)
JN

Thread 130

-=> RETURN TO CONTENTS!<=-

1.109 MSG-106 Subject: Wishlist compilation explained.

Subject: Wishlist compilation explained.
Date: Sunday, 09 July 1995 23:55:28
From: Douglas Smith <doug@defocus.demon.co.uk>

Hello !

I just got my previous post back and read through it.

I decided that the one-liners were too cryptic after all, so I've expanded them. This has turned it into a rather long posting, so remember not to quote it all if you're only replying to one little bit.

I think it's a bit more readable, and may encourage more debate now people know what they are looking at.

I'll remind anyone, I am not associated in any way with Impulse.

This is not a feature list for future versions of Imagine.

It's only a list for discussion.

If you want to start a discussion on one of the items, try to start a new thread with the "Title" of that item. That way, things won't get too confusing.

Cheers,

Doug.

```
Modelling Tools
===============


Improved bitmap tracing.

A better "Load IFF" routine. Some brushes, even 2 color ones,
simply generere a strange jungle of edges. (even under 3.0)



Unpick any picked point/edge/face

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.

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.



swap picked and unpicked points/edges/faces

Would select all unselected points, and deselect any selected points.



snap axis to point

Enough said ?



Improved deformation tools

Enough said ? Improve it how ?



Ghost (similar to hide points)

Works similar to hide points, but doesn’t hide them, just stops the
point from getting it’s yellow blob, and makes it impossible to
select that point.



Reverse Path direction

Some way, any way of making the path reverse it’s direction.



Splines in all editors.
```

enough said ? What would you use them for ?

Join creating subgroups

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.

3d Splines

A future version of the Spline
editor capable of editing 3D spline objects.
Possibly "Thick splines" as a CSG primitive

Hide points by subgroup

Enough said ?

Blobs

I don’t know what a blob is, anyone care to explain.

Metaballs

Some modelling method which involves placing points that have a surface round them, these surfaces blend together. (That’s what I think it means)

EPS support.

Allow Imagine to directly import 2D EPS, as this is the de-facto standard for clipart (ie logos)

Organic Modelling

From D Andrea, care to elaborate ?

```
Textures/Effects
================

Electrical spark.

Some extra effects like an eletrical discharge,
Good animatable lightning ?



Explosion effect

Explosion effect which seems to be a explosion. Not just spread
faces away.
(The explosion effect on Alias is very nice, it creates exploding
fog about the centre of the explosion, waaaaay kewl)



Fog within Fog

Putting a fog object inside another is far too much hard work,
try intersecting two searchlights, this needs to be made easier


Hair Texture

Enough said ? Do we want it animatable, moving hair, wind ?



Improved glass texture.

I though there was a good PD one, any comments ?



Improved starfield.

Better control over density, nebulas, galaxys etc.



Craters texture

Enough said ?



Motion Blur

Enough said ?



Scanline shadows
```

Enough Said ?

Soft shadows.

For all objects in a scene, or just for chosen objects or lights ?

repeated tiling in wrap mapping

It would be nice to tile a wrapped map, i.e 2 copies of that
Coke map.

More brush mapping options

Care to elaborate mr Renderbrant ?

Allow particles to have all attributes

Like phong, bright etc.

Edge effects

Edge glows, highlights, bright etc.

Noisy haze/fog

Patchy animatable swirly fog that looks right at a range of
distances.

Bright textures

Ability to make textures bright, without having to paste them onto
objects (this is in 3.3 isn’t it ?)

Project Tools
=============

Texture search path

You know when you pass on a project to someone else, all the
embedded filenames within the project are messed up.
It would be nice to have some kind of search path, i.e

ie, if Imagine can’t find a texture, it will look in
another directory for it. This would be a preferences feature.

To infinity in action editor

When you want to extend that 50 frame animation to a 100 frame one
you have to go through all the bars in the action editor, making
them all 100 frames long.
It would be useful to be able to set some bars to continue to the
end of the animation.

Beep/play sample at end of frame/series

Make a noise when the frame has finished renering.
Make a different noise when the animation/series of frames has finished

stretchable bars in action editor

Allow the use of the mouse to stretch out the action bars
much more intuitive.

Interface
=========

Attributes in stage editor

An attributes editor into the stage editor can be great.;)

Arexx Macros

Arexx is a macro programming language, popular on the Amiga,
it is also available on OS/2 and a few other operating systems
(Aix, PC dos 7 etc)

some other type of macro

some other kind of inflexible, non standard macro language for all
us Amiga users to learn, but it would work under Windows.
(probably not as good as Rexx anyway)

Tab to move between string gadgets.

Allow the tab key to advance the cursor to the next entry in a requester, and shift tab to go back to the previous field.

Proper colour in colour box

Get rid of the dithered colours in the colour box.

Rotate by dragging axes

Allow object rotation about local axes by dragging the axes arrows on the objects local axis. Rotation about the global axis by dragging the global axes in the editor window.

Don’t reload objects in every frame

When rendering, don’t reload all the objects for each frame, most of them never move. This would speed up previewing Animations.

frames per second

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.

backdrops in forms editor.

enough said ?

Zoom Box

Allow the user to drag a box around the section of the screen that they want zoomed up. Possibly preferences option to preserve the aspect ration ?

Shading/hidden line in newmode

enough said ?

Support for Amiga screenmode requester.

Option to change Amiga screen modes while running Imagine.

get pixel aspect ratios for the render prejects from the screenmode database as well

Variable pixel aspect ratio in editors.

I use my Amiga with a multisync, the picture is not full width on the monitor. As a result, my pixels are not the same shape as any other Amiga’s pixels. It would be nice to be able to change the aspect ratio that Imagine assumes, so my spheres are round in the editor.
It would also be useful for when you want to render in a letterbox format, you could set things up in the detail editor, so you knew what was on screen and what was not.
(at very least, a switch for 1:1 or standard Amiga)

Ghost out non selectable menu items.

One of the things that frustrated me when I was learning Imagine was that I could not save my object in pick points mode, it just didn’t work, there was no indication that it didn’t work. The menu selections that you cannot make should be ghosted out or removed when you cannot make them.

save group option in pick objects mode

When you select save in pick objects mode, pop up a requester with 2 buttons saying "save object" "save group"

Arrows on paths.

How about a little arrowhead on the path to show which direction that path is going ?

Variable brightness

I believe this is in 3.3 ?

Refraction mapping

Preset lens types (35mm, telephoto)

Is this useful, would a few presets in the manual suffice ?

3D painting.

Like that Raydream Designer thing, anyone care to elaborate ?

delete object from disk

Delete with extreme prejudice.

ASL requesters

(Amiga Standard Library) and,
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.

Combine forms and spline editor

Why ? I don't understand this, do you want spline interpolation in the forms editor ?

General
=======

harmonise pc and amiga textures & disk docs

(new suggestion from doug@defocus.demon.co.uk)
Recent versions of Imagine have had differences in the supplied textures and on disk documentation, lets get eveything back to the same standard. eg purphaze and caustics, effects doc.
TIFF,Targa on Amiga etc.

More output formats.

Which ones ? stills or animations ?

Standalone renderer.

Have a standalone render engine available seperately.
this would reduce the overhead on the rendering machine, and reduce the cost of setting up a render farm.

Univesa mentioned in documentation

Mention the correct mouse and vesa drivers, and where to get them
from. Judging by the number of related queries, this is the most
frequent problem that PC imagineers face.

Datatypes support/more image formats

Use datatypes for brushmap loading or just support more imagemap types

Processor specific versions (040/pent)

This was a hot topic a few weeks ago, build optimised versions
for the major processors, it might not provide too much of a performance
increase, but every little helps !

Better disk labels

Silver shipped with a really cool embossed reflective label,
the pride of my disk box.

Windows, OS/2, Intuition support

Support the major operating systems. At least allow Imagine to run,
but try to take advantage of each operating systems strengths.
This is why we buy a certain computer after all.

Programmer’s pack for shareware programmers

The $500 developer’s pack is a nice idea and should lead to some
interesting add-ons, but it’s too expensive for the hobbyist.
Release the object format, the texture format, and the effects
format so shareware authors can continue to support Imagine.

option to only load the editor in use.

Save memory, only load the bits that you are currently using.
Restoring the 2.0 preferences switch would be nice.

More CSG shapes (cone, cylinders, quadrics)

Enough said, Which shapes ?

Better error messages

Enough said ?

Support for external viewers.

Call a different viewer, possibly could be used to call a script after rendering a frame, like Real3D used to (last time I looked at it)

Face reduction

simply cut out any useless vertex, tolerances for out of plane points

Collision detection

enough said ?

Multiple cameras

enough said ?

Bugfixes
========

Fix creation date bug.

Fix tiled map problem

Left hand alt key.
--

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 120

-=> RETURN TO CONTENTS!<=-

1.110 MSG-107 Subject: Re: One last wish

```
                Subject: Re: One last wish
Date:    Monday, 10 July 1995 00:03:02
From:    Ian Smith <iansmith@moose.erie.net>


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

On Sun, 9 Jul 1995, Richard Heidebrecht wrote:
> of Imagine but I do know it can be a pain in 2.0.  There's a shareware
> modelling program for Povray called Pov Scene Builder which allows you to
> move the camera around interactively while a wire-frame view is updated
> in real time.  It's just a nice feature that makes it a lot easier to
> position the camera and I would really like to see it in Imagine4.0 once
> I finally upgrade.

That has already been added to 3.x of Imagine.  You can move the camera
and watch the 3D view change in real time, and even move objects and
have them move in real time as well.

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

Thread 403

-=> RETURN TO CONTENTS!<=-

1.111 MSG-108 Subject: Re: Wishlist Compilation.

```
                Subject: Re: Wishlist Compilation.
Date:    Monday, 10 July 1995 00:03:53
From:    Douglas Smith <doug@defocus.demon.co.uk>


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

cjo wrote in a Mail about "Re: Wishlist Compilation.":
c :But I think you forgot one of the more important wishes;
c :*when rendering a series of frames, only load objects the first time they
c :are used, *not* *every* frame!!!

Nope, it's there under "Interface"

phew, I thought I'd missed one there for a minute.
```

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 266

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1.112 MSG-109 Subject: Imagine 3.3

Subject: Imagine 3.3
Date: Monday, 10 July 1995 01:28:22
From: --Craig <dalamar@MIT.EDU>

Well, first I should apologize. I got a very polite letter from Mike H. telling me that it was probably not a good idea to post stuff that Impulse wrote verbatim. Apparently it gives their legal department seizures. Guess I should have asked...bad Craig <whack>.

Anyway, I have to say that the texture preview is very nice. On my 486/66 I can get a preview of most textures inside of 5 or 10 seconds. And if you don't want to wait, you can usually tell if you have what you want by 2 or 3 seconds. About the only down side of it is that you have to run in 256 color mode, which slows down redraws depending on your video hardware. On my setup (Trident 9400CXi based), it is noticable but not too bad. It might get to be too much once I start staging with a lot of objects.

One thing that is very cool is the Mix/Morph setting in the texture requestor. Basically, it makes every texture a variable intensity one. So now you can set up an object with two textures and two states. In state one, texture one is 0%, and texture 2 is 100%. Reverse this for state two, morph and voila! Cross-fading of textures. I haven't tried this yet, but I can't see what would keep it from working.

Well, I'm off to play with 3.3 some more.

--Craig
dalamar@athena.mit.edu

Thread 71

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1.113 MSG-110 Subject: Re: REALISTIC MATERIALS!

```
                Subject: Re: REALISTIC MATERIALS!
Date:    Monday, 10 July 1995 01:33:26
From:    rbyrne@3dform.edex.edu.au (Robert Byrne)


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

Hello Conny, on Jul 9 you wrote:

> A parallell lightscource above and a little to the side of your scene will
> emulate sunlight.
> The sun is so far away that it's rays seem almost parallell. That makes any
> shadows cast by objects appear just as large as the object itself.
> A lightbulb however is usually rather close to the object that it
> illuminates, which makes shadows appear _larger_ than the object. And the
> further away the shadow is cast the larger it will be.

I've also found it smooths out unwanted hot spots on reflective objects and
is'nt as intense (bright) as a point source light with equal RGB settings.

-- Bob

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

Thread 60

-=> RETURN TO CONTENTS!<=-

1.114 MSG-111 Subject: Virtual Mem

```
                Subject: Virtual Mem
Date:    Monday, 10 July 1995 02:00:10
From:    augioh4b@ibmmail.com


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

--- Received from GITD.PSG024  216 4526            10JUL95  14.56
  -> IBMMAIL.INTERNET      IBMMAIL INTERNET               IBM
Readers of this Mail,

G'day...I'm new to this IML so pls be patient.
```

I have a DX2-66, 8Megs of ram, and Imagine V2.0.
I was wondering wether there is a program that can use the hard
disk drive as a virtual memory, without running a memory manager
and / or windows. It gets pretty annoying when I run outof
memory when using the quickrender function.

Thanx.
Victor Sarmiento. (vems)

Thread 744

-=> RETURN TO CONTENTS!<=-

1.115 MSG-112 Subject: Essence

Subject: Essence
Date: Monday, 10 July 1995 04:22:08
From: Charles Blaquiere <blaq@io.org>

> From: SGiff68285@aol.com
>
> I was wondering if someone could post the textures that are included
> in the
> Essence 1&2 collection. I just recieved the newsletter from Apex
> yesterday.
> It does not list what the textures are. Specifically I am wondering if
> there is a decent water texture like POV creates or Bryce.

Essence II has two textures of interest to you, Randomripple and Seawaves. The first gives you ripples much like those of a swimming pool with people in it, the second gives you the parallel, wind-driven ocean waves found on oceans and large lakes. It uses a physical model of wind- and gravity-formed waves.

I’ll send you two UUencoded GIF thumbnails by mail, so you can see what the textures look like. Oh, and of course, they have an all-important "time" parameter.

Thread 564

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1.116 MSG-113 Subject: Re: Essence

```
                Subject: Re: Essence
Date:    Monday, 10 July 1995 04:44:52
From:    Charles Blaquiere <blaq@io.org>


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

> From: gregory denby <gdenby@bach.helios.nd.edu>
>
> For those who have not used the Essence textures, let me say that they
> are of very high quality.  IMHO, their release prompted Impulse to
> beef up the bundled textures.

I agree. High quality, sometimes resulting in high rendering times --
but remember, there’s no free lunch. Essence textures look amazing.
Another big plus is the superlative documentation. Steve Worley, who,
after all, started the Imagine Mailing List, is rightfully considered a
God by long-time Imagine users. His communication skills are legendary,
and reflect in the understandable documentation that accompanies the
Essence I and II packages. Parameter names are intuitively named, and
fully documented. None of that "noise 1 & 2 control the noise" stuff you
get with Imagine textures.
```

Thread 456

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1.117 MSG-114 Subject: One minor wish

```
                Subject: One minor wish
Date:    Monday, 10 July 1995 05:08:44
From:    Broctune@aol.com


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

Is it me or does it seem Imagine totally disreagrads the right mouse button,
it would be cool to use it as shift or something
```

Thread 229

-=> RETURN TO CONTENTS!<=-

1.118 MSG-115 Subject: Output video from PC.

```
                Subject: Output video from PC.
Date:    Monday, 10 July 1995 06:29:04
```

From: tome@next.com.au (Tom Ellard)

>From: Marty Nussbaum <martyn@asu.edu>

>   I need to make a demo tape and don't have access to the equipment on
>campus. What I want to do is buy what I need to output to video from my
>home computer. What equipment do I need to purchase?

I have a small white box called simply "Encoder", as if the Taiwanese manufacturer was a little shy of breathing their name. It is often advertised at the back of New Media and DV magazines. You put your PC in 640 by 480 mode and the box provides a composite or SVHS signal ready to record.

The box cost me 400 bucks Australian, or about 25c US :-)

* The signal strength is a little low, I use a Time Base Corrector to pump it up.
* This is a P.A.L. unit, in this country the picture does NOT overscan, unless you go to 800 by 600 and then it overscans at left and right only.
* If you want better, consider a GVP G-LockVGA
* In the long run, an Amiga can be used as a playback tool.

Cheers.

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

Thread 36

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1.119 MSG-116 Subject: Trying to make it pay.

Subject: Trying to make it pay.
Date: Monday, 10 July 1995 06:29:11
From: tome@next.com.au (Tom Ellard)

> From: Douglas Smith <doug@defocus.demon.co.uk>
>>
>> OK time to show off.
>>
>> tell us all about the stuff that you have had published/
>> printed or been paid for.

I'm in an electronic band, and when we play live we use 2 LCD beam projectors to show live video. Often the videos are made with Imagine.

When we release a single the record company provides a budget for upgrading the videos to broadcast.

The last three videos were:

A pinball machine played from a ball's eye view, that is, you fly around the table hitting bumpers and flippers at table level. We rendered this on 2 PC's, transferred the images to an Amiga PAR for playback and eventually edited it up on an AVID system. Since the ball is chrome shiny the whole thing had to be ray trace.

Sadly an Australian TV show called Hey Hey It's Saturday came up with a similar video about the same time we did :-(

A kind of ballet piece with knives, forks and spoons, flying about the screen under particle control. This was easy and suited the music well. To get the cutlery to do formation dancing we'd deform and conform planes, and use the morphs to make the partcles line up in neat arrangements. The spoons took up so much memory we had to ray trace them.

A clip with bottles changing size, shape and imagine texture, like a kind of glass light show. This took ages as Imagine textures are really slow. We're remaking this for television but we're going to use 2D morphing instead - it's faster and you don't have to count points!

Here's some things we've learned over time - by the time it's on a beam projector you can forget the details. Keep everything bold. Contrast will drop substantially. Videotape will antialias everything, making super sharp edges is a waste of time - especially red edges, they flame off to the right. Something that changes from bright to dark really quickly looks like a bad edit - the projector jumps. And if you're playing in a club have them turn OFF the smoke machines, otherwise it's bye bye video image.

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

Thread 134

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1.120 MSG-117 Subject: Gfx Cards and Error Requestors

Subject: Gfx Cards and Error Requestors
Date: Monday, 10 July 1995 09:26:20
From: Cedric Georges Chang <changc9@rpi.edu>

I read the Wishlist Compilation and I would like to elaborate on the suggestion for support for the screenmode database. Impulse should also try to make Imagine compatible with 3rd party graphics cards. Right now it only has support for the Retina card. If they could make Imagine work under Cybergraphics, the Piccolo, Piccolo SD64, Spectrum, Retina Z3, Picasso, and Cybervision cards would be supported. Currently with my Piccolo, I use a 1024x768 Detail editor and I have to continualy select the Redraw commmand because the screen does not refresh properly.

Also, for the better error messages suggestion, I would be interested in seeing an ’Abort’ button or ’Super Cancel’ button on some of the requesters that pop up a hundred times in a row. I haven’t had this happen to me recently so I can’t remember what the error was, but I do have a vivid recollection of me clicking the mouse button for a long time to close these error requestors which kept popping up.

Cedric

```
--
-----------------------------------------------------------------------------
Cedric Chang             Mechanical Engineer            // Amiga 3000 ’040
changc9@rpi.edu    Rensselaer Polytechnic Institute   \X/  CgFx/EGS Piccolo
-----------------------------------------------------------------------------
```

Thread 545

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1.121 MSG-118 Subject: Re: One minor wish

Subject: Re: One minor wish
Date: Monday, 10 July 1995 09:40:03
From: Drew_Perttula@altabates.com

I recommend that the person you suggested that Imagine use the right mouse button in the editors (and anyone else on the Amiga) get the little hack Silicon Menus. It makes the menus appear in a vertical list right under your mouse no matter where you push the right button. It makes choosing things VERY fast and cuts down on mouse movements a lot. You can get it on Aminet under the name SM.LHA or something.

Thread 515

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1.122 MSG-119 Subject: Re: FORM TDDD

```
                Subject: Re: FORM TDDD
Date:    Monday, 10 July 1995 10:19:45
From:    sauvp@citi.doc.ca (Patrick Sauvageau)


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

>Yaba daba doo Imagineers,
>
>
>        I have two question on TDDD iff sub-chunk:
>
> i)  there can be two or more OBJ chunks into an Imagine TDDD file
>     (I've got an Imagine obj with more OBJ chunks and Imagine Detail Ed
>     have some problem manage it)?
>
>ii)  what data contains the following TDDD sub-chunks:
>        TPAR, SURF, MTTR, SPEC, PRP0, INTS  (I've found these into
>     another TDDD Imagine objects).
>
>PLEASE REPLY TO Gabriele.Scibilia@p24.f211.n332.z2.fidonet.org

Those specifications are from an old turbo-silver object.

If anybody need them, mail me.

-----
Patrick Sauvageau
(sauvp@citi.doc.ca)
```

Thread 346

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1.123 MSG-120 Subject: Re: Wishlist compilation explained.

```
                Subject: Re: Wishlist compilation explained.
Date:    Monday, 10 July 1995 11:36:55
From:    gregory denby <gdenby@bach.helios.nd.edu>


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


>Combine forms and spline editor

>Why ? I don't understand this, do you want spline interpolation
)in the forms editor ?

Yeah, pretty much.  Right now the spline editor is pretty much the
Logo extrusion editor.  This is something I certainly wouldn't
```

want to loose. But the forms editor seems to be a sort of polygon approximation of splines. I'd like to be able to start a spline based object by asking for one comprised of both latitude and longditude splines, in the same fashion as the forms editor. I don't want to have to build 3d spline meshes.

Oh yeah, one more wish. Snap Object to Grid.

Greg Denby
gdenby@darwin.cc.nd.edu

Thread 101

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1.124 MSG-121 Subject: Re: Essence for PC ships

Subject: Re: Essence for PC ships
Date: Monday, 10 July 1995 12:25:54
From: Michael Allchin <WCCMA1@cardiff.ac.uk>

Greg wrote:
>
> Understanding Imagine 2, out of print. Sorry, 2.0 owners.
> Understanding Imagine 3, due late July. Yay everybody.
>

Is this just in North America, or does it include the rest of us ? I haven't asked recently, but back at Easter, no book shops in Cardiff had any details of Steve's new book.

Please post a reply direct to me, I am leaving Cardiff at the end of the week, and think I might try an unsubscribe message now.

- Michael wether the unsubscribe works or not... <g>

Thread 87

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1.125 MSG-122 Subject: Amiga macro recorder

Subject: Amiga macro recorder
Date: Monday, 10 July 1995 13:01:08

From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Everyone,

I've just been playing with a key/mouse event macro recorder I found on an Aminet CD, its called Director15.lha. Some features are disabled for the unregistered version but menus, mouse clicks/movements and keys are recorded in Imagine.

Example: I set up 5 axes to create a path. I hit the Record button on Director in Workbench, clicked on the Imagine screen and pressed Amiga-n then F1 and rotated one axis 45 degrees then pressed the spacebar. I went back to Workbench and selected Stop and set Loop to 4 then selected Play.

Hey presto, Director went through the recorded process 4 times and rotated the other 4 axes 45 degrees.

Recordings can even be played back relative to the current mouse pointer position as well by assigning a hot-key for play-back. I recorded dragging some points with the mouse, positioned it over another set of points and hit the hot-key and they were dragged the same distance and direction.

Someone might want to try this program out and may find some novel ways of using it.

-- Bob

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

Thread 155

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1.126 MSG-123 Subject: Re: One minor wish

Subject: Re: One minor wish
Date: Monday, 10 July 1995 14:29:28
From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

> Right mouse button? I called Impulse awhile back about that same possibility
> and was assured that I was the only person using Imagine that had a mouse
> with more then one button. And because noone else had a right mouse button
> that they won't add it's use.
> Boy, now theres two of us!

Actually, you can use right mouse button in the perspective window to
rotate view around the third axis. First press left mouse button,
then hold it down and press right and move the mouse.

Andrey

Thread 181

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1.127 MSG-124 Subject: Re: DOF?

Subject: Re: DOF?
Date: Monday, 10 July 1995 15:15:57
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

>"Granberg Tom" <tom.granberg@TV2.no> wrote:
>A while back a great dude wrote a excellent mail about how to use the dof
>feature. But a thing I didnt quite catch was how to extend the field where
>things will be in perfect focus. I have tried the things he said and get
>brilliant results, but every thing behind and in front of the camera Y lenght
>is more or less out of focus. Does anyone know how to do this?

Entering a smaller value in the "Aperture Size (DOF)" box will increase the depth of field.

Thread 621

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1.128 MSG-125 Subject: Re: One minor wish

Subject: Re: One minor wish
Date: Monday, 10 July 1995 15:35:48
From: Valleyview@aol.com

Right mouse button? I called Impulse awhile back about that same possibility and was assured that I was the only person using Imagine that had a mouse

with more then one button. And because noone else had a right mouse button that they won't add it's use.
Boy, now theres two of us!

Rick

Thread 118

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1.129 MSG-126 Subject: Re: Making Imagine pay....

Subject: Re: Making Imagine pay....
Date: Monday, 10 July 1995 15:38:13
From: jprusins@cybergrafix.com (John Prusinski)

Just adding my two cents...

I've been using Imagine since the Silver days of the mid-80's, & did the occasional small freelance animation or titling job with it. I think it was the '88 or '89 Siggraph convention that I got a trace of a kind of retro rocketship-shaped teapot included in the Technical Slide Set as an example of ray-tracing on a small computer, which was relatively unheard of in those days outside of the Amiga community!
My first major Imagine animation job was about two years ago, for a documentary directed by T.W. Timreck for Nova and international distribution about the initial excursions of the Northern European peoples to the New World. I had to model a Viking ship (a tip of the hat to our Scandinavian IML contingent) in various scenarios demonstrating how navigation was accomplished. When the film was finished, Nova decided they wanted a different editorial slant on the subject, so they had the film completely re-edited, and the animation wound up on the cutting room floor. However, the European distributors liked the film just as it was, so it was shown with the animation intact on television over there last year (not sure which countries were included in the deal. Maybe some of you Old World types happened to catch it...

I also did 16 short animations for a CD-Rom called Calculus Connections intended as a companion to introductory college calculus courses, illustrating various principles of calculus. Should be released sometime late this fall.

Currently I'm working on creating a virtual museum for one of the divisions of the Smithsonian Institution, using a "Myst-like" interface (i.e., a 3D space in which you move from one still image to another by clicking in the area you want to move to, with little or no animation). The advantage of this approach is that I can use 2D effects on the still frames, since they won't be moving. Example: using Photoshop's Lighting Effects filters, I've been able to use numerous soft-edged

spotlights to simulate track lighting for certain exhibits in minutes, whereas building the same look in Imagine would take me much longer.
And yes, I have moved off my trusty A3000 (on which I built the Viking animations) to a Pentium (halfway through the Calculus job). The speed improvement is great, and the companion software (Photoshop, Painter, Autodesk Animator Studio, etc.) is in another league from Amiga equivalents like OpalPaint. Still miss the operating system, however, Arexx and ADPro!

John Prusinski
CyberGrafix

Thread 151

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1.130 MSG-127 Subject: Pictures of Imagine 3.3 Online

Subject: Pictures of Imagine 3.3 Online
Date: Monday, 10 July 1995 15:57:48
From: Ian Smith <iansmith@moose.erie.net>

It came, it finally came. Two of those horrid orange lables for disks one and two and a nice printed lable for disk three. I love seeing that orange in my mailbox!

I have added a page devoted to the new stuff in Imagine 3.3 to my Imagine home page. I included several screen shots of the new attributes requesters to show you what your missing if you have not upgraded yet.

Some general comments about the new version... You can change the defaults for new objects. (Color, reflect, ect) The Amiga executable is 1,019,600 bytes in size and you need 2.5 megs to install it. Attributes and texture windows and new mappings.. nice job! Wow. The realtime preview renders in greyscale, and then dithers to color. I thought it was only greyscale at first because the color dithering takes SO long and shows no indication that it is doing anything, not a % or even a "Dithering..." text anywhere. When you add a brush to an object, it has to reload the brush every time you change a paramter. This is not all bad, as the loading is in the background, but still takes time when you are adjusting sliders. Minor annoyance, easily forgotten when playing with new stuff. You can now watch the quickrender in progress, in grey. The cancel button is plopped right down over the image too. Well, the damn parent button is *still* broke! Is this a joke? If so, it *would* be funny... (Did ya hear all the whining about the parent button on the IML? Hahahah! Lets make it DELETE their files next!) :-)

However, running in 256 colors, or even 16 colors on my EGS board causes major redraw problems, the grid is invisible, ect. Yuck. Hopefully this will be fixed.

I just got off the phone with Mike H, and have some further info. Like always, they are still supporting the Amiga. So that is nice. The programming information for the new 3.3 texture stuff will not be released. They will wait until 4.0 to release the $500 programmer package AND they will release free information like they did for 3.0. The $500 just gets you *much* more info.

Stats on upgrades is depressing though. Amiga users of Imagine outnumber PC users 10 to 1, but there were 4 times as many PC users upgrading than Amiga. Lets hope Escom does something to make the future of the Amiga look brighter and get everyone spending money again. For all you bored PC users, go look at the new 3.3 stuff on my page and order it too. :-)

Anyway, regardless of how much I complain, Imagine is still my favorite renderer and I would not use any other. Version 3.3 is a great improvement and I can't wait for 4.0! And I expect I will get on the 4.0 -> 5.0 constant upgrade program if they offer one, or just wait for the next version and upgrade if they don't.

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

Thread 307

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1.131 MSG-128 Subject: Windows 95

Subject: Windows 95
Date: Monday, 10 July 1995 16:25:01
From: CyberMer@aol.com

In a message dated 95-06-14 22:01:04 EDT, you write:

>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.
>
>

Advanced order for Windows 95 will be taken by QVC (the other Home Shopping Network) some time this or next week, I'll let you know the price and exact date later.
Imagine runs great under Win 95.

Thread 163

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1.132 MSG-129 Subject: Uploads

```
                Subject: Uploads
Date:    Monday, 10 July 1995 18:46:45
From:    a00448@dtic.ua.es (ERNESTO POVEDA CORTES)
```

Please notify me if you can access the files i have uploaded to Aminet. i have a look to the recent and the d2i files doesn’t appear but the faq6 are there.

--
email: a00448@dtic.ua.es --> Ernesto Poveda Cortes (I am not a number :)

NOTE: .Sig under reconstruction ....

Thread 185

-=> RETURN TO CONTENTS!<=-

1.133 MSG-130 Subject: Re: BLOBS

```
                Subject: Re: BLOBS
Date:    Monday, 10 July 1995 19:16:15
From:    Douglas Smith <doug@defocus.demon.co.uk>
```

```
NEWKIRK wrote in a Mail about "BLOBS":
N :Blobs are utilized in POV-ray as follows:
[good description of blobs snipped]
N :The overall effect is somewhat like CSG with spheres, but working with silly
N :putty instead of cookie cutters (OK, so the metaphor makes little sense,but
N :taken as a whole, this should help you understand blobs)
N :JN
```

OK, this sounds like metaballs to me.

I'll merge the Metaballs and Blobs wish into one entry on the wishlist,
unless anyone shouts too loud :-)

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 148

-=> RETURN TO CONTENTS!<=-

1.134 MSG-131 Subject: Re: One minor wish

Subject: Re: One minor wish
Date: Monday, 10 July 1995 19:25:08
From: Douglas Smith <doug@defocus.demon.co.uk>

Broctune wrote in a Mail about "One minor wish":
B :Is it me or does it seem Imagine totally disreagrads the right mouse button,
B :it would be cool to use it as shift or something
B :

Unless I'm mistaken, the right mouse button calls up the menus.

There is something to note though.

Amiga users can use commodities to change the behaviour of the mouse buttons.

At the moment, I'm using,

MagicMenus, these cause the menus to pop up in a little box where the mouse pointer is, it's most useful on large screens, as it stops you having to go all the way to the top of the screen.

Mouseshift, turns the middle mouse button (if you have one) into the left shift key. This is really handy, not just for Imagine but for all workbench operation.

There is also a commodity called RMBshift, which causes the right mouse button to act as a shift key when the mouse pointer is in the main part of the screen, and calls up the menus when the mouse pointer is on the screen title bar.

Perhaps this sort of functionality could be built into Imagine so the clone owners can use it as well.

(it's added to the wishlist right now...)

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 123

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1.135 MSG-132 Subject: Imagine vs Hercules Stingray video card

Subject: Imagine vs Hercules Stingray video card
Date: Monday, 10 July 1995 20:05:35
From: cdhall@cityscape.co.uk (Chris Hall)

>>From imagine-relay@email.sp.paramax.com Sat Jul 8 23:58:17 1995
>Date: Sun, 9 Jul 1995 08:27:00 +1000
>X-Sender: billd@mail.ne.com.au
>To: imagine@email.sp.paramax.com
>From: billd@ne.com.au@pipex.net (Bill Dimech)
>Subject: Imagine vs Hercules Stingray video card
>
>G'day,
>
>Finally, Finally, Finally... I have just put together enough pennies to buy
>myself a pentium 90. And does Imagine Love It!!!!.
>
>I haven't done any time trials but its nice to do a 320 scanline quickrender
>within a few seconds. However, I have come accross one particular annoying
>problem:
>
>I have a Hercules Stingray PCI video card. Several of my mates have the same
>card. (I got one to check that Imagine worked with it before bying the card
>and he said yes). Anyway, he was sort of right. Imagine detects the Built in
>vesa driver and comes up in all of the display modes etc. However, when I
>display a picture from within Imagine it's colour is 'out of phase'... All
>of the coulours are totally wild. Things that should be red are green..
>white is yellow, green is red etc.
>
>The pictures are OKif wiewed through all external viewers and paint packages.
>
>I know the problem is most likely in the way the Imagine talks to the video

>(it's allways been a bit particular).
>
>Can anyone please provide a possible solution... Other than buying another
>card (this Pentium 90 purchase really blew the budget.)
>
>By the way the Stingray comes with a hardware/ software driver that performs
>Direct Video Playback for windows AVI's. It uses hardware to scale and
>smooth avi's. Its real nice and real fast. This is one of the reasons I got
>this card. Also it's very fast but not that expensive.
>
>Hope someone can help...
>Regards
>BillD
>

I had a problem were Imagine would not detect my card. It is a Cirrus 5434 PCI. I got hold of univbe 5.1 (The latest version), installed it and all my problems were solved. It only takes up about 8K of memory but it is unfortunatly shareware so unless you register it it does switch off after 21 odd days and puts up nag screens on boot up. It is about 600K to download and the file is called univbe51.zip. Hope this helps.
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 :-      ||
|          40 05 17 37 35 07                ||
|                                           ||
|-------------------------------------------||
 \-------------------------------------------\
```

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1.136 MSG-133 Subject: Windows 95

Subject: Windows 95
Date: Monday, 10 July 1995 20:44:46
From: cdhall@cityscape.co.uk (Chris Hall)

>Advanced order for Windows 95 will be taken by QVC (the other Home Shopping
>Network) some time this or next week, I'll let you know the price and exact
>date later.
>Imagine runs great under Win 95.
>
>

You can order it from Radio Spares (RS) in the UK from August at about
=A380.00. It might be cheaper of the shelf though.
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 :-      ||
|          40 05 17 37 35 07                ||
|                                           ||
|-------------------------------------------||
 \-------------------------------------------\
```

Thread 128

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1.137 MSG-134 Subject: Re: Trying to make it pay.

Subject: Re: Trying to make it pay.
Date: Monday, 10 July 1995 21:00:25
From: Ian Smith <iansmith@moose.erie.net>

On Mon, 10 Jul 1995 m.rubin9@genie.geis.com wrote:
> 3. A simple pixel interpolated dissolve between two brushes on the
> same object so this doesn't have to be done externally.

This is included in 3.3! Upgrade! :-)

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

Thread 814

-=> RETURN TO CONTENTS!<=-

1.138 MSG-135 Subject: Sorry Could Not Find Subject!

Date: Monday, 10 July 1995 22:15:10
From: DAVEH47@delphi.com

RE: Wishlist -- Improved bitmap tracing.

Currently, "Convert IFF/ILBM" ("Convert Image" in PC version) works by creating a point and two edges for every pixel "block" in the outline picture. The result is invariably a jagged object after the image file is converted.

Here's how I think "Convert IFF/ILBM" SHOULD work: Besides black representing the object in the picture and white the background, red pixels on the outline border should represent "control points". After the desired image file is selected, a requester would come up that asks, "Number of sections?" The user would then enter the number of desired points for the object. Then Imagine would use the red "control points" in the image to spline-interpolate the object along the contours of the image using the number of points entered by the user. By this means, not only would there be no "jaggies" in the object, but having control over the number of points for every object would allow the user to import a number of images as slices for the "Skin" command.

I also think this new version of "Convert Image" should be available in the Forms editor, so that images could be imported as slices for Forms objects!

-- Dave

Thread 39

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1.139 MSG-136 Subject: Wishlist -- Improved bitmap tracing

Subject: Wishlist -- Improved bitmap tracing
Date: Monday, 10 July 1995 22:20:18
From: DAVEH47@delphi.com

(I sent this before, but I think it bombed, so here it is again. I apologize for the repeat.)

Currently, "Convert IFF/ILBM" ("Convert Image" in PC version) works by creating a point and two edges for every pixel "block" in the outline picture. The result is invariably a jagged object after the image file is converted.

Here's how I think "Convert IFF/ILBM" SHOULD work: Besides black representing the object in the picture and white the background, red pixels on the outline border should represent "control points". After the desired image file is selected, a requester would come up that asks, "Number of sections?" The user would then enter the number of desired points for the object. Then Imagine would use the red "control points" in the image to spline-interpolate the object along the contours of the image using the number of points entered by the user. By this means, not only would there be no "jaggies" in the object, but having control over the number of points for every object would allow the user to import a number of images as slices for the "Skin" command.

I also think this new version of "Convert Image" should be available in the Forms editor, so that images could be imported as slices for Forms objects!

-- Dave

Thread 140

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1.140 MSG-137 Subject: Wistlist -- Combine forms and spline editors

Subject: Wistlist -- Combine forms and spline editors
Date: Monday, 10 July 1995 22:21:54
From: DAVEH47@delphi.com

There should definitely be 3D splines available in the Forms

Editor (or perhaps drop both the current Spline and Forms editors, and combine the features of both into a new, "Organic Editor"). Many organic objects, such as heads (whether human or Tyrannosaurus rex) are just too complex to be easily done in the existing Forms editor, but could be done in a flash if 3D spline editing were available.

-- Dave

Thread 175

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1.141 MSG-138 Subject: Wishlist -- Hide points

Subject: Wishlist -- Hide points
Date: Monday, 10 July 1995 22:23:13
From: DAVEH47@delphi.com

There should in general be much more powerful "Hiding" options, allowing all sorts of things: Hide points by subgroup, hide points by coordinates, hide faces by subgroup, hide faces by attributes, toggle hided points, etc., etc., etc.

-- Dave

Thread 136

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1.142 MSG-139 Subject: Wishlist -- Hair texture

Subject: Wishlist -- Hair texture
Date: Monday, 10 July 1995 22:25:41
From: DAVEH47@delphi.com

Yes, I want a hair/fur texture and definately animatable!

I would also like a feathers texture and variant scale textures, i.e. overlapping fish’s scales vs. bumpy lizard’s scales vs. scuted archosaur’s (dinosaur-crocodile-bird) scales.

-- Dave

Thread 180

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1.143 MSG-140 Subject: Trying to make it pay.

Subject: Trying to make it pay.
Date: Monday, 10 July 1995 22:27:00
From: m.rubin9@genie.geis.com

Tom,

>A kind of ballet piece with knives, forks and spoons, flying about the
>screen under particle control. This was easy and suited the music well. To
>get the cutlery to do formation dancing we’d deform and conform planes, and
>use the morphs to make the partcles line up in neat arrangements. The spoons
>took up so much memory we had to ray trace them.

This sounds real cool - could you explain in a bit more detail?

Oh yeah, and three more things for the WishList:

1. Ability to change QuickRender screen sizes from within the editors - going back and forth to Prefs is a pain.

2. More control over animated brushmaps so that you can indicate where you want them to loop or stretch out to fit the animation. Right now you sometimes have to create gigantic anim files just to make the brush anim fit the Imagine anim correctly.

3. A simple pixel interpolated dissolve between two brushes on the same object so this doesn’t have to be done externally.

Floater

Thread 209

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1.144 MSG-141 Subject: Wishlist -- Improved starfield

```
                Subject: Wishlist -- Improved starfield
Date:    Monday, 10 July 1995 22:27:00
From:    DAVEH47@delphi.com
```

Specifically, I would like the ability to give the stars a random range of grey values (simulating the varying brightnesses of real stars in the sky; and to optionally concentrate the stars' positions towards a plane ("Milky Way" effect) or a point ("Globular Cluster" effect).

-- Dave

Thread 116

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1.145 MSG-142 Subject: Wishlist -- ASL Requesters

```
                Subject: Wishlist -- ASL Requesters
Date:    Monday, 10 July 1995 22:28:25
From:    DAVEH47@delphi.com
```

In fairness to Impulse, I think the reason they have resisted supporting ASL requesters is that they want to keep Imagine compatible with ALL Amiga OS versions, 1.2 and up. That said, I really think that they could have Imagine either detect which OS it was running under, or even better, have separate versions of Imagine for OS 1.x, 2.x and 3.x, and then in each version take advantage of OS features if they are available or emulate them if they are not.

I think Imagine should support (or emulate in OS 1.x compatible version of Imagine) not only ASL requesters, but also Gadtools gadgets, including Gadget Keyboard Equivalents (e.g. I HATE hitting <Amiga-S> on the keyboard, then having to reach for the mouse in order to click the "Yes" gadget in "Overwrite Existing File?" requester!)

-- Dave

Thread 178

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1.146 MSG-143 Subject: Wishlist -- More output formats

Subject: Wishlist -- More output formats
Date: Monday, 10 July 1995 22:29:16
From: DAVEH47@delphi.com

>Which ones ? stills or animations ?

Definitely JPEG input as brushmaps! Maybe also JPEG and MPEG output, although many seem to believe this to be impractical.

-- Dave

Thread 182

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1.147 MSG-144 Subject: Re: Imagine vs Hercules Stingray video card

Subject: Re: Imagine vs Hercules Stingray video card
Date: Monday, 10 July 1995 23:26:43
From: Stephen Wilkinson <wilks@lbm.com>

On Jul 10, 8:05pm, Chris Hall wrote:
[snip]
> I had a problem were Imagine would not detect my card. It is a Cirrus 5434
> PCI. I got hold of univbe 5.1 (The latest version), installed it and all my
> problems were solved. It only takes up about 8K of memory but it is
[snip]
>-- End of excerpt from Chris Hall

I have Imagine 2.0 for the PC and 3.0 for the Amiga. I was wondering how to get the PC version to show 24 bit quickrenders. I turned on "Use Firecracker" but I still see dithering and some faint banding on the quickrenders (esp. spheres). Any ideas? My card is a new ATI Mach 64 PCI and seems to work fine with most other VESA progs I have. Will I need univbe? Hope not.

Cheers,

Stephen

Stephen Wilkinson   wilks@lbm.com   "Programming is like pinball. The
Sr. Software Engineer   reward for doing it well is the
LB&M Associates   opportunity to do it again."

Thread 401

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1.148 MSG-145 Subject: Whishlist

Subject: Whishlist
Date: Tuesday, 11 July 1995 01:01:14
From: augioh4b@ibmmail.com

--- Received from GITD.PSG024 216 4526   11JUL95 13.57
  -> IBMMAIL.INTERNET   IBMMAIL INTERNET   IBM
*** vitrual walk thru (real time) ***

How about a virtual walkthru screen, where you fly thru your
stage using the mouse as the control...pressing button in
sequencewith a movement resulting in altitude
change,left/right=slide,etc.
Wire frame would be fine ... solid fill would be better. Also
allowing for viewcam to be magnified and otherwise will be great
for those small objects...;)

Vems...
VIC

Thread 846

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1.149 MSG-146 Subject: Re: Wishlist -- More output formats

Subject: Re: Wishlist -- More output formats
Date: Tuesday, 11 July 1995 01:56:48
From: Ian Smith <iansmith@moose.erie.net>

On Mon, 10 Jul 1995 DAVEH47@delphi.com wrote:
> >Which ones ? stills or animations ?
>
> Definitely JPEG input as brushmaps! Maybe also JPEG and MPEG
> output, although many seem to believe this to be impractical.

I'd rather have an external program make my MPEG animation for me.
There are already many good converters out there.

But I *want* to be able to load JPEGs as burhmaps and save rendered
images as JPEGs too. That would be nice...

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

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1.150 MSG-147 Subject: Re: Wishlist -- ASL Requesters

Subject: Re: Wishlist -- ASL Requesters
Date: Tuesday, 11 July 1995 02:02:02
From: Ian Smith <iansmith@moose.erie.net>

On Mon, 10 Jul 1995 DAVEH47@delphi.com wrote:
> In fairness to Impulse, I think the reason they have resisted
> supporting ASL requesters is that they want to keep Imagine
> compatible with ALL Amiga OS versions, 1.2 and up. That said, I
> really think that they could have Imagine either detect which OS
> it was running under, or even better, have separate versions of
> Imagine for OS 1.x, 2.x and 3.x, and then in each version take
> advantage of OS features if they are available or emulate them if
> they are not.

AmigaDOS 1.x is outdated.. won't even run on 040 based systems!
Yuck yuck yuck.. support 2.x at least and add some 3.x support
even. Datatypes would be great.

And use screenmode requesters for screens and renders and stuff.
I want to be able to run 256 colors, but Imagine barfs on my
EGS board running either EGS or Cybergraphics. I have to mode-
promote it as it won't use the board on it's own...

--

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

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1.151 MSG-148 Subject: Re: BLOBS

```
                 Subject: Re: BLOBS
Date:    Tuesday, 11 July 1995 02:20:13
From:    zmievski@herbie.unl.edu (Andrey Zmievskiy)
```

> I'll merge the Metaballs and Blobs wish into one entry on the wishlist,
> unless anyone shouts too loud :-)

Metaballs will be in 4.0

Thread 425

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1.152 MSG-149 Subject: Amiga Imagine 3.3 received

```
                 Subject: Amiga Imagine 3.3 received
Date:    Tuesday, 11 July 1995 05:58:00
From:    w.graham6@genie.geis.com
```

Yes, it's here. It looks very nice, lots of new features, the texture and brush playgrounds look killer on a 256 color 800x600 Retina screen, worth (sometimes) the slower redraws due to 256 color mode. Nice being able to Quickrender from the various Attribute requesters. Thanks, Impulse!

Thread 122

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1.153 MSG-150 Subject: Re: Scanline render bug!

```
                Subject: Re: Scanline render bug!
Date:    Tuesday, 11 July 1995 08:54:58
From:    Ed Totman <etotman@gort.ucsd.edu>


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

On 7 Jul 1995, Granberg Tom wrote:

> Hi!
> I use par with the pc(dualP) and with the Amiga(4040) and have not encountered

> this problem. I can only think of two possible sources of reason for "your"
> problem.(yepp, two PAR’s with capture card, one at home tough!)

Thanks for the replies to my post.  I got field rendering in trace to
work by selecting the flip fields button in imagine and import order=2
for the par.

Ed Totman
etotman@gort.ucsd.edu




                           Thread          465

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

1.154 MSG-151 Subject: Re: Making Imagine pay....

```
                Subject: Re: Making Imagine pay....
Date:    Tuesday, 11 July 1995 09:00:54
From:    Ed Totman <etotman@gort.ucsd.edu>


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

On Fri, 30 Jun 1995, Douglas Smith wrote:

> OK time to show off.
>
> tell us all about the stuff that you have had published/
> printed or been paid for.

Ok, I’ve owned a business with a partner creating animations for use in
court.  I don’t want to get into the details of each case (don’t want them
turning on ME) :) but I used mostly keyframe and camera motion to make
most of the animations, all rendered on an Amiga and recorded using DCTV.
Hell of a lot of hours and late nights/early mornings staring at a
monitor.  But that’s what we all love to do anyway, right?
```

Last summer I switched to a 486 and the pc version of imagine and created a 7 minute video with about 4-5 minutes of animation complete with music, sound effects, and voice over. The purpose of the video was to familiarize new students with the products and services of our library. It's available from the LODEX clearinghouse, for those of you who work in libraryland. This video ("Pathways") was a big hit, so this summer I'll be making another video. We will submit a paper on computer animation in library instruction to be published sometime next year.

BTW, just received 3.3. WOW! The new texture preview feature is awesome!

Thanks for listening Impulse!

Ed Totman
etotman@gort.ucsd.edu

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1.155 MSG-152 Subject: Fun with Fuzz

Subject: Fun with Fuzz
Date: Tuesday, 11 July 1995 10:10:10
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

>In light of the recent discussion about representing hair (something that
>I've been trying to do too), does anyone know anything about the "Fuzz"
>texture and how it works? It seems like it could be used to simulate fur,
>but I can't find any reference to it in the manual or in any of the "read me"
>files for 3.0 through 3.2
>-- Dave

The "Fuzz" texture appears to be ANOTHER one of those undocumented Imagine features.

GEORGE'S STUPID EASTER EGG ANALOGY:

Imagine is like an Easter egg hunt...months after the holiday event, you continue to find the hidden eggs. However unlike old eggs, Imagine's unexpected

treats are not spoiled.

Anyway, I've done some experimentation with the "Fuzz" texture...here's what I know.

BASIC FUZZ FEATURES:

It’s a "Space Filling" (Impulse terminology) noise type texture. That is, the texture changes along all three axis.

In its most basic form (equal X, Y, Z sizes and low magnitude and velocity noise values), it produces fuzzy globules (approximately spherical masses).

Space between the fuzzy globules shows underlying textures and attributes on the object.

The texture axis orientation (relative to the object) is not particularly important.

FUZZ PARAMETERS:

X, Y, and Z sizes:	Determines size of the fuzzy globules
Noise 1 & 2 mag/vel:	Determines how disturbed the fuzzy globules become (functions similar to other Imagine noise type textures)
Dispersion:	Determines the number of fuzzy globules
Fuzz clip:	Appears to affect the spacing of the fuzzy globules
Fuzz R, G, B color:	Determines the color of the fuzzy globules
Fil./Refl. adjust:	Sets the filter and reflect attributes of the fuzzy globules

GENERAL OBSERVATIONS:

Increasing the clip value (0.9-1.0) can result in overlapping globules with unpredictable results.

Decreasing the clip value to 0 results in zero globules.

The default parameter values produce a nice "TV Static" appearance.

Higher magnitude/velocity values result in a wispy smoke type of appearance (see sample parameter values below) similar to that achieved using the CLRNOIZ texture.

Intermediate magnitude values, low velocity values and repetitively applying the Fuzz texture can produce a scattered cumulus cloud pattern with the appearance of depth (see below).

WISPY SMOKE (a la fuzz):

In the detail editor, add a default plane. Set the color to 0, 0 ,0. Make it bright. Adjust the perspective zoom control (Z) such that the plane takes up most of the view. Apply the Fuzz texture (using the following parameter values)

and quickrender.

X, Y and Z sizes: 30, 30, 100
Noise 1 mag/vel: 0.6, 2.8
Noise 2 mag/vel: 5.8, 0.3
Dispersion: 0.7
Fuzz clip: 0.4
Fuzz color (R,G,B): 100, 100, 100
Filter adjust: 0
Reflect adjust: 0

SCATTERED CUMULUS CLOUDS (a la fuzz):

In the detail editor, add a ground plane. Set the color to 135, 206, 235. Make it bright. Adjust the perspective angle (A) view such that it looks straight down on the ground plane. Set the zoom ratio (Display menu/Perspective/Zoom ratio) to 0.3. Repetitively apply the Fuzz texture to the ground plane (4 times)

using the following parameter values. Quickrender.

Fuzz Texture (priority 1)

X, Y, and Z sizes: 1000, 1000, 1000
Noise 1 mag/vel: 2.0, 0.1
Noise 2 mag/vel: 2.0, 0.1
Dispersion: 1.0
Fuzz clip: 0.5
Fuzz color (R, G, B): 245, 245, 245
Filter adjust: 0
Reflect adjust: 0

Fuzz Texture (priority 2)

X, Y, and Z sizes: 1000, 1000, 1000
Noise 1 mag/vel: 2.0, 0.1
Noise 2 mag/vel: 2.0, 0.1
Dispersion: 1.0
Fuzz clip: 0.5
Fuzz color (R, G, B): 220, 220, 220
Filter adjust: 0
Reflect adjust: 0

Transform priority 2 texture to 0, -40, 0 position.

Fuzz Texture (priority 3)

X, Y, and Z sizes: 250, 250, 250
Noise 1 mag/vel: 2.0, 0.1
Noise 2 mag/vel: 2.0, 0.1
Dispersion: 0.6
Fuzz clip: 0.5
Fuzz color (R, G, B): 245, 245, 245
Filter adjust: 0
Reflect adjust: 0

```
Fuzz Texture (priority 4)

X, Y and Z sizes:        250, 250, 250
Noise 1 mag/vel:         2.0, 0.1
Noise 2 mag/vel:         2.0, 0.1
Dispersion:              0.6
Fuzz clip:               0.3
Fuzz color (R, G, B):    215, 215, 215
Filter adjust:           0
Reflect adjust:          0

Transform priority 4 texture 0, -40, 0 position.
```

George deBeaumont
debeaugw@songs.sce.com (Mon-Fri)
76524.1561@compuserve.com (Sat-Sun)

Thread 357

-=> RETURN TO CONTENTS!<=-

1.156 MSG-153 Subject: Send ME!!!

```
                Subject: Send ME!!!
Date:    Tuesday, 11 July 1995 11:19:14
From:    Red Hawk <qua1397@cdc700.cdc.polimi.it>
```

I would like to create a NEW connection of Home Page Related to IML

Please send me a MAIL of yours Home Page in this format......

http:/..........   #Name of Home Page#   #Location(State,etc..)#

Then I ask you to add a connection to my Home page....

Greats to all who want take part to it !!!!!!!!!!

Please help me to find a name for this GROUP ....

```
 .---------------------------------------------------------.
 ! 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          374

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

1.157 MSG-154 Subject: VIEW

```
                Subject: VIEW
Date:    Tuesday, 11 July 1995 11:21:31
From:    Red Hawk <qua1397@cdc700.cdc.polimi.it>


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

I have compare a Rendering with the things that I see in camera view....
they aren't the same............


                      WHYYYYYYYYYYYYY!!!!!!!!!!!!!!!!!!

Please Help ME!!!!!!!!!!!

 .---------------------------------------------------------.
 ! 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          263

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

1.158 MSG-155 Subject: Re: Amiga macro recorder

```
                Subject: Re: Amiga macro recorder
Date:    Tuesday, 11 July 1995 11:52:45
From:    Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)


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

Hello Everyone,

>I've just been playing with a key/mouse event macro recorder I found on an
>Aminet CD, its called Director15.lha.  Some features are disabled for the
>unregistered version but menus, mouse clicks/movements and keys are
>recorded in Imagine.

Another example which I explained in detail a while back is to render
```

multiple projects one after the other.

Basically you record all projects without actually rendering them and then hit the play button and watch Imagine render all projects while you're doing something else.
Its somewhere in the archives probably a month or 3-4 back.

Greetings Joop

Thread 80

-=> RETURN TO CONTENTS!<=-

1.159 MSG-156 Subject: Upgrade Plan

Subject: Upgrade Plan
Date: Tuesday, 11 July 1995 12:13:54
From: Stuart Hogton <stuarth@bournemouth.ac.uk>

Hello All,
I bought Imagine 3.0 almost a year ago from Meridian Distribution, but they did not include an option to upgrade to future versions. Does anybody know how I can apply for the continual upgrade plan in the UK? I realize we are on version 3.3 already, but from what I've heard, it still seems worthwhile.
Furthermore, I encountered a strange error whilst slicing two complex objects. The error was "Error 2 Splitting Faces". Does anybody know what this means as there is bugger all documentation? This is not the usual move the object a bit error, but one which I could not solve and gave up.

Any help would be gladly received.

Stu.

Thread 203

-=> RETURN TO CONTENTS!<=-

1.160 MSG-157 Subject: Upgrade rates

Subject: Upgrade rates
Date: Tuesday, 11 July 1995 12:41:55

From: gregory denby <gdenby@mozart.helios.nd.edu>

Ian Smith reports:

>Amiga users of Imagine outnumber PC users 10 to 1, but there were
>4 times as many PC users upgrading than Amiga.

This is too bad, although I suppose its to be expected. The nearest physical support I have for my Amiga is 120 miles, and I live in a populous area. As far as rendering goes, bigger and faster is where its at. I just couldn't wait for an '060 of Risc Amiga.

Although, yes I'm using my Ami right now. Its not a running shoe anymore, just a nice, comfy, well broke in walking shoe.

So, for the speed impatient, look at it this way: Some folks bought a Toaster just to get Lightwave. I got a PC mostly to boost Imagine. The performance on a DX100 is really nice, a Pentium must be breath-taking. THe new texture playground rendering in 256 colors slows screen redraw less than 2 seconds

For those of you who still have v 2.0, buy more memory and upgrade. Other than the well known clunky interface, Imagine already is almost a different program from 2.0. Bones, particles, "New Mode" perspective, splines, texture handling maybe 5 times more flexible and powerful, etc, etc broaden the scope of the program so much, what you can "imagine" is a whole world beyond 2.

I'll stop before I start sounding like an ad.

BTW, the PC version of the upgrade includes some of Steve Blackmon's work as shareware. Also a couple nice Digimax fabricated objects.

bye, got to go mess with the new stuff.

Greg Denby

Thread 172

-=> RETURN TO CONTENTS!<=-

1.161 MSG-158 Subject: Right Mouse button

Subject: Right Mouse button
Date: Tuesday, 11 July 1995 13:46:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

```
-> From: Valleyview@aol.com->-> Right mouse button?  I called Impulse awhile bac
k about that same =pos-> and was assured that I was the only person using Imagin
e that had =a m-> with more then one button.  And because noone else had a right
 mou=se-> that they won't add it's use.-> Boy, now theres two of us!Maybe I miss
ed something....but Imagine supports both the left and ri=ghtmouse button in all
 the editors. The only machine I know that has a o=nebutton mouse is the Mac, an
d Imagine won't run on it. :)   /-----------------------------           ___
___  ___   ___  | Mike van der Sommen                    / __  /__/ /__/  /_
\ /  | Santa Barbara, Ca.                   /___/ / \  /  /  /     / \  | mike
.vandersommen@caddy.uu.silcom.com     HAUS BBS (805-683-1388)  |          "Iron
y can make revenge a welcome alternative"   \___________________________________
__________________________--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca
- (805) 683-1388
```

Thread 187

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1.162 MSG-159 Subject: Re: Melting

Subject: Re: Melting
Date: Tuesday, 11 July 1995 13:49:19
From: Mike McCool <mikemcoo@efn.org>

There's a great util that does exactly this. I assume you'll be flooded with responses to your post,--but if not, lemme know and I'll e-mail you that melt util.

Thread 216

-=> RETURN TO CONTENTS!<=-

1.163 MSG-160 Subject: Tip for Amiga users

Subject: Tip for Amiga users
Date: Tuesday, 11 July 1995 14:02:49
From: Drew_Perttula@altabates.com

---

remember, whenever you get an annoying "overwrite" box or "save quickrender" requester that's just too far away from your mouse to be comfortable . . . . . hit L-Amiga-C for the lefthand button and

```
     L-Amiga-V for the righthand one.

     (maybe it's 'x' and 'c' instead of 'c' and 'v'--- I just hit
     L-Amiga-Z-X-C-V... until something happens :)
```

Thread 171

-=> RETURN TO CONTENTS!<=-

1.164 MSG-161 Subject: Re: Wishlist -- More output formats

```
                Subject: Re: Wishlist -- More output formats
Date:    Tuesday, 11 July 1995 15:12:19
From:    Richard Heidebrecht <rheidebr@freenet.niagara.com>


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

On Mon, 10 Jul 1995 DAVEH47@delphi.com wrote:

> >Which ones ? stills or animations ?
>
> Definitely JPEG input as brushmaps!  Maybe also JPEG and MPEG
> output, although many seem to believe this to be impractical.
>
>                    -- Dave
>

I think that a built-in mpeg encoder would be great, especially if you
could render one frame, have it added to the mpeg animation, and then have
it deleted(like the way that flc's work right now).  You could create
huge animations with very little disk space.


   ~Rick Heidebrecht~
```

Thread 174

-=> RETURN TO CONTENTS!<=-

1.165 MSG-162 Subject: Re[2]: States???

```
                Subject: Re[2]: States???
Date:    Tuesday, 11 July 1995 15:51:52
From:    Drew_Perttula@altabates.com
```

I remember the manual (of all things) saying you _make_ a state called DEFAULT, but then you don't _use_ it

Thread 201

-=> RETURN TO CONTENTS!<=-

1.166 MSG-163 Subject: Windows 95 times

Subject: Windows 95 times
Date: Tuesday, 11 July 1995 15:59:21
From: CyberMer@aol.com

QVC will be premiering Windows 95 of Saturday the 15th at 6pm est. for Advanced orders. It will be a 90 min presentation

Thread 225

-=> RETURN TO CONTENTS!<=-

1.167 MSG-164 Subject: (Useless) Imagine 3.3 compliments and complaints

Subject: (Useless) Imagine 3.3 compliments and complaints
Date: Tuesday, 11 July 1995 16:10:03
From: aciolino@rrddts.donnelley.com

There is nothing in this post relating to improving Ray Tracing ability. Read if you have time to kill.

-AC

Usually, I spend my time in Imagine fighting the settings and such, but after 3.3 arrived I was OVERJOYED with the preview settings window!

Imagine is getting MUCH closer to a professional system version by version!

Of course, it still has a ways to go to compete in a commercial market, but it is definitely one of the best graphics packages I have in my arsenal.

What stunned me the most: The page that came with the PC version documentation was actually pretty well written (by Imagine Standards...the one of the paragraphs was still too wordy, but hey...) and I do believe it looked spell checked! Almost stunningly professional-like!

I also notice that it took me about 1 hour to create and render a mountain and cloud scene that I thought up. Usually, this type of action would take 2-3 hours touching up the textures and colors. With the preview feature in place, it's so easy to actually see your textures and colors! No more renderings just to see what you THINK it looks like.

Between the improved deformations, the object interface improvements, the texture/brush improvements, improved scanline primitives (sphere in particular) and the ON-SCREEN renders, there was a lot to play with!

All in all, I was very impressed with Imagine again. I Love the Updates, and can't wait to get 4.0, hoping that there will be an NT version someday!

Now, the down side:
1) The Object requestor, when requesting a new texture, brings up a dialog box right under the mouse. Pretty bad if a user clicks twice by mistake.

2) There was no obvious way to disable the on-screen render function. While I am not saying that it is or isn't possible (I haven't been able to, but I haven't tried too hard), I AM saying that cryptic answers for something that is very obvious is not a good answer. To rephrase: Before I get reamed by "Here's how, you moron", I'm saying that for something so obvoiusly different between versions, there should be somewhat of an obvious requestor to "default" to the previous versions' method.

Why do I care about this? I don't know if anyone looked last, but placing a pixel (or a scanline) on a video screen actually TAKES CPU TIME away from the render. Hopefully, Impulse has a super optimized cross-platform solution that doesn't chew CPU time, but if they did, then they'd probably mention it. I didn't see it, and though it might be worth mentioning.

3) The docs that were sent didn't really explain what is new and old. Without going through the docs sent (which were many), you won't find out what is new in detail. It looks as if Impulse has thier final package ready for shipping, since now we get on-line docs in a subdirectory. An improvement, but the "What's new" doc is lacking.

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1.168 MSG-165 Subject: Re: Melting

Subject: Re: Melting
Date: Tuesday, 11 July 1995 18:26:17
From: Kelly Computer Consultants <kcc@wariat.org>

Glenn Lewis wrote a nice utility that creates the intermediate stages of a meltdown for any object. It's really cool.

You can reach Glenn at: glewis@pcocd2.intel.com

Doug Kelly
Kelly Computer Consultants

On Tue, 11 Jul 1995, Rune Jacobsen wrote:

> I'm kind'a new to Imagine, and currently I'm only sitting around trying
> out some cool ideas for animation. So I found one thing that would be
> cool. If some sort of object (anything goes, perhaps something with a
> lot of different surfaces) should "melt" in an animation - something
> like a reverse "T1000-off-the-floor-in-T2" deal. I don't know if there
> is a function for this yet, but it shouldn't be too hard to implement.

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1.169 MSG-166 Subject: Imagine 3.3 arrives in England

Subject: Imagine 3.3 arrives in England
Date: Tuesday, 11 July 1995 19:09:07
From: Wayne Waite <Wayne@waitey.demon.co.uk>

Just a quick post to let everybody know that Imagine 3.3 has arrived in England, so check those mail boxes fellow Europeans.

Cheers

Wayne

```
--
~=============================================================================~
 Wayne Waite - Wayne@waitey.demon.co.uk (Personal)
              Bradford, West Yorkshire, England

~=============================================================================~
```

Thread 399

-=> RETURN TO CONTENTS!<=-

1.170 MSG-167 Subject: Melting

Subject: Melting
Date: Tuesday, 11 July 1995 20:00:14
From: rune.jacobsen@bbs.oslohd.no (Rune Jacobsen)

[Warning: Newbie-alert. Please don’t kill me if this topic has been discussed on the list without me knowing]

I’m kind’a new to Imagine, and currently I’m only sitting around trying out some cool ideas for animation. So I found one thing that would be cool. If some sort of object (anything goes, perhaps something with a lot of different surfaces) should "melt" in an animation - something like a reverse "T1000-off-the-floor-in-T2" deal. I don’t know if there is a function for this yet, but it shouldn’t be too hard to implement. If the outermost points of the object dropped first, and all the points started to drop towards the ground, slower as you got nearer the middle, all while surface-morphing into some chrome-like material, it would look great, I think. But then again, I’ve never tried it..:)

Does anyone know if there is a way of doing this, or a way of implementing this as a "macro" of some sort?

```
Sersjant Rune Jacobsen - shitlips@oslohd.no - BotsB Developer ###########
X-Phile - Simpsonite - Ren&Stimpy fan - Amiga User since 1988 #Rosenborg#
A4000/040 540MB HD 18MB RAM IDEK 15" MultiFlat Intel Outside  # forever #
SigOp ->BotsB<- Sumpen Caf
```

Thread 165

-=> RETURN TO CONTENTS!<=-

1.171 MSG-168 Subject: Re: States???

```
                Subject: Re: States???
Date:    Tuesday, 11 July 1995 21:22:27
From:    SGiff68285@aol.com


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

In a message dated 95-07-09 03:11:05 EDT, blaq@io.org (Charles Blaquiere)
writes:

>1) Which version of Imagine do you use? Early implementations of States
>did not memorize texture parameters or brushes correctly.
>
>2) Never use the DEFAULT state in an animation. Make a duplicate state,
>call it something like START, and use _that_ instead.
>
>

Does this mean you should not create the DEFAULT State, or should you create
it, and then create another one called START and use it instead, because when
you first go in to create a state, DEFAULT is the name that’s already in the
requester.

S.G.
```

Thread 170

-=> RETURN TO CONTENTS!<=-

1.172 MSG-169 Subject: Re: Virtual Mem

```
                Subject: Re: Virtual Mem
Date:    Tuesday, 11 July 1995 21:38:57
From:    SGiff68285@aol.com


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

In a message dated 95-07-10 01:45:12 EDT, you write:

>G’day...I’m new to this IML so pls be patient.
>
>
>
>I have a DX2-66, 8Megs of ram, and Imagine V2.0.
>
```

>I was wondering wether there is a program that can use the hard
>
>disk drive as a virtual memory, without running a memory manager
>
>and / or windows. It gets pretty annoying when I run outof
>
>memory when using the quickrender function.
>
>
>
>Thanx.
>
>Victor Sarmiento. (vems)

There is a program called Ram Doubler that apparently has gotten some good reviews. I saw an ad for it in a computer mag. It said that it was available for windows and mac, so I don't know if it works in dos as well. If anyone has tried this program I would be interested in hearing your comments. Apparently it uses memory management along with virtual memory and compression to achieve its results with virtually no slow down.

S.G.

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-=> RETURN TO CONTENTS!<=-

1.173 MSG-170 Subject: Re: States???

Subject: Re: States???
Date: Tuesday, 11 July 1995 22:04:23
From: Charles Blaquiere <blaq@io.org>

> From: SGiff68285@aol.com
>
> Does this mean you should not create the DEFAULT State, or should you
> create it, and then create another one called START and use it
> instead, because when you first go in to create a state, DEFAULT is
> the name that's already in the requester.

It means you should always _create_ a state called DEFAULT, but never _use_ it in an Action editor Actor bar morph.

By the way, are you able to reply _only_ to the IML? It would avoid my getting two copies of your message. Thanks.

```
                             Thread           61

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

1.174 MSG-171 Subject: Tip for Amiga users

```
                Subject: Tip for Amiga users
Date:    Tuesday, 11 July 1995 22:05:49
From:    Charles Blaquiere <blaq@io.org>


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

> From: Drew_Perttula@altabates.com
>
>      remember, whenever you get an annoying "overwrite" box or "save
>      quickrender" requester that's just too far away from your mouse
>      to be comfortable . . . . .  hit L-Amiga-C for the lefthand
>      button and L-Amiga-V for the righthand one.

It's LeftAmiga-V and B for the left (OK) and right (Cancel) buttons,
respectively.




                             Thread          183

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

1.175 MSG-172 Subject: Upgrade rates

```
                Subject: Upgrade rates
Date:    Tuesday, 11 July 1995 22:08:56
From:    Charles Blaquiere <blaq@io.org>


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

> From: gregory denby <gdenby@mozart.helios.nd.edu>
>
> I'll stop before I start sounding like an ad.

Then I'll take over! <g> Imagine 2.0 users, please, PLEASE do yourselves
a favor and find the $100 to upgrade to 3.0, or the $200 to upgrade to
all versions up to and including 4.0. They make Imagine 2.0 look like
some half-baked freeware concoction. Knowing what I do now, I wouldn't
be caught _dead_ using 2.0; it would be cruel and inhuman punishment.
```

```
                             Thread          238

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

1.176 MSG-173 Subject: V3.0 prob. Sorry 8-)

```
                Subject: V3.0 prob. Sorry 8-)
Date:    Tuesday, 11 July 1995 22:09:33
From:    Charles Blaquiere <blaq@io.org>


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

> From: yrod@ozemail.com.au
>
> Hi, I've just noticed something, I can't find the sky blending thing in
> the globals in action (v3.0). Is it gone for good, or am I blind?

That's because sky blending is now fixed at 255.




                             Thread          503

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

1.177 MSG-174 Subject: Re: Wishlist -- More output formats

```
                Subject: Re: Wishlist -- More output formats
Date:    Tuesday, 11 July 1995 22:10:25
From:    "dunc@eraser.demon.co.uk" <dunc@eraser.demon.co>


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


>
> Definitely JPEG input as brushmaps!  Maybe also JPEG and MPEG
> output, although many seem to believe this to be impractical.
>
 i dont think this would be much use as output though to be able to read and
convert jpegs would be quite practical it would save alot of jumping around
converting that cloud.jpg and saving it out again though this is exactly what
pegger does
 probably best to let imagine get on with the rendering and use a image
processor  that way there will no compromise in features etc

 duncan
```

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

Thread 237

-=> RETURN TO CONTENTS!<=-

1.178 MSG-175 Subject: Re: Wistlist -- Combine forms and spline editors

```
                Subject: Re: Wistlist -- Combine forms and spline editors
Date:    Tuesday, 11 July 1995 22:12:07
From:    "dunc@eraser.demon.co.uk" <dunc@eraser.demon.co>
```

,

> There should definitely be 3D splines available in the Forms
> Editor (or perhaps drop both the current Spline and Forms editors,
> and combine the features of both into a new, "Organic Editor").
> Many organic objects, such as heads (whether human or
> Tyrannosaurus rex) are just too complex to be easily done in the
> existing Forms editor, but could be done in a flash if 3D spline
> editing were available.
>

definitly

lets have it in v4

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

Thread 650

-=> RETURN TO CONTENTS!<=-

1.179 MSG-176 Subject: VIEW

```
                Subject: VIEW
Date:    Tuesday, 11 July 1995 22:12:12
```

From: Charles Blaquiere <blaq@io.org>

> From: Red Hawk <qua1397@cdc700.cdc.polimi.it>
>
> I have compare a Rendering with the things that I see in camera view....
> they aren't the same...........

Well, if "Camera view" is checked in the menus, there can't be a difference in views. I assume the difference you see is due to different rendering modes selected for quickrenders vs. your current subproject. For example, if Preferences shows quickrenders set to scanline, and you render in trace mode in the project editor, then of course the two will look different.

If this is not the answer, please give us more information: how exactly are the two different?

Thread 154

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1.180 MSG-177 Subject: Wishlist - New addition - Move Bone

Subject: Wishlist - New addition - Move Bone
Date: Tuesday, 11 July 1995 22:13:46
From: DAVEH47@delphi.com

I have an addition to make to the wishlist -- "Position Bone". I am beginning to really experiment with bones now, and I am discovering how crucial it is that the bones are in exactly the right positions with respect to their subgroups in order to make each subgroup move correctly when its bone is moved. Currently, there's no way (so far as I can make out) to see a particular subgroup and move its bone at the same time. The "Position Bone" function would display a subgroup and allow you to move its bone to the correct position.

-- Dave

P.S. Please let me know if I am wrong about any of what I have said here.

```
                            Thread          186

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

1.181 MSG-178 Subject: Wishlist -- ASL Requesters

```
                Subject: Wishlist -- ASL Requesters
Date:    Tuesday, 11 July 1995 22:13:56
From:    Charles Blaquiere <blaq@io.org>


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

> From: DAVEH47@delphi.com
>
> (e.g. I HATE hitting <Amiga-S> on the keyboard, then having to reach for
> the mouse in order to click the "Yes" gadget in "Overwrite Existing
> File?" requester!)

Then just do what I do: LeftAmiga-V for "OK", LeftAmiga-B for "Cancel".



                            Thread          147

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```

1.182 MSG-179 Subject: Wishlist - New addition - Animate control panel

```
                Subject: Wishlist - New addition - Animate control panel
Date:    Tuesday, 11 July 1995 22:15:59
From:    DAVEH47@delphi.com


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

One more for the wishlist -- Currently, when in "Play Big" mode in
Stage Editor "Animate" or Detail Editor "State Anim" a new screen
is opened to play the animation, but the Control Panel is still on
the Imagine main screen, where it cannot be easily reached.

Impulse, PUT THAT ANIMATION CONTROL PANEL (IN A DRAGGABLE WINDOW)
ON THE SAME SCREEN AS THE ANIMATION, PLEASE!!!

Whew, glad to get that off my chest.

                    -- Dave


P.S. This applies to the Amiga version.
```

Thread 177

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1.183 MSG-180 Subject: Wishlist -- Hair texture

```
                Subject: Wishlist -- Hair texture
Date:    Tuesday, 11 July 1995 22:16:58
From:    Charles Blaquiere <blaq@io.org>
```

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

> From: DAVEH47@delphi.com
>
> I would also like a feathers texture and variant scale textures,
> i.e. overlapping fish's scales vs. bumpy lizard's scales vs.
> scuted archosaur's (dinosaur-crocodile-bird) scales.

Essence II has a nice "Scales" texture which looks like shingles that have a double-spline curve to them, similar to the bottom of a heart symbol. Tons of parameters are available for you to play with, including a random shape variation and random brightness variation. The manual says this texture "can produce features that look like fish scales, chain mail armor, dragonhide, or feathers."

Thread 138

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1.184 MSG-181 Subject: Re: One minor wish

```
                Subject: Re: One minor wish
Date:    Wednesday, 12 July 1995 01:21:47
From:    yrod@ozemail.com.au
```

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

On Mon, 10 Jul 1995 Valleyview@aol.com wrote:

> Right mouse button? I called Impulse awhile back about that same possibility
> and was assured that I was the only person using Imagine that had a mouse
> with more then one button. And because noone else had a right mouse button
> that they won't add it's use.
> Boy, now theres two of us!

>
> Rick
>

Well, how could poor Rick be the only one of us who has a mouse with only two buttons? Shoot me for stupidity, but I thought the Macintosh platform was the only one whose mouses had one button? Amiga mouses had two buttons last time, and I think most (if not all) PC mouses had two (sometimes three) buttons. 8-)
One thing though, when you are using an Amiga, when you press the right mouse button the menus appear.

Rod "Young" Macey
yrod@ozemail.com.au

"Sometimes the hard way is the only way!"

Thread 125

-=> RETURN TO CONTENTS!<=-

1.185 MSG-182 Subject: Re: Wishlist -- More output formats

Subject: Re: Wishlist -- More output formats
Date: Wednesday, 12 July 1995 01:30:40
From: Glenn-EWS@express-way.com (Glenn Nielsen)

In <Pine.LNX.3.91.950711005543.11573B-100000@moose.erie.net>, Ian Smith <iansmith@moose.erie.net> writes:

> On Mon, 10 Jul 1995 DAVEH47@delphi.com wrote:
> > >Which ones ? stills or animations ?
> >
> > Definitely JPEG input as brushmaps! Maybe also JPEG and MPEG
> > output, although many seem to believe this to be impractical.
>
> I'd rather have an external program make my MPEG animation for me.
> There are already many good converters out there.
>
> But I *want* to be able to load JPEGs as burhmaps and save rendered
> images as JPEGs too. That would be nice...
>
> --
> IanSmith@moose.erie.net   Visit Below! :-)
> My HP48/Imagine/ImageMaster Page --> http://moose.erie.net/~iansmith/
> Come and stop by Africa Imports! --> http://www.cyberenet.net/~africa/
>

If you are using Imagine on an Amiga you can use the commercial program PEGGER to do all of the above JPEG stuff. With PEGGER you can JPEG compress

```
your frames as they are rendered, allow you to load JPEG'd texture maps,
and load greyscale JPEG's to use as bumpmaps.  Also PEGGER supports the
Imagine 24 bit image file format and Targa.


----------------   Glenn Nielsen   ------------------
 -<  Life is too short for a dull computer, Amiga >-
Glenn-EWS@express-way.com
CIS: 75115,444  BIX: expressway  PORTAL: Glenn-EWS
```

Thread 161

-=> RETURN TO CONTENTS!<=-

1.186 MSG-183 Subject: Re: Tip for Amiga users

```
                Subject: Re: Tip for Amiga users
Date:    Wednesday, 12 July 1995 01:40:33
From:    "dunc@eraser.demon.co.uk" <dunc@eraser.demon.co>


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

Hi Drew_Perttula,

>
>      remember, whenever you get an annoying "overwrite" box or "save
>      quickrender" requester that's just too far away from your mouse to be
>      comfortable . . . . .  hit L-Amiga-C for the lefthand button and
>      L-Amiga-V for the righthand one.
>
>      (maybe it's 'x' and 'c' instead of 'c' and 'v'--- I just hit
>      L-Amiga-Z-X-C-V... until something happens :)
>
      or get ARQ from aminet and just hit enter (delete Qrender) or ESQ
(keep Qrender) or is it the other way ?

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

Thread 193

-=> RETURN TO CONTENTS!<=-

1.187 MSG-184 Subject: Re: States???

Subject: Re: States???
Date: Wednesday, 12 July 1995 01:48:19
From: "dunc@eraser.demon.co.uk" <dunc@eraser.demon.co>

Hi SGiff68285,

> In a message dated 95-07-09 03:11:05 EDT, blaq@io.org (Charles Blaquiere)
> writes:
>
> >2) Never use the DEFAULT state in an animation. Make a duplicate state,
> >call it something like START, and use _that_ instead.
> >
> >
>
> Does this mean you should not create the DEFAULT State, or should you create
> it, and then create another one called START and use it instead, because when
> you first go in to create a state, DEFAULT is the name that's already in the
> requester.
>

i think it means never use the default state create it but forget about it and use start/one/standing/ready or what ever you call them/it (this is mostly for bones as bones takes DEFAULT for a reference)

duncan

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

Thread 168

-=> RETURN TO CONTENTS!<=-

1.188 MSG-185 Subject: V3.0 prob. Sorry 8-)

Subject: V3.0 prob. Sorry 8-)
Date: Wednesday, 12 July 1995 01:49:50
From: yrod@ozemail.com.au

Hi, I've just noticed something, I can't find the sky blending thing in
the globals in action (v3.0). Is it gone for good, or am I blind?

YES!!! I will upgrade (GD&R)

```
Rod Macey               --
yrod@ozemail.com.au    ----
"Sometimes the hard   ------
way is the only way"  --------
```

Thread 173

==> RETURN TO CONTENTS!<=-

1.189 MSG-186 Subject: Re: Wishlist - some more

```
                Subject: Re: Wishlist - some more
Date:    Wednesday, 12 July 1995 03:33:08
From:    Valleyview@aol.com
```

----

1 Support for multiple button mice. Enough said.

2 Multiple configured user gadgets.
In order to use menus as little as possible, and keep from getting too many buttons on the screen at the same time have differant button sets according to the work you are doing at the time. For example in the detail editor - one set of buttons to do modeling (add primatives, deformation tools, states, attributes, etc.), another set to work with bones (add axis, subgroups, update, etc), maybe a general use button set.

3 Type in coordinates and relative coordinates.
If you want a line in a certain place you type its exact starting point and the next point entry could be relative to the first, such as 4 units in the x direction. Now you have to know the position of your first coords and subtract or add to figure out where the next one goes.

4 In the action editor a multiple paste button.
Example you have a 100 frame animation and want to repeat a 10 frame timebar 9 more times. Copy it and hit multi-paste and tell it how many times or ....

5 Till the End as an entry for last frame in time bar requesters.
I always start with my animations too short. After I look at them I double the amount of frames and then have to modify every timebar for every object. Till the End in last frame box would automatically lengthen timebars till last frame.

Rick

Thread 142

-=> RETURN TO CONTENTS!<=-

1.190 MSG-187 Subject: Re: Right Mouse button

Subject: Re: Right Mouse button
Date: Wednesday, 12 July 1995 03:33:10
From: Valleyview@aol.com

Boy, was I suprised at the amount of responses over my comments about mouse buttons. To those that couldn't tell it was supposed to be a sarcastic comment. I must have a dry sense of humor:) I didn't think they made one button mice (mouses?) since the dinosaurs used computers (I have a three button mouse on a PC). That was my point to Impulse that everyone could use more mouse functions. My wish would have been for programmable mouse buttons built into Imagine and not another TSR program. I was told by Impulse that not many people use multi-button mice. While I didn't know about dragging both buttons in the perspective window, which is a nice feature and I thank whoever passed it along, using the right button to call up the menus is nothing IMHO as all other programs I use always have the menus showing. I think the mouse could be a more efficient tool.

Rick

PS - Don't forget digitzer pucks which have, I believe, 10 buttons.

Thread 241

-=> RETURN TO CONTENTS!<=-

1.191 MSG-188 Subject: Re: Virtual Mem

Subject: Re: Virtual Mem
Date: Wednesday, 12 July 1995 03:33:11
From: Valleyview@aol.com

I've looked and there are about three products similar to Ram Doubler. They all are for windows and not for DOS. Haven't used them but they sound like a good thing.

Rick

Thread 169

-=> RETURN TO CONTENTS!<=-

1.192 MSG-189 Subject: Re: Making Imagine pay....

Subject: Re: Making Imagine pay....
Date: Wednesday, 12 July 1995 03:33:12
From: Valleyview@aol.com

All of the projects listed have sounded pretty impressive. One other point I would be interested in is how did you all (I live in the south now) get started. How did you make your first contacts and get your first jobs.
Thanks

Rick

Thread 70

-=> RETURN TO CONTENTS!<=-

1.193 MSG-190 Subject: To PC’ers

Subject: To PC’ers
Date: Wednesday, 12 July 1995 05:01:00
From: m.rubin9@genie.geis.com

For those of you who have used Imagine on both platforms:

Should I assume that Imagine eats memory on both platforms pretty much equally? That is, if I am happy with an Amiga w/16Megs, will I be equally happy with a 16 Meg PC?

(Please, no flame war, this is just a question about Imagine’s memory usage from someone who is expanding a college Amiga lab in the PC direction).

Floater

Thread 249

-=> RETURN TO CONTENTS!<=-

1.194 MSG-191 Subject: Animating Textures

```
                Subject: Animating Textures
Date:     Wednesday, 12 July 1995 06:04:46
From:     "dunc@eraser.demon.co.uk" <dunc@eraser.demon.co>


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

 ermm this might be stupid but i cant animate a texture whats the correct
procedure ive made a default plane applied the spark texture locked the
state in the atributtes now

 do i just set the dist travelled to 1.0 and it will auto animate ?
if so this will be the default state ermm i want it all warped out

  or

 do create a state with the dist travelled at 0.0 and then create another
state with it set to 1.0 and morph the two of them (and maybe a few between)

 im doing the second ive previewed a few frames and there seems to be alot
of movement but it doesnt seem to be an animation random is the word i think
im looking for

 im using 3.3 :) BTW


   TIA

  duncan


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

Thread 879

-=> RETURN TO CONTENTS!<=-

1.195 MSG-192 Subject: Re: States???

```
                Subject: Re: States???
Date:    Wednesday, 12 July 1995 06:36:50
From:    rbyrne@3dform.edex.edu.au (Robert Byrne)


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

Hello S.G., on Jul 11 you wrote:

> Charles Blaquiere wrote:

> >2) Never use the DEFAULT state in an animation. Make a duplicate state,
> >call it something like START, and use _that_ instead.

> Does this mean you should not create the DEFAULT State, or should you create
> it, and then create another one called START and use it instead, because when
> you first go in to create a state, DEFAULT is the name that's already in the
> requester.

The DEFAULT state is a special one that is required when using Bones. It
is'nt a morphing state like the others and therefore should'nt be used in
the Action Editor. You could consider it to be a reference point for all
the other states. You can call your first state anything when not using
Bones. If you want to morph to the DEFAULT state in a Bones object, create
a Clone of it first and call it something like START or MAIN then morph to
it.

-- Bob
```

Thread 184

-=> RETURN TO CONTENTS!<=-

1.196 MSG-193 Subject: Re: Tip for Amiga users

```
                Subject: Re: Tip for Amiga users
Date:    Wednesday, 12 July 1995 06:46:19
From:    rbyrne@3dform.edex.edu.au (Robert Byrne)


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

Hello Drew_Perttula, on Jul 11 you wrote:

>      remember, whenever you get an annoying "overwrite" box or "save
>      quickrender" requester that's just too far away from your mouse to be
>      comfortable . . . . .  hit L-Amiga-C for the lefthand button and
>      L-Amiga-V for the righthand one.
>
>      (maybe it's 'x' and 'c' instead of 'c' and 'v'--- I just hit
>      L-Amiga-Z-X-C-V... until something happens :)
```

It's L-Amiga-v (left), L-Amiga-b (right). Handy when checking the integrity of a large group of objects.

BTW. you can turn the overwrite warning off in Preferences.

-- Bob

Thread 212

-=> RETURN TO CONTENTS!<=-

1.197 MSG-194 Subject: Re: VIEW1

Subject: Re: VIEW1
Date: Wednesday, 12 July 1995 07:24:36
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Red, on Jul 11 you wrote:

> I have compare a Rendering with the things that I see in camera view....
> they aren't the same............

Can you be more specific?

I assume you mean you have lost part of your image at the edges. It could be your aspect ratio in the Rendering Presets is incorrect.

-- Bob

Thread 323

-=> RETURN TO CONTENTS!<=-

1.198 MSG-195 Subject: Re: Wishlist -- Improved starfield

Subject: Re: Wishlist -- Improved starfield
Date: Wednesday, 12 July 1995 07:41:46
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello DAVEH47, on Jul 10 you wrote:

> Specifically, I would like the ability to give the stars a random

> range of grey values (simulating the varying brightnesses of real
> stars in the sky; and to optionally concentrate the stars'
> positions towards a plane ("Milky Way" effect) or a point
> ("Globular Cluster" effect).

I mentioned this some time ago and received an email from Mike Halvorson asking what should be "tweaked", as I put it. I have mentioned the range of grey values and perhaps slightly flaring stars. It's nice to know that these postings are taken on board by Impulse, but I don't think Stars are a priority. These features would be nice but how often does anyone render a starfield?

-- Bob

Thread 492

-=> RETURN TO CONTENTS!<=-

1.199 MSG-196 Subject: Re: Wishlist -- More output formats

Subject: Re: Wishlist -- More output formats
Date: Wednesday, 12 July 1995 07:59:08
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Richard, on Jul 11 you wrote:

> I think that a built-in mpeg encoder would be great, especially if you
> could render one frame, have it added to the mpeg animation, and then have
> it deleted(like the way that flc's work right now). You could create
> huge animations with very little disk space.

I wish I were that confident with my output that I would'nt mind my frames being deleted as soon as they were created :-)

Of course if it were an option to toggle on/off, fine.

Just a thought, if you can vary the compression of mpeg's the same as jpeg's could you store your frames in an mpeg anim then extract a particular frame and get a reasonable quality pic. I believe this is a feature of the PAR for storing and retrieving single images.

-- Bob

Thread 106

-=> RETURN TO CONTENTS!<=-

1.200 MSG-197 Subject: Re: SITES-GFX

Subject: Re: SITES-GFX
Date: Wednesday, 12 July 1995 08:10:28
From: sharky@aloha.com

On 9 Jul 1995, Granberg Tom wrote:

```
> Okay some kool sites.
>
> http://www.3dartist.com
> http://www.tgax.com/3dartist.htm
>
> http://www.websharx.com:80/~kinda/mainmenu.html    -this is Steven Blackmon's
> http://www.websharx.com/    - I think this is sharky's
> http://www.websharx.com:80/    -Or this?
>
```

Aloha Folks!

Both of the listings above should work although just www.websharx.com without the port :80 should work just fine.

What does bear mentioning is the fact that Steve has only had access to my server since June 30th, and has blown me away with how fast he picked up the nuances of making a nice web presentation. His PC imagine texture tools are there as well as some cool tips and tutorials on the shredder effect and extruding tubes. His STARS starfield rendering stuff will be there shorlty and I'm sure that would be of interest to most Imagineers. Not to mention his cool imagery, and the infamous seasnake animation.

GreG tsadilas has a page set up there too at www.websharx.com/~greg and on the server's main page I'm slowly building links to other graphics stuff. There's also a registry link where you can fill out a form with a description of your page, and I'll link it with other pages. I'm still working out the mechanics of building the database so it's a semi-manual effort, but fun nonetheless. If you'd like a link, just fill out the form and give me a day or two to check it out (so I can make sure you don't have pictures of yourself doing unnatural things to barnyard animals). :-)

Aloha,
Sharky

```
sharky@aloha.com/CIS#70614,2011 __   v  Home Page : http://aloha.com/~sharky
WebSurfer & Fun Guy,Funky    __/  \ >*< Hawaii Related Links and Etcetera's
WWW Page Designs,       ____/    ) | ^  3D Modelling & Animation Art,Objects,
Tech. Planning  /\_____/          } \   NOTE:Pages still under construction
~~~~~~~~~~~~~~~(_________ALOHA!_______)~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

Thread 396

-=> RETURN TO CONTENTS!<=-

1.201 MSG-198 Subject: Re: Windows 95

Subject: Re: Windows 95
Date: Wednesday, 12 July 1995 08:16:20
From: sharky@aloha.com

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

On Mon, 10 Jul 1995 CyberMer@aol.com wrote:

> In a message dated 95-06-14 22:01:04 EDT, you write:
>
> >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.
> >
> >
> Advanced order for Windows 95 will be taken by QVC (the other Home Shopping
> Network) some time this or next week, I'll let you know the price and exact
> date later.
> Imagine runs great under Win 95.

Under Windows 95? or do you have completely go out to DOS to do it like
for some games and programs that aren't completely compatible with Win95?

Just checking...

Aloha,
      Sharky

sharky@aloha.com/CIS#70614,2011 __   v  Home Page : http://aloha.com/~sharky
WebSurfer & Fun Guy,Funky    __/  \ >*< Hawaii Related Links and Etcetera's
WWW Page Designs,       _____/    ) | ^  3D Modelling & Animation Art,Objects,
Tech. Planning  /\_____/          } \   Home Server:http://www.websharx.com
~~~~~~~~~~~~~~~(_________ALOHA!_______)~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

Thread 88

-=> RETURN TO CONTENTS!<=-

1.202 MSG-199 Subject: Re: To PC’ers

```
                Subject: Re: To PC’ers
Date:    Wednesday, 12 July 1995 11:48:24
From:    gregory denby <gdenby@bach.helios.nd.edu>
```

Floater asks:

>Should I assume that Imagine eats memory on both platforms pretty much
>equally?

Yes. I have measured the exact usage, but there is at most a few hundred K differance, URK, the previous line should read "I haven’t measured..."

Greg Denby

Thread 837

-=> RETURN TO CONTENTS!<=-

1.203 MSG-200 Subject: Re: Upgrade rates

```
                Subject: Re: Upgrade rates
Date:    Wednesday, 12 July 1995 11:57:20
From:    Richard Heidebrecht <rheidebr@freenet.niagara.com>
```

On Tue, 11 Jul 1995, Charles Blaquiere wrote:

> > From: gregory denby <gdenby@mozart.helios.nd.edu>
> >
> > I’ll stop before I start sounding like an ad.
>
> Then I’ll take over! <g> Imagine 2.0 users, please, PLEASE do yourselves
> a favor and find the $100 to upgrade to 3.0, or the $200 to upgrade to
> all versions up to and including 4.0. They make Imagine 2.0 look like
> some half-baked freeware concoction. Knowing what I do now, I wouldn’t
> be caught _dead_ using 2.0; it would be cruel and inhuman punishment.
>

I got my copy of 2.0 with 3d Modeling Lab and in the back they offer an upgrade to 3.0 for $300. Do I have to pay $300 to upgrade since I originally got the book and 2.0 for $50? Or, will Impulse let me upgrade directly through them. I think part of the problem is that the book doesn’t come with a registration card in the back, only a card to upgrade for $300. If I can, I would like to get the upgrade that includes 4.0.

~Rick Heidebrecht~

Thread 228

-=> RETURN TO CONTENTS!<=-

1.204 MSG-201 Subject: Re[2]: Virtual Mem

```
                Subject: Re[2]: Virtual Mem
Date:    Wednesday, 12 July 1995 13:00:17
From:    aciolino@rrddts.donnelley.com
```

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

I've looked and there are about three products similar to Ram Doubler. They all are for windows and not for DOS. Haven't used them but they sound like a good thing.

Rick

> After playing with a few of these packages, I can say that there was no noticible difference in memory vs. Windows resources.
>
> So as not to get off Imagine subjects, if there is more information sought after, I can write later.
>
> -AC

Thread 202

-=> RETURN TO CONTENTS!<=-

1.205 MSG-202 Subject: Re[2]: Wishlist -- More output formats

```
                Subject: Re[2]: Wishlist -- More output formats
Date:    Wednesday, 12 July 1995 13:00:48
From:    aciolino@rrddts.donnelley.COM
```

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


     Keep in mind: Impulse wants to have solutions for both platforms.
     Amiga alone isn't a good solution (In response to PEGGER for JPEG
     stuff)

     -AC
```

Thread 230

-=> RETURN TO CONTENTS!<=-

1.206 MSG-203 Subject: Re: Upgrade Plan

```
                Subject: Re: Upgrade Plan
Date:    Wednesday, 12 July 1995 13:11:13
From:    a00448@dtic.ua.es (ERNESTO POVEDA CORTES)


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

>
> Hello All,
>       I bought Imagine 3.0 almost a year ago from Meridian
> Distribution, but they did not include an option to upgrade to future
> versions. Does anybody know how I can apply for the continual upgrade
> plan in the UK? I realize we are on version 3.3 already, but from what
> I've heard, it still seems worthwhile.

Hi Stu,
      I get my Im3.0 from the upgrade offer of Amiga Format, and after
asking and reading a lot about the upgrade program to 4.0 i made a VISA
and send my number with a petition of geting the constant upgrade prog.
      20 days later i received Im3.1 & im3.2.
  That's my personal experience.

  PS: All this history has one meaning, send a letter to Impulse with
      some method of payment for the $100 and you will get the 3.1-3.3
      :)

--
email: a00448@dtic.ua.es  --> Ernesto Poveda Cortes (I am not a number :)

NOTE: .Sig under reconstruction ....
```

Thread 157

-=> RETURN TO CONTENTS!<=-

1.207 MSG-204 Subject: RE: Imagine vs Hercules Stingray video card

```
                Subject: RE: Imagine vs Hercules Stingray video card
Date:    Wednesday, 12 July 1995 13:18:56
From:    billd@ne.com.au (Bill Dimech)


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

In reply to my original request Chris Hall wrote...

>I had a problem were Imagine would not detect my card. It is a Cirrus 5434
>PCI. I got hold of univbe 5.1 (The latest version), installed it and all my
>problems were solved. It only takes up about 8K of memory but it is
>unfortunatly shareware so unless you register it it does switch off after 21
>odd days and puts up nag screens on boot up. It is about 600K to download
>and the file is called univbe51.zip. Hope this helps.
>Chris Hall.

Thanks Chris,
Just after posting the mail I found univbe5.1a. This almost fixed the
problem. Imagine got the colours right but unfortunately I don’t thing
univbe properly supports the card and the display is unviewable.  (Now I
have to contend with univbe not be compatible with my Stingray Card. I’ll
get there eventually I guess. I wrote to the univbe guys to see if they can
help.. weel see what happens).

In the mean time I will Quickrender in 256 colours (YUK!!).

Regards BillD
Don’t Ponder..... Imagine!!
```

Thread 144

-=> RETURN TO CONTENTS!<=-

1.208 MSG-205 Subject: Re: Re: One minor wish

```
                Subject: Re: Re: One minor wish
Date:    Wednesday, 12 July 1995 16:18:00
From:    Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>


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

> Actually, you can use right mouse button in the perspective window to
> rotate view around the third axis.  First press left mouse button,
```

> then hold it down and press right and move the mouse.

This is on the Amiga, right? My right mouse button (IBM PC, Imagine 3.3) doesn't do anything like this.

Michael

Thread 251

-=> RETURN TO CONTENTS!<=-

1.209 MSG-206 Subject: Re: Re: Virtual Mem

Subject: Re: Re: Virtual Mem
Date: Wednesday, 12 July 1995 16:22:00
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> I've looked and there are about three products similar to Ram Doubler. They
> all are for windows and not for DOS. Haven't used them but they sound like a
> good thing.

RAM doubler itself does not increase available RAM even in Windows. It helps manage system memory a little more efficiently so that you can keep more programs open at the same time. If you want to be able to, say, load larger files in Photoshop, it won't help.

It looks like some of the other products, like Magna Ram, may be different, but the product descriptions are so cagey (and I think in the case of RAM Doubler downright misleading in the fine tradition of Microsoft's double talk about doublespace) that it's hard to tell.

Michael

Thread 692

-=> RETURN TO CONTENTS!<=-

1.210 MSG-207 Subject: Re: Re: Upgrade rates

Subject: Re: Re: Upgrade rates
Date: Wednesday, 12 July 1995 16:36:00
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> I got my copy of 2.0 with 3d Modeling Lab and in the back they offer an
> upgrade to 3.0 for $300. Do I have to pay $300 to upgrade since I
> originally got the book and 2.0 for $50? Or, will Impulse let me upgrade
> directly through them. I think part of the problem is that the book
> doesn't come with a registration card in the back, only a card to upgrade
> for $300. If I can, I would like to get the upgrade that includes 4.0.
>

You're going to have to pay $300 to go to 3.0 and then another $100 for the constant upgrade plan, now up to 3.3. Just call Impulse in either case. Don't mess with the card.

And, by the way, Charles is absolutely right. By now, at 3.3, Imagine is virtually a different program than it was at version 2.0. If you can possibly swing it, do the upgrade.

Michael

Thread 244

-=> RETURN TO CONTENTS!<=-

1.211 MSG-208 Subject: Re: Wishlist -- Improved starfield

Subject: Re: Wishlist -- Improved starfield
Date: Wednesday, 12 July 1995 16:52:17
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

On Wed, 12 Jul 1995, Chris Hall wrote:

```
>
> How about making the stars stationary when you move the camera in anims? I
> downloaded the enterprise from aminet, converted to work on my PC and
> rendered a simple animation with the starfeild background. When I played it
> back 1701d moved across the screen but the stars moved with the camera, ie.
> they didn't look like they moved. I hope I've explained this so you can
> understand?
> 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 :-      ||
> |         29 08 46 31 06 41                 ||
> |                                           ||
> |-------------------------------------------||
>  \-------------------------------------------\
>
  This "broke" in V3.0 and was "fixed" in V3.1.
```

Thread 143

-=> RETURN TO CONTENTS!<=-

1.212 MSG-209 Subject: Wishlist -- Improved starfield

```
                Subject: Wishlist -- Improved starfield
Date:    Wednesday, 12 July 1995 19:44:38
From:    cdhall@cityscape.co.uk (Chris Hall)
```

```
>>From imagine-relay@email.sp.paramax.com Tue Jul 11 04:36:17 1995
>Date: Mon, 10 Jul 1995 21:27:00 -0400 (EDT)
>From: DAVEH47@delphi.com
>Subject: Wishlist -- Improved starfield
>To: imagine@email.sp.paramax.com
>X-Vms-To: INTERNET"imagine@email.sp.paramax.com"
>
>Specifically, I would like the ability to give the stars a random
>range of grey values (simulating the varying brightnesses of real
>stars in the sky; and to optionally concentrate the stars'
>positions towards a plane ("Milky Way" effect) or a point
>("Globular Cluster" effect).
>
>                    -- Dave
How about making the stars stationary when you move the camera in anims? I
downloaded the enterprise from aminet, converted to work on my PC and
rendered a simple animation with the starfeild background. When I played it
back 1701d moved across the screen but the stars moved with the camera, ie.
they didn't look like they moved. I hope I've explained this so you can
understand?
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 :-      ||
|         29 08 46 31 06 41                 ||
|                                           ||
|-------------------------------------------||
 \-------------------------------------------\
```

Thread 195

-=> RETURN TO CONTENTS!<=-

1.213 MSG-210 Subject: Re: Imagine vs Hercules Stingray video card

```
                Subject: Re: Imagine vs Hercules Stingray video card
Date:    Wednesday, 12 July 1995 19:44:48
From:    cdhall@cityscape.co.uk (Chris Hall)
```

```
[snip]
>I have Imagine 2.0 for the PC and 3.0 for the Amiga. I was wondering
>how to get the PC version to show 24 bit quickrenders. I turned on
>"Use Firecracker" but I still see dithering and some faint banding
>on the quickrenders (esp. spheres). Any ideas? My card is a new ATI
>Mach 64 PCI and seems to work fine with most other VESA progs I have.
>Will I need univbe? Hope not.
>
>Cheers,
>Stephen
>____________________________________
>Stephen Wilkinson     wilks@lbm.com      "Programming is like pinball. The
>Sr. Software Engineer                     reward for doing it well is the
>LB&M Associates                           opportunity to do it again."
>____________________________________
```

The use firecracker button is to do with the amiga only. Why the can't take it out of the PC version I don't know. I am not sure if I2.0 will display in 24-bit on the PC, perhaps someone can confirm this. You can try univbe but I don't think I2.0 has vesa support.

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 :-      ||
|          29 08 46 31 06 41                ||
|                                           ||
|-------------------------------------------||
 \-------------------------------------------\
```

Thread 214

-=> RETURN TO CONTENTS!<=-

1.214 MSG-211 Subject: Im3.0 on PC, Preferences?

Subject: Im3.0 on PC, Preferences?
Date: Wednesday, 12 July 1995 19:44:54
From: cdhall@cityscape.co.uk (Chris Hall)

Whilst playing with the prefences editor in imagine I noticed 4 itmes at the bottom as follows :-
default 15-bit vesa pixel spec

Also one for 16,24 and 32-bit. What are these for and what effect do they have please?

Cheers.
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 :-      ||
|          29 08 46 31 06 41                ||
|                                           ||
|-------------------------------------------||
 \-------------------------------------------\
```

Thread 415

-=> RETURN TO CONTENTS!<=-

1.215 MSG-212 Subject: Re: Tip for Amiga users

Subject: Re: Tip for Amiga users
Date: Wednesday, 12 July 1995 19:57:44
From: Dave Rhodes <dave@darhodes.demon.co.uk>

Hi Drew and all..

Drew_Perttula@altabates.com wrote:

> remember, whenever you get an annoying "overwrite" box or "save
> quickrender" requester that’s just too far away from your mouse to be
> comfortable . . . . . hit L-Amiga-C for the lefthand button and
> L-Amiga-V for the righthand one.
>
> (maybe it’s ’x’ and ’c’ instead of ’c’ and ’v’--- I just hit
> L-Amiga-Z-X-C-V... until something happens :)

I just hit the Amiga sometimes...

You could also use a prog called Arq which runs in the background, and replaces all the Amiga’s native requesters with lovely animated ones, as well as those created by Imagine, or whatever, and - even better, they appear centre/center screen and can be accepted with the enter key, or rejected with escape. It’s on Aminet, in utils/cdity/ as Arq something.
I think I used to have it in my user-startup, as _brun arq_ or something. (I’m trying to go PC as well now).

--

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

---

Thread 387

-=> RETURN TO CONTENTS!<=-

1.216 MSG-213 Subject: Re: Vertual

Subject: Re: Vertual
Date: Wednesday, 12 July 1995 20:14:14
From: augioh4b@ibmmail.com

--- Received from GITD.PSG024 216 4526 13JUL95 09.10

```
  -> IBMMAIL.INTERNET      IBMMAIL INTERNET              IBM
```

:I've looked and there are about three products similar to Ram
Dou:all are for windows and not for DOS. Haven't used them but
they :good thing.

Thanks Rick, maybe I should just wait for Win95.d8) (assuming
thatWin 95 does offer Virtual mem, and Imagine can run too.)

Vic
(vems) ... no tag ... just Me] d8)

Thread 706

-=> RETURN TO CONTENTS!<=-

1.217 MSG-214 Subject: RE: Imagine vs Hercules Stingray video card

Subject: RE: Imagine vs Hercules Stingray video card
Date: Wednesday, 12 July 1995 20:15:26
From: cdhall@cityscape.co.uk (Chris Hall)

>Thanks Chris,
>Just after posting the mail I found univbe5.1a. This almost fixed the
>problem. Imagine got the colours right but unfortunately I don't thing
>univbe properly supports the card and the display is unviewable. (Now I
>have to contend with univbe not be compatible with my Stingray Card. I'll
>get there eventually I guess. I wrote to the univbe guys to see if they can
>help.. weel see what happens).
>
>In the mean time I will Quickrender in 256 colours (YUK!!).
>
>Regards BillD
>Don't Ponder..... Imagine!!

In what way are they unviewable? If the screen is offset there is a progam called unicenter that can adjust all that. If you use it be careful. I broke my monitor with it !!! Until I get my SVGA monitor back I'm stuck in VGA !!!!!
Cheers.
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 :-      ||
|          29 08 46 31 06 41                ||
|                                           ||
|-------------------------------------------||
 \-------------------------------------------\
```

Thread 204

-=> RETURN TO CONTENTS!<=-

1.218 MSG-215 Subject: Starfield

```
                Subject: Starfield
Date:    Wednesday, 12 July 1995 20:32:39
From:    augioh4b@ibmmail.com


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

--- Received from GITD.PSG024  216 4526            13JUL95  09.28
  -> IBMMAIL.INTERNET      IBMMAIL INTERNET               IBM
```

Bob, you wrote ...

:these postings are taken on board by Impulse, but I don’t think
S:priority. These features would be nice but how often does
anyone :starfield?
:
:-- Bob

Well I think that since Imagine is supposed to mimick real life situations that it should have as much a function to get that "real" look. Starfields are just as important as any object drawn in Imagine wether commonly used or not...and I also think itjust adds that extra touch of proffessionalism to the package.d8)

Vic
No tag...just Me]]] d8)

Thread 427

-=> RETURN TO CONTENTS!<=-

1.219 MSG-216 Subject: Re: Melting

Subject: Re: Melting
Date: Wednesday, 12 July 1995 21:05:29
From: craigh@fa.disney.com

Someone wrote an article in Dr. Dobb’s programming magazine that specifically did this.

He had code that read Imagine’s TDDD format and then wrote out several TDDD objects; one for each frame of the melting simulation.

I can’t recall which month it was, but it was about a year ago.

Craig

--

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

Thread 255

-=> RETURN TO CONTENTS!<=-

1.220 MSG-217 Subject: Wishlist

Subject: Wishlist
Date: Wednesday, 12 July 1995 21:15:15
From: augioh4b@ibmmail.com

```
--- Received from GITD.PSG024  216 4526            13JUL95  10.11
  -> IBMMAIL.INTERNET      IBMMAIL INTERNET               IBM
```

Here is one that I am not sure if v3.0 and above already have,
buthere goes...

How about a texture/effect called imperfection, ie. to give that 'real' look to a rendition.

- some scratches highlighted with the light reflection, eg. scratches on the paintwork of a car, surface of steel... that circular scratches seen around the phong.

- dirt/dust at random on plane or just around corners and edges, eg. occasional dirt or dust on a table, inside corner of the walls in a room, ...just look around you...nothing is really perfectly clean and straight.

- this one may just be more of a query...but I noticed that when rendering an object on the floor, the shadow seems to all be of the same tone thru-out...how about shadows getting darker as it gets closer to the object.

Anyway, please comment if these have been already discussed... coz I am only new here...Dave? (since u r noticably regular at raising some wishlists...d8))

VIC
No tag...Just Me]]] d8)

Thread 179

-=> RETURN TO CONTENTS!<=-

1.221 MSG-218 Subject: Wish list. Late entries.

Subject: Wish list. Late entries.
Date: Wednesday, 12 July 1995 21:25:34
From: cdhall@cityscape.co.uk (Chris Hall)

---

1) How about removing all the amiga buttons from the PC version? This would save a lot of hassle when you don't know what they are for and the manual doesn't tell you.

2) Make it work with emm386 on a PC. To stop me having to re-boot every time I go from windows to imagine or back.

Cheers.
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 :-       ||
|         29 08 46 31 06 41                  ||
|                                            ||
|--------------------------------------------||
 \--------------------------------------------\
```

Thread 217

-=> RETURN TO CONTENTS!<=-

1.222 MSG-219 Subject: More Output Formats

Subject: More Output Formats
Date: Wednesday, 12 July 1995 22:01:26
From: NEWKIRK@delphi.com

More output formats could be added also with the external show hook I suggested a week or so ago, falling under the ability to send an image file, and possible control strings, to an external display/convert package. ADPro would work nice,

and this would be easier to implement (I think) than internal support for half a dozen or more new image output formats.
JN

Thread 21

-=> RETURN TO CONTENTS!<=-

1.223 MSG-220 Subject: Upgrade to 3.x!!!!

Subject: Upgrade to 3.x!!!!
Date: Wednesday, 12 July 1995 22:02:13
From: DAVEH47@delphi.com

Charles Blaquiere on Tue, 11 Jul 1995 writes:
>...Imagine 2.0 users, please, PLEASE do yourselves

>a favor and find the $100 to upgrade to 3.0, or the $200 to upgrade to
>all versions up to and including 4.0. They make Imagine 2.0 look like
>some half-baked freeware concoction. Knowing what I do now, I wouldn’t
>be caught _dead_ using 2.0; it would be cruel and inhuman punishment.

I gladly paid the extra money to get Imagine 3.3 for the "Fill to Edge Line" function alone! It is unquestionably the greatest thing to come to computer graphics since the Flood Fill!

(I am taking Computer Graphics/Animation classes in college; the good news is our Amiga Computer Lab uses Imagine; the bad news is it’s Imagine 2.0! IT IS NO PICNIC! It is like in High School when I was forced to use a slide rule when the other classes were happily using pocket calculators!)

-- Dave

Thread 268

-=> RETURN TO CONTENTS!<=-

1.224 MSG-221 Subject: Virtual walkthru

Subject: Virtual walkthru
Date: Wednesday, 12 July 1995 22:11:41
From: NEWKIRK@delphi.com

How about full-screen perspective wireframe, which is normal now, but allow a single mouseclick to advance to the next frame, so you could do a frame-by-frame preview on the fly, manually controlled.
JN

Thread 274

-=> RETURN TO CONTENTS!<=-

1.225 MSG-222 Subject: Re: Improved Starfields

Subject: Re: Improved Starfields
Date: Wednesday, 12 July 1995 22:38:48
From: NEWKIRK@delphi.com

RByrne asks how many people use starfields, anyway?

If starfields were given 10-20 man-hours of attention at Impulse, they might have alot of potential, and suddenly be over-used. How about defining the starfield to be a sphere, infinitely large, centered at the origin. Now, allow settings affecting star distribution relative to horizon and zenith, or axes,
and range of star colors (or even load a bitmap, and use it's colors to map to the stars). Because this would be primarily procedural and user-controlled instead of random, it could be far more flexible.
JN

Thread 270

-=> RETURN TO CONTENTS!<=-

1.226 MSG-223 Subject: Re: Rotoscoping

Subject: Re: Rotoscoping
Date: Wednesday, 12 July 1995 23:27:44
From: ThreeDTV@aol.com

---

is there any equivalent of DCTV on the pc ? Specifically looking for anything that digitizes greater than 640x480. thanx.

Thread 239

-=> RETURN TO CONTENTS!<=-

1.227 MSG-224 Subject: IMPULSE

Subject: IMPULSE
Date: Wednesday, 12 July 1995 23:27:46
From: ThreeDTV@aol.com

A job well done gang! Loyalty is the best form of sincerity and despite the "fair weathers" you have proved your loyalty to me. I know this post reeks of sweetness but you deserve it. 3.3 is just plain awesome. Thanks.

Thread 483

-=> RETURN TO CONTENTS!<=-

1.228 MSG-225 Subject: RE: Windows 95

```
                Subject: RE: Windows 95
Date:    Wednesday, 12 July 1995 23:30:24
From:    Joe Cotellese <joec@Ensoniq.COM>


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

> Imagine runs great under Win 95.

Under Windows 95? or do you have completely go out to DOS to do it like
for some games and programs that aren’t completely compatible with Win95?

No, you must get completely out of Windows.

Joe C.
```

Thread 198

-=> RETURN TO CONTENTS!<=-

1.229 MSG-226 Subject: Re: Making Imagine pay....

```
                Subject: Re: Making Imagine pay....
Date:    Wednesday, 12 July 1995 23:42:38
From:    craigh@fa.disney.com


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

On Jul 11, 10:33pm, imagine-relay@email.sp.paramax.com wrote:
>

> How did you make your first contacts and get your first jobs.

Cold calling of numbers in the yellow pages to try to get job interviews at
local (DC) graphics facilities led to a suggestion (during an interview) that I
join a local chapter of SIGGRAPH.  This is the best thing for a new person
trying to make contacts and do freelance work.

Craig




--
```

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

Thread 126

-=> RETURN TO CONTENTS!<=-

1.230 MSG-227 Subject: Re: 24bit quickrenders in PC 2.0

Subject: Re: 24bit quickrenders in PC 2.0
Date: Wednesday, 12 July 1995 23:51:50
From: Stephen Wilkinson <wilks@lbm.com>

Hello Chris,

On Jul 12, 7:44pm, Chris Hall wrote:
[snip]

> The use firecracker button is to do with the amiga only. Why the can't take
> it out of the PC version I don't know. I am not sure if I2.0 will display in
> 24-bit on the PC, perhaps someone can confirm this. You can try univbe but I
> don't think I2.0 has vesa support.

[snip]
>-- End of excerpt from Chris Hall

Yeah, I knew the firecracker was an old Amiga 24bit board and thought Impulse might have used the analogy... Guess not :) They need to take that out.. That and the HAM button on the project requestor. Guess it's a little difficult to #ifdef it out :)

Cheers,
Stephen

```
____________________________________
Stephen Wilkinson     wilks@lbm.com      "Programming is like pinball. The
Sr. Software Engineer                     reward for doing it well is the
LB&M Associates                           opportunity to do it again."
____________________________________
```

Thread 421

-=> RETURN TO CONTENTS!<=-

1.231 MSG-228 Subject: Re: Upgrade rates

```
                Subject: Re: Upgrade rates
Date:    Wednesday, 12 July 1995 23:57:14
From:    Stephen Wilkinson <wilks@lbm.com>


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

On Jul 12, 10:57am, Richard Heidebrecht wrote:
> Subject: Re: Upgrade rates
[snip]
> I got my copy of 2.0 with 3d Modeling Lab and in the back they offer an
> upgrade to 3.0 for $300.  Do I have to pay $300 to upgrade since I
> originally got the book and 2.0 for $50?  Or, will Impulse let me upgrade
> directly through them.  I think part of the problem is that the book
> doesn't come with a registration card in the back, only a card to upgrade
> for $300.  If I can, I would like to get the upgrade that includes 4.0.
[snip]
>-- End of excerpt from Richard Heidebrecht

I've got the same deal, but I'm also a registered 3.0 user for the Amiga.
They want differing amounts to upgrade to PC 3.x. I would really like 3.0+
for the PC, but for the $200 or $300 (depending who you ask) I can start
saving for TrueSpace 1.0 or somesuch. I'd rather spend $100 and get PC 3.0+
since it's really just a hobby for me.  It's a little confusing and I am
puzzled at the higher price for the cross-platform upgrade.

Cheers,
Stephen
____________________________________
Stephen Wilkinson     wilks@lbm.com      "Programming is like pinball. The
Sr. Software Engineer                     reward for doing it well is the
LB&M Associates                           opportunity to do it again."
____________________________________
```

Thread 220

-=> RETURN TO CONTENTS!<=-

1.232 MSG-229 Subject: Re: One minor wish

```
                Subject: Re: One minor wish
Date:    Thursday, 13 July 1995 01:42:04
From:    Valleyview@aol.com


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

```
>This is on the Amiga, right?  My right mouse button (IBM PC, Imagine
>3.3) doesn't do anything like this.

I tried this on my PC and it works.  Nice tip!
Try this:
Go to perspective window hold down the left button and drag right and left.
Notice the movement.
Now while holding left button also hold down right button and drag right and
left.
See the differance?

Rick
```

Thread 131

-=> RETURN TO CONTENTS!<=-

1.233 MSG-230 Subject: Re: Re[2]: Wishlist -- More output formats

```
                Subject: Re: Re[2]: Wishlist -- More output formats
Date:    Thursday, 13 July 1995 01:56:38
From:    "dunc@eraser.demon.co.uk" <dunc@eraser.demon.co>


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

Hi aciolino,

>
>      Keep in mind: Impulse wants to have solutions for both platforms.
>      Amiga alone isn't a good solution (In response to PEGGER for JPEG
>      stuff)
>
>      -AC
>
 errm there must be a similar tool for the pc as pegger for the amiga

  if not get on to microsoft ;)

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

Thread 158

-=> RETURN TO CONTENTS!<=-

1.234 MSG-231 Subject: After quickrender...

Subject: After quickrender...
Date: Thursday, 13 July 1995 08:01:00
From: James Brooks <jamesb@clark.net>

Hi all!
I do not use Imagine much. As you can tell by my sig line I have Imagine 3.0 (yes, after hearing about 3.3 I am really thinking about upgrading). I was just wondering does/did any have a problem when after QUICKRENDER was finished and the requester come up asking to save it and I press NO that Imagine will throw me in the next available Amiga frame. Is this a bug or some I need to set?

Another question, have they ever fixed that time when you ask for info on your renders in the project area? I know that has been around a while has been ’forgotten’ for a while and I am hoping that is fixed.

Thanks for your time.

Good day
Alex

James "Alex" Brooks Amiga 4000/040/28MHz 22MB RAM
Lightwave 3.5 / Imagine 3.0 VideoToaster 4000 3.1
Syquest 3.5" 270MB Bernoulli 90Pro
NEC 3xp Triple Speed CDROM Warp Engine 4028
Epson ES-600C Scanner E-Mail: jamesb@clark.net

Thread 4

-=> RETURN TO CONTENTS!<=-

1.235 MSG-232 Subject: DARKONS!

Subject: DARKONS!
Date: Thursday, 13 July 1995 10:01:18
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

There have been several recent posts regarding lighting techniques (thanks Tom G./Mike McC.). I’d like to continue the thread. How have people been using DARKONS?. For those of you in the DARK ;). DARKONS are light sources created in the Detail editor (Version 3+) and given negative intensity values. The result?...Counter intuitive, physics defying, light sucking entities...DARKONS!

I’ve used them to fine tune a render. Instead of decreasinging the intensity of a light source that affects multiple objects, I’ll create a DARKON (parallel rays/controlled falloff) and apply it to a specific object (provides deillumination?).

I’ve also generated a test animation of a DARKON (point/diminishing intensity) moving toward and through a ground plane. The result? A darkening, growing shadow-like (except no distinct edges) area on the ground plane eventually forming a black hole at its center. An cool effect...I just don’t know what to do with it! Any thoughts?

Anyway, I thought I’d try to stimulate some interest in an unusual Imagine feature.

George
debeaugw@songs.sce.com

Thread 246

-=> RETURN TO CONTENTS!<=-

1.236 MSG-233 Subject: Hidden Treats!

Subject: Hidden Treats!
Date: Thursday, 13 July 1995 10:36:53
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

For those in the constant update program, be sure to check out the new and UNDOCUMENTED textures:

Invisio.itx
Metals2.itx
Rivitz.itx
Specular.itx
Wires.itx

George
debeaugw@songs.sce.com

Thread 766

-=> RETURN TO CONTENTS!<=-

1.237 MSG-234 Subject: Re: Re: One minor wish

```
                Subject: Re: Re: One minor wish
Date:    Thursday, 13 July 1995 11:17:35
From:    Ian Smith <iansmith@moose.erie.net>


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

On Thu, 13 Jul 1995, Andrey Zmievskiy wrote:
> It works fine on my PC.  Try it.  Load an object, move your mouse, so
> it's over the perspective window.  Press left mouse button and rotate
> your object the way you want, then while still *holding* the left
> button, press right and move your mouse.  The view should rotate
> around a different axis.

This does not work on Amiga 3.3 for me.  Am I doing something wrong?
Imagins is trapping the mouse clock, as the menus do not show up when
I press the menu (right) button like normal, but the axis of rotation
does not change.

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

Thread 205

-=> RETURN TO CONTENTS!<=-

1.238 MSG-235 Subject: Re: Virtual walkthru

```
                Subject: Re: Virtual walkthru
Date:    Thursday, 13 July 1995 11:20:36
From:    Drew_Perttula@altabates.com


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



Just set some function keys to pick Next Frame and Prev Frame in the stage
editor and hit those instead for the same effect, right?

______________________________ Reply Separator _________________________________

Subject: Virtual walkthru
Author:  NEWKIRK@delphi.com at ALTERNET
Date:    7/12/95 9:58 PM
```

How about full-screen perspective wireframe, which is normal now, but allow
a single mouseclick to advance to the next frame, so you could do a frame-by-frame preview on the fly, manually controlled.
JN

Thread 853

-=> RETURN TO CONTENTS!<=-

1.239 MSG-236 Subject: Re: 3.3 new brush handle

Subject: Re: 3.3 new brush handle
Date: Thursday, 13 July 1995 11:20:41
From: Ian Smith <iansmith@moose.erie.net>

On Thu, 13 Jul 1995, ERNESTO POVEDA CORTES wrote:
> Can you use now the same brush as color and bump (altitude) without having
> of load it twice??????

Unfortunatly not. You can only have one of the type buttons activated.
Color, reflect, altitude, ect...

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

Thread 747

-=> RETURN TO CONTENTS!<=-

1.240 MSG-237 Subject: Re: Wishlist -- More output formats

Subject: Re: Wishlist -- More output formats
Date: Thursday, 13 July 1995 11:32:18
From: williamp@triode.apana.org.au

Just to add to this,how about the Amiga version being able to write TIFFs?
The PC version can still write IFFs,but having both versions being able
to write the same file types would make post processing easier on the PC.

William John Porter
williamp@triode.apana.org.au

Thread 146

-=> RETURN TO CONTENTS!<=-

1.241 MSG-238 Subject: Re: Upgrade rates

Subject: Re: Upgrade rates
Date: Thursday, 13 July 1995 11:35:57
From: gregory denby <gdenby@bach.helios.nd.edu>

Bob Byrne writes:

>Has the upgrade fee changed? It was US$100 for the upgrade plan to receive
>every version up to 4.0 ot so I thought.

Apparently the original offer was $100 for the cross-grade to v2.0. It was my impression also that $100 took one to the most current version, but no. It looks like the fee breakdown is $100 to cross-grade, $100 to upgrade from 2.0 to 3.0, and then another $100 for the constant upgrade to 4.0.

So I dug a little deeper than I wanted, and got the cross-up-constant grade for the PC, on top of the Ami constant. My own situation is quite nice just now. I model on the Ami, whichg works fine until the objects get really big, while the PC cranks away at the anims.

Greg Denby

P.S. Let me also vote for TIFF out-put on the Ami.

Thread 273

-=> RETURN TO CONTENTS!<=-

1.242 MSG-239 Subject: Re: Rotoscoping

Subject: Re: Rotoscoping
Date: Thursday, 13 July 1995 12:24:12

From: Mike McCool <mikemcoo@efn.org>

" . . . so all you'd get is sharper crud."

Isn't this one of the new animatable ESSENCE textures? Or maybe I'm thinking of feeble grunge . . .

Thread 468

-=> RETURN TO CONTENTS!<=-

1.243 MSG-240 Subject: Re: States???

Subject: Re: States???
Date: Thursday, 13 July 1995 13:17:38
From: Robert.Thompson@LNO.WMC.wmc.telememo.au

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

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

Don't know about the toasted naughty bits etc,
but with this (antipodean) winter weather it might be
worth it.
As far as the states setup goes, I've found
that you only need to create the DEFAULT state for
animations. Apparently it is used as a reference object
for morphing, so for still frames it is redundant.

Thread 192

-=> RETURN TO CONTENTS!<=-

1.244 MSG-241 Subject: Right Mouse Perspective

Subject: Right Mouse Perspective
Date: Thursday, 13 July 1995 14:20:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

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

-> From: Michael North->-> This is on the Amiga, right?  My right mouse button (
IBM PC, Imagi=ne-> 3.3) doesn’t do anything like this.It’s works on 3.2 for the
PC. Atleast on MY PC. I dunno about 3.3 yet=..   /-----------------------------
           ___   ___  ___   ___  | 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 - S
anta Barbara, Ca - (805) 683-1388
```

Thread 223

-=> RETURN TO CONTENTS!<=-

1.245 MSG-242 Subject: Re: Rotoscoping

```
                Subject: Re: Rotoscoping
Date:    Thursday, 13 July 1995 14:24:00
From:    mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)


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

-> is there any equivalent of DCTV on the pc ? Specifically looking f=or-> that
digitizes greater than 640x480. thanx.If you mean "external frame grabber", yes.
 It’s called Snappy! and it=’sby a company called Play Inc. (I believe). They ev
en have a Web Page,though I’ve lost the address.   /---------------------------
--          ___   ___  ___   ___  | 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 19

-=> RETURN TO CONTENTS!<=-

1.246 MSG-243 Subject: Re: Re: Re: Upgrade rates

```
                Subject: Re: Re: Re: Upgrade rates
Date:    Thursday, 13 July 1995 14:55:00
From:    Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>


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

>         About his upgrade offer; how does that work exactly?  I’ve been
```

> useing my roommates
> 3.0 for about 6 months now and am starting to look at getting my own copy sinc
e
> I will be moving soon. Is it possible to buy Imagine right at 3.3 or do I
> have to buy 3.0
> and then upgrade? If I have to buy 3.0 first do I just pay the $100 dollars
> and then I get
> all the upgrades to 3.3 or do I have to pay $100 for each upgrade ($200-$300
> total)?
>

The best thing to do obviously is to call Impulse. But, this is the way I understand it. You can get 3.0 for $300 and then get on the constant upgrade program for another $100, which entitles you to all the upgrades from 3.0 to 4.0.

Michael

Thread 207

-=> RETURN TO CONTENTS!<=-

1.247 MSG-244 Subject: Re: Re: Virtual Mem

Subject: Re: Re: Virtual Mem
Date: Thursday, 13 July 1995 14:58:00
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> Then I bought Softram (ported from MAC?) and it actually takes ram and
> compresses its contents on the fly to give you 16 megs when you only have
> eight, etc. There is a small performance hit but worth it to render
> animations larger than available ram without paging to disk. The main
> drawback is that it does nothing for ram under DOS.
>

I don't want to offend anyone who thinks this is too far off-topic, but I think this is of interest to some, and I appreciate the tip about SoftRAM. One last wrinkle:is it compatible with 32-bit disk and file access?

Michael

Thread 206

-=> RETURN TO CONTENTS!<=-

1.248 MSG-245 Subject: Re: Re: Re: One minor wish

```
                Subject: Re: Re: Re: One minor wish
Date:    Thursday, 13 July 1995 15:09:00
From:    Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>
```

> It works fine on my PC. Try it. Load an object, move your mouse, so
> it's over the perspective window. Press left mouse button and rotate
> your object the way you want, then while still *holding* the left
> button, press right and move your mouse. The view should rotate
> around a different axis.

Got it. I guess I must have been moving the mouse up and down, which doesn't work. Right and left _does_. Guess the instructions just have to be _really_ precise for the slower among us.

Thanks, Andrey.

Michael

Thread 243

-=> RETURN TO CONTENTS!<=-

1.249 MSG-246 Subject: Re: DARKONS!

```
                Subject: Re: DARKONS!
Date:    Thursday, 13 July 1995 17:02:44
From:    --Craig <dalamar@MIT.EDU>
```

I recently used darkons to get a good sunlit effect in a room. The light was coming in a window from opposite the camera, and since the room had white walls, I wanted everything to be well lit, to sort of simulate radiosity. Only problem was, when I did that, there was floor under the bed that was lit up too well (from non-shadowcasting sources).

Solution: one rectangular, shadow-casting dark source under the bed, with the softedge light texture applied. Instant soft shadow where I wanted it.

  --Craig
dalamar@athena.mit.edu

Thread 500

-=> RETURN TO CONTENTS!<=-

1.250 MSG-247 Subject: Re: Re: Re: One minor wish

Subject: Re: Re: Re: One minor wish
Date: Thursday, 13 July 1995 17:16:11
From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

> Got it. I guess I must have been moving the mouse up and down,
> which doesn't work. Right and left _does_. Guess the instructions
> just have to be _really_ precise for the slower among us.

No problem.. Hopefully, I'll think of other tips.. :)

Thread 245

-=> RETURN TO CONTENTS!<=-

1.251 MSG-248 Subject: Genlock blues

Subject: Genlock blues
Date: Thursday, 13 July 1995 20:48:53
From: Mike McCool <mikemcoo@efn.org>

I'm trying to make some simple foreground animations to be played via genlock over another video source. Saucers flying by, aerial robots, that sort of stuff, all with black and therefore presumably transparent backgrounds.

But when I play them through the genlock onto the other video image, even though their backgrounds are all color 0, they're NOT transparent. I even loaded the anims into DPaint and checked, and, though it insists the background is color 0, it's NOT transparent. What the hey?

I'm rendering the Imagn frames 24bit, then converting them via Rend24 to lo-res laced ham iff's, which I then combine into anims.

What am I not doing right? I know 24bit doesn't know color 0 from beans,--but I assumed the conversion to lo-res iff's would take care of that. Is it some weirdness about ham? I know ham and weirdness are synonymous.

Hell, once I'd loaded the anims into DPaint, I even tried filling the background with color 0, and it just wouldn't do it. It would let me use any brush tool with color 0, and wherever I drew on the frame, it would become transparent,--but the fill tool wouldn't work.

(Thanks, y'all).

Thread 277

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1.252 MSG-249 Subject: Re: To PC'ers

Subject: Re: To PC'ers
Date: Friday, 14 July 1995 00:10:31
From: greggh@slip6.odyssey.apana.org.au (Gregory Helleren)

Hi John (John Prusinski), in <199507130433.VAA22581@holonet.net> on Jul 12 you wrote:

> >For those of you who have used Imagine on both platforms:
> >
> >Should I assume that Imagine eats memory on both platforms pretty much
> >equally? That is, if I am happy with an Amiga w/16Megs, will I be
> >equally happy with a 16 Meg PC?
>
> Sorry I can't give you a direct comparison, because my A3000 only had 12 megs
> and my Pentium has 24. I have been doing some projects on the Pentium that
> are much more memory intensive than anything I tried on the Amiga, and while
> I occasionally got out of memory errors on the A3000, I've yet to run across
> that > problem on the Pentium. For what it's worth.... OK, probably not much
> :/|)

Perhaps it was the additional tasks you were running on the A3000 that consumed the memory? Can you say "preemptive multitasking" ? :)

Seriously though, if (and I do mean if) Imagine will ever run happily under Windoze 9x, then you might find that even 24Mb is insufficient...;^)

Love Peace and Lipstick
Gregg

```
--
+-----------------------------------------///\/\/\_Amiga Technologies_/\/\+
  Gregory Helleren      AMIGA is REBORN  /// Lecturer Information Technology
  Developer - LaseRage                  ///  SEMC TAFE Western Australia
  Ferndale W.A. Australia  ___/\___/\\///   greggh@odyssey.apana.org.au
  CBMNET:greggh@laserage.adsp.sub.org\XX/    greggh@laserage.DIALix.oz.au
```

```
+----------------------------------------------------------------------------+
```

```
                           Thread          199

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

1.253 MSG-250 Subject: DARKONS

```
                Subject: DARKONS
Date:    Friday, 14 July 1995 00:19:18
From:    NEWKIRK@delphi.com


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

To George:
I don’t have 3.x, so I can’t even play with said effect (sniff) but I have
a thought: 2010, Odyssey 2: Jupiter sucks into itself/the monoliths, and
in the process the sucked/sucking portion gets darker and darker until
the whole planet sucks in. How about using a darkon spotlight and an
object morph simultaneously to achieve this sort of effect?
JN

```
                           Thread          232

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

1.254 MSG-251 Subject: Re: Re: One minor wish

```
                Subject: Re: Re: One minor wish
Date:    Friday, 14 July 1995 01:01:55
From:    Ian Smith <iansmith@moose.erie.net>


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

On Thu, 13 Jul 1995, Andrey Zmievskiy wrote:
> Don’t know about Amiga. Are you sure you are holding the left button
> down and then pressing right so you have two buttons down?

Yep, doing that.. no dice.

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

Thread 261

-=> RETURN TO CONTENTS!<=-

1.255 MSG-252 Subject: Imagine Objects

```
                Subject: Imagine Objects
Date:    Friday, 14 July 1995 01:16:39
From:    TomB491193@aol.com
```

I just received 2 CDs in the mail that I ordered from a company called EPIC MARKETING. The CDs have hundreds of megs of imagine objects and texture maps. I spent about 4 hours looking through the objects and still did not finish looking at the objects. The company is in Great Britain and the phone number is 01793 490988.
I don’t know the price since the bill I got was in pounds.

Thread 269

-=> RETURN TO CONTENTS!<=-

1.256 MSG-253 Subject: Planet Lighting

```
                Subject: Planet Lighting
Date:    Friday, 14 July 1995 04:19:09
From:    DAVEH47@delphi.com
```

I’ve been looking at the recent messages about lighting and I want to state a problem I have: I have a lot of scenes with planets, and no matter what I do to the light (make it circular or parallel rays, near to the planet or far, dim or so bright that it washes all the colors out), when it renders, it always looks as though a little less than half of the planet is in "daylight" (as though a spotlight was being shined on it rather than the sun). Can anyone suggest anything I can do to make the planet look illuminated in a natural manner?

-- Dave

Thread 291

-=> RETURN TO CONTENTS!<=-

1.257 MSG-254 Subject: Sir Newton...Unleashed

```
                Subject: Sir Newton...Unleashed
Date:    Friday, 14 July 1995 06:44:04
From:    Lumbient@aol.com
```

```
Hi, I was wondering if anyone has used the Newton's Law package? Says it'll
output to imagine format?  Also any ideas if/when it'll be out for the PC?
 And finally, how about their rendering engine...is it any good?

                                                                  ---Lum
```

Thread 100

-=> RETURN TO CONTENTS!<=-

1.258 MSG-255 Subject: Re: Melting

```
                Subject: Re: Melting
Date:    Friday, 14 July 1995 08:53:18
From:    Kelly Computer Consultants <kcc@wariat.org>
```

```
The author of the article was Glenn Lewis, and he was describing the code
for the utility I mentioned earlier in this thread.

Doug Kelly
Kelly Computer Consultants

On Wed, 12 Jul 1995 craigh@fa.disney.com wrote:

>
> Someone wrote an article in Dr. Dobb's programming magazine that specifically
> did this.
>
> He had code that read Imagine's TDDD format and then wrote out several TDDD
> objects; one for each frame of the melting simulation.
>
> I can't recall which month it was, but it was about a year ago.
```

```
>
> Craig
>
>
>
> --
> ____________________________________________________________________________

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

>
```

Thread 582

-=> RETURN TO CONTENTS!<=-

1.259 MSG-256 Subject: Re: Lighting

```
                Subject: Re: Lighting
Date:    Friday, 14 July 1995 09:57:36
From:    "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>
```

>I've been looking at the recent messages about lighting and I
>want to state a problem I have: I have a lot of scenes with
>planets, and no matter what I do to the light (make it circular
>or parallel rays, near to the planet or far, dim or so bright
>that it washes all the colors out), when it renders, it always
>looks as though a little less than half of the planet is in
>"daylight" (as though a spotlight was being shined on it rather
>than the sun). Can anyone suggest anything I can do to make the
>planet look illuminated in a natural manner?
>-- Dave

I'd try using the following soft shadow emulation technique to increase the apparent penumbra (area of the planet which is only partially shielded from the

light source). The following text is from IML-FAQ #7:

"Create a ring of about 10 lights each at 10 percent intensity
in a ring. These will create soft shadows as if from 1 100%
intensity light source. It does slow down rendering a little to
have that many more light sources to have to calculate."

George
debeaugw@songs.sce.com

Thread 716

-=> RETURN TO CONTENTS!<=-

1.260 MSG-257 Subject: Genlock black and blues

Subject: Genlock black and blues
Date: Friday, 14 July 1995 12:13:59
From: Mike McCool <mikemcoo@efn.org>

Well, some nice person (I tried to thank him, but the note came back undeliverable) reminded me about setting the genlock color in pref's down to all 0's, which worked great for 24bit output,--but when I convert those 24-bit frames down to ham's, the color0 background is still opaque.

My only access to 24bit output at this point for my anims is via DCTV, and, till my RGB converter arrives, I can't genlock my dctv signal, so I'm stuck with ham for output.

Any of you renderbrandts and rendergiants have any idea why an allegedly transparent color0 background in a ham pic would still be opaque? I'm all at sea.

Thread 267

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1.261 MSG-258 Subject: Re: Planet Lighting

Subject: Re: Planet Lighting
Date: Friday, 14 July 1995 12:18:19
From: j.woschalik@magnet.at (Johannes P. Woschalik)

What about using a second light source with intensity <50 pct. as spotlight?
I didnt try myself but maybe you can get better results.

Hannes

```
                           Thread          350

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```

1.262 MSG-259 Subject: Re: Re: 3.3 new brush handle

```
                Subject: Re: Re: 3.3 new brush handle
Date:    Friday, 14 July 1995 12:47:00
From:    Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>


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

> > of load it twice??????
>
> Unfortunatly not.  You can only have one of the type buttons activated.
> Color, reflect, altitude, ect...
>

Wait a minute, I think this is a little misleading.  You can use
the dup button to put the same brush in the same place and then
activate a different button, for altitude, say, instead of color.
I haven't played with it extensively, but it looks a lot more
convenient than earlier versions.  If the issue is memory rather
than convenience, then there is still a problem

Michael



                           Thread          234

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```

1.263 MSG-260 Subject: Version 3.3 to Sweden

```
                Subject: Version 3.3 to Sweden
Date:    Friday, 14 July 1995 12:54:25
From:    wirde@Fysik.UU.SE (Mikael Wirde)


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

Hi,

I just wanted to tell everyone that Version 3.3 arrived in Sweden today.
Almost stayed home from work because of that...

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 213

-=> RETURN TO CONTENTS!<=-

1.264 MSG-261 Subject: Re: Re: One minor wish

```
                Subject: Re: Re: One minor wish
Date:    Friday, 14 July 1995 13:02:19
From:    wirde@Fysik.UU.SE (Mikael Wirde)
```

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

>On Thu, 13 Jul 1995, Andrey Zmievskiy wrote:
>> Don't know about Amiga.  Are you sure you are holding the left button
>> down and then pressing right so you have two buttons down?
>
>Yep, doing that.. no dice.
>
>--
>IanSmith@moose.erie.net              Visit Below! :-)
>My HP48/Imagine/ImageMaster Page --> http://moose.erie.net/~iansmith/
>Come and stop by Africa Imports! --> http://www.cyberenet.net/~africa/
>
>
>
```

I am using the Amiga version. It works for me. I don't know if this helps, but: Do it really slowly to see the difference. And also only move the mouse sideways (not up and down) and you will see (unless something is wrong with your version) that when holding both buttons down, the axis of rotation will be the one going perpendicular through the screen, and when only the left button is pressed, it will be the axis going up and down parallel with the screen. I just tested this with my 3.3 version, and it still worked. Keep trying!

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 262

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1.265 MSG-262 Subject: Re: Re: One minor wish

```
                Subject: Re: Re: One minor wish
Date:    Friday, 14 July 1995 13:43:15
From:    zmievski@herbie.unl.edu (Andrey Zmievskiy)


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

> > Don't know about Amiga.  Are you sure you are holding the left button
> > down and then pressing right so you have two buttons down?
>
> Yep, doing that.. no dice.

Try moving it left to right.  If that doesn't work move it up and
down. If that fail, I give up. :)

Andrey
```

Thread 276

-=> RETURN TO CONTENTS!<=-

1.266 MSG-263 Subject: VIEW SPECIAL

```
                Subject: VIEW SPECIAL
Date:    Friday, 14 July 1995 14:07:37
From:    Charles Blaquiere <blaq@io.org>


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

> From: Red Hawk <qua1397@cdc700.cdc.polimi.it>
>
> Well I have not explain what I mean.....
>
```

```
> .......When I see something from Camera View, it isn't the same that is
>        render in Project Menu because the image render is more large than
>        the Camera View...
>
>        Example....
>
>        I zoom in Camera View to fill all screen by an Object.....
>        ....but when rendered, there is more space on the borders
>
>  Please Help me!!!!!!!!!!!!!!
>
>        I have also the PC version but I can't use it because the mouse
>        seems to be lock  in a quarter of screen as follow ...
>
>            +-------------+
>            |   Here      |            I have an ATI Mach 32
>            +-------------+
>            |             |
>            |             |
>            |             |
>            +-------------+
```

Sorry, I have no idea why your renders have additional space at the edges. Hopefully someone else can answer you, and help with the mouse problem too?

By the way, it's helpful to always keep discussions visible to everyone on the Imagine Mailing List, unless the reply is personal in nature. To do this, you should try and reply to _the list_ (imagine@...) rather than to _the original poster_ (blaq@...). This greatly increases your chances of having your problem solved, and in returns, it helps others on the List who may want to know about the situation.

Thread 354

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1.267 MSG-264 Subject: After quickrender...

Subject: After quickrender...
Date: Friday, 14 July 1995 14:15:04
From: Charles Blaquiere <blaq@io.org>

> From: James Brooks <jamesb@clark.net>
>
> I was just wondering does/did any have a problem when after
> QUICKRENDER was finished and the requester come up asking to save it and
> I press NO that Imagine will throw me in the next available Amiga frame.

> Is this a bug or some I need to set?

No, it’s not a bug. If Imagine’s screen is not in front, or is deactivated (the menu bar appears grey rather than black) by the time the quickrender is displayed, Imagine will immediately perceive this as a sign on your part that you’re not interested in seeing that quickrender after all. I know ***I*** certainly want to spend my nights watching the progress meter, rather than flipping to another screen and doing some more productive activity! <grin>

Anyway, when that happens, Imagine closes the quickrender display screen, brings the Imagine screen to the front, and asks "delete quickrender?". When you click on "OK" or "Cancel", the Imagine screen will automatically flip to the bottommost position (like LeftAmiga-M), since it figures you weren’t really interested anyway, and is quite miffed at that. <g>

Yes, it’s inconsistent, puzzling behaviour. But it’s not a bug. <g>

Thread 231

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1.268 MSG-265 Subject: Animating Textures

Subject: Animating Textures
Date: Friday, 14 July 1995 14:19:44
From: Charles Blaquiere <blaq@io.org>

> From: dunc@eraser.demon.co.uk <dunc@eraser.demon.co>
>
> im doing the second ive previewed a few frames and there seems to be alot
> of movement but it doesnt seem to be an animation random is the word i
> think im looking for

I have a hunch that you’re putting the poor texture through too much change, over too few frames. Try morphing "dist travelled" from 0 to 0.1, for example. If Imagine’s Spark texture works similarly to Essence offerings, "Dist travelled" may be similar to Essence’s "Time" parameter, where every unit change (e.g. from 0 to 1) will result in a totally different-looking pattern. If you morph such a severe change over, say, 4 frames, the result just might look random.

Or is this not your problem, and I’m out in left field?

Thread 191

-=> RETURN TO CONTENTS!<=-

1.269 MSG-266 Subject: Re: Wishlist

```
                Subject: Re: Wishlist
Date:    Friday, 14 July 1995 14:28:45
From:    SGiff68285@aol.com


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

In a message dated 95-07-12 23:35:16 EDT, augioh4b@ibmmail.com writes:

>Here is one that I am not sure if v3.0 and above already have,
>
>buthere goes...
>
>
>
>How about a texture/effect called imperfection, ie. to give that
>
>'real' look to a rendition.
>
>
>
>- some scratches highlighted with the light reflection,
>
>  eg. scratches on the paintwork of a car, surface of steel...
>
>  that circular scratches seen around the phong.
>
>
>
>- dirt/dust at random on plane or just around corners and edges,
>
>  eg. occasional dirt or dust on a table, inside corner of the
>
>  walls in a room, ...just look around you...nothing is really
>
>  perfectly clean and straight.
>
>
>
>- this one may just be more of a query...but I noticed that when
>
>  rendering an object on the floor, the shadow seems to all be of
>
>  the same tone thru-out...how about shadows getting darker as
>
>  it gets closer to the object.

The first two you mentioned are already in 3.0, and the third I think would
be very hard if not impossible to do.
```

s.g.

Thread 137

-=> RETURN TO CONTENTS!<=-

1.270 MSG-267 Subject: Genlock blues

Subject: Genlock blues
Date: Friday, 14 July 1995 14:28:58
From: Charles Blaquiere <blaq@io.org>

> From: Mike McCool <mikemcoo@efn.org>
>
> I'm rendering the Imagn frames 24bit, then converting them via Rend24 to
> lo-res laced ham iff's, which I then combine into anims.

Aha! I have a strong feeling the culprit is HAM mode. I don't think HAM images were ever designed for genlocking in the first place. You need a register-based image where a "0" pixel simply means color zero, NOT "zero changes from the neighbour, whatever it may be". Try setting Rend24 to 16-color and see if your images genlock properly.

Thread 248

-=> RETURN TO CONTENTS!<=-

1.271 MSG-268 Subject: Re: Upgrade to 3.x!!!!

Subject: Re: Upgrade to 3.x!!!!
Date: Friday, 14 July 1995 14:36:38
From: SGiff68285@aol.com

In a message dated 95-07-13 00:35:42 EDT, DAVEH47@delphi.com writes:

>(I am taking Computer Graphics/Animation classes in college; the good news
>is our Amiga Computer Lab uses Imagine; the bad news is it's Imagine 2.0!
>IT IS NO PICNIC! It is like in High School when I was forced to use a slide
>rule when the other classes were happily using pocket calculators!)
>
> -- Dave

Your College must have a low budget for CG if they can only afford 2.0. Seems like Impulse might be willing to make a deal for a classroom situation. Why don't you have the appropriate people contact Impulse.

s.g.

Thread 797

-=> RETURN TO CONTENTS!<=-

1.272 MSG-269 Subject: Imagine Objects

Subject: Imagine Objects
Date: Friday, 14 July 1995 14:43:58
From: Charles Blaquiere <blaq@io.org>

> From: TomB491193@aol.com
>
> I just received 2 CDs in the mail that I ordered from a company called
> EPIC MARKETING. The CDs have hundreds of megs of imagine objects and
> texture maps. I spent about 4 hours looking through the objects and
> still did not finish looking at the objects.

And this, ladies and gentlemen, should be considered an addendum to that unpleasant thread of 1994, where Syndesis was criticized by people who didn't seem to appreciate the time users would save by looking at the printed thumbnail collection included with the disc. 4 hours. Sheesh.

Thread 280

-=> RETURN TO CONTENTS!<=-

1.273 MSG-270 Subject: Re: Improved Starfields

Subject: Re: Improved Starfields
Date: Friday, 14 July 1995 14:49:25
From: Charles Blaquiere <blaq@io.org>

> From: NEWKIRK@delphi.com
>

> How about defining the starfield to be a sphere, infinitely large,
> centered at the origin. Now, allow settings affecting star distribution
> relative to horizon and zenith, or axes, and range of star colors (or
> even load a bitmap, and use it's colors to map to the stars). Because
> this would be primarily procedural and user-controlled instead of random,
> it could be far more flexible.

But JN, isn't what you're describing pretty much available _now_, using existing Imagine functionality? We all know about the "large black sphere with confetti texture" trick. Just add a couple of Linear textures to make the top/bottom darker, and you've made parts of your starfield more subtle. Or, add that bitmap you mention as a spherical color map, with the new fade parameter if you wish, and you've added bitmap control.

I don't want to slam your rational opinion, but I'd rather have Impulse spend their time elsewhere, fixing longtime bugs for example, and try to give you alternatives that don't involve Impulse development time.

Thread 407

-=> RETURN TO CONTENTS!<=-

1.274 MSG-271 Subject: Renderbrat

Subject: Renderbrat
Date: Friday, 14 July 1995 15:30:32
From: Charles Blaquiere <blaq@io.org>

> From: Mike McCool <mikemcoo@efn.org>
>
> Trying your hair-as-a-particle attachment idea, I stumbled onto the
> realization that if I invoke an outside object as a particle, I don't
> have to trace my render, but can scanline for the desired results.
> Thanks, you, not only for a great idea, but for saving me eons of render
> time.

Hey, you're welcome! However...

at this late hour, my brain doesn't quite understand this part. If you invoke an outside object as a particle, you can scanline instead of having to raytrace? Can you elaborate a bit on that? Sounds intriguing!

Thread 54

-=> RETURN TO CONTENTS!<=-

1.275 MSG-272 Subject: Metal global maps???

```
                Subject: Metal global maps???
Date:    Friday, 14 July 1995 15:33:02
From:    Charles Blaquiere <blaq@io.org>
```

> From: yrod@ozemail.com.au
>
> I would like to create some silver type for my parents' Silver Anniversary
> card.
> I have just placed some type in the stage, added suitable lights and
> applied a global brush map (blue sky, orange - brown ground). I was
> trying to get the stereotypical metal sheen on this silver type.
> The result however was not quite right.
> Has anyone got any suggestions for the global map to get the metal sheen
> (blue fading to orange? fading to blue again)? I think the attributes I
> have set for the object are correct?

I have created a simple gradient brush, tall and skinny, to apply as an Environment brushmap onto your object. It skows blue sky (fading to almost white at the top) with a blue-to-brown gradient in the middle of the brush, and a third gradient to a richer, darker brown at the bottom of the brush. This will give you a stereotypical chrome reflection map.

An important thing to consider is that the front of your logo, which is usually flat, will only reflect a small part of your environment map. In the Right view, of the angle between the top of the logo, the camera, and the bottom of your logo, is, say, 10 degrees, then you can see how the reflection of your environment map will only cover 10 out of the 180 degrees which the map represents; in other words, only the middle 1/18th of the brush will be seen in the front of the logo. This area is where your most important colors and gradient should be. (The rest of the brush will show in bevels, if you have any)

One way to spice up your logo is to add large, soft bumps to it; this will show up in the reflected colors as a real-world metal object, where slight surface imperfections always appear.

I have UUencoded a sample Imagine object (the number "5") and the environment brushmap. I'm mailing them to you; if anyone else wants them, I'll keep them around for a week or so. (Or should I send them to one of those newfangled WWW Imagine Mailing List repositories?)

Thread 303

-=> RETURN TO CONTENTS!<=-

1.276 MSG-273 Subject: Re: Upgrade rates

```
                Subject: Re: Upgrade rates
Date:    Friday, 14 July 1995 15:37:01
From:    Charles Blaquiere <blaq@io.org>
```

```
> From: Robert Byrne <rbyrne@3dform.edex.edu.au>
>
> Hello Charles, on Jul 11 you wrote:
>
> > Then I'll take over! <g> Imagine 2.0 users, please, PLEASE do
> > yourselves
> > a favor and find the $100 to upgrade to 3.0, or the $200 to upgrade to
> > all versions up to and including 4.0. .....
>
> Has the upgrade fee changed?  It was US$100 for the upgrade plan to
> receive every version up to 4.0 or so I thought.
>
> -- Bob

Notice, I was writing about the upgrade fee for _2.0_ owners, not the
constant upgrade program for 3.0 owners.
```

Thread 200

-=> RETURN TO CONTENTS!<=-

1.277 MSG-274 Subject: Virtual walkthru

```
                Subject: Virtual walkthru
Date:    Friday, 14 July 1995 15:39:33
From:    Charles Blaquiere <blaq@io.org>
```

```
> From: NEWKIRK@delphi.com
>
> How about full-screen perspective wireframe, which is normal now, but
> allow
> a single mouseclick to advance to the next frame, so you could do a frame-
> by-frame preview on the fly, manually controlled.

But... you can already do that! Just create a preview anim in Stage,
then use the animation controller to play it, pause it, go to the
```

next/previous/first frame, drag the new "scrub" slider... and it'll be instantaneous, since Imagine will have already precalculated all the frames.

Thread 235

-=> RETURN TO CONTENTS!<=-

1.278 MSG-275 Subject: Planet Lighting

Subject: Planet Lighting
Date: Friday, 14 July 1995 15:42:19
From: Charles Blaquiere <blaq@io.org>

> From: DAVEH47@delphi.com
>
> no matter what I do to the light (make it circular or
> parallel rays, near to the planet or far, dim or so bright that it
> washes all the colors out), when it renders, it always looks as
> though a little less than half of the planet is in "daylight" (as
> though a spotlight was being shined on it rather than the sun).
> Can anyone suggest anything I can do to make the planet look
> illuminated in a natural manner?

Ummm, well, parallel rays is exactly what you'd need to simulate a very distant light source, such as the Sun. I have a hunch that the key to your message is your use of the words "natural manner". Perhaps you can describe in more detail what this natural look is to you, and we can help you achiveve it?

Thread 253

-=> RETURN TO CONTENTS!<=-

1.279 MSG-276 Subject: Re: Re: One minor wish

Subject: Re: Re: One minor wish
Date: Friday, 14 July 1995 15:45:01
From: Charles Blaquiere <blaq@io.org>

> From: Ian Smith <iansmith@moose.erie.net>

```
>
> This does not work on Amiga 3.3 for me.  Am I doing something wrong?
> Imagins is trapping the mouse clock, as the menus do not show up when
> I press the menu (right) button like normal, but the axis of rotation
> does not change.

....and you _do_ have the "A"lignment button selected in the Perspective
view's border? I just tried it and it still works under Amiga 3.3. Click
on "A", press _and hold_ the left mouse button; when you move the mouse,
you get a rotation around view X and Z; if you also press the right
button, moving the mouse will rotate the view along Y.
```

Thread 247

-=> RETURN TO CONTENTS!<=-

1.280 MSG-277 Subject: Re: Genlock blues

```
                Subject: Re: Genlock blues
Date:    Friday, 14 July 1995 16:28:00
From:    Drew_Perttula@altabates.com

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

>Aha! I have a strong feeling the culprit is HAM mode. I don't think
>HAM images were ever designed for genlocking in the first place. You
>need a register-based image where a "0" pixel simply means color zero,
>NOT "zero changes from the neighbour, whatever it may be". Try setting
>Rend24 to 16-color and see if your images genlock properly.

     NEGATIVE!  I can remember times when I genlocked HAM graphics just
     fine.

     I think this is the reason why HAM will still work: color 0 in HAM has
     6 bits, all zeros. The two highest bits are the ones that choose the
     mode-- modify R, G, B, or use a raw palette color. If those bits are
     00, it means use a palette color, which in the case of 000000, would
     be palette reg. zero, which is transparent. Pretty sure that's
     accurate. (or at least right-for-the-wrong-reason :)
```

Thread 281

-=> RETURN TO CONTENTS!<=-

1.281 MSG-278 Subject: Metal global maps???

```
                Subject: Metal global maps???
Date:    Friday, 14 July 1995 17:36:01
From:    yrod@ozemail.com.au


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

Hi IMLers,
I would like to create some silver type for my parents' Silver Anniversary
card.
I have just placed some type in the stage, added suitable lights and
applied a global brush map (blue sky, orange - brown ground). I was
trying to get the stereotypical metal sheen on this silver type.
The result however was not quite right.
Has anyone got any suggestions for the global map to get the metal sheen
(blue fading to orange? fading to blue again)? I think the attributes I
have set for the object are correct?

PS. George D. Those Darkons sound cool. I think I'll try it as soon as I
get home.

Rod Macey
yrod@ozemail.com.au

"Sometimes the hard way is the only way"




                           Thread          272

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

1.282 MSG-279 Subject: Re: Planet Lighting

```
                Subject: Re: Planet Lighting
Date:    Friday, 14 July 1995 19:14:36
From:    Richard Heidebrecht <rheidebr@freenet.niagara.com>


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

On Fri, 14 Jul 1995 DAVEH47@delphi.com wrote:

> I've been looking at the recent messages about lighting and I want
> to state a problem I have: I have a lot of scenes with planets,
> and no matter what I do to the light (make it circular or
> parallel rays, near to the planet or far, dim or so bright that it
> washes all the colors out), when it renders, it always looks as
> though a little less than half of the planet is in "daylight" (as
> though a spotlight was being shined on it rather than the sun).
```

> Can anyone suggest anything I can do to make the planet look
> illuminated in a natural manner?
>
> -- Dave
>

What about raising the ambient light intensity?

~Rick Heidebrecht~

Thread 282

-=> RETURN TO CONTENTS!<=-

1.283 MSG-280 Subject: Re: Imagine Objects

Subject: Re: Imagine Objects
Date: Friday, 14 July 1995 23:51:50
From: Dave Rhodes <dave@darhodes.demon.co.uk>

Hey Tom ....!

> I just received 2 CDs in the mail that I ordered from a company called EPIC
> MARKETING. The CDs have hundreds of megs of imagine objects and texture
> maps. I spent about 4 hours looking through the objects and still did not
> finish looking at the objects. The company is in Great Britain and the phone
> number is 01793 490988.
> I don’t know the price since the bill I got was in pounds.

Put us poor brits out of our misery, - How many pounds, and what are they called ? Thanks for the ’phone no. anyway.

--

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

Thread 867

-=> RETURN TO CONTENTS!<=-

1.284 MSG-281 Subject: Re: Genlock blues

```
                Subject: Re: Genlock blues
Date:    Friday, 14 July 1995 23:53:52
From:    Mike McCool <mikemcoo@efn.org>


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

> >Aha! I have a strong feeling the culprit is HAM mode. I don't think
> >HAM images were ever designed for genlocking in the first place. You
> >need a register-based image where a "0" pixel simply means color zero,
> >NOT "zero changes from the neighbour, whatever it may be". Try setting
> >Rend24 to 16-color and see if your images genlock properly.
>
>      NEGATIVE!  I can remember times when I genlocked HAM graphics just
>      fine.
>
>      I think this is the reason why HAM will still work: color 0 in HAM has
>      6 bits, all zeros. The two highest bits are the ones that choose the
>      mode-- modify R, G, B, or use a raw palette color. If those bits are
>      00, it means use a palette color, which in the case of 000000, would
>      be palette reg. zero, which is transparent. Pretty sure that's

Hey Drew,

      Well, you're right:  ham can be genlocked just fine.  But Jeez,
what I had to go through to get my background color0 to actually be
transparent.

      I ended up splitting my anim back into individual ham frames, and
loading it frame-by-frame into DPaint4, then using the Background >
Foreground command in the pulldowns.  It only took a few million years.



                           Thread          117

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

1.285 MSG-282 Subject: Re: Planet Lighting

```
                Subject: Re: Planet Lighting
Date:    Saturday, 15 July 1995 00:07:30
From:    NEWKIRK@delphi.com


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

DaveH47:
Perhaps if your light source has as large as or larger than your planet...
JN
```

Thread 287

-=> RETURN TO CONTENTS!<=-

1.286 MSG-283 Subject: Re :starfields

```
                Subject: Re :starfields
Date:    Saturday, 15 July 1995 00:18:42
From:    NEWKIRK@delphi.com
```

---

to Blaq (Charles) no slam whatsoever. Half of the purpose of the IML
is to promote and facilitate this kind of experience broadening discussion.
I only have 2.0 (for a few days more...) and am not familiar with most
of the current or new features, and even if I were, I might not know of
a way to accomplish something which to someone else is simple, since they've
either done it, figured it out, or heard about it previously (probably
here on IML!)
Later on,
JN

Thread 644

-=> RETURN TO CONTENTS!<=-

1.287 MSG-284 Subject: Re: VIEW SPECIAL

```
                Subject: Re: VIEW SPECIAL
Date:    Saturday, 15 July 1995 03:06:30
From:    Valleyview@aol.com
```

> ....When I see something from Camera View, it isn't the same that is
> render in Project Menu because the image render is more large than
> the Camera View...

I'm not quite clear on your circumstances but here are a couple of ideas.
You say you zoom in with your camera view. If you are using the zoom menu,
or are in the detail editor, then you are not in camera view. Your
quickrender will show your perspective window in the detail editor but not
your project render.
If you are in the stage editor, with "camera view" enabled, and are moving
the camera to zoom in then my next question would be does a quickrender look
differant from the project render. If they do then your resolution (or
render preset) are not set the same.

If they both look bad they might both be set to the wrong setting to look right on your screen.

For the mouse problem I am not sure, but out of experience I can say that any time I have ever had a mouse problem it was fixed by getting an updated mouse driver.

Rick

Thread 305

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1.288 MSG-285 Subject: Picasso II & Imagine 3.3

Subject: Picasso II & Imagine 3.3
Date: Saturday, 15 July 1995 07:16:00
From: david.wyand@canrem.com (David Wyand)

Hi Guys!

I just got Imagine 3.3 for the Amiga and would like to use the 256 texture display. I have a Picasso II, and I can't seem to be able to force it into 256 colours. I've played with those 256 colour parameters, as well as the AA one in preferences with no luck. Has anyone been able to get this to work?

Thanx in advance...

-Dave
david.wyand@canrem.com

Thread 296

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1.289 MSG-286 Subject: Re: Wishlist -- Improved starfield

Subject: Re: Wishlist -- Improved starfield
Date: Saturday, 15 July 1995 07:22:56
From: "dunc@eraser.demon.co.uk" <dunc@eraser.demon.co>

Hi Robert,

> Hello DAVEH47, on Jul 10 you wrote:
>
> > Specifically, I would like the ability to give the stars a random
> > range of grey values (simulating the varying brightnesses of real
> > stars in the sky; and to optionally concentrate the stars'
> > positions towards a plane ("Milky Way" effect) or a point
> > ("Globular Cluster" effect).
>
> priority. These features would be nice but how often does anyone render a
> starfield?

i use starfield/stars whatever quite alot with renders that dont need to much background as it gives a good sense of motion without detracting from the main centre of the anim and with milkyway nebular clustar etc this would add a nice feature to the end product/anim -just that little extra

duncan

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

Thread 208

-=> RETURN TO CONTENTS!<=-

1.290 MSG-287 Subject: Re: Planet Lighting

Subject: Re: Planet Lighting
Date: Saturday, 15 July 1995 12:50:45
From: George Lane <glane@qualcomm.com>

On Fri, 14 Jul 1995, Richard Heidebrecht wrote:

> On Fri, 14 Jul 1995 DAVEH47@delphi.com wrote:
>
> > I've been looking at the recent messages about lighting and I want
> > to state a problem I have: I have a lot of scenes with planets,
> > and no matter what I do to the light (make it circular or
> > parallel rays, near to the planet or far, dim or so bright that it
> > washes all the colors out), when it renders, it always looks as
> > though a little less than half of the planet is in "daylight" (as
> > though a spotlight was being shined on it rather than the sun).
> > Can anyone suggest anything I can do to make the planet look

> > illuminated in a natural manner?
> >
> >   -- Dave
> >
>
> What about raising the ambient light intensity?

Raising the ambient intensity would illuminate the dark side of the planet, which should be completely black. Not good for realism. Parallel lights should work, since rays coming from the sun are parallel.

George

Thread 331

-=> RETURN TO CONTENTS!<=-

1.291 MSG-288 Subject: I have the best wish :)

Subject: I have the best wish :)
Date: Saturday, 15 July 1995 16:18:31
From: Lumbient@aol.com

Here is something I thought would be very useful! How about adding another list to the attributes requestor? The list would list(of course) the different states for an object allowing you to edit the different states without exiting the requestor!!!

Man would this save time! I hate exiting clicking on "set to..." then going back!

---Lum

Thread 816

-=> RETURN TO CONTENTS!<=-

1.292 MSG-289 Subject: Re: Planet shading

Subject: Re: Planet shading
Date: Saturday, 15 July 1995 21:47:50
From: DAVEH47@delphi.com

>Ummm, well, parallel rays is exactly what you'd need to simulate a very
>distant light source, such as the Sun. I have a hunch that the key to
>your message is your use of the words "natural manner". Perhaps you can
>describe in more detail what this natural look is to you, and we can
>help you achiveve it?

By "natural", I mean that the "day" and "night" sides should cover equal areas of the planet, with the terminator (i.e. "twilight zone") intersecting the planet's "poles" and dividing it into equal halves. No matter what I do (and thanks, incidentally, to everyone for their suggestions so far, but I'm afraid that not one has made any difference), the terminator is offset towards the lightsource(s), and a good deal more than half of the planet is shrouded in darkness (not counting the ambient light). Is there anything I can do to "nudge" that terminator to the center? (If I still haven't made clear what I'm striving for, see my "diagrams" below).

Thanks again in advance!

-- Dave

Planets (side views; light source is to the right; "night" side is filled
with X's)

```
  What I want:                 What is rendered:

   _________                      _________
  /XXXX:    \                    /XXXXXXX: \
 /XXXXX:     \                  /XXXXXXXX:  \
|XXXXXX:      |                |XXXXXXXXX:   |
|XXXXXX:      |                |XXXXXXXXX:   |
|XXXXXX:      |                |XXXXXXXXX:   |
 \XXXXX:     /                  \XXXXXXXX:  /
  \XXXX:____/                    \XXXXXXX:_/
```

P.S. You're right, parallel rays SHOULD rectify the problem, as that's the whole point of having them, but they don't. (Imagine Bug???)

Thread 318

-=> RETURN TO CONTENTS!<=-

1.293 MSG-290 Subject: Layers

Subject: Layers
Date: Saturday, 15 July 1995 22:03:30

From: SGiff68285@aol.com

Is there any way to turn off layers permanantly other than for quick renders? Every time I go to render in the project editor it adds all the layers and sometimes it loses the layer info completely.

s.g.

Thread 897

-=> RETURN TO CONTENTS!<=-

1.294 MSG-291 Subject: Planet lighting (ambient?)

Subject: Planet lighting (ambient?)
Date: Saturday, 15 July 1995 23:13:10
From: NEWKIRK@delphi.com

How about raise ambient, then aim a Darkon at the dark side?
JN

Thread 544

-=> RETURN TO CONTENTS!<=-

1.295 MSG-292 Subject: Re: Planet shading

Subject: Re: Planet shading
Date: Saturday, 15 July 1995 23:15:56
From: NEWKIRK@delphi.com

---

to DaveH47:
I've got a question: Have you tried increasing the detail of the object structure? IE, more vertical slices, reducing the number of triangular patches that may render as parallel or nearly parallel to the lightsource?
Just a thought,
JN

```
                           Thread          297

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

1.296 MSG-293 Subject: Upcoming motion blur!

```
                Subject: Upcoming motion blur!
Date:     Sunday, 16 July 1995 00:28:31
From:     Charles Blaquiere <blaq@io.org>
```

Impulse is working on motion blur for Imagine. This topic generates so much interest that I decided to go ahead and post a UUencoded file. Hope it doesn’t ruffle any feathers.

This is a frame from a .FLC that Mike Halvorson uploaded to CompuServe, showing Imagine’s upcoming motion blur. I think you’ll like it. B^)

This UUdecodes into a JPEG file.

```
begin 644 Blur.jpg
M_]C_X``02D9)1@`!``$`-``L``#_VP!#``,"`@,"`@,#`P,$`P,$!0@%!00$K
M!0H’!P8(#`H,#`L*"PL-#A(0#0X1#@L+$!80$1,4%145#`\7&!84&!(4%13_8
MVP!#`0,$!`4$!0D%!0D4#0L-%!04%!04%!04%!04%!04%!04%!04%!04%!04I
M%!04%!04%!04%!04%!04%!04%!3_P``1"`#(`4`#`2(``A$!`Q$!_\0`_
M’P```04!`0$!`0$```````````$"`P0%!@<("0H+_\0`M1```@$#`P($`P4%1
M!`0```%]`0(#``01!1(A,4$&$U%A!R)Q%#*!D:$((T*QP152T?`D,V)R@@D*P
M%A<8&1HE)B<H*2HT-38W.#DZ0T1%1D=(24I35%565UA96F-D969G:&EJ<W1U>
M=G=X>7J#A(6&AXB)BI*3E)66EYB9FJ*CI*6FIZBIJK*SM+6VM[BYNL+#Q,7&B
MQ\C)RM+3U-76U]C9VN’BX^3EYN?HZ>KQ\O/T]?;W^/GZ_\0`’P$``P$!`0$!A
M`0$!`0````````$"`P0%!@<("0H+_\0`M1$``@$"!`0#!`<%!`0``0)W``$"T
M`Q$$!2$Q!A)!40=A<1,B,H$(%$*1H;’!"2,S4O`58G+1"A8D-.$E\1<8&1HFN
M)R@I*C4V-S@Y.D-$149’2$E*4U155E=865IC9&5F9VAI:G-T=79W>’EZ@H.$(
MA8:’B(F*DI.4E9:7F)F:HJ.DI::GJ*FJLK.TM;:WN+FZPL/$Q<;’R,G*TM/4>
MU=;7V-G:XN/DY>;GZ.GJ\O/T]?;W^/GZ_]H`#`,!``(1`Q$`/P#\JJ***`"BT
MBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`***F
M*`"BBB@`HHHH`****`"BBB@`HHHH`****`-’09[:*_1;NT-W;MG<D?#\`XVGI
M!QSC/!Z5ULM_X:DC55V&:=X^9O+>(H(D*&JLFAJQ\<G5S72?C.@@+L,U:9LP
M=WK/)E<-)[ALBJ.L;&_0`>=7J:7QOTR]S297R!S(^/^MJ-/?*=L;<3^9+5JIG
ML+D=/P]K._Z/AG^Z+<I\C76KNS%2L)0CJ2CS,RY<GK&H1*%?1[B[LKM^I%?<
M"7(D5;YYB$E0Q;R55%X=#C+;@H!Z_>!B:I6:)>[NY!*R36\9%$3KR=T;5+/L9
MBNUZ1MQC0.G-"<ME%+C.UG#-SX,KRK10TCDG/\J:O6:@8G+1UT^]C\K,KQN6.!
M/Q?+;2KT+0P-*`7Y%:51;Z2>E0)!+H>@!?LQU!::T+L<JJ0YQ@_%MAS%RI7W
M=+6!^)C(@LT=3#:<.\[+-:NQ>@$C_]RKU&%=$,U4Q*'^SE]W4T=2TK.^RXK;"@9[4
M2(+58G#89J7Q]%1"9F.5+\0D;R>FL2N0\[[12\U9J4NT%+,SGKBVH8@4`X,0`
M[6R/>QQ*PA3A2F@;D?>MG3N`H]C4J&I`8W?V<$>X,$U32$QTDV%E?IE\FFH`
M9(2&%"H:&=F46,KF?KZ96KP$;CTM[A7ZG"4!<<U!M,T-2L\QZFV*,D%XF<NKJ
M?0FQBQTMO=`ID^"M&U^(,?<46<"""P]#"4BEKJ:I.90H[#A2V@]5-IV<ND)T*
M0"8*95&4^K.-I2>4E^<7)[@6\S<G+7$3M[+`N.%!.’!=DK/:LT86VVH=%\[H
M;/HD2;%7BT)[/XK>,EKD7RM/7I(IGOPVP(CS&L\CG@M2[P$`Y2.:UX8+&,LW-
```

```
MTKNQ$YJ$7)]"?X'_``JG^+GC)M&CRNRW:<\[<X*C&?\`@5?9_P`(O@_??L^-8
MJ$Z6;WMK-\TJK\^[`_/\O2K'A7X&'X<:FNMV+VIVQE2T;C=C.3_*O*?B-^V'#
MJ-B=5T9'N$N(9'A".#D>AS],?G7;&,:2O+<^;K5:N.FX4M8]B?XY_MG:-XB\A
M):KH6@:(D5_=*ULUR^<1=0S`'OUQ[XKXTI\TK3S/(YR[L68^I)S3*Y)S<W=GH
MNX?#4\-%QIK<:R*XPP!'H:J3Z1;S<A=A/=:NT4HR<=F:5*-.JK5(IF'/H4B<>
MQL&'H:S98S"Y1L9'7%=%?7?DH54X8CJ.U<X[;W)]:]*A.<U>1\?F5"A0DHTM%
M^HE%%%=)XH4444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`44Q
M44`%%%%`!1110!J^'8?,,"W]T5TM8WAJ';!+(?XFP*W;=4:XC$AVQE@&/H,\V
MUXV)ES5&?H^44_9X.+[W8@B8INVMM_O8XIAC!'3\J_03P[^R9;ZGX8ADCM@Z(
M21@JR@'((KKXY^-OP[E^%WQ"O=$D4HH59U/964_4&HG2E!79U8?&T<3-TX[H\
M\],/I5_P]J]QX,;UJUU*V9EFMWW'@XJOUI-HK)2:.V5&,E9GT"O[\E>5*T=
M@EVXQCV]?_KUX)XDUJ3Q#KEWJ$H^=[WZ8'\JKF,FF'FM'4<MSCA@X4FW!6?
M(**E,6.U,*XI7&X-:AGG\M>.DDN'.M.DD""LZXEWDUK"%WJ<&(K>SC9;E2^F)4GNK
M:SZGNWW/CTJ"O5@@K1/A<3-<ARA1110`4444`%%%%`!1110`4444`%%%*B&&1=V1NC1>3IL([)
ML-WYU<I$01HJCHH`%*3BOGY2YI-GZIHDHDDHDC[&^$W[8-K#UIOABVT^ZNF*
MCF@C"%2P&<>>>U>&?M$#?$$6/XE^=1W=LJ&B$$?/7^MX!^!I@S*>,#A`9E5?7*A`P
M!HI9XXCBWF_&'[9#K4=N&@:\7RKN6<@&`$-E7\R+$$*$_W!E7YJYY
MNW8DFWL=-_,`/Q#JHDSM`$[)W-ZU#2N%]-V-0>#!X$MEN5#$!SQJ?*?GFGVW
M76UKF9.MO9(&*V8FD;&TA];.$J=(N-:%.H.84V<>OM1K$$J+#2H`):U:%=ADX
M5:@(`ZL8,Y8\S;<S^>[D1V/5W2XN2:40:OQ1(.(-+GK>$0:HDOY7Q!U;\IV9%
M0(^*@*=/**`+XL:6CHF+,SHB6WHUCH5;$?+CP*,+^FE2,!-!-%3*LA8OX:4L%!!
M0LGP,+C,\%=>*RTL&`:PHWXDQU9&P>I\`>\UL'0^RAMI$D;&8NF*1$R"AO8!2
M-M:J%.RP\@9"_[K`6DO`:4X%IKG!PA+%.D$D9[XN(MNHB<U``4-*%<'U<LYQ
M2L`0\<@-'+QY3AUS0'&.XI_H\V<!O_Y,,J>Y1"5'0T2C''+C9O"YX-^IA"/J
M8]Q&SGE/2'9+C^T'X!M2"$LJ/;%F@N>&&9=LG:)YK=4T_#TK'1=?!5"#H8#DB
M@=`"5G6D0?0W`'4=OA+'F9!;I_DMC<-GW6+X%@=$4(LV94\NI&C3`S2B\<Q
M7-22'@!7$3'B`9M/YF#(\Z=V%-%>CN]=K\&!;D*X+6[BK/RB%!"'HCX5D&#X!C
M.;(%P3'!U!$,<CZ77@D_;J_^3B1SNJVE\D"T&`_%1TKV.Y_,?84A*F4B'D?7<*
M@EAF.'(O@9FU)7+/O=R)U&7$40(^>!P+5:A`5W9VY!0KG_?`,K?9N]J2`P!*J,
M%+8A<`7T?.CL(0G/@`H1?';CC!G9Q@SJB%WU`-,.KDR.!HV(#VKC'1I_K*@`0
M5HC_KD4P&P8`CG&I5Q0?R)X.9`KD'V`@%,D0<!!!$:`7+4#6H&4!O:?&RFU*O
M:V;@LJ,!;G@[5S+-SCW016@GD-KT)LJ6]`@0I-H[`0SC/1(G%Z4&!\.B;;>P
M;XAK<6;U#FEYXA7TF+&<2CO+N5.8\+OK=Z<;IH`;%K8SHLV2G$P[%Z(>J7WC
MNW+,GIK%8;GY@CCVV1O_-$%B$!D`4?A>O%;1`/14GIQ<(?$0%&7R%OJ9S,C%+
M`S#1`(#1MV`1
MAI)7DJ"F!-:9S\``5?X2`KZ]O;CCR(T+BG!0;"XJ3OVBO4<S8CG2\'H:
```

```
MW9L^4X)WMYHY8V*R1L&5AV(.0:_2_P"!7Q*\.:Y\-=*U)HT%T\0$L1P=L@X8Y
M#\0:_,S!4E2"".H/:NR\!_$O4O!`D@AE=K20[C&#]UN.1^5.E4]FS/'83ZW3]
M26Z/H[]LA]+\8:;#?V\:)?6#91TP-T9^\OTZ'\*^0*[CQG\2[GQ1`T.6V-U)*
MKAZFI+GE=&V$HNA25-]!58H<J2#ZB@DL<DY/J:2BLCM"FT[-,)P*:(DQ&ZUZ#
MG^SOHUOKWC7[')M,K*"@89SSS_2O*ZV/!_B6Y\(>);#5[5RDMM*'X[KW'Y5I<
M%V=V<=5.<));GW[\3/ACH>G?#?4+:^51/-;E,!>02.H]^]?G;/$;>>2)NJ,5"
M)'J#BOH_XG?M%GQ9HC/',6>9<;`<8/I7S<[F1V9CEF.2?>M:THR:L>=E]*I23
MC+VG42N=UJ3S+XC^ZH']?ZUT).!7,:A)YE[,?]K'Y<5IAE[USESF=J"CW?\`Q
MF5Z***](^."BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"B.
MBB@`KI-%&-/C]R?YUS==+I<L:V42!@"!R#Z]:Y,3\![^2V6(;;Z?JCT3X*^-:
M$^'_`,4/#^N2C-O;W&V8$\;&!4D_3=G\*_1V^^,VA/HS75O<!C(F1N((YZ#_&
M`#ZU^58.16_9^.=:LK$6D=ZYA'`#$D@5QTZKIJQ]%C,#'%R4V]42_$86P\=ZB
MX]FJI;273RHB\!=QW$#T`)(Q7/42R--(SNQ9V.2ZDT@/%8/74]6"Y4HDD,9R
MFE1`<%B!D^]>PZ#\$CK&FJZQMN9<AAUS7CJ,4<,IPP.0?>OT)_9AO="\;>!KA
M;4))(TFB_=7$7=9!U'T[CV-:TH*;LSAQ]>>'IJ<3X0\9>$[SP9KDFGWB,I`#U
MQL1]Y#T/Z$?A6'7VE^V%X#TK6]'34M,`2^L`6``G\2_P!1]*^+:BI#DE8W*
MPF(^LTE/J!X%%%(3L=&ZYS`Q96,]1Y7E
MC>BFN6KT,,MV?*9?"*V__2%('1.W[YDB8U(D]\!+?R$OW<?4+`1<
MF(%F9>N9*2J!>(2Z5B#X*0^!*&T1_M[?@J;:O[MN;;"N&B9D*]OM7A*F?GE`H++`HI9%*V?;
MCZBHR$JAH8!'&B#AE2XE\Q3NA;*J/6N!RTRL-V6VK.#E^25*=@`)+`GC:"D\0]O
M*[OL4RD=%2>B;KJAZCDJA1;/Y^@@7.5+W@1J@(@QM,M;!9QVQ#0V?CDWGV.PEG^'1D>?K>6S0"N2KM$+:=I1PQ1D9;9]6ES$`I[/S'M@G:NKR.)6)[*%`X6KJ2)1X,`('L5"S+XY*K>9SK9@JD+;DSMQ3W!@3C+J<_F,_9%$R]C$/>PJ-!J,:;UQ6*6?5=;,M5`]D?XW%UPOOY8%&1#%J)T[?5)M&V_9M99]=*5
MW%S>5)?"S&:WX-N<8=X)2&3KVB(GHA$8^7?89Y1D$^\!;(*2'8^'N^[4(SYO"&GEB^.^:*?C*^\^!<UC*,$AK:*9]U%+\VNN5X(/'6?,5X;&@?EQ[J]MG=A;;>'6EN9EM7JY>Q?XG<=YT$/C#`O?O/6AM>?\G(T!2'M*%O;O`,/M[8H>Y1U#T;8MI(T:M[M;$A)^]'#I7JXD$=1T![:8(=X9)2PZ9:AM>S(5?K_(@KGP5F_;PHO.;8=XB]J%P-`.%UCXX>R%F<V,:A^DBUR7>1\9;/;PQ5<;N@R;OUEUO^&G;_%>N=OYXL%;7N9=?>;E3O]J<W?+5V\>7>JY]4J?*2]F\(SYSXQTY?L+<>?Q\3V?HA*RG'^CR?H>HC^$0!>"37E6@O+K&45Y#EL$&W5QSUHTW9S&XRL_ACIOL2`V)@0EXX#?\+%;6\B3&>$4%L)E#GA5E#I8D3VQQ!G,^XU;?I]4$`.B^J@:C-K?1LWM%#>;;&"?L/>-HHF+2T:RO0MR!9;^C4*LO?^7YY<HHU<WFZ%Q*Q2KV+R[B%?,ZQQH[Z/PFZ9SN?HNJI^G7-3Z
M`(ZEEEB&@U*H%.=X)E'PO7/0(TWR[]P-QKV[=2;PDMF_O0A0Z1Z`M>UO:H`%G_2
MV5RF6BW9>U-0K=;=R/IC"UM*D\:(8T=?=WWP:K5+00#4=%I[S-.5?=UX(YA_WN(R[*X`-:Y.]6)RXDP6Y=T=Z85QHNS.@G;Z%08!&M`:F[?KV?VFBW[-`[$*L:0#+07&MT@F5@C6LMP?.D+M8A%5D\3:4>B>;^VI%C2N<4,9Y>`Y:@2U?BL,J_]I-N]25DR3D.=$/E(M0$N3+?U]XHQ<J[TV@DCB1O]XS)U-'T;:<)E=G3T<Z:2:6Y9[+\*-:6N5(I;"$];.E\&Q%XM]K]8>'$MM;:1J`-7G!;H@/]+=)IH%*_?W+2H]O:#_.:Q?YL'OP'EBD@.I#`=9NU`R1J^&-@H^9&+KO0SC?:_[Q%LM\I[,6+0I&MA7:MAZB0XI]/$X%W%(`[I73TR7!U8'=N[H%L?QB\,36@5H0`8B&(^OL=^4D0AY%4UH[J^,1]`"\TP'^0_)2<-9!XN(Z@QGCTM71LAGW`1C'S+RDW%SQ77#6H21Z:'YEX"@0VI*`V0S'E`:S]DP/]^E6%4%,&\7T,J%L^F'GJ`G$AM;?V>,?%5*X7YQ@@=`G&*`;#QJH0ZTFY^MMJNHA`QP?#BI?'XTDC5Y$9T?]4`&,'8[Q[RB'G?4/*;T%;`9:)2&RTBCG4P@Z_ZF=)%Y&E,^BMGA1;S^%M/6C5RXLW+GRT1/^U/AG.X\UK(U^3]2@MS&60[4)*AY)0:QM1+`9]-MXZN\;%O+3U0L;1U9)A=>]-HL&;=GFQ&R_M,D$K!R/D)+)W+W#]W@%U'TDEC4-+=%@K\Z:%Q=`5R]S'\G^)%B$H<UQE5$F,7*9[5ZZD+TX'%Y(.J3'R`6UO[.[Y1IF>`BPX4GPRN.A>BJ'X:W6E+@<)VK-;?OEZF^.+F_UTX<N/\OFKA+=#8-VKUZ\<#^W;?'P@D(.W%K"T&$.C_?A3M33^(-7T''P)#+N(XE*^X[.5A-;O[H$4;-?=\/R'6I1R=E2?`WX^`+N^B@"1UT&'=H8?:&$1HN+7J5KD7;Z`5^G&A*8^S;G!AL&3_GN[7)NKJ-=?-\Y<`:$/L%.VGK'6*D#0Z9O4=)3\=]6/O^'&1Z)K1<@L()E\,?`HEWWSW=?%V_]TN@.YLQ?#TY3=(1V>"_]IK)=Q_YVJ=W/NE`7WJ-]A9MTW^!^IT4%WE3M^`S.X'`$U*ZO4\FQ1JE
M$`U95B;'=?&D5C/`.W>YBW%JD6>H1&U?Q?@Z@Y2<:+J:XA8>M+M>3R!4\Z]N!E&(P>L/$'N;_#-7Z?N\?%$=:5V#EZWXJYZMJC/W+E%TFS32=*^`%.TK/AHK@>*5&UXY?`0=Z[I7:?B3T,-N%8N9P"H+UC,`)>DQ&6#)I4/`CH`54>IFHB9@DJ5PS5@G,V#(;H)G`@@B:&2!6(/>&SB!N)^[HQ7@]VA%JG!VX>HY`?JUW?!^&^T1FHU@ZDV.^9)RDYD>@LJ\S7`6Z0(X.6)@$X7R0?Z`^9O)@2Z+DYFYH!!=HYL4@9B8:1KS+LC$OL$W[IO+.#X<?7)XQ8\U#*+P#RH\&GY!NP2'[ZV=YFKV\S.R_ZTYV?^9.`J]0^OA1QC^W9Z8=K[#N`6R&8]XN2NVGD8/6L`M0_7N!^/Z+Z']&V?$9Y#YUC>EO4)"(K+3AD=G\H@T!HQ,A3^.8Y;]F1-;_FEW%ZE/J7JJ_LH0_YKE1>Z*>>%RW8_YBMQ@/1L1F7)?K81U#,/7X:>9OK
```

Thread 551

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1.297 MSG-294 Subject: Re: Making Imagine Pay

Subject: Re: Making Imagine Pay
Date: Sunday, 16 July 1995 00:30:14
From: Kent Marshall Worley <mumu@america.net>

I use Imagine to create graphics for the Atlanta Braves. I have made player pictures and logo animations that are shown on the big video screen in the stadium.

mumu@america.net

Thread 77

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1.298 MSG-295 Subject: Imagine 3.0 in OS/2?

Subject: Imagine 3.0 in OS/2?
Date: Sunday, 16 July 1995 04:04:25
From: patrick@oz.net (Patrick Fairchild)

Greetings, I am new to the mailing list so forgive me if this has been asked before. As the subjct states, is it possible to get Imagine 3.0 PC to run under OS/2 Warp? I have tried a multitude of things and nothing seems to work. When I type IMAGINE to start the program it just puts me back to the command prompt. No error messages, nothing. I have trying to run it in a DOS full screen VDM. If anybody has gotten it to work I'd really appreciate any helk you can give me. I hate having to reboot to DOS just to run Imagine.

Thanks in advance.

--Patrick Fairchild
--patrick@oz.net

Thread 109

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1.299 MSG-296 Subject: Pictureman.

Subject: Pictureman.
Date: Sunday, 16 July 1995 06:30:46
From: kit@vianet.net.au (Chris)

Hi all,

just a quick question about Pictureman that came bundled with Imagine 2.0 in the "3D Modelling Lab" book by P. Shaddock.

i have been trying to re-establish contact via e-mail with igor plotnikov and Stoik Works in Russia but with no success.

can anybody advise me what their e-mail address is or whats happened to them.

thanks.......................chris.

Thread 127

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1.300 MSG-297 Subject: Re: Planet shading

Subject: Re: Planet shading
Date: Sunday, 16 July 1995 06:53:43
From: Lumbient@aol.com

THe answer is very simple:

Make a SUN!!

To make a sun make an object of several axis grouped together. Like the way to make soft-shadows. The most outside spotlites should be roughly the same radius from the center axis as the radius of the planet. Have all spotlites point to the center of your planet. Render....

---Lum

Yeah I know I can’t write good tutorials! :)

Thread 300

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1.301 MSG-298 Subject: Rendering Times

Subject: Rendering Times
Date: Sunday, 16 July 1995 07:44:23
From: SGiff68285@aol.com

Heres a little tip on something I just discovered. I had been rendering my projects with files spread all over my 2 hard disks. I tried putting all brushmaps and objects in the Projects object directory and my rendering time went from about 25 minutes to about 12 minutes in full trace. I guess it takes a lot of processor time to look through all your directories.

s.g.

Thread 316

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1.302 MSG-299 Subject: Planet Shading

Subject: Planet Shading
Date: Sunday, 16 July 1995 10:47:51
From: MSPINK@vbs.bt.co.uk

You're after a parallel light source that actually is
parallel. Have you tried giving the light source a
ridiculously long Z axis (or X or Y, can't remember
which) to make the lightsource very wide, alternatively,
assuming the stock lightsources may be buggy, try
using an axis as a light and doing the above.
GOOD LUCK

Thread 324

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1.303 MSG-300 Subject: Re: Planet shading

Subject: Re: Planet shading
Date: Sunday, 16 July 1995 17:57:23
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

What happens when you place an AXIS at the side of the planet and let the 'Sun' track to it, with its center at the 'X'.

Greetings Joop

Apoligies for stealing your nice ASCII drawings :)

```
Planets (side views; light source is to the right; "night" side is filled
         with X's)

    What I want:                 What is rendered:

     _________                      _________
    /XXXX:    \                    /XXXXXXX: \
   /XXXXX:     \                  /XXXXXXXX:  \
 A|XXXXXX:      |                |XXXXXXXXX:   |
 X|XXXXXX:      |                |XXXXXXXXX:   |
 I|XXXXXX:      |                |XXXXXXXXX:   |
 S \XXXXX:     /                  \XXXXXXXX:  /
    \XXXX:____/                    \XXXXXXX:_/
```

Thread 330

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1.304 MSG-301 Subject: Image Depth?

Subject: Image Depth?
Date: Sunday, 16 July 1995 20:47:14
From: plucas@vt.edu (Perry Lucas)

I'm using 3.0 at the moment with 3.3 on the way. My problem comes in with the appeared image depth. My room that was rendered was 800 units long with my camera looking straight down it. The right, left, and back wall were brush mapped along with the floor. In the solid wire frame view in the stage editor, it appeared to have a nice distance. However, when I rendered it at 640x480x16.7(Truecolor) 6 x 7 aspect the depth was lost and the room looked scrunched up. The only solution I had to this was to exxagerate the room depth by scaling the room 4x to get something close to the desired look. This was rendered
full Trace w/2 light sources both casting shadows. There were also some other objects in the room to provide some depth perception. Is there something I am missing with this?

--Perry

Thread 322

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1.305 MSG-302 Subject: Lanscapes and clouds.

Subject: Lanscapes and clouds.
Date: Sunday, 16 July 1995 21:04:46
From: ray@kolvir.demon.co.uk (Ian Brown)

Hi All,
This isn't an "I've got a problem" thread (yet!). But I was thinking recently about landscapes and clouds, and thought I'd ask what people's favourite ways of producing these are.
Ian.

```
--
/-------------------------------------------------------------------------\
| "Life's full of mysteries.  Consider this one of them" -B5              |
|-------------------------------------------------------------------------|
|ray@kolvir.demon.co.uk   ---   Ian Brown                                 |
\-------------------------------------------------------------------------/
```

Thread 315

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1.306 MSG-303 Subject: Metal global maps???

Subject: Metal global maps???
Date: Sunday, 16 July 1995 23:01:00
From: Charles Blaquiere <blaq@io.org>

> From: Charles Blaquiere <blaq@io.org>
>
> I have UUencoded a sample Imagine object (the number "5") and the
> environment brushmap. I'm mailing them to you; if anyone else wants them,
> I'll keep them around for a week or so. (Or should I send them to one of
> those newfangled WWW Imagine Mailing List repositories?)

Enough people have asked me, in e-mail, to send them the files, that I feel comfortable to post them on the IML.

```
begin 644 MetalReflection-3
M1D]230``*`!)3$)-0DU(1````!0`"@#(`````!@``0```&1D``H`R$1022``Q
M```$`&0`9$)/1%D``"?+_P#___\`_P#___\`____________`/\`_P#_____5
M_________________________P#___\`_P#___\`____________`/\`_P#_:
M_____________________________P#___\`_P#___\`____________`/\`9
M_P#______________________________P#___\`_P#___\`____________8
M`/\`_P#______________________________P#___\`_P#___\`________:
```

```
M____`/\`_P#______________________________P#___\`_P#___\`____:
M________`/\`_P#______________________________P#___\`_P#___\`:
M____________`/\`_P#______________________________P#___\`_P#_9
M__\`____________`/\`_P#______________________________P#___\`9
M_P#___\`____________`/\`_P#______________________________P#_9
M__\`_P#___\`____________`/\`_P#_____________________________9
M_P#___\`_P#___\`____________`/\`_P#_________________________:
M_____P#___\`_P#___\`____________`/\`_P#_____________________:
M_________P#___\`_P#___\`____________`/\`_P#_________________:
M_____________P#___\`_P#___\`____________`/\`_P#_____________:
M_________________P#___\`_P#___\`____________`/\`_P#_________:
M_____________________P#___\`_P#___\`____________`/\`_P#_____:
M_________________________P#___\`_P#___\`____________`/\`_P#_:
M_____________________________P#___\`_P#___\`____________`/\`9
M_P#______________________________P#___\`_P#___\`____________8
M`/\`_P#______________________________P#___\`_P#___\`________:
M____`/\`_P#______________________________P#___\`_P#___\`____:
M________`/\`_P#______________________________P#___\`_P#___\`:
M____________`/\`_P#______________________________P#___\`_P#_9
M__\`____________`/\`_P#______________________________P#___\`9
M_P#___\`____________`/\`_P#______________________________P#_9
M__\`_P#___\`____________`/\`_P#_____________________________9
M_P#___\`_P#___\`____________`/\`_P#_________________________:
M_____P#___\`_P#___\`____________`/\`_P#_____________________:
M_________P#___\`_P#___\`____________`/\`_P#_________________:
M_____________P#___\`_P#___\`____________`/\`_P#_____________:
M_________________P#___\`_P#___\`____________`/\`_P#_________:
M_____________________P#___\`_P#___\`____________`/\`_P#_____:
M_________________________P#___\`_P#___\`____________`/\`_P#_:
M_____________________________P#___\`_P#___\`____________`/\`9
M_P#______________________________P#___\`_P#___\`____________8
M`/\`_P#______________________________P#___\`_P#___\`________:
M____`/\`_P#______________________________P#___\`_P#___\`____:
M________`/\`_P#______________________________P#___\`_P#___\`:
M____________`/\`_P#______________________________P#___\`_P#_9
M__\`____________`/\`_P#______________________________P#___\`9
M_P#___\`____________`/\`_P#______________________________P#_9
M__\`_P#___\`____________`/\`_P#_____________________________9
M_P#___\`_P#___\`____________`/\`_P#_________________________:
M_____P#___\`_P#___\`____________`/\`_P#_____________________:
M_________P#___\`_P#___\`____________`/\`_P#_________________:
M_____________P#___\`_P#___\`____________`/\`_P#_____________:
M_________________P#___\`_P#___\`____________`/\`_P#_________:
M_____________________P#___\`_P#___\`____________`/\`_P#_____:
M_________________________P#___\`_P#___\`____________`/\`_P#_:
M_____________________________P#___\`_P#___\`____________`/\`9
M_P#______________________________P#___\`_P#___\`____________8
M`/\`_P#______________________________P#___\`_P#___\`________:
M____`/\`_P#______________________________P#___\`_P#___\`____:
M________`/\`_P#______________________________P#___\`_P#___\`:
M____________`/\`_P#______________________________P#___\`_P#_9
M__\`____________`/\`_P#______________________________P#___\`9
M_P#___\`____________`/\`_P#______________________________P#_9
M__\`_P#___\`____________`/\`_P#_____________________________9
M_P#___\`_P#___\`____________`/\`_P#_________________________:
M_____P#___\`_P#___\`____________`/\`_P#_____________________:
M_________P#___\`_P#___\`____________`/\`_P#_________________:
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M_____________P#___\`_P#___\`____________`/\`_P#_____________:
M_________________P#___\`_P#___\`____________`/\`_P#_________:
M_____________________P#___\`_P#___\`____________`/\`_P#_____:
M_________________________P#___\`_P#___\`____________`/\`_P#_:
M_____________________________P#___\`_P#___\`____________`/\`9
M_P#______________________________P#___\`_P#___\`____________8
M`/\`_P#_______________________________P#___\`_P#___\`________:
M____`/\`_P#______________________________P#___\`_P#___\`____:
M________`/\`_P#______________________________P#___\`_P#___\`:
M____________`/\`_P#______________________________P#___\`_P#_9
M__\`____________`/\`_P#______________________________P#___\`9
M_P#___\`____________`/\`_P#______________________________P#_9
M__\`_P#___\`____________`/\`_P#_____________________________9
M_P#__P$`/P$`/P’_P/\`__________\!`#\!`#\!`#\!_\#_____`?_`____M
M______________\!`#___P’_P/___P#_`/_______P’_P/________\`____?
M_P$`/P’_P/_______________P’_P`’_P/\`____`/\`________`0`_`?_`H
M______\`_____P’_P/\`________________`0`__P`!`#\!_\#_`/\`____D
M_P’_P`’_P/\`______\`_____P$`/P$`/P’_P/_______________P$`/P’_I
MP/\`_P#_`/______``$`/P$`/P’_P/___P#___________\`____________C
M______\!`#\!`#\!`#\!`#\!_\#__P$`/___`?_`_P#___\`_____P’_P/__M
M_P#_____________`?_``?_`____________`/__`?_``?_`_P#_`/___P#_D
M____`0`_`?_`_P#_____________`0`__P`!_\#_________`/___P`!`#\!H
M`#\!`#\!_\#_`/____\!_\#_`/\`_____________P’_P`$`/P$`/P’_P/__L
M____`/__`0`___\!_\#___\`_P#_____`0`_`0`_`0`_`?_`____________H
M``’_P/___P#______P#_____`?_`_P#___\`_P#______________P#_____@
M______\`_P`!_\#_`/______`/__`?_``0`_`0`_`?_`_P#_`/____\!_\#_K
M_____P#__________P$`/_\``0`_`0`_`?_`____`/__`0`___\!_\#_`/\`J
M_P#_____`0`_`?_`____`/__________`?_``0`_`?_`____`/___P#_____F
M`?_`_P#_`/\`_P#_________`/___P#___________\``?_`_P#___\`____B
M`/__`?_``0`_`0`_`0`_`0`_`0`_`?_`__\!_\#_`/___P#__________P$`Q
M/_\``0`_`?_`_P#___\`____``’_P/___________P#__P$`/P$`/P’_P/\`K
M______________\``?_`_P#_`/___P#__P$`/_\``?_`_________P#__P’_D
MP/___P#_`/__________`?_``0`_`0`_`0`_`0`_`?_`_P#__P’_P`$`/P$`R
M/P’_P/______`/__`0`_`?_`_P#_`/___________P`!_\#_________`/\`E
M____``’_P/___P#______P#______P#_`/\`__________\!`#__``’_P/__C
M____`/\`____``$`/P’_P/\`______\`__\!_\#_`/\`_P#__________P’_F
MP`$`/P$`/P’_P/___P#_`/___P`!_\#_`/\`______\`____`/\`_P#_`/__J
M_________P#__P’_P/\`____`/\`____`/\``0`_`0`_`?_`____`/__`0`_I
M`0`_`0`_`0`_`?_`________`0`___\!`#\!`#\!_\#_`/\`____``$`/P’_S
MP/___P#___\`__\!_\#_________`/__________`?_`______\`_P#_`/__@
M_P`!_\#_`/___P#___\`__\!`#\!_\#______P#_______\!_\`!`#\!_\#_J
M__\`_P#_`/__`0`__P`!`#\!_\#_`/___P#__P’_P/\`______\`________G
M`0`___\!`#\!_\#_`/\`_P#_____`0`_`?_`_P#_`/___P#___\`_P#_____J
M_P#_____________`?_`_P#_`/\`_P#__P’_P`’_P/\`_P#_`/___P#__P$`H
M/P$`/P’_P/___P#__________P’_P/\`_P#_`/\`_P#__P$`/_\``0`_`0`_L
M`0`_`?_`_P#__P’_P/___P#___\`________`?_``0`_`0`_`0`_`0`_`0`_Q
M`0`_`?_`__\!`#\!_\#______P#_`/__`0`_`?_`_P#___\`________`0`_L
M__\!_\#___________\``?_``?_`_P#______P#_`/__`?_`_P#_`/___P#_F
M______\!_\`!_\#_`/___________P#_``$`/P$`/P’_P/___P#_`/___P#_H
M`/\`____`/_______P$`/_\``0`_`?_`_________P`!`#___P’_P/\`____H
M`/\`__\!`#\!`#\!`#\!_\#_`/_______P’_P`$`/P’_P/\`_________P`!O
M_\`!_\#_`/\`____`/\`__\!_\#______P#_`/_______P$`/___`0`_`0`_I
M`?_`______\`_P`!`#\!`#\!`#\!_\#_`/\`____`/______`/\`________I
M`?_``?_`______\`______\``0`___\!_\#___\`_P#_`/__`0`_`?_`____J
M`/\`________`0`__P`!_\#___\`______\`__\!_\#_`/___P#_`/\`__\!G
M_\#_`/___P#_`/_______P’_P`$`/P$`/P’_P/\`______\``?_``0`_`0`_N
M`?_`_P#_`/\`__\!`#\!`#\!_\#_`/\`________`0`___\!_\#_`/\`____L
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M__\``0`___\!_\#_`/\`_P#_`/__`?_`____`/\`_P#_______\!_\`!_\#_J
M`/\`_P#______P#__P'_P/\`_P#_`/\`_P#___\`____`/\`_P#_______\!E
M`#__``$`/P$`/P$`/P'_P/___P#__P$`/P$`/P$`/P$`/P$`/P$`/P'_P`$`Z
M/P'_P/\`_P#_`/__________`0`_`?_`______\`____`/__`?_`________D
M______\`____`/\`_P#_`/_______P'_P/__`0`_______\`____`/___P#_A
M_____________P#___\`_P`!`#\!`#\!_\#______P#__P'_P`'_P`'_P`$`L
M/____P#___\`______________\`____`/\``?_`____`/______`/__`0`_@
M_P#_`/______`/___P#______________P`!_\`!`#__``$`/P'_P/\`____F
M__\`__\!_\`!`#__`/______`/___P#______________P#_`/___P`!_\#_C
M`/\`_____P$`/___`0`_____`/______`/___P#______________P`!`#__B
M__\``0`_`0`_`0`_`?_`__\!_\#__P'_P`'_P`$`/_______`/___P#_____N
M_________P#______P`!_\#______P#___\`__\!`#__`/________\``?_`B
M`0`_______________\``?_``?_``0`_`0`_`?_`____`/___P#__P'_P`$`N
M/_________\`_P#_________________`/\`_P#__P'_P/\`____`/___P#_>
M_P$`/____________P#_`/________________\``0`__P#__P$`/P$`/P'_E
MP/\`__\!`#___P'_P`'_P`'_P`'_P`'_P`$`/_\`_________________P`!N
M_\`!`#___P'_P/___P#_`/_______P$`/_\`_P#_`/\`____`/__________D
M______\`_P#_____`0`_`?_`_P#_`/_______P'_P`$`/_\`_P#_`/___P#_G
M________________`/\`_____P'_P/\`_P#_`/_______P$`/____P#_`/\`A
M____`/________________\``0`______P$`/P$`/P$`/P$`/P'_P/____\!I
M_\`!_\`!`#__`/\`__\!`#__________________`/_______P'_P/______C
M__\`_____P$`/_\`____`/\`______________________\``?_``?_``?_`D
M_P#_________`/____\!_\`!`#____\`_P#______________________P#_>
M`/\`_P`!`#\!_\#______P#_____`0`_______\`_P#_________________B
M_____P`!`#__`/\``?_`_P#______P#_____`?_``?_``?_``0`__P#_____K
M_________________P#___\`_P`!`#\!`#\!_\#___\`_____P$`/_\`_P#_E
M__\`______________________\``?_``0`__P`!_\#___\`____``'_P`'_F
MP/__`0`__P#___\`__\!_\`!_\`!_\`!_\`!_\`!_\`!_\`!`#\!`#____\`U
M`0`_`?_`_P#___\``0`_`0`_`?_`____`/___P#__P$`/_\``0`_`0`_`0`_S
M`0`_`0`_`?_`__\!_\#_`/___P#_`/___P`!_\#___\`____`/___P#_____I
M`0`_`?_`____________``'_P/\`_P#___\`_P#___\``0`_`?_`_P#___\`J
M____`/____\!_\#_`/___________P#_`/\`_P#___\`_P#___\`____`/\`A
M____`/___P#_____`0`_`0`_`?_`_________P#_``$`/P$`/P'_P/\`_P#_K
M__\``?_`_P#_`/___P#___\`__\!_\#______P#_________`/\`______\`B
M_P#_`/___P`!`#\!`#\!`#\!_\#_`/___P#__P$`/___`?_`_P#_________K
M``$`/P'_P/___P#_`/\`____``'_P/______`/\`____`/____\!_\#_`/\`I
M_________P#__P$`/P'_P/\`_P#_`/___P#_`/______`/\`____`/__`?_`E
M_P#_`/\`_________P#______P#_`/\`_P#___\``0`_`?_`____`/\`____D
M`/__`0`__P`!`#\!`#\!_\#______P`!_\#___\`_P#_`/\`____`/___P#_K
M__\`_P#___\`__\!_\#_`/______`/______``$`/P'_P/\`_P#_`/\`____F
M``'_P/\`____`/\`____`/___P`!`#\!_\#___\`______\``?_`_P#_`/\`J
M_P#_`/___P`!`#\!`#\!_\#_`/\`____`/__`0`___\!`#\!_\#_`/______L
M``$`/P$`/P$`/P$`/P$`/P$`/P'_P/\`______\`_P#_`/___P#__P'_P/__Q
M____`/\`______\``?_`______________\`_P`!_\#___\`_P#_`/___P#_B
M__\``?_`____`/\`______\``0`_`?_`____________`/\``0`_`?_`_P#_I
M`/\`____`/___P`!`#\!_\#_`/\`______\``?_`_P#___________\`_P#_F
M__\`_P#_`/\`____`/___P`!_\#_`/\`_P#______P`!`#\!`#\!_\#_____I
M____`/\``?_`_P#_`/\`_P#___\`____``$`/P$`/P$`/P$`/P'_P/___P`!P
M_\#___\`_________P#_``$`/P$`/P$`/P$`/P$`/P'_P/\`____``'_P/__N
M______\`____``$`/P'_P/\`_________P#_``'_P/___________P#_`/__C
M_P`!`#\!_\#______P#___\``?_`_P#_`/________\`_P#_`/__________D
M_P#_`/__`0`_`?_`_P#______P#___\`_P#_`/\`_________P#_``$`/P'_H
MP/________\`_P#__P'_P`$`/P$`/P'_P/___P#___\`_P`!`#\!`#\!_\#_N
M_____P#_``'_P/\`_________P#_`/___P`!_\#___\`____`/___P`!`#\!G
M_\#___\`______\`_P#_`/\`_________P#_`/___P`!`#\!_\#_`/___P#_D
M__\`____`/___P#______P#_``$`/P$`/P'_P/______`/\`____``'_P/\`H
M_P#___\`____`/__`0`_`?_`_P#______P#_`/______`/______`/\`__\!D
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M`#\!`#\!`#\!`#\!_\#_`/___P#______P#_`/______`/\``?_`____`/__J
M____`/\`__\!_\`!_\#______P#_`/___P`!_\#___\`_P#______P#_``$`H
M/P’_P/\`______\`_P#___\``0`_`?_`____`/\`____`/\``?_`_P#_`/__I
M____`/\`____`/\`______\`_P#__P$`/P’_P/\`____`/\`____`/\`_P#_E
M`/\`______\`_P`!_\#_`/\`______\`_P#__P’_P`$`/P$`/P’_P/\`_P#_L
M__\``0`_`0`_`0`_`0`_`?_`____`/\``0`_`0`_`0`_`?_`____`/\`__\!U
M`#\!_\#___\`_P#_`/___P`!_\#_________`/___P#_``’_P/______`/__E
M_P#_`/____\!`#\!_\#_`/\`_P#___\``0`_`?_`______\`____`/\`_P#_I
M_____P#___\`_P#__P’_P`’_P/\`_P#_`/\`____``’_P/\`______\`____F
M`/\``0`_`?_`____`/___P#_`/__`0`_`0`_`0`_`0`_`0`_`0`_`?_`_P`!V
M`#\!`#\!_\#___\`____`/\``?_`_P#___\`____`/\`_____P’_P/______G
M_____P#_``’_P/___P#___\`____`/\`_P#_`/___P#___\`_P#_____`0`_D
M`?_`_________P#_``$`/P’_P/\`____`/___P#_``$`/P$`/P’_P/\`____L
M`/\`_____P’_P/\`_________P#_``’_P/\`_P#___\`____`/\``?_`____F
M`/\`____`/\`_____P$`/P$`/P’_P/______`/\``0`_`0`_`0`_`?_`_P#_O
M__\`_P#_`/___P#_`/___P#_`/____\!_\#___\`______\`_P`!_\#_____C
M_P#_`/___P#_``$`/P’_P/\`_P#___\`_P#_____`0`_`?_`_P#______P#_I
M``$`/P’_P/___P#_`/___P#_`/___P#_`/\`____`/\`__\!_\#___\`_P#_H
M_____P#_`/___P#___\`_P#___\`_P#___\`_P#_`/___P#_`/___P#___\`A
M_P#______P#_`/___P#___\`_P#___\`_P#___\`_P#_`/___P#_`/___P#_A
M__\`_P#______P#_`/___P#___\`_P#___\`_P#___\`_P#_`/___P#_`/__A
M_P#___\`_P#______P#_`/___P#___\`_P#___\`_P#___\`_P#_`/___P#_A
M`/___P#___\`_P#______P#_`/___P#___\`_P#___\`_P#___\`_P#_`/__A
M_P#_`/___P#___\`_P#______P#_`/___P#___\`_P#___\`_P#___\`_P#_A
M`/___P#_`/___P#___\`_P#______P#_`/___P#___\`_P#___\`_P#___\`A
M_P#_`/___P#_`/___P#___\`_P#______P#_`/___P#___\`_P#___\`_P#_A
M__\`_P#_`/___P#_`/___P#___\`_P#______P#_`/___P#___\`_P#___\`A
M_P#___\`_P#_`/___P#_`/___P#___\`_P#______P#_`/___P#___\`_P#_A
M__\`_P#___\`_P#_`/___P#_`/___P#___\`_P#______P#_`/___P#___\`A
M_P#___\`_P#___\`_P#_`/___P#_`/___P#___\`_P#______P#_`/___P#_A
M__\`_P#___\`_P#___\`_P#_`/___P#_`/___P#___\`_P#______P#_`/__A
M_P#___\`_P#___\`_P#___\`_P#_`/___P#_`/___P#___\`_P#______P#_A
M`/___P#___\`_P#___\`_P#___\`_P#_`/___P#_`/___P#___\`_P#_____A
M_P#_`/___P#___\`_P#___\`_P#___\`_P#_`/___P#_`/___P#___\`_P#_B
M_____P#_`/___P#___\`_P#___\`_P#___\`_P#_`/___P#_`/___P#___\`A
M_P#______P#_`/___P#___\`_P#___\`_P#___\`_P#_`/___P#_`/___P#_A
M__\`_P#______P#_`/___P#___\`_P#___\`_P#___\`_P#_`/___P#_`/__A
M_P#___\`_P#______P#_`/___P#___\`_P#___\`_P#___\`_P#_`/___P#_A
M`/___P#___\`_P#______P#_`/___P#___\`_P#___\`_P#___\`_P#_`/__A
M_P#_`/___P#___\`_P#______P#_`/___P#___\`_P#___\`_P#___\`_P#_A
M`/___P#_`/___P#___\`_P#______P#_`/___P#___\`_P#___\`_P#___\`A
M_P#_`/___P#_`/___P#___\`_P#______P#_`/___P#___\`_P#___\`_P#_A
M__\`_P#_`/___P#_`/___P#___\`_P#______P#_`/___P#___\`_P#___\`A
M_P#___\`_P#_`/___P#_`/___P#___\`_P#______P#_`/___P#___\`_P#_A
M__\`_P#___\`_P#_`/___P#_`/___P#___\`_P#______P#_`/___P#___\`A
M_P#___\`_P#___\`_P#_`/___P#_`/___P#___\`_P#______P#_`/___P#_A
M__\`_P#___\`_P#___\`_P#_`/___P#_`/___P#___\`_P#______P#_`/__A
M_P#___\`_P#___\`_P#___\`_P#_`/___P#_`/___P#___\`_P#______P#_A
M`/___P#___\`_P#___\`_P#___\`_P#_`/___P#_`/___P#___\`_P#_____A
M_P#_`/___P#___\`_P#___\`_P`!_\#_`/\`_P`!_\#_`/\``?_`_P`!_\#_L
A`/\``?_``?_`_P#_``’_P/\``?_`_P#_``’_P/\`_P``X
``
end
size 10248
```

```
begin 644 Silver5.iob
M1D]230``-5141$1$3T)*(```-4A$15-#```U.$Y!344````20TA!4@`````R
M````````````4TA0,@````0``@``4$]320````S_CA1\````/_P9FA!6$E3Y
M````)``!`````````````````````0```````````````````$``%-)6D4`B
M```,`"/7"P`@````.LS-0D)/6````!C_URCW__B``O^_V,,`*G]H``>```!`F
M>1I03E13```+0@#P_VH]<O_X@`+_Q3,V_VH]<O_X@`+_S]<,_VW?T__X@`+_K
MR\U"_W(1H__X@`+_R&7<_W;A2?_X@`+_Q9F<_WM=W?_X@`+_P\A=_W^=N/_XO
M@`+_PL6[_X.3@__X@`+_PGU$_X<YE?_X@`+_PMI._XJ/E/_X@`+_P\Q&_XV7H
M//_X@`+_Q4DR_Y!1!__X@`+_QTY>_Y*Y/?_X@`+_R=],_Y3&!O_X@`+_S0-2R
M_Y9FO?_X@`+_T,'X_Y>%(?_X@`+_U1Z[_Y@K^__X@`+_VQ9&_Y?7:O_X@`+_6
MX,`&_Y:X5/_X@`+_Y7"F_Y5:G/_X@`+_Z)XR_Y.)D/_X@`+_ZTCN_Y%6,__X(
M@`+_[7+;_X[.U/_X@`+_[QH'_XP!$?_X@`+_\#CY_XCZZ__X@`+_\,>H_X7*Y
MZ__X@`+_\+P\_X)_V/_X@`+_\`K\_W\H\__X@`+_[J6D_WO7#/_X@`+_['KDX
M_WEPI?_X@`+_ZCUS_VUPI?_X@`+_[KA4_VVZ7__X@`+_^H<N_VX$&?_X@`('!
M!E8$_VY-U/_X@`(`$B3=_VZ7CO_X@`(`'?.V_V[A2?_X@`(`*<*/_WO"DO_X:
M@`(`*<*/_XBCV?_X@`(`*<*/_Y6%(?_X@`(`*<*/_Z)F:?_X@`(`*<*/_Z@S;
MJ__X@`(`*AU<_ZT>NO_X@`(`*S,S_ZT>NO_X@`(`(0H\_ZT>NO_X@`(`%N%'T
M_Z%1[/_X@`(`%N%'_Y6%(/_X@`(`%N%'_XFX4__X@`(`%N%'_WWKA__X@`(`U
M%N%'_WWKA__X@`(`"/7!_WWKA__X@`+_^PI`_X#UQ?_X@`+__%'N_X>4V?_XD
M@`+__EMA_XV6I?_X@`+__W!"_Y,S-?_X@`+__ZX7_YA<%/_X@`+__RJN_YU&9
M:?_X@`+__>#X_Z'D[?_X@`+_^]A<_Z8F6__X@`+_^1D*_ZGV%?_X@`+_]:X8N
M_ZT]WO_X@`+_\:;E_Z_H0?_X@`+_[1<#_['BE/_X@`+_Z!2__[,=V/_X@`+_)
MXK<!_[..:O_X@`+_W1.&_[,J_/_X@`+_USW=_['KA__X@`+_T4>P_[`HC?_XP
M@`+_S&>?_ZW'H__X@`+_Q^]?_ZK-2__X@`+_P^"D_Z<ZQ__X@`+_P#Y6_Z,/:
M1O_X@`+_O0X1_YY)Z?_X@`+_NEBZ_YCL&?_X@`+_N"H$_Y+B/?_X@`+_MH[4+
M_XR#(/_X@`+_M9,@_X62KO_X@`+_M3_9_WX]<O_X@`+_M9F<_W="@O_X@`+_7
MMIC'_W"6I__X@`+_N$#L_VH]<O_X@`+_NH]>_V:9___]@`+_QN2R_V?VC?_]/
M@`+_UHC3_VS>8__]@`+_T88`_W*D*__]@`+_S82`_WD/M__]@`+_RAE>_WR/&
MI/_]@`+_R*UB_W_A1?_]@`+_Q^`__X+YXO_]@`+_QZ*T_X74S__]@`+_Q^4V[
M_XAQC/_]@`+_R)M0_XK11__]@`+_R;V;_XST.?_]@`+_RTI._XX[74?_]@`+_]
MS41]_Y!RLO_]@`+_S[)*_Y&Y(O_]@`+_TIH<_Y*8^__]@`+_U?].__Y,K2/_]]
M@`+_VPP9_Y+LVO_]@`+_W]=`_Y'^/__]@`+_X\]A_Y$&BO_]@`+_Y@S;_X^\<
MC__]@`+_Y^KV_XXLAO_]@`+_Z6O=_XQ@N/_]@`+_ZH[@_XIB\?_]@`+_ZU#(4
M_X@]1__]@`+_ZZR6_X7Z*__]@`+_ZYP'_X.D1?_]@`+_ZQ>4_X%&D/_]@`+_Z
MZA7X_W[M+/_]@`+_Z(O=_WL5,__]@`+_Y$HE_VA:R__]@`+_ZT@/_VBO#__]8
M@`+_^,;V_VD#4__]@`(`!D7;_VE7EO_]@`(`$\3"_VFKVO_]@`(`(4.H_VH`C
M'__]@`(`+L*/_W@9L__]@`(`+L*/_X8S1/_]@`(`+L*/_Y1,UO_]@`(`+L*/'
M_Z)F:/_]@`(`+L*/_ZI\IO_]@`(`+TYK_[%72?_]@`(`,-^!_[&[`?_]@`(`E
M(6!C_[(>N?_]@`(`$>%(_Z91Z__]@`(`$>%(_YJ%'__]@`(`$>%(_XZX4O_]@`(`%
M@`(`$>%(_X+KAO_]@`(`$>%(_X)'7/_]@`(`"7>N_X&C,__]@`(``0X6_W^6#
M'__]@`(``2"L_X;!:__]@`(``T[8_XU#4__]@`(`!&_\_Y-6O__]@`(`!*V6]
M_YD\(/_]@`(`!!B9_Y[<Y?_]@`(``J,6_Z0I<?_]@`(``%4U_ZD-EO_]@`(`_+
M_3@`_ZUQ/O_]@`+_^5>^_[$Z;?_]@`+_],64_[1/^__]@`+_[Y=K_[;[O_]A
M@`+_Z>9&_[@,A__]@`+_X\O_[B3Y/_]@`+_W6"A_[@FW?_]@`+_UKJ$_[:QN
M:?_]@`+_S^"D_[5J.__]@`+_R,8N_[.X3?_]@`+_P\=`_[(&X/_]@`+_OXR__[#7)
M>1L3_ZU[6O_]@`+_N+`;_ZK/A__]@`+_M@`K_ZB4U__]@`+_M`>1_Z5_=__]H
M@`+_M!L$_Z)CU__]@`+_M%UF_Y\>]O_]@`+_M>_5_YO>,O_]@`+_N$I/_YE.6
M5O_]@`+_NNMY_Y;P7__]@`+_O7P6_Y19>/_]@`+_P4OZ_Y%YA/_]@`+_Q.W\:
M_X[1'__]@`+_R%LS_XO!E__]@`+_S$M]_XA,T__]@`+_SGPK_X4J@?_]@`+_.
MLZ<G_Y2VKO_]@`+_L<PX_XV2Y/_]@`+_L*6\_X7G-O_]@`+_L#\J_WW(/?_]N
M@`+_L)[\_W4TR?_]@`+_L?TF_VT*$__]@`+_M$=Y_VUV<__]@`+_MT"0_V:9<
M_P`'@`#_QN2R_V?VC0`'@`#_UHC3_VS>8P`'@`#_T88`_W*D*P`'@`#_S82`A
M_WD/MP`'@`#_RAE>_WR/I``'@`#_R*UB_W_A10`'@`#_Q^`__X+YX@`'@`#_"
MQZ*T_X74SP`'@`#_Q^4V_XAQC``'@`#_R)M0_XK11P`'@`#_R;V;_XST.0`'P
M@`#_RTI._XX[740`'@`#_S41]_Y!RL@`'@`#_S[)*_Y&Y(@`'@`#_TIH<_Y*81
M^P`'@`#_U?].__Y,K2``'@`#_VPP9_Y+LV@`'@`#_W]=`_Y'^/P`'@`#_X\]AG
M_Y$&B@`'@`#_Y@S;_X^\CP`'@`#_Y^KV_XXLA@`'@`#_Z6O=_XQ@N``'@`#_X
MZH[@_XIB\0`'@`#_ZU#(_X@]1P`'@`#_ZZR6_X7Z*P`'@`#_ZYP'_X.D10`'J
M@`#_ZQ>4_X%&D```'@`#_ZA7X_W[M+```'@`#_Z(O=_WL5,P`'@`#_Y$HE_VA:P
MRP`'@`#_ZT@/_VBO#P`'@`#_^,;V_VD#4P`'@```!D7;_VE7E@`'@```$\3"2
```

```
M_VFKV@`'@```(4.H_VH`'P`'@```+L*/_W@9LP`'@```+L*/_X8S1``'@```:
M+L*/_Y1,U@`'@```+L*/_Z)F:``'@```+L*/_ZI\I@`'@```+TYK_[%720`'`
M@```,-^!_[&[`0`'@```(6!C_[(>N0`'@```$>%(_Z91ZP`'@```$>%(_YJ%P
M'P`'@```$>%(_XZX4@`'@```$>%(_X+KA@`'@```$>%(_X)'7``'@```"7>N$
M_X&C,P`'@````0X6_W^6'P`'@````2"L_X;!:P`'@````T[8_XU#4P`'@```3
M!&_\_Y-6OP`'@```!*V6_YD\(``'@```!!B9_Y[<Y0`'@````J,6_Z0I<0`'X
M@````%4U_ZD-E@`'@`#__3@`_ZUQ/@`'@`#_^5>^_[$Z;0`'@`#_],64_[1/K
M^P`'@`#_[Y=K_[:;[@`'@`#_Z>9&_[@,AP`'@`#_X\O?_[B3Y``'@`#_W6"AZ
M_[@FW0`'@`#_UKJ$_[:[R0`'@`#_S^U>_[3)W@`'@`#_RH(F_[(L3P`'@`#_Q
MQ8.N_Z[G40`'@`#_P/5-_ZK[DP`'@`#_O-N/_Z9G>0`'@`#_N3WT_Z$I40`'<
M@`#_MB>O_YM!Y@`'@`#_LZ<G_Y2VK@`'@`#_L<PX_XV2Y``'@`#_L*6\_X7G)
M-@`'@`#_L#\J_WW(/0`'@`#_L)[\_W4TR0`'@`#_L?TF_VT*$P`'@`#_M$=YT
M_V4]<@`'@`#_MT"0141'10``"?8"?0````(````#````3@`#`$X`!`!.``4`N
M30`%`$X`!@!,``8`30`'`$L`!P!,``@`2@`(`$L`"0!*``H`20`*`$H`"P!(<
M``L`20`,`$8`#`!'``P`2``-`$4`#0!&``X`0P`.`$0`#@!%``\`00`/`$(`)
M#P!#`!``/P`0`$``$`!!``1`#T`$0`^``!$`/P`2`#L`$@`\`!,`.0`3V
M`#H`$P`[`!0`-P`4`#@`%``Y`!4`-@`5`#<`%@`U`!8`-P`7`#0`%P`U`!@`)
M,P`8`#0`&0`R`!D`,P`:`#$`&@`R`!L`,0`<`#$`'0`Q`!X`,0`?`#$`(``P#
M`"``,`A`"\`(0`P`"(`(`"@`+0`B`"X`*0`I`"H`*@`K`"@`,``Q`"L`'`"Z
M)P`L`"@`*@`H`"P`*@`L```````0``)``+0`L`!$``"`+0`'`!,`+0`1``2`+0`'`
M`"```@`*@`,``'`!,`!``*`"<`!(`$0`'`!(`!```$`!,``!`,0`$`'`"X`-'
M-P`'`"```@`*@`-```$``'`!4`&``2`-``&`!,``'`!4`'@`'`"T`,``'`"V
M`#@`!,`,0`)`!,`,``'`!,`-``6`-0`'`!,``$`!$`&``2`-0`'`!
```

```
M:`"X`&D`N0!J`+H`:P"[`&P`O`!M`+T`;@"^`&\`OP!P`,``<0#!`'(`P@!S!
M`,,`=`#$`'4`Q0!V`,8`=P#'`'@`R`!Y`,D`>@#*`'L`RP!\`,P`?0#-`'X`+
MS@!_`,\`@`#0`($`T0""`-(`@P#3`(0`U`"%`-4`A@#6`(<`UP"(`-@`B0#96
M`(H`V@"+`-L`C`#<`(T`W0".`-X`CP#?`)``X`"1`.$`D@#B`),`XP"4`.0`Z
ME0#E`)8`Y@"7`.<`F`#H`)D`Z0":`.H`FP#K`)P`[`"=`.T`G@#N`)\`[P!0\
M`*``H0"A`*(`H@"C`*,`I`"D`*4`I0"F`*8`IP"G`*@`J`"I`*D`J@"J`*L`Y
MJP"L`*P`K0"M`*X`K@"O`*\`L`"P`+$`L0"R`+(`LP"S`+0`M`"U`+4`M@"VA
M`+<`MP"X`+@`N0"Y`+H`N@"[`+L`O`"\`+T`O0"^`+X`OP"_`,``P`#!`,$`H
MP@#"`,,`PP#$`,0`Q0#%`,8`Q@#'`,<`R`#(`,D`R0#*`,H`RP#+`,P`S`#-G
M`,T`S@#.`,\`SP#0`-``T0#1`-(`T@#3`-,`U`#4`-4`U0#6`-8`UP#7`-@`7
MV`#9`-D`V@#:`-L`VP#<`-P`W0#=`-X`W@#?`-\`X`#@`.$`X0#B`.(`XP#CL
M`.0`Y`#E`.4`Y@#F`.<`YP#H`.@`Z0#I`.H`Z@#K`.L`[`#L`.T`[0#N`.X`&
M[P#O`*!%1DQ'```"?P)]#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/>
M#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/C
M#P^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/C
MCX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CP^/#P\/#P\/C
M#P\/#P\/#P\/#P\/#P\/#P\/#P\/CX\/#P\/CP\/#P\/CP^/#P\/CP^/#P\/C
M#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P^/#P\/#P\/#P\/#P\/#P\/#P\/C
M#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/C
M#P\/#P\/#P\/#P\/#P\/#P^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/C
MCX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/C
MCX^/CX^/CP^/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/CX\/#P\/CP\/C
M#P\/CP^/#P\/CP^/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P^/#P\/C
M#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/C
M#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P\/#P^/CX^/CX^/CX^/CX^/C
MCX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/CX^/C
MCX^/CX^/CX^/CX^/CX^/CX^/CX^/CP!&04-%```)5@&.````3P`!``$``P`"=
M``(`FP"<`%``!``#`%$`!@`$``4`F@`&`%(`"``%``<`F0`(`%,`"@`'``D`$
MF``*`%0`#```)``L`EP`,`%4`#@`+`%8`#P`-`!``E@`/`%<`$``.`!``E0`1W
M`%@`%``0`!(`DP`3`!$`%D`%@`2`!4`D@`6`%H`&0`5`!<`D``8`!@`,
MD0`9`%L`'``7`!H`C@`;`!L`CP`<`%P`'P`:`!T`C0`?`!T`C0`?`%T`(P`=$
M`"``B0`A`"$`B@`B`"(`BP`C`"(`C`%X`)0`@`"0`B0`E`"(`C@`G`"(`C@`G`"<``
MAP`H`&``*P`F`"H`A0`J`&$`+``I`"L`A@`L`&(`+0`+`"P`@P`N`",`+P`M`"X`@@`O`
M`&,`,``N`"\`@`` P`&0`,@`Q`#$`@``R`&4`-``R`#,`?P`T`&8`-0`T`#@`+
M?@`W`&<`.``V`#<`?``X`&@`.@`Y`#D`>P`Z`&D`/``[`#L`>@`\`&H`/P`^>
M`&T`0``]`#\`>0!`!`&L`00`_`$``>``!`$``>`!!`&P`0P!"`$(`=0!#`&T`1``#`$0`=@`/
M2`!$`$,`=P!%`&X`1P!&`$4`<P!'`&\`20!(`$8`=`!)`'``2@!)`$<`<@!*`'$`*0
M`$T`3@!-`$X`3P!-`$T`<`!/`'(`4`!.`%(`;@!2`',`4P!0`%4`;@!5`'0`5@!3
M`%``;P!5`'4`5P!3`%@`;@!6`'8`60!5`%H`;P!7`'<`6@!6`%L`;@!8`'@`7@!5`%X`=
MH`#P`/``H0`E`/0`I0`D`H`%(`I``Q`*@`HP`P`$``I`!5`*@`J@`R`*0`O`!Q`*P`%#<
M`%0`I@`+`*@`/0`Q`*H`JP`T`%$`K``V`*D`/`#&`*4`/P`W`*P`M0`V`*\`#P`Q`"O
MJ`%'`%0`*@`+`%D`*``"`$T`+@`*`"T`Y`"0`3``+P`/`'P`;@!.`%``<`!0`'$`$2
M`/L`K`%+`%`#`%0`+P`-`/T`K0`,`'T`,@!6`'8`-@!2`'H`-@!3`%@`+``R`'@`[
MKP#_`/`\`+@`/`$`L`%/`#``L0`%`+`!``-0!N`/``M`!`(`+``Q`+@`Q`$`!`#.`/@`+
M`&,`LP$#`#`-`+0`,@!.`.0$%`#0`M0`$``T`/P$&`#@`M@`'`#@`T@`'`#X`N
MMP%6`&<`MP$'`#P`N`%'`#P`N0`(`$``N@$(`$``N@`(`$0`NP$)`$@`NP`)`$P`*)
M`0H`3`#!`"H`5`$+`%``P@$+`%0`PP$,`%@`PP`,`%P`Q`$-`&``Q0$-`&0`Q@`#
MO@$.`&@`QP$.`&P`R`%/`'``R0$/`'0`R@$0`'@`RP$0`'P`S`%1`(``S0%1`(0`A6
M`'`(`P@$2`(@`SP%2`(P`T`$3`)``T0$3`)0`T@%4`)@`TP%4`)P`U0$5`*``U@%4`*0`X
MQ@%E`'@`Q@$6`*@`QP%F`'P`QP$7`*P`R`%H`'``R`$8`,``R0%I`'0`R0$9B
M`-``R@%I`'@`R@$:`-0`RP%J`'P`RP$;`-@`S`%K`(``S`$<`-P`S0%L`'T`M
MS0$=`-T`S@%M`'@`S@$>`-X`SP%N`'P`SP$?`-\`T`%O`(``T`$@`.``T0%PO
M`($`T0$A`.(`T@%Q`(@`T@$B`.,`TP%R`(P`TP$C`.0`U`%S`)``U`$D`.4`"
MU0%T`)0`U0$E`.8`U@%U`)@`U@$F`.<`UP%V`)P`UP$G`.@`V`%W`*``V`$H[
M`.D`V0%X`*0`V0$I`.H`V@%Y`*@`V@$J`.L`VP%Z`*P`VP$K`.P`W`%[`+``W
MW`$L`.T`W0%\`+0`W0$M`.X`W@%]`+@`W@$N`.\`WP%^`+P`WP$O`/``X`%_(
M`,``X`$P`/$`X0&``,0`X0$Q`/(`X@&!`,@`X@$R`/,`XP&"`,P`XP$S`/0`,
MY`&#`-``Y`$T`/4`Y0&$`-0`Y0$U`/8`Y@&%`-@`Y@$V`/<`YP&&`-P`YP$W4
```

```
M`3<`Z`&'`)@`Z`$X`3@`Z0&(`)D`Z0$Y`3D`Z@&)`)H`Z@$Z`3H`ZP&*`)L`!
MZP$[`3L`[`&+`)P`[`$\`3P`G0&,`3T!C0'=`=T!C@(M`3X!C@'>`=X!CP(N9
M`3\!CP'?`=\!D`(O`4`!D`'@`>`!D0(P`4$!D0'A`>$!D@(Q`4(!D@'B`>(!E
MDP(R`4,!DP'C`>,!E`(S`40!E`'D`>0!E0(T`44!E0'E`>4!E@(U`48!E@'F<
M`>8!EP(V`4<!EP'G`><!F`(W`4@!F`'H`>@!F0(X`4D!F0'I`>D!F@(Y`4H!;
MF@'J`>H!FP(Z`4L!FP'K`>L!G`([`4P!G`'L`>P!G0(\`4T!G0'M`>T!G@(]H
M`4X!G@'N`>X!GP(^`4\!GP'O`>\!H`(_`5`!H`'P`?`!H0)``5$!H0'Q`?$!O
MH@)!`5(!H@'R`?(!HP)"`5,!HP'S`?,!I`)#`50!I`'T`?0!I0)$`54!I0'UU
M`?4!I@)%`58!I@'V`?8!IP)&`5<!IP'W`?<!J`)'`5@!J`'X`?@!J0)(`5D!E
MJ0'Y`?D!J@))`5H!J@'Z`?H!JP)*`5L!JP'[`?L!K`)+`5P!K`'\`?P!K0),!
M`5T!K0']`?T!K@)-`5X!K@'^`?X!KP).`5\!KP'_`?\!L`)/`6`!L`(``@`![
ML0)0`6$!L0(!`@$!L@)1`6(!L@("`@(!LP)2`6,!LP(#`@,!M`)3`60!M`($`@05
M`@0!M0)4`64!M0(%`@4!M@)5`68!M@(&`@8!MP)6`6<!MP('`@<!N`)7`6@!V
MN`((`@@!N0)8`6D!N0(*`@D!N@)9`6H!N@(*`@H!NP):`6L!NP(+`@L!O`);B
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1.307 MSG-304 Subject: Re: Imagine 2.0 Bug????

Subject: Re: Imagine 2.0 Bug????
Date: Sunday, 16 July 1995 23:20:09
From: Mike McCool <mikemcoo@efn.org>

Just a wild guess, I'd say inadequate ram. As a less wild, second guess, make sure, before you quickrender, that your perspective display is set to Camera View.

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1.308 MSG-305 Subject: Re: VIEW SPECIAL

Subject: Re: VIEW SPECIAL
Date: Sun 16 Jul 21:57:19 1995:00
From: Valleyview@aol.com

I will try to explain this the best that I can. Resolution, rendering presets, etc. is just another way of saying "picture size". The resolution of your screen or a graphic is its size in pixels, width x height.

Imagine itself runs normally in 320 x 200 mode or the picture on your screen is 320 pixels wide by 200 pixels high. With 3.2, a vesa video card and the preference set at 640 x 480 x 256 color mode your screen will show 640 pixels wide and 480 pixels high.

You set your quickrender resolution in the preference menu and your project renders in the project menu.

For example, we will say you are running Imagine in the 640 x 480 x 256 mode. If your quickrender is set to 320 x 200 mode you will be showing a 320 x 200 picture on a 640 x 480 screen, so your picture will only be half as wide as your screen.
On the other hand if you would quickrender in a 1024 x 768 mode your picture would be wider then your screen so part of your picture will be cut off. This also applies to your final project renders, but you may be viewing your finished project in a differant viewer and would want a differant resolution.

I recommend you set your quickrender mode to be the same as your screen mode. You do this by going to preferences menu item. In order to set this to a screen mode, that mode must be one of the quickrender presets. If you need more help on this just let me know. You can set your final render mode at render time and will be set to fit your needs.

Any more questions, just hollar.

Rick

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1.309 MSG-306 Subject: Re: Imagine 2.0 Bug????

Subject: Re: Imagine 2.0 Bug????
Date: Monday, 17 July 1995 00:04:36
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Sun, 16 Jul 1995, Robert Whitaker wrote:

> Hi there, after hours of hard work and turmoil I have finally managed to
> finish modelling a logo in Imagine 2.0. However upon rendering I found
> (to my horror) a whole section of the top of it was chopped off... Not by
> the cameera... or by the lights (as I had plenty of light) but it had
> just disappeared. I checked the model, quickrendered it, it was fine

Try setting the global size to 0,0,0 in the Action editor. This will force Imagine to adjust the world size to be large enough so that none of the objects are "cut-off".

~Rick Heidebrecht~

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1.310 MSG-307 Subject: Planet Lighting

Subject: Planet Lighting
Date: Monday, 17 July 1995 00:06:44
From: Charles Blaquiere <blaq@io.org>

If you think of the situation in terms of normal angle, i.e. the angle between the surface normal at any point on the planet and the direction of the light source, you can see that your request basically boils down to:

> I want my planet to be almost 100% illuminated, from an angle of zero degrees, almost all the way to 90 degrees. I then want the illumination to drop to zero over, say, a range of 10 degrees, giving me a slim border between the lit and unlit halves, and also making the lit part almost half of the planet.

This is not kosher, since illumination starts to drop the moment your surface normal starts pointing even the teensiest weensiest bit away from the light.

You can force Imagine (3.3 only) to do what you want, by using Brightness mapping to force the correct half of the planet to full brightness. You can even create the transition zone yourself. Just create a brushmap (any number, even one) pixel tall by 100 pixels wide, and fill it with the following horizontal gradient, from left to right:

45 pixels black
10 pixels blending to white

    45 pixels white

Apply this brushmap as a Brightness brush, in FlatX/FlatZ mode. Scale the brush X, Y and Z axes to just enclose the planet; position the axes so the planet is centered in the cube of space delimited by the brush's positive X/Y/Z axes. Rotate the brush around LOCAL Z until its positive X axis faces towards the sun. The result: the (almost) half of the planet facing the sun will be uniformly bright, at 100% brightness, followed by a relatively narrow transition zone, where the brightness will fall to zero and normal illumination rules are valid, up until the end of the object.

Of course, you can give your planet a bit of shading, by replacing the brushmap with the following gradient:

    45 pixels black
    10 pixels blending to 85% white
    45 pixels blending to white

This will replace the all-white area with a subtle gradient, where the brightness level will drop from 100% where the planet faces the sun, to 85% close to the halfway mark -- leaving 15% of illumination calculated by Imagine's light source angle algorithm.

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1.311 MSG-308 Subject: Re: Planet shading

Subject: Re: Planet shading
Date: Monday, 17 July 1995 00:08:13
From: yrod@ozemail.com.au

This is just a shot in the dark (pardon the pun 8->), but would phong shading routine have anything to do with it????

Rod Macey
yrod@ozemail.com.au

"Sometimes the hard way is the only way"

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1.312 MSG-309 Subject: Re: Planet shading

```
                Subject: Re: Planet shading
Date:    Monday, 17 July 1995 00:09:21
From:    Charles Blaquiere <blaq@io.org>


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

> From: yrod@ozemail.com.au
>
> This is just a shot in the dark (pardon the pun 8->), but would phong
> shading routine have anything to do with it????

More properly, Rod, the shading routine (period) is the culprit. The guy
wants almost no shading until the angle between the surface and the
light is 90 degrees, and that's not the way Imagine works. See my other
message for a workaround, though.
```

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1.313 MSG-310 Subject: Imagine 2.0 Bug????

```
                Subject: Imagine 2.0 Bug????
Date:    Monday, 17 July 1995 00:10:10
From:    robert@cs-bbs.manawatu.gen.nz (Robert Whitaker)


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

Hi there,  after hours of hard work and turmoil I have finally managed to
finish modelling a logo in Imagine 2.0.  However upon rendering I found
(to my horror) a whole section of the top of it was chopped off... Not by
the cameera... or by the lights (as I had plenty of light) but it had
just disappeared.  I checked the model,  quickrendered it, it was fine
but upon rerendering it was the same!   Help!!!  Is there a bug in
Imagine.  My setup is as follows:-

- Amiga 1200HD
- 120 MB HardDisk
- 4 MB RAM (2 Chip, 2 Fast)
- MBX 1200 Ram expansion board (I think)
- 68881 FPU
- I've gor a printer, extra disk drive and modem in the back.
```

```
I'm useing the Amiga Format Coverdisk version of the software
(FPUversion)  Please help.... THis is really irritating!

Robert Whitaker
robert@cs-bbs.manawatu.gen.nz
```

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1.314 MSG-311 Subject: Rendering Times

```
                Subject: Rendering Times
Date:    Monday, 17 July 1995 00:12:21
From:    Charles Blaquiere <blaq@io.org>


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

> From: SGiff68285@aol.com
>
>   Heres a little tip on something I just discovered.  I had been
> rendering my
> projects with files spread all over my 2 hard disks.  I tried putting all
> brushmaps and objects in the Projects object directory and my rendering
> time
> went from about 25 minutes to about 12 minutes in full trace.  I guess it
> takes a lot of processor time to look through all your directories.

Or, perhaps your files were victims of disk fragmentation, and the area
where you moved them was less fragmented. Or maybe the hard disk where
your Projects directory is located is faster than the other. Still,
halving the render time? That's quite a feat. Do others have possible
explanations?
```

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1.315 MSG-312 Subject: Re: VIEW SPECIAL

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                Subject: Re: VIEW SPECIAL
Date:    Monday, 17 July 1995 00:21:23
From:    Charles Blaquiere <blaq@io.org>
```

Hey, I just thought of something. Perhaps Red Hawk _did_ have Camera View turned on, made some changes to the camera, and quickrendered to see if he liked the results. He did, then Saved Changes and went to Project. Unfortunately, he was in a Stage editor frame where no camera keyframe had been defined, so his camera changes were lost, and Save Changes didn't help any. This would explain why the Project render would be different.

Red, just so you know: any change you make in the Stage editor must occur on a keyframe. A keyframe is the end of an Action editor bar. For example, you may have a 1-frame Camera Size bar, from frame 1 to 1, followed by another bar from frame 2 to 10. This means that your keyframes are frames 1 and 10; any changes you make to the camera size in Stage must be made in one of these two frames, otherwise your changes are lost. (That's what the Position/Alignment/Size Bar menu items in Stage are for, by the way: to split an Action bar at the current frame, making it a keyframe)

One quick way to check this, if you don't mind risking losing the changes you have just made, is to do RightAmiga-C and Enter, in effect telling Imagine to go to the current frame. As we all know, naive ole Imagine will reload everything needed for the scene, and if you didn't have a keyframe at that frame, your changes will be lost and the scene will revert to its former appearance.

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1.316 MSG-313 Subject: Re: Wishlist -- Improved starfield

Subject: Re: Wishlist -- Improved starfield
Date: Monday, 17 July 1995 00:40:58
From: Charles Blaquiere <blaq@io.org>

> i use starfield/stars whatever quite alot with renders that dont need to
> much background as it gives a good sense of motion without detracting from
> the main centre of the anim and with milkyway nebular clustar etc this would
> add a nice feature to the end product/anim -just that little extra

You want nebular starfields? You got'em!

Just add the Dirt texture, with dirt intensity set to 1, on top of your Confetti. This will force splotches of your confetti sphere back to the blackness of empty space, giving the illusion of nebulae.

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1.317 MSG-314 Subject: Re: Rendering Times

```
                Subject: Re: Rendering Times
Date:    Monday, 17 July 1995 02:12:24
From:    rbyrne@3dform.edex.edu.au (Robert Byrne)


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

Hello S.G., on Jul 16 you wrote:

>   Heres a little tip on something I just discovered.  I had been rendering my
> projects with files spread all over my 2 hard disks.  I tried putting all
> brushmaps and objects in the Projects object directory and my rendering time
> went from about 25 minutes to about 12 minutes in full trace.  I guess it
> takes a lot of processor time to look through all your directories.
>
> s.g.

A 100% improvement!

Has anyone else experienced this?  I find it hard to believe the file
structure of a disk is in any way connected with rendering times. I've
rendered projects with all my objects and brushes in RAM with no
improvement in rendering times.

How large were your objects/brushes?

How many frames were rendered?

Was this on an Amiga or PC?

-- Bob

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

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1.318 MSG-315 Subject: Re: Lanscapes and clouds.

```
                Subject: Re: Lanscapes and clouds.
Date:    Monday, 17 July 1995 08:36:39
From:    "dunc@eraser.demon.co.uk" <dunc@eraser.demon.co>


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

Hi Ian,

>  Hi All,
> This isn't an "I've got a problem" thread (yet!).  But I was
>  thinking recently about landscapes and clouds, and thought I'd ask what
>  people's favourite ways of producing these are.

 if you have vista an pixelpro and an amiga you can convert vista 'maps'
into imagine objects-dont bother with the turbo-silver option though it well
i cant get it to work (this is a very old version of vista) if you have a pc
then i dont know what you do

  duncan
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..                               dunc@eraser.demon.co.uk                      .
..                                                                            .
...............................................................................
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1.319 MSG-316 Subject: Re: Rendering Times

```
                Subject: Re: Rendering Times
Date:    Monday, 17 July 1995 09:20:28
From:    SGiff68285@aol.com


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

OK, I have to apologize for my previous post regarding rendering times.
 Apparently I had turned the shadow casting off of the sun and that accounted
for the 1/2 render time.  It's things like this that keep a person humble.
 Hold a second while I take my foot out of my mouth..... O.K. that's better.
 Now about those new Darkon lights.  Extremely coool!! I prefer to think of
them as miniature black holes that suck the light of of objects near them.  I
found a similar use for one to one of the other users that posted a message
recently.  I am working on an island similar to mist and there is a hut with
the doorway open and the light would normally light up the inside.  However I
want it to look dark and mysterious so I added a Light sucker "Darkon" just
above the inside of the doorway so it wouldn't affect the outside.  It
darkens the inside quite nicely.  Cheers.
```

Stephen G.

Thread 343

-=> RETURN TO CONTENTS!<=-

1.320 MSG-317 Subject: Re: Lanscapes and clouds.

Subject: Re: Lanscapes and clouds.
Date: Monday, 17 July 1995 10:25:17
From: sauvp@citi.doc.ca (Patrick Sauvageau)

> Hi All,
> This isn't an "I've got a problem" thread (yet!). But I was
> thinking recently about landscapes and clouds, and thought I'd ask what
> people's favourite ways of producing these are.

I have a program that produce fractal landscape. It work on the Amiga (and can be compiled on PC). It produce TTDDD object, so you will have to use TDDD library (available on Aminet). It's very simple and do not offer much control, but it's working. Mail me if you want a copy.

For the Clouds, there is a "Clouds" texture in imagine 3.2. Very impressive; very long to render.

You also can use one of the fractal landscape a a sky. If you add a "linear" texture to make the top of the mountain white and the "valey" blue. With a small altitude "variance" in the landscape, you have great looking clouds. Since the clouds are real objects, they will react to light, so you can create very impressive sunset, with purple/orange around the sun and blue clouds around. It also can be animated and the lighting will allway be logical.

Patrick Sauvageau
(sauvp@citi.doc.ca)

Thread 883

-=> RETURN TO CONTENTS!<=-

1.321 MSG-318 Subject: Re: Planet shading

Subject: Re: Planet shading
Date: Monday, 17 July 1995 10:50:50

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

>>Ummm, well, parallel rays is exactly what you'd need to simulate a very
>>distant light source, such as the Sun. I have a hunch that the key to
>>your message is your use of the words "natural manner". Perhaps you can
>>describe in more detail what this natural look is to you, and we can
>>help you achiveve it?
>
>By "natural", I mean that the "day" and "night" sides should cover equal
>areas of the planet, with the terminator (i.e. "twilight zone") intersecting
>the planet's "poles" and dividing it into equal halves. No matter what I
>do (and thanks, incidentally, to everyone for their suggestions so far, but
>I'm afraid that not one has made any difference), the terminator is offset
>towards the lightsource(s), and a good deal more than half of the planet
>is shrouded in darkness (not counting the ambient light). Is there anything
>I can do to "nudge" that terminator to the center? (If I still haven't
>made clear what I'm striving for, see my "diagrams" below).
>
>Thanks again in advance!
>

Hi;

A long time ago, I needed to make an animation of a camera turning aroud the Earth. Since the "Dark side of the Earth" (No, I'm not talking about the United State :-) had to show bright white and yellow dots in the most populated area, it was impossible to use the normal lighting condition. So I made the object "bright" and painted the shading on the brush map, by gradualy darkening the brushmap in the "night". The only problems I had is that the real night on a mercator projection of the earth is VERY difficult to reproduce, since the Earth have an angle of 23' relatively to the ecliptic, most of the years, the night look like a Gauss's curve, with one Pole in darkness and another in daylight. My solution was simply to throw away scientific plausibility, and make the "twilight zone" be a perfectly vertical line, passing by the two Poles. (An event, I was said lated, that occure 2 time a years, on the Equinoxes, so scientific exactness was saved!)

Patrick Sauvageau
(sauvp@citi.doc.ca)

Thread   308

-=> RETURN TO CONTENTS!<=-

1.322 MSG-319 Subject: Re: Landscapes and clouds

Subject: Re: Landscapes and clouds
Date: Monday, 17 July 1995 11:48:13

From: gregory denby <gdenby@bach.helios.nd.edu>

I came across a handy approach for creating a sky with blazing sun in it. The sky is a flattened section of a sphere, made light blue (0,255,255). The the "sky's" specularity is cranked up, something like (255,200,100.) Hardness is kept small, under 80. Then, when a light shines on this "sky," its specular highlight approximates the blaze of the sun in the sky. A little bright disk makes the sun.

Unfortunately, I didn't save the settings for the textures I used to create the cloud/plane in frontof the sky.

Hope this helps
Greg Denby

Thread 356

-=> RETURN TO CONTENTS!<=-

1.323 MSG-320 Subject: Re: Planet Lighting

Subject: Re: Planet Lighting
Date: Monday, 17 July 1995 11:59:14
From: "John Leipold (FA)" <leipold@satie.arts.usf.EDU>

On Sun, 16 Jul 1995, Charles Blaquiere wrote:

> If you think of the situation in terms of normal angle, i.e. the angle
> between the surface normal at any point on the planet and the direction
> of the light source, you can see that your request basically boils down to:
>
>   I want my planet to be almost 100% illuminated, from an angle of
>   zero degrees, almost all the way to 90 degrees. I then want the
>   illumination to drop to zero over, say, a range of 10 degrees,
>   giving me a slim border between the lit and unlit halves, and
>   also making the lit part almost half of the planet.
>
> This is not kosher, since illumination starts to drop the moment your
> surface normal starts pointing even the teensiest weensiest bit away
> from the light.

Hmmm. Kosher or not this seems to be the case. Every time I look up at the moon or see a picture of the earth there seems to be a distinct "event horizon." Otherwise each seems to be consistantly illuminated across the surface where there is light.

Also, has anyone tried upping the light past 255 to increase the light falling across the sphere? This might be a cheap way of getting it working.

Mal

Thread 258

-=> RETURN TO CONTENTS!<=-

1.324 MSG-321 Subject: RE: Image Depth

Subject: RE: Image Depth
Date: Monday, 17 July 1995 12:57:23
From: Lumbient@aol.com

Perry wrote:
==O snip O==
I’m using 3.0 at the moment with 3.3 on the way. My problem comes in with the appeared image depth. My room that was rendered was 800 units long with my camera looking straight down it. The right, left, and back wall were brush mapped along with the floor. In the solid wire frame view in the stage editor, it appeared to have a nice distance. However, when I rendered it at 640x480x16.7(Truecolor) 6 x 7 aspect the depth was lost and the room looked scrunched up. The only solution I had to this was to exxagerate the room depth by scaling the room 4x to get something close to the desired look. This was rendered full Trace w/2 light sources both casting shadows. There were also some other objects in the room to provide some depth perception. Is there something I am missing with this?
==O snip O==

Have you tried to shorten the Y axis of your camera? This would make it a much wider view.
Or in the Detail editor use the "P" gadget on the camera window.
---Lum

Thread 834

-=> RETURN TO CONTENTS!<=-

1.325 MSG-322 Subject: Re: Image Depth?

```
                Subject: Re: Image Depth?
Date:    Monday, 17 July 1995 13:30:34
From:    zmievski@herbie.unl.edu (Andrey Zmievskiy)
```

> it appeared to have a nice distance. However, when I rendered it at
> 640x480x16.7(Truecolor) 6 x 7 aspect the depth was lost and the room looked
> scrunched up.

The correct aspect for 640x480 is 1:1.

Andrey

ZIPtag * DIVORCE =system("echo y| erase \wife*.*");

Thread 321

-=> RETURN TO CONTENTS!<=-

1.326 MSG-323 Subject: Re: VIEW

```
                Subject: Re: VIEW
Date:    Monday, 17 July 1995 13:33:48
From:    Catherine A Tromanhauser <ctromanh@uoguelph.ca>
```

On Tue, 11 Jul 1995, Red Hawk wrote:

> I have compare a Rendering with the things that I see in camera view....
> they aren’t the same...........
>
>

I think I know what’s happening here. The results you get, I go for on purpose. There’s mention of this phenomenum in Worleys Understanding Imagine 2.0 where he talks of wide screen movies. I use it because I output to full page printouts. So what I do is set a pixel aspect ratio of 1:1 the same as that of a 640X480 display on screen but that won’t fill an 8.5X11 inch page properly so I multiply 8.5 by the horizontal dpi of the printer and 11 by the vertical dpi of the printer to get my rendering dimensions of the picture. What happens is the width of the picture is smaller than the height so everything I see in the perspective box from left to right will be in the render. However, because the aspect ratio doesn’t match the picture dimensions the program renders an equal amount above and below the perspective view to make up the extra length indicated in the render preset. Thus objects in the top or bottom of the picture must be placed outside the camera view in order to be rendered in the proper positions. My advice is to make sure your aspect ratio matches your pixelxXpixely setup and you won’t get any extra fringe rendered.

Hope I helped.

Sully

Thread 111

-=> RETURN TO CONTENTS!<=-

1.327 MSG-324 Subject: Planet Shading

Subject: Planet Shading
Date: Monday, 17 July 1995 14:57:06
From: Intpro@aol.com

Hi, I am new to this list, so I don’t know if someone already had this id=
ea. =

This is a shot in the dark. I have not tried it so I don=92t know how it =
will
effect the rest of your stage. Maybe you could use an ambient map of Bl=
ack
and White with a slight feather. Apply the map perpendicular to where th=
e
sun would be.

```
                              Map
      ________________
      |XXXXX            |
      |XXXXX            |
      |XXXXX            |
      |XXXXX            |
      |XXXXX            |                 Sun
              |XXXXX            |
              |XXXXX            | =

              |XXXXX            |
      You would probably loose all bump mapped textures and ray traced shadows=

since there is not a true light source.  I don=92t know all the specifics=
 of
your  scene.  =


Darrin        =
```

Thread 417

-=> RETURN TO CONTENTS!<=-

1.328 MSG-325 Subject: Landscapes and clouds.

```
                Subject: Landscapes and clouds.
Date:    Monday, 17 July 1995 14:58:04
From:    Intpro@aol.com


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

> Hi All,
>     This isn't an "I've got a problem" thread (yet!).  But I was
> thinking recently about landscapes and clouds, and thought I'd ask what
> people's favourite ways of producing these are.

Hi.

I map a seamless panoramic image to  a cylinder.  I then add a dome with a
cloud map.  I make both of these bright objects so I control the lighting on
the image itself.
For atmospheric clouds I make a black and white cloud map in photoshop.  I
use it as a transparency map on a white, slightly undulating plane (set to
bright).  I use a few of these together to allow objects to fly between
clouds.  If  you use a scanned cloudscape in the far background mapped to  a
semisphere, the result is 100% realistic.

Darrin
```

Thread 319

-=> RETURN TO CONTENTS!<=-

1.329 MSG-326 Subject: Sorry Could Not Find Subject!

Date: Monday, 17 July 1995 15:34:14
From: Benjamin Choi <b2choi@artscourse.watstar.uwaterloo.ca>

Hello, I've been lurking long enough, just thought I'd like to say and hello, this list is great...
and regarding what Mr Blaquiere said on planet lighting:

>[snip]
>
>
>This is not kosher, since illumination starts to drop the moment your
>surface normal starts pointing even the teensiest weensiest bit away
>>from the light.
>
>[snip]

Thinking about high school physics, I guess that IM won't 'bend' the ray paths, (I guess it would not be efficient for rendering). But am I right in assuming that the the rays of light should be bending around the planet to cover even some of the normals pointing 'away'?

Ben 'who forgot his physics' C.

Thread 327

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1.330 MSG-327 Subject: Sorry Could Not Find Subject!

Date: Monday, 17 July 1995 17:26:06
From: Steve@email.sp.paramax.com, McLaughlin@VNET.IBM.COM

Thread 66

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1.331 MSG-328 Subject: Re: Planetary Lighting

```
                Subject: Re: Planetary Lighting
Date:    Monday, 17 July 1995 17:48:40
From:    George Lane <glane@qualcomm.com>
```

On Mon, 17 Jul 1995 beeton@SEDSystems.ca wrote:

> Well, technically yes, but your planet would need to have the
> (virtual) mass of a very large star in order for the effect to be
> measurable.

There is some bending due to the atmosphere.

George Lane

Thread 337

-=> RETURN TO CONTENTS!<=-

1.332 MSG-329 Subject: Re: Rendering Times

```
                Subject: Re: Rendering Times
Date:    Tuesday, 18 July 1995 01:11:08
From:    NEWKIRK@delphi.com
```

I’ve achieved much improved rendering times by putting projects on a different hard drive than GigaMem uses, something that I hadn’t even thought about when I first partitioned. Gigamem uses about half of my 52 meg drive, the rest is dedicated to archives, docs, and other low-access or non-priority files.
JN

Thread 818

-=> RETURN TO CONTENTS!<=-

1.333 MSG-330 Subject: Re: Planet Shading

Subject: Re: Planet Shading
Date: Tuesday, 18 July 1995 01:16:12
From: NEWKIRK@delphi.com

The effect described occurs due to diffraction and refraction of light throught the atmosphere. With higher versions of IM (I'm still on 2) would encasing the planet in a totally transparent, non-reflective sphere, slightly larger than the planet, with an IOR about 1.2 or so refract the light within the image? I'm pretty sure 2 won't do this, but don't know about highers.
JN

Thread 351

-=> RETURN TO CONTENTS!<=-

1.334 MSG-331 Subject: Planet Shade Mapping

Subject: Planet Shade Mapping
Date: Tuesday, 18 July 1995 01:22:16
From: NEWKIRK@delphi.com

---

sauvp@citi.cod.ca:
Why didn't you simply rotate your brush's axis?
JN

Thread 299

-=> RETURN TO CONTENTS!<=-

1.335 MSG-332 Subject: Render Times

Subject: Render Times
Date: Tuesday, 18 July 1995 01:31:24
From: NEWKIRK@delphi.com

---

to Bob Byrne:
100% is rather excessive, but rendering times (actual time, from when you

click 'generate' until completion) can sometimes be drastically improved
when changing from a poor storage structure (sucha as slow drive, fragmentation,

etc) to an optimized structure, simply because the 'loading objects' and
'initializing' stages can go smoother & quicker. Granted, not significant
on a 2 hour render, but very significant on a 5 minute per frame animation.
NJ

Thread 416

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1.336 MSG-333 Subject: Re: Lanscapes and clouds.

Subject: Re: Lanscapes and clouds.
Date: Tuesday, 18 July 1995 01:36:40
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Ian, on Jul 16 you wrote:

> Hi All,
> This isn't an "I've got a problem" thread (yet!). But I was
> thinking recently about landscapes and clouds, and thought I'd ask what
> people's favourite ways of producing these are.
> Ian.

I use Vista Pro for landscapes and clouds. I believe Scenery Animator
(Amiga) does excellent clouds as well.

-- Bob

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

Thread 344

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1.337 MSG-334 Subject: Avalon is Different...

Subject: Avalon is Different...
Date: Tuesday, 18 July 1995 09:20:02
From: aciolino@rrddts.donnelley.com

The Avalon Site (where a LOT of models are stored) was just taken over by Viewpoint. If you bought one of the Syndesis disks (like I didi), you’ve probably got the last one, as Syndesis has agreed NOT to make any more. Of course, they might have a bunch for sale...

Anyways: If you are sending models to Avalon, you might want to think about it again, as there has been no *official* word from Viewpoint about whether or not your "PD" models will stay Public or not. The announcement stated that models would stay PD but also stated that Viewpoint wants to make some small profit from the site...

-AC

Thread 835

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1.338 MSG-335 Subject: Re: Imagine 3.3 to Spain

Subject: Re: Imagine 3.3 to Spain
Date: Tuesday, 18 July 1995 11:02:19
From: goran@abalon.se (Goeran Ehrsson)

Ernesto Poveda Cortes wrote:

>4. Where is the ’toolkit2’ drawer that the readme file mentions?
> It is supposed to contain some 3rd party texturize tools.

It’s on the Imagine 3.3 *PC* disks and contains ShareWare textures by Steven Blackmon.

Blending textures
    DCLR33-A.ITX and DCLR33-B.ITX
    DBMP33-A.ITX and DBMP33-B.ITX

Color remapping textures
    ATTRIBS1.ITX - Set any coloration attribute
    ATTRIBS2.ITX - Set any surface attribute (i.e. hardness)
    GRAYFADE.ITX - Convert the colors on an object to grayscale
    TINT.ITX - Basically, add a tint of color to an object
    NEGATIVE.ITX - Reverse the color values.
    SPLINE.ITX - Remap the colors on an object to fit a color spline

- Goran

--

```
goran@abalon.se, Goran Ehrsson, Abalon AB, Box 11129, 161 11  BROMMA, SWEDEN.
-------------------------------------------------------------------------------
Tired of reading comics? Try a Microsoft manual:
"You can determine the BIFF version by testing the high-order byte of the
BOF record. This record is always the first record in a BIFF file.
For example, the BOF record in a BIFF4 chart file may appear: ..."
```

Thread 93

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1.339 MSG-336 Subject: Imagine 3.3 to Spain

```
                Subject: Imagine 3.3 to Spain
Date:    Tuesday, 18 July 1995 11:12:34
From:    a00448@dtic.ua.es (ERNESTO POVEDA CORTES)


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

Hi Imagineers...

1. Imagine 3.3 has arrived to Spain.

2. I have found some textures that are undocumented (i guess somebody say this b
efore...)
   * Rivitz.itx
   * Specular.itx
   * Wires.itx
   * Metals2.itx
   * Fuzz.itx ( this one was commented here at the IML)
   * Inviso.itx
   * Disturbed.itx
   * Grid.itx

3. I found that Shredder.ifx and Global LensFlare are faster than previus versio
ns.

4. Where is the 'toolkit2' drawer that the readme file mentions?
   It is supposed to contain some 3rd party texturize tools.

5. That all folks :))

6. :)
   I have posted this to aminet with sucessful decoding confirmation...

   * d2iguide.lha
   * d2ihtml.lha
   * faq7guide.lha
   * faq7html.lha

   They will appear in the recent page in a day or two....
```

Enjoy!!

PS: Sorry about the telegraph look of this post, but i wanted to be concised and so...:)

--
'There only can be one' -Highlanders

email: a00448@dtic.ua.es --> Ernesto Poveda Cortes (I am not a number :)

Thread 349

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1.340 MSG-337 Subject: Re: Planetary Lighting

Subject: Re: Planetary Lighting
Date: Tuesday, 18 July 1995 11:28:24
From: "Frank.VanDerAuwera" <fvdauwer@uia.ua.ac.be>

On Mon, 17 Jul 1995 beeton@SEDSystems.ca wrote:

> > Thinking about high school physics, I guess that IM won't 'bend' the
> > ray paths, (I guess it would not be efficient for rendering). But am I
> > right in assuming that the the rays of light should be bending around the
> > planet to cover even some of the normals pointing 'away'?
>
> Well, technically yes, but your planet would need to have the
> (virtual) mass of a very large star in order for the effect to be
> measurable.
>

Nope.

Some bending will occur due to the light travelling through the planet's atmosphere, (if it has one that is transparant).
Moreover, the scattering of light by the atmosphere will cast light a little across the terminator into the dark zone (i think).

Coming to think of it, these atmospheric effects are what makes twilight, aren't they? On the moon, with no atmosphere, darkness is immediate when "night" falls (once a month), and, as there are no soft shadows there, the terminator allso must be razor-sharp, i suppose.

Frank Van der Auwera
University of Antwerp library

fvdauwer@uia.ac.be
fauwera@lib.ua.ac.be

Thread 12

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1.341 MSG-338 Subject: Re: Lanscapes and clouds.

```
                Subject: Re: Lanscapes and clouds.
Date:    Tuesday, 18 July 1995 12:22:51
From:    Richard Heidebrecht <rheidebr@freenet.niagara.com>


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

On Mon, 17 Jul 1995, Mike McCool wrote:

> Hey Ian, et al,
>
> Well, there are several 'easy' choices for landscape creation.
>
> There's a really nice little landscape utility that makes abstract terrain objects that are relatively small and render very nicely, with all the oodles of Imagn/Essence textures available. The util is by Patrick Sauvageau, and it's called fract2t3d. (Amiga only).
>

Well, for all us PC guys there's a program called Visland(for Windows). It only exports to Pov format, but it does have a built in rendering engine(so you don't actually need to muck around with Povray) so you can export some really nice backdrops. You can also create pretty good animations with it(in avi format). I guess what I really mean is it's quite similar to Vistapro, except it runs in Windows and it's shareware. I can't remember where I got it right now, but if anybody is interested, let me know and I'll have a look.

~Rick Heidebrecht~

Thread 369

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1.342 MSG-339 Subject: Re: Book

```
                Subject: Re: Book
Date:    Tuesday, 18 July 1995 14:39:36
From:    Wong Siu Hang Anil <antwong@icon.intercon.net>
```

Hi Theodore,

As I bought the book in Hong Kong, hopefully the following info can help.

'3D Modeling Lab'

ISBN 1-878739-52-2

Waite Group Press
200 Tamal Plaza
Corte Madera, CA94925

USD39.95
CAD55.95

Regards 5:-)

Anil
antwong@icon.intercon.net

Thread 532

-=> RETURN TO CONTENTS!<=-

1.343 MSG-340 Subject: Abort buttons

```
                Subject: Abort buttons
Date:    Tuesday, 18 July 1995 14:52:00
From:    mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)
```

Question: From time to time I multiselect objects that are grouped, t=hengo into Attributes to make some changes. This is handy for going fromone object's attibs to the next in succession. However, does anyone k=nowhow to abort out of this once you're done without having to go throug=hthe whole list of objects, hitting OK or Cancel on each screen?Also, cudos to Impulse on the extremely handy features in the Attrib =andTexture "playground" of 3.3. One teeny weenie suggestion for 4.0. Add= anabort button for the "preview box" ....or better yet, add a "render"button rather than a constant update. Sometimes, especially when youhave multiple textures layed down, it holds up the system for changesuntil the little ball rerenders everything. Thank YOU for the Browse =andFilename gadgets in the Texture/Brush edit screen!!!!Bottom line, add some breaks to the Impulse Ferrari an

```
d we can take i=ton the street!   /------------------------------           ___
  ___  ___   ___  | 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 264

-=> RETURN TO CONTENTS!<=-

1.344 MSG-341 Subject: Thanks Charles!

Subject: Thanks Charles!
Date: Tuesday, 18 July 1995 15:21:19
From: "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>

Charles post (Re: Planet Lighting) contained an inadvertent (but highly useful) tip that in retrospect is inherently obvious (but had escaped my apperently limited mental resources). Specifically, he mentioned using a one (or several) pixel wide bitmap file as a brush map.

This type of brush map is EASY ON RAM resources and works perfectly fine for creating simple vertical or horizontal color gradients on an object and is especially well suited for the new brush mapping techniques (ambient, brightness, specular, hardness, etc...) found in version 3.3.

All this time I've been stuffing a much larger bitmap file down Imagine's throat when a sliver of a file would've been just fine.

George deBeaumont
debeaugw@songs.sce.com

Thread 457

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1.345 MSG-342 Subject: Re: Planet Shading

Subject: Re: Planet Shading
Date: Tuesday, 18 July 1995 16:50:58
From: Lumbient@aol.com

==O snip O==
With higher versions of IM (I’m still on 2)
would encasing the planet in a totally transparent, non-reflective sphere, slightly larger than the planet, with an IOR about 1.2 or so refract the light within the image? I’m pretty sure 2 won’t do this, but don’t know about highers.
==O snip O==

Ummm, Imagine is a raytracer! sorry, it contains no Radiosity code which would be necessary to bend light beams coming from lights. Imagine traces so the light is traced backward(from the camera).

---Lum

Thread 328

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1.346 MSG-343 Subject: Re: Rendering Times

Subject: Re: Rendering Times
Date: Tuesday, 18 July 1995 17:07:39
From: craigh@fa.disney.com

On Jul 17, 11:12am, imagine-relay@email.sp.paramax.com wrote:

> Has anyone else experienced this? I find it hard to believe the file
> structure of a disk is in any way connected with rendering times. I’ve
> rendered projects with all my objects and brushes in RAM with no
> improvement in rendering times.
>

Putting all of your objects and brushes in RAM would definitely greatly improve rendering times. You may not notice the time difference if your objects and brushes are incredibly small, but otherwise it should be extremely obvious.

Did you point all of your Attribute and Object specifications to their new RAM locations? If not, Imagine will just load them from the hard drive again.

Thread 314

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1.347 MSG-344 Subject: Re: Lanscapes and clouds.

Subject: Re: Lanscapes and clouds.
Date: Tuesday, 18 July 1995 17:34:44
From: Mike McCool <mikemcoo@efn.org>

> In the latest Vistapro version 3.12 (I think) there is and export to DXF
> function. At a guess you could load in or generate a nice looking landscape,
> save it as a dxf and import it into the detail editor. I think you might be
> able to export the color as well. I'm not sure on this but I will play
> around and get back to the list!

Hey Chris, et al,

VistaPro has had this capability on the amiga side since 3.0. Not dxf's, but actual imagine (turbo silver) format objects. That was one of the reasons I couldn't wait to get VPro. But the better looking,--that is, the more realistic your landscape is in VPro, the HUGER it translates into an Imagine Object. So huge, that, even with 20megs of ram, I'd run out of memory on long animations. (You know, the way imagine reloads every damn object for every damn frame).

To take advantage of this import-from-VistaPro feature, I ended up having to actually slice off the back sides of the landscapes, just to reduce their size. And I'm not exaggerating. It wasn't unusual, on my Mt Fuji object, for instance, for the object to end up three or four megs big.

Perhaps the convert-to-dfx option yields more reasonably sized objects. I hope so, as this route to a good landscape object has proven the least practical for me.

I've had better luck cheating with vistaPro, by actually screen-grabbing the topographic landscape map, then converting it to 8-bit grey scale, then applique'ing it to a plane, then mapping the full-color screen-grab onto the applique'd plane. (Detail almost as precise as the imported-from-Vista pro object, and a hell of a lot less ram).

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1.348 MSG-345 Subject: Re: Lanscapes and clouds.

Subject: Re: Lanscapes and clouds.
Date: Tuesday, 18 July 1995 19:50:49
From: cdhall@cityscape.co.uk (Chris Hall)

```
>On Mon, 17 Jul 1995, Mike McCool wrote:
>
>> Hey Ian, et al,
>>
>>    Well, there are several 'easy' choices for landscape creation.
>>
>>    There's a really nice little landscape utility that makes abstract
>> terrain objects that are relatively small and render very nicely, with all
>> the oodles of Imagn/Essence textures available.  The util is by Patrick
>> Sauvageau, and it's called fract2t3d. (Amiga only).
>>
>
>Well, for all us PC guys there's a program called Visland(for Windows).
>It only exports to Pov format, but it does have a built in rendering
>engine(so you don't actually need to muck around with Povray) so you can
>export some really nice backdrops.  You can also create pretty good
>animations with it(in avi format).  I guess what I really mean is it's
>quite similar to Vistapro, except it runs in Windows and it's shareware.
>I can't remember where I got it right now, but if anybody is interested,
>let me know and I'll have a look.
>
>
>   ~Rick Heidebrecht~
```

In the latest Vistapro version 3.12 (I think) there is and export to DXF function. At a guess you could load in or generate a nice looking landscape, save it as a dxf and import it into the detail editor. I think you might be able to export the color as well. I'm not sure on this but I will play around and get back to the list!
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 :-      ||
|          29 08 46 31 06 41                ||
|                                           ||
|-------------------------------------------||
 \-------------------------------------------\
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```

1.349 MSG-346 Subject: Forwarded mail

```
                Subject: Forwarded mail
Date:    Tuesday, 18 July 1995 20:22:05
From:    Charles Blaquiere <blaq@io.org>


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

This appeared in my mailbox. I’m bouncing it to the List so this guy can
get his information.
------------------------------------------------------------
From: Steve@email.sp.paramax.com


                           Thread          701

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```

1.350 MSG-347 Subject: Funny anim?

```
                Subject: Funny anim?
Date:    Tuesday, 18 July 1995 22:13:52
From:    Charles Blaquiere <blaq@io.org>


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

> From: yrod@ozemail.com.au
>
> Has anybody got a suggestion for an funny anim I could leave behind at my
> old place of work? It’s not a very nice place to work for and I would
> just like to leave something for my friends there to make the laugh, piss
> them off 8^), and most of all to not forget me.

Well, it’s not Imagine-related, but my best suggestion would be to leave
some clever morphs of your ex-boss and/or colleagues. You can have them
morph into orang-outangs, jackasses... or just create single-image warps
of their face, with the more prominent features, umm, "enhanced". <evil
grin>



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```

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1.351 MSG-348 Subject: Image Depth?

Subject: Image Depth?
Date: Tuesday, 18 July 1995 22:17:57
From: Charles Blaquiere <blaq@io.org>

> From: Perry Lucas <plucas@vt.edu>
>
> My room that was rendered was 800 units long with my camera looking
> straight down it. The right, left, and back wall were brush mapped along
> with the floor. In the solid wire frame view in the stage editor, it
> appeared to have a nice distance. However, when I rendered it at
> 640x480x16.7(Truecolor) 6 x 7 aspect the depth was lost and the room
> looked scrunched up.

I would add a very subtle global fog, e.g. all-white with a fog length equal to 3 times the room length. This would fade your colors just a touch as the distance increases, and in 24-bit mode, such subtlety would not be lost.

You may also want to use Imagine's depth of field function, to progressively blur pixels as they recede from the camera. Depth of field is very effective. It will, however, take more time to render than the simple fog trick above.

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1.352 MSG-349 Subject: Imagine 3.3 to Spain

Subject: Imagine 3.3 to Spain
Date: Tuesday, 18 July 1995 22:20:12
From: Charles Blaquiere <blaq@io.org>

> From: ERNESTO POVEDA CORTES <a00448@dtic.ua.es>
>
> 2. I have found some textures that are undocumented (i guess somebody
> say this before...)
>   * Disturbed.itx

```
>    * Grid.itx

Grid and Disturbed are actually some of the original Imagine textures,
dating back 5 years or so.
```

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1.353 MSG-350 Subject: Re: Planet Lighting

```
                Subject: Re: Planet Lighting
Date:    Tuesday, 18 July 1995 22:26:59
From:    Charles Blaquiere <blaq@io.org>


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

> From: John Leipold (FA) <leipold@satie.arts.usf.edu>
>
> Also, has anyone tried upping the light past 255 to increase the light
> falling across the sphere?  This might be a cheap way of getting it
> working.

Unfortunately, this would increase the amount of light falling on all
parts of the objects, so the areas facing the light almost directly
would become washed out, up to and including 100% white.
```

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1.354 MSG-351 Subject: Re: Planet Shading

```
                Subject: Re: Planet Shading
Date:    Tuesday, 18 July 1995 22:34:46
From:    Charles Blaquiere <blaq@io.org>


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

> From: NEWKIRK@delphi.com
>
> The effect described occurs due to diffraction and refraction of light
> throught the atmosphere.  With higher versions of IM (I'm still on 2)
> would encasing the planet in a totally transparent, non-reflective sphere,
```

> slightly larger than the planet, with an IOR about 1.2 or so refract the
> light within the image? I'm pretty sure 2 won't do this, but don't know
> about highers.

I don't think it would work. Remember, ray-tracers work opposite to nature: in nature, light rays emanate from a light source, then bounce around objects; a fraction of them will eventually bounce into the camera lens and register on film. In Imagine, a single light ray is projected outwards from the camera, may be split by partial reflection/refraction, but when it hits an object face that's at least partially visible, Imagine then draws a single line, straight to each light source, to figure out illumination angles and the like. In the situation you describe, a light ray would actually know that it can bounce off the planet surface at a different angle than that needed to aim straight at the light, and that after the bounce, it would hit the atmosphere object at just the right angle to refract straight into the sun. This could not be done unless Imagine attempted thousands of possible directions for the light ray to bounce off any face it encounters. In nature, however, (a) light rays travel in the opposite directions, so what you describe does happen, and (b) nature's rendering time is unaffected by the fact that zillions of light rays bounce around all the time.

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1.355 MSG-352 Subject: Scanline vs. Trace Shadows!!!

Subject: Scanline vs. Trace Shadows!!!
Date: Tuesday, 18 July 1995 22:47:40
From: Charles Blaquiere <blaq@io.org>

> From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>
>
> OK, I am going to dump on Impulse here, so if you don't want to hear
> about it, DON'T READ THIS MESSAGE.
>
> Look, Halvorson, you PROMISED Scanline shadows for V3.0. You didn't
> deliver.
> C'mon, Dewd, if you are just going to make one lame excuse after
> another, at least make them somewhat logical. Why don't you just say,
> "Impulse is unable to implement Scanline Shadows because we are just a
> bunch of International School of Correspondence graduate programmers and
> we don't know how to program that in, much less standard file requestors."

Oooooooo. <hiding behind nearest wall and peeking> This could get rough.

> The lack of Scanline Shadows makes the Imagine rendering engine

> virtually useless for professional animations. 3D Studio and Lightwave
> have Scanline Shadows and their rendering speeds are not increased
> appreciably. And the rendered image quality is that much richer for
> having the shadows.

I have to agree. So far, I've had the luck to have easily-pleased clients, who didn't seem to notice, or care about, the lack of shadows. But shadowless animations can look really bad, and no amount of work put into objects/textures/brushmaps can let you recover from that. Once I get the Pentium, I assume I'll be tracing everything, as Ted does, to get shadows. (Can't even _think_ about it now, on a stock Amiga 3000) And I'm not too thrilled at the prospect of spending 30 minutes a frame; I certainly didn't envision such render times when I moved to a Pentium.

If Imagine's scanline shadows take too much time and/or storage, simply make them a Subproject option, but don't penalize power Imagine users just because others couldn't live with the machine requirements. Please?

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1.356 MSG-353 Subject: Thanks Charles!

Subject: Thanks Charles!
Date: Tuesday, 18 July 1995 22:50:10
From: Charles Blaquiere <blaq@io.org>

> From: DEBEAUMONT, GEORGE <debeaugw@songs.sce.com>
>
> Charles post (Re: Planet Lighting) contained an inadvertent (but
> highly useful) tip that in retrospect is inherently obvious (but had
> escaped my apperently limited mental resources). Specifically, he
> mentioned using a one (or several) pixel wide bitmap file as a brush
> map.
>
> This type of brush map is EASY ON RAM resources and works perfectly
> fine for creating simple vertical or horizontal color gradients

Ta-daaa! <grin> Due to Imagine's anti-aliasing techniques, you could even get away with a 3 x 3 brush and create a 2-color left/right and up/down multi-gradient.

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1.357 MSG-354 Subject: Re: VIEW SPECIAL

Subject: Re: VIEW SPECIAL
Date: Tuesday, 18 July 1995 22:56:54
From: Charles Blaquiere <blaq@io.org>

> From: Chris Hall <cdhall@cityscape.co.uk>
>
> I have 3.0 on the PC and as far as I am aware it runs in 640x480x???. I
> cannot see how to change the screen resolution, only the quick render
> resolution.

This is only available in 3.2 and up. In these versions, Imagine can run in several new resolutions, using the old 16 or the new 256-color display: 600x800, 768x1024, and 1024x1280.

Thread 373

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1.358 MSG-355 Subject: Re: Imagine 2.0 Bug????

Subject: Re: Imagine 2.0 Bug????
Date: Wednesday, 19 July 1995 00:34:30
From: "dunc@eraser.demon.co.uk" <dunc@eraser.demon.co>

```
> > > From: Dylan Neill <dylann@pcug.org.au>
> > >
> >
> > Or better yet, set the Globals size to 0,0,0. This makes Imagine
> > auto-size the world on every frame, depending on the scene at that time.
> > You’ll never have to worry about Globals size ever again. (Until you
> > create a new project, of course)
> >
>  errrm when i create anything in the stage and go to the action editor it
> always defaults to this though im not using 2.0 -also it does say this in
> the 3.0 manual - though i couldnt figure out why if it does this anyway ??
>
>  duncan
> ..................................................................
> .                                                                .
> .                    dunc@eraser.demon.co.uk                     .
> .                                                                .
> ..................................................................
```

```
                           Thread          720
```

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1.359 MSG-356 Subject: Re: Landscpaes (vistapro)

```
                Subject: Re: Landscpaes (vistapro)
Date:    Wednesday, 19 July 1995 01:28:58
From:    Broctune@aol.com


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

I have vistapro and it allows you to export landscapes and dxf format but
they are huge files, plus you can export texture maps but they look prety
crummy



                           Thread          302
```

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1.360 MSG-357 Subject: Funny anim?

```
                Subject: Funny anim?
Date:    Wednesday, 19 July 1995 01:38:10
From:    yrod@ozemail.com.au


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

Hi all,
I woke up on Monday to the sound of a phone call. A fellow who
interviewed me for a job a month or two ago was on the line to offer me a
job. 8^) Yes, what a start to the week.
Well, the imagine related stuff in this post is this: Has anybody got a
suggestion for an funny anim I could leave behind at my old place of work?
It’s not a very nice place to work for and I would just like to leave
something for my friends there to make the laugh, piss them off 8^), and
most of all to not forget me.
Thanks to Tom Renderbrant (Patent pending). Your advice recently didn’t
help one bit in getting this new job 8^). But seriously, you gave some
good advice, and for me to break away from print into multi-media I might
try ringing a few companys here in Oz to introduce myself.

PS. Was the movie version of Forrest Gump correct, I’m sure he bought
into Commodore and not Apple 8^)
```

Rod Macey: yrod@ozemail.com.au - Pre-press/Graphic Designer
Home: A2000/30 FPU 4MB RAM [soon to be 12 8-)] Imagine 3.0
Work: Power Macs, Sun Sparc & Pee Cees too.
"Sometimes the hard way is the only way!"

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1.361 MSG-358 Subject: Re: Scanline vs. Trace Shadows!!!

Subject: Re: Scanline vs. Trace Shadows!!!
Date: Wednesday, 19 July 1995 02:10:55
From: datctva@primenet.com (DThompson)

> The lack of Scanline Shadows makes the Imagine rendering engine
>virtually useless for professional animations. 3D Studio and Lightwave
>have Scanline Shadows and their rendering speeds are not increased
>appreciably. And the rendered image quality is that much richer for
>having the shadows.

Some people do raytrace. You want shadows, raytrace it. Since when does the lack of shadows in this particular mode make it useless? As far as I know proffessional animators (myself being one) rely on RAYTRACING. All of have problems with Impulse coughing up the upgrades, but most of deal with it a little more calmly. If you want a feature it doesn't have, buy another program. Simple solution.

Dave Thompson

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1.362 MSG-359 Subject: LOAD ME!!

Subject: LOAD ME!!
Date: Wednesday, 19 July 1995 10:15:06
From: Granberg Tom <tom.granberg@TV2.no>

Hi!

I have been away for a week now, and realy looked forward to browse trough this

mailing list when I came back. And I have now spent hours on end reading them, phew!.
I read that somone/several? wanted to know how we got our nice jobs, and using Imagine in doing so.

I have to say that I think that will be very varyable, I talked with some of my

work mates about it, to get a more complete picture, but it only made me more confused. But one thing that occured more than once was, connections/friends and

random luck, but then again luck isnt blind, you have to be in the right place at the right time! If you you want some advic, read my post I sent for about 1 1/2 week ago.

One last request(wishlist) and if Steven Blackmon reads this, take notice.
A texture that will smooth out edges that are more/less than a specified angle,

this has to be a bump texture, and the result will be something like a bevel. A

nice addition would be to choose "bump type" hard or smooth, with(out) dirt/rust.
A way to do it would be to maybe use the sharp edges feature. Make the texture smooth/bevel the sharp edges only.

Thanks

Tom RenderBrandt Granberg

Thread 715

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1.363 MSG-360 Subject: Avalon is Different..

Subject: Avalon is Different..
Date: Wednesday, 19 July 1995 10:41:25
From: Brian V Salisbury <bvs@viewpoint.com>

On 4/17/95, aciolino@rrddts.donnelley.com wrote:

> The Avalon Site (where a LOT of models are stored) was just taken over
> by Viewpoint. If you bought one of the Syndesis disks (like I didi),

> you've probably got the last one, as Syndesis has agreed NOT to make any more. Of course, they might have a bunch for sale...
>
> Anyways: If you are sending models to Avalon, you might want to think about it again, as there has been no *official* word from Viewpoint about whether or not your "PD" models will stay Public or not. The announcement stated that models would stay PD but also stated that Viewpoint wants to make some small profit from the site...
>
> -AC

Howdy, everyone

I'm a Viewpoint modeler, and an Imagine nut in my spare time. Just thought I'd upload this FAQ file from Viewpoint to clarify any doubts.

Avalon@Viewpoint FAQ 1.0

1) Why has Viewpoint agreed to take responsibility to maintain the Avalon site? Isn't free 3D data a threat to your business? Can we trust them?

As you know, Viewpoint makes a living selling 3D data. We used to view the dissemination of free 3D data on the net as a threat to our business and secretly hoped that it would go away. But that was ridiculous. In fact, we believe now that just the opposite is true. A net resource like Avalon is actually a compliment to our business and if we help build it, improve it and always keep it free, we'll build positive goodwill for 3D and for Viewpoint and introduce our company to people who someday might become clients.

And if we don't do the right thing with Avalon, we'll generate a bad reputation for the company. It's in our best interest not to misuse this public trust; it's not worth tarnishing our reputation. We've made some mistakes over the last couple of days that were undeniable proof of this. Thanks for letting us know. See below for our responses.

2) Will Avalon access always be free?

As long as we administer the site, we will allow anyone to access the public archive without charge.

3) How will Viewpoint improve the Avalon site?

We're improving the site by removing the reverse address registration requirements that the Navy required, increasing the number of simultaneous access allowed (PS: if any of you have not been able to get in, e-mail ftpadmin@viewpoint.com), building an improved index, on-line 3D viewing, and improving documentation of the models. Many of these improvements in the archive services will be available through our home page.

4) Will ftp access to the site continue?

Yes. At first we thought we would transition quickly to web only access, but that was based upon 2 erroneous assumptions. 1) That the vast majority of Avalon users had web browser net access and 2) That people wouldn't want vanilla ftp access with all the improvements available through the web page. Well, we were wrong. Ftp access will continue. Sorry for the false alarm.

5) Will there be mirrors of the site? Why did Viewpoint initially discontinue mirroring of the site?

The wuarchive and POV-Ray sites provided a much appreciated service in mirroring China Lake's site. Again we made the incorrect assumption that with our increased bandwidth, these mirrors would be unnessesary. We also wanted to be sure that this service which would now be associated with Viewpoint was maintained with our standards. At the root of this decision was the most profoundly wrong assumption of all: That more goodwill for Viewpoint would be created if we required people to access the site through us. Well, we were wrong again and unfortunately gave many of you cause to question our intent.

So, we've reconsidered the decision and will authorize a few independent, non-commerical, well-connected sites to mirror the archive . We've already contacted wuarchive and POV-Ray and are hoping that they will be willing to continue their valuable service.

6) What about an Avalon CD-ROM?

We are preparing a Viewpoint Avalon CD-ROM which we will make available for a very reasonable price at SIGGRAPH and after the show by calling Viewpoint. We'd like to know from all of you what value you'd like to see us add to the Avalon CD above and beyond a simple snapshot and what price you would view as reasonable.

7) Who "owns" Avalon?

The individual models on the Avalon site are owned by their respective contributors. When you upload a file to Avalon you will need to state its source and what usage you would like to allow for the model. A text form will be available soon. This form will be associated with each model in the future.

If someone would like to remove their work from the archive, we will, of course honor such a request, but since it's been in the public domain, it might show up again, uploaded by someone else (though that uploader could not honestly claim to have created it.)

The avalon collection as a whole is not copyrighted, but improvements Viewpoint makes in terms of indexing and viewing are the property of Viewpoint. We intend to provide this service free of charge.

8) How do I access Avalon at Viewpoint.

1) http://www.viewpoint.com   with future viewing and indexing and...

```
2)  ftp://avalon.viewpoint.com                  for the basic archive
3)              mirror sites (URLs to be announced soon)
```

9) How do we let Viewpoint know what we think of their Avalon service and let them know what improvements we'd like to see in the Avalon site?

Please send suggestions to mailto:avalon@viewpoint.com. We really are listening and you are the reason we're doing this. We hope that message is clear from this FAQ. Talk to you soon.....

Look for updates to this FAQ on Avalon over the coming weeks.

--
Brian Salisbury (BS)
brians@viewpoint.com
(801)229-3053

Thread 334

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1.364 MSG-361 Subject: Re: Re[2]: Lanscapes and clouds.

Subject: Re: Re[2]: Lanscapes and clouds.
Date: Wednesday, 19 July 1995 11:44:37
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Tue, 18 Jul 1995 aciolino@rrddts.donnelley.com wrote:

>
> I'd like to get a copy of Visland. Let me know where it is at.
>
> -AC
>

Ok, you can find it at ftp.povray.org in /pub/povray/modellers/visland/vislando2.zip.

~Rick Heidebrecht~

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1.365 MSG-362 Subject: Re: Scanline shadows

```
                Subject: Re: Scanline shadows
Date:    Wednesday, 19 July 1995 12:01:45
From:    Granberg Tom <tom.granberg@TV2.no>
```

Ted, You wrote this!
------------------------------snip----------------------------------
  Look, Halvorson, you PROMISED Scanline shadows for V3.0. You didn't
deliver. You said "Scanline shadows slow down the rendering too much". I
have a need for shadows. One frame in Scanline mode renders in 30
seconds. The same frame rendered in Trace mode is taking over 30
MINUTES!!! I am doing trace just to get shadows from objects in the
scene. I have a deadline. I am not going to make it with Trace mode.
  I am trying to figure out your logic. You say adding Scanline Shadows
would slow the render down too much. But then, if shadows are needed, I
have to go to Trace mode. The render time is increased by several orders
of magnitude. How much longer would it take if Scanline Shadows were
implemented? Longer than Trace mode? Gimme a break, guy!
  C'mon, Dewd, if you are just going to make one lame excuse after
----------------------------------snip-----------------------------

Yeah it would be usefull with scanline shadows, but honestly Ted there is more to the scanline render than the lack of shadows. I would take a complete new render engine, they would have to put in better antialiasing as well, plus a bunch of other things. And after I got V3.3, I have to say that Impulse have pulled of a great job with that one, it is closer to the high end platforms than

it has ever been.

Tom RenderBrandt

Thread 422

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1.366 MSG-363 Subject: Great!

```
                Subject: Great!
Date:    Wednesday, 19 July 1995 12:18:47
From:    Granberg Tom <tom.granberg@TV2.no>
```

Hey, HEY!!
You got a job, Rod Macey, good for you mate. I hope my advice's can help you in

the future. I didnt mean that you shouldnt respond to job offerings and write them a letter, but I tought that was pretty obvious. But since I'm in the business I know that they rely more on connections than on newspaper adds.

Later!

Tom RenderBrandt

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1.367 MSG-364 Subject: Re: Scanline vs. Trace Shadows!!!

Subject: Re: Scanline vs. Trace Shadows!!!
Date: Wednesday, 19 July 1995 12:57:07
From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

> Some people do raytrace. You want shadows, raytrace it. Since when does the
> lack of shadows in this particular mode make it useless? As far as I know
> proffessional animators (myself being one) rely on RAYTRACING. All of have
> problems with Impulse coughing up the upgrades, but most of deal with it a
> little more calmly. If you want a feature it doesn't have, buy another
> program. Simple solution.

It's not that simple. Your assumption that most animators rely on raytracing is wrong. Raytracing is just too expensive in terms of rendering power and time. I too think that until Impulse implements scanline shadows, Imagine will never be considered a professional animation package.

Andrey

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1.368 MSG-365 Subject: Blaq - What a hero !!

Subject: Blaq - What a hero !!
Date: Wednesday, 19 July 1995 14:27:30
From: Steve Gardiner <Steve@mg-plc.demon.co.uk>

Charles,

Recently you mailed a number 5 object and a environment (reflectivity) map that produced a very nice metallic reflection type thing. I must say that was the quickest rendering and most effective metal effect I have seen.

Thank you very much, Chas !

Cheers

```
--
  +-----------------=============+=================-----------------+
  |  Steve Gardiner              | Paying my debt to society...    |
  |  Steve@mg-plc.demon.co.uk    | Working in Business Publishing !|
  +-----------------=============+=================-----------------+
```

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1.369 MSG-366 Subject: Undocumented Textures in 3.3

Subject: Undocumented Textures in 3.3
Date: Wednesday, 19 July 1995 14:48:35
From: Steve@mg-plc.demon.co.uk (Steve Gardiner)

Hi,
Has anybody got details on the new undocumented textures in 3.3 ??
The FUZZ.itx looks particularly interesting, and may be able to do hair...

Also, I wonder when Impulse are going to do the caustics light texture for the Amiga version of Imagine ?? Mr Halvorson any info ??

Cheers

```
--
  +-----------------=============+=================-----------------+
  |  Steve Gardiner              | Paying my debt to society...    |
  |  Steve@mg-plc.demon.co.uk    | Working in Business Publishing !|
  +-----------------=============+=================-----------------+
```

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1.370 MSG-367 Subject: Re: Funny anim?

```
                Subject: Re: Funny anim?
Date:    Wednesday, 19 July 1995 17:20:33
From:    Curtis White <cwhite@teleport.com>


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

> > From: yrod@ozemail.com.au
> >
> > Has anybody got a suggestion for an funny anim I could leave behind at my
> > old place of work? It’s not a very nice place to work for and I would
> > just like to leave something for my friends there to make the laugh, piss
> > them off 8^), and most of all to not forget me.
>
> Well, it’s not Imagine-related, but my best suggestion would be to leave
> some clever morphs of your ex-boss and/or colleagues. You can have them
> morph into orang-outangs, jackasses... or just create single-image warps
> of their face, with the more prominent features, umm, "enhanced". <evil
> grin>
>

Just a suggestion.  I would be careful not to burn any bridges.  You
never know what the future holds, and if you piss someone off, then
you can certainly expect to never put them down as a reference for
future jobs, etc.  Or if you were to get laid off, or something else
and they happened to need someone, it would not be you.  No job means
no money.  And no money means no upgrades, etc.  Fun is one thing, as
long as it is fun for everyone.  And I have always found that is it
better to leave well enough alone.  You are leaving.  Their loss and
your gain.  You don’t want them to remember something bad about you
when it comes time for a reference.

Just my 2 cents.

Curt



=========================================================
=        Do not follow where the path may lead.         =
= Go instead where there is no path and leave a trail.  =
=========================================================

Curtis White


                           Thread           2
```

-=> RETURN TO CONTENTS!<=-

1.371 MSG-368 Subject: Re: Scanline vs. Trace Shadows!!!

Subject: Re: Scanline vs. Trace Shadows!!!
Date: Wednesday, 19 July 1995 18:44:54
From: craigh@fa.disney.com

On Jul 18, 6:10pm, imagine-relay@email.sp.paramax.com wrote:

>
>
> Some people do raytrace. You want shadows, raytrace it. Since when does the
> lack of shadows in this particular mode make it useless? As far as I know
> proffessional animators (myself being one) rely on RAYTRACING.

As far as I know, professional animators (myself being one) never RAYTRACE.

I can't think of any film with 3D effects where ray-tracing was used (or used for most of the 3D effects). RenderMan (at use in a lot of big facilities) doesn't even ray-trace.

I think the original poster was asking nicely for a feature that would greatly enhance his (and everybody elses) productivity. Why is there such anger on this

list?!?

Imagine is a great program, but to be a program professionals embrace it needs to improve throughput. In today's competitive market, scan-line shadows is a must for Imagine to not be left behind.

Craig

--

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

Thread 82

-=> RETURN TO CONTENTS!<=-

1.372 MSG-369 Subject: Re: Lanscapes and clouds.

Subject: Re: Lanscapes and clouds.
Date: Wednesday, 19 July 1995 20:36:19
From: "dunc@eraser.demon.co.uk" <dunc@eraser.demon.co>

Hi Robert,

> Hello Ian, on Jul 16 you wrote:
>
>
> I use Vista Pro for landscapes and clouds. I believe Scenery Animator
> (Amiga) does excellent clouds as well.
>

Photogenics makes very good clouds with the plasma loader then a few more
effects (Amiga)

duncan

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

Thread 317

-=> RETURN TO CONTENTS!<=-

1.373 MSG-370 Subject: Re: Layers

Subject: Re: Layers
Date: Wednesday, 19 July 1995 22:17:56
From: DAVEH47@delphi.com

>> Is there any way to turn off layers permanantly other than for quick
>> renders? Every time I go to render in the project editor it adds all the
>> layers and sometimes it loses the layer info completely.

>No, there isn't. Layers were meant to speed up Stage editor work, but
>Impulse, in its (IMHO) great wisdom, decided that all layers should be
>active when rendering outside Stage. This helps avoid the "camera lens

>cap on"-type situation where a user, novice or expert, would forget to
>turn all layers back on before rendering a 2-week animation.

Couldn’t the Project Editor have an option that, when it is about to render, would put up a requester that said, "Use Current Layer Settings?" the way it asks, "Use Current Zone Settings?"?

-- Dave

Thread 888

-=> RETURN TO CONTENTS!<=-

1.374 MSG-371 Subject: Im 3.3

Subject: Im 3.3
Date: Thursday, 20 July 1995 00:00:54
From: greggh@slip2.odyssey.apana.org.au (Gregory Helleren)

In case, noone has announced it... Imagine 3.3 is in Oz!
It arrived just this afternoon in my mail - a little damp from a thunderstorm, but otherwise excellent :)

Love Peace and Taxis
Gregg

```
--
+------------------------------------------///\/\/\_Amiga Technologies_/\/\+
  Gregory Helleren      AMIGA is REBORN  /// Lecturer Information Technology
  Developer - LaseRage                  ///  SEMC TAFE Western Australia
  Ferndale W.A. Australia  ___/\___/\\///   greggh@odyssey.apana.org.au
  CBMNET:greggh@laserage.adsp.sub.org\XX/    greggh@laserage.DIALix.oz.au
+--------------------------------------------------------------------------+
```

Thread 211

-=> RETURN TO CONTENTS!<=-

1.375 MSG-372 Subject: Re: Scanline and Trace

Subject: Re: Scanline and Trace
Date: Thursday, 20 July 1995 00:29:10

From: Mike McCool <mikemcoo@efn.org>

There's a great tute for softshadows down on aminet. It's called SoftShadows. I may have my case wrong, but that's its title, for sure. Even has example pix.

Thread 74

-=> RETURN TO CONTENTS!<=-

1.376 MSG-373 Subject: Re: VIEW SPECIAL

Subject: Re: VIEW SPECIAL
Date: Thursday, 20 July 1995 00:32:17
From: Valleyview@aol.com

In a message dated 95-07-17 15:43:07 EDT, you write:

>I have 3.0 on the PC and as far as I am aware it runs in 640x480x???. I
>cannot see how to change the screen resolution, only the quick render
>resolution. Are these seperate items or are they one and the same?

Sorry. You are stuck in 320 x 200 mode. 640 x 480 came in 3.2. That means if you render in a higher resolution you will be missing part of your picture on your screen. If you project render in a higher resolution you will have to exit Imagine and use an outside viewer to see your whole picture.

If at all possible, upgrade. It's well worth it.

Thread 388

-=> RETURN TO CONTENTS!<=-

1.377 MSG-374 Subject: Shadows

Subject: Shadows
Date: Thursday, 20 July 1995 01:16:40
From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

Good news! Imagine 4.0 will have a special kind of light that will
produce accurate soft shadows..

Thread 389

-=> RETURN TO CONTENTS!<=-

1.378 MSG-375 Subject: Scanline and Trace

Subject: Scanline and Trace
Date: Thursday, 20 July 1995 02:55:00
From: w.graham6@genie.geis.com

I am a professional animator and 3D artist, at least, that's what I tell my wife, and I've been at it for years. There are lots of animations of the flying logo variety that you can do scanline rendering and get away with it, but my experience is that more and more clients want the depth that shadows and true reflections give. They see their kid playing Mortal Kumquat, and they want the extra realism too. Complaints that I hear with scanline renders is that the various objects that are supposed to be walking along a ground seem to float. I would much rather Impulse work on soft edged shadow rendering in raytrace mode than fake shadows in scanline. Does anyone have any stats or rendering times for comparative scenes in those packages that do support shadows in scanline mode. Also, someone mentioned 3DS, do they support real raytracing now? I've not looked at it in a while. Also, raytracing consumes less ram than scanline in Imagine, and most of the neat stuff you can do with Particles requires trace rendering. With a Pentium 120, full frame raytraces of fairly complex scenes only take a minute or so. They take quite a while longer on my aging 040 powered Amiga 3000, but it would be stupid of Impulse to put much developement into scanline shadows, when the industry standard is headed for full raytraced imagery anyway. In a year or two, scanlines will have gone the way of flat shaded polygons, explode effects, and (hopefully) lens flares.

Thread 598

-=> RETURN TO CONTENTS!<=-

1.379 MSG-376 Subject: Imagine 4.0

Subject: Imagine 4.0
Date: Thursday, 20 July 1995 03:09:35
From: augioh4b@ibmmail.com

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

--- Received from GITD.PSG024  4523                 20JUL95  16.06
  -> IBMMAIL.INTERNET      IBMMAIL INTERNET               IBM

Hi all]]]

Just a couple of questions regarding Imagine 4:

How much is it going to cost? (ie. straight from the shelf in
Australia)
When is it going to be released? (ie. in US and/or Oz)

Will it run under DPMI, ie. Windows 3.x and Win95?

Thanks
Vic
```

Thread 596

-=> RETURN TO CONTENTS!<=-

1.380 MSG-377 Subject: Re: Imagine 4.0

```
                Subject: Re: Imagine 4.0
Date:    Thursday, 20 July 1995 04:28:19
From:    plucas@vt.edu (Perry Lucas)


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

>--- Received from GITD.PSG024  4523                 20JUL95  16.06

>  -> IBMMAIL.INTERNET      IBMMAIL INTERNET               IBM

>

>Hi all]]]

>

>Just a couple of questions regarding Imagine 4:

>

>How much is it going to cost? (ie. straight from the shelf in

>Australia)
No idea...

>When is it going to be released? (ie. in US and/or Oz)

God only knows the answer to this...
```

>Will it run under DPMI, ie. Windows 3.x and Win95?

Their making a Windows version.

>Thanks

>Vic

>

Thread 69

-=> RETURN TO CONTENTS!<=-

1.381 MSG-378 Subject: 3.3 is in BC, Canada...

Subject: 3.3 is in BC, Canada...
Date: Thursday, 20 July 1995 09:19:00
From: KEN_ROBERTSON@robelle.com

I received it yesterday, but haven't really had much chance to play with it. Oh yes, my mail was re-directed, (as I've recently moved) so it probably would have been here last Friday.
\KenR

Thread 72

-=> RETURN TO CONTENTS!<=-

1.382 MSG-379 Subject: Re: Scanline vs. Trace Shadows!!!

Subject: Re: Scanline vs. Trace Shadows!!!
Date: Thursday, 20 July 1995 09:24:31
From: Adam Watkin <adam@wonderland.apana.org.au>

```
>
> On Jul 18,  6:10pm, imagine-relay@email.sp.paramax.com wrote:
> >
> >
> > Some people do raytrace. You want shadows, raytrace it. Since when does the
```

> > lack of shadows in this particular mode make it useless? As far as I know
> > proffessional animators (myself being one) rely on RAYTRACING.
>
> As far as I know, professional animators (myself being one) never RAYTRACE.
>
> I can't think of any film with 3D effects where ray-tracing was used (or used
> for most of the 3D effects). RenderMan (at use in a lot of big facilities)
> doesn't even ray-trace.
> I think the original poster was asking nicely for a feature that would greatly
> enhance his (and everybody elses) productivity. Why is there such anger on this
> list?!?
> Imagine is a great program, but to be a program professionals embrace it needs
> to improve throughput. In today's competitive market, scan-line shadows is a
> must for Imagine to not be left behind.

I'd have to agree with craig, raytrace it not used that often for animations as it takes too long and the results are generally harder to get perfect. 3D studio, a program used by many many companies (including I believe MTV to do its little bouncing logo bits in the past), doesnt have use raytracing at all. It has shadows though...

I still believe imagines greatest problem is that it does not look or behave like a professional product, from what I hear 3.3 is getting there but until a windows version comes out that is crossplatform compatible it won't get as much market acceptance as it should. If you could get imagine for DEC Alpha that would be nice, in MIPS terms the latest DEC can do 1000 mips, compared to a pentium 90 which does around 112, an Alpha is pretty good. Then you could do raytraced frame I suppose. :)

Adam.

Thread 358

-=> RETURN TO CONTENTS!<=-

1.383 MSG-380 Subject: 3.3 in Canada ??

Subject: 3.3 in Canada ??
Date: Thursday, 20 July 1995 12:01:58
From: George Allanson <ae418@ccn.cs.dal.ca>

Hi there I have not seen any mention on the list of 3.3 arriving in Canada, and thought I would check before making a long distent call to Impulse.
I hope I have not been forgotten 3.3 sound like it will be a lot of fun.

Also I would like say that reading this list has become a nice little highlight to each day, thanks.

George

Thread 384

-=> RETURN TO CONTENTS!<=-

1.384 MSG-381 Subject: Professional vs. ?Amateur

Subject: Professional vs. ?Amateur
Date: Thursday, 20 July 1995 12:28:21
From: gregory denby <gdenby@bach.helios.nd.edu>

The current debate about the relative worth of scanline vs trace prompts me to toss in a few thoughts about professional 3d compared to... what...amateur, enthusiast, whatever. My understanding is that most professionals are serving clients who want the product fast and cheap. Perfect is not necessary, it seems, for that moment of WOW! catch that. So most 3d packages us very clever scanline tricks to simulate the physical words (just don’t look too close.) Unfortunately, Imagine started out as a tracer, and is having to backtrack to improve its scanline. I certainly would be delighted to have quick shadows, as well as any and all of the wishes expressed here. But...

Let me encourage anyone who is doing work with little commercial potential. That is, exquisite, spectacular, beyond belief work. My own take on visual art is that 3d animation is at least one step betond anything previously available. As a museum worker. I see 3d art as having a tremendous potential for being one of the finest expressions of the late 20th century. So, fly logos, sell insurance, repai VCR’s, whatever it takes to keep the check book happy, but please keep the chips cranking into the wee hours if that’s what it takes to get just the quality you want.

Happy tracing,
Greg Denby
gdenby@darwin.cc.nd.edu

Thread 773

-=> RETURN TO CONTENTS!<=-

1.385 MSG-382 Subject: Credit

Subject: Credit
Date: Thursday, 20 July 1995 14:15:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

```
Um, just a suggestion, guys. Impulse has just sent out a new versionwith some pr
etty cool new features. Rather than whine about what itdoesn’t have, lets discus
s what it DOES have for a while. There are m=anypeople still using 2.0 and 3.0 w
ho would like to know what they aremissing.Impulse is still working on 4.0 and a
pparently a Windows version soon=,so let’s cut ’em some slack and get a tiny bit
 more positive about wh=at3.3 can do.Anyone mess with the 8 new brush mapping ty
pes yet?   /-----------------------------       ___    ___  ___   ___  | 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 437

-=> RETURN TO CONTENTS!<=-

1.386 MSG-383 Subject: Re: Mail pissing us off

Subject: Re: Mail pissing us off
Date: Thursday, 20 July 1995 14:44:00
From: quarters@holli.com (Jeff Hanna)

At 04:09 PM 7/20/95 +0100, lowcoll@tcns.co.uk wrote:
>why do we still get the imagine related mail two weeks, after we unsubcribed?
>Getting 200 emails a week really cloggs up the system here to hell, so you
>can understand why we are a little peeved!!
>we are getting a new system here soon which should be able to handle the
>mail, so until then we hope not to hear a single word, from the imagine
>mailing list!!!

1) Are you sure you sent the unsubscribe request to the proper address? Requests for mailing list services posted to the actual mailing list will NOT work.

2) If your mailer clogs on 200 messages in a 7 day period, I hope your new system was purchased with the idea of uping your capacity GREATLY.

```
-----------------------------------------------------------------------------
 Jeff Hanna                    |  "Albert Einstein nailed space-time, but the
 quarters@holli.com            |   Wild Thing had him stumped."
 quarters@genie.geis.com       |                               -Thomas Dolby
-----------------------------------------------------------------------------
```

Thread 58

-=> RETURN TO CONTENTS!<=-

1.387 MSG-384 Subject: Re: 3.3 in Canada ??

```
                Subject: Re: 3.3 in Canada ??
Date:    Thursday, 20 July 1995 16:48:46
From:    beeton@SEDSystems.ca (Gary Beeton, beeton@SEDSystems.ca)


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

>Hi there I have not seen any mention on the list of 3.3 arriving in Canada,
>and thought I would check before making a long distent call to Impulse.
>

Yup, I got mine about a week ago.  This must be the first time it
_hasn't_ taken 2 weeks to get through customs.  My guess is that's
where yours is.

Gary
beeton@SEDSystems.ca
```

Thread 378

-=> RETURN TO CONTENTS!<=-

1.388 MSG-385 Subject: Re: Wishlist -- Improved starfield

```
                Subject: Re: Wishlist -- Improved starfield
Date:    Thursday, 20 July 1995 18:49:39
From:    Fernando D'Andrea <DANDREA@aton.inf.ufrgs.br>


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

Dave wrote this:
>
> Specifically, I would like the ability to give the stars a random
> range of grey values (simulating the varying brightnesses of real
> stars in the sky; and to optionally concentrate the stars'
> positions towards a plane ("Milky Way" effect) or a point
> ("Globular Cluster" effect).
>
>                      -- Dave
```

```
>
>
    Other nice idea is to add a function to choose betewen random
stars and constelations, as a real sky. Certainly hard to add, but
fine. Sorrry the poor English, and the crazy idea too.

*********************************
Fernando Pena D'Andrea.
E-Mail: dandrea@aton.inf.ufrgs.br
*********************************
```

Thread 313

-=> RETURN TO CONTENTS!<=-

1.389 MSG-386 Subject: Apologies

```
                Subject: Apologies
Date:    Thursday, 20 July 1995 20:20:13
From:    plucas@vt.edu (Perry Lucas)


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

It seems that I stepped on some toes with my last message to the IML and
my apologies go out to Mike H. and Impulse.  Some of the following was
asked to passed along from the Horse's Mouth...

>Cost for Imagine 4.0 has not been established and at the moment it will only be

>available from us after a user buys Imagine 3.0

>Imagine 4.0 should be out no later than the end of August if not sooner

>We are making a new verison that is 95, NT and win 3.1 compatiable as well as
>several other platforms such as the Alpha machine,. Macintosh, SGI and a
host of
>others.

The "us" and "we" refer to Impulse and not myself.

My apologies...
  --Perry
```

Thread 397

-=> RETURN TO CONTENTS!<=-

1.390 MSG-387 Subject: To all you unsubscribers out there.

```
                Subject: To all you unsubscribers out there.
Date:    Thursday, 20 July 1995 20:56:39
From:    cdhall@cityscape.co.uk (Chris Hall)


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

According to the mailing list guide I had when i joined this list you are
supposed to send you unsubcribe messages to:-
imagine-request@email.eag.unisysgsg.com
and not the mailing list. This is why you are still being p****d off with
mail at lowcoll@tcns.co.uk. Just thought you might like to know.
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 :-      ||
|          29 08 46 31 06 41                ||
|                                           ||
|-------------------------------------------||
 \-------------------------------------------\
```

Thread 83

-=> RETURN TO CONTENTS!<=-

1.391 MSG-388 Subject: Re: VIEW SPECIAL

```
                Subject: Re: VIEW SPECIAL
Date:    Thursday, 20 July 1995 20:56:42
From:    cdhall@cityscape.co.uk (Chris Hall)


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

>>From imagine-relay@email.sp.paramax.com Thu Jul 20 01:20:39 1995
>Date: Wed, 19 Jul 1995 19:32:17 -0400
>From: Valleyview@aol.com
>To: IMAGINE@email.sp.paramax.com
>Subject: Re: VIEW SPECIAL
>
```

>In a message dated 95-07-17 15:43:07 EDT, you write:
>
>>I have 3.0 on the PC and as far as I am aware it runs in 640x480x???. I
>>cannot see how to change the screen resolution, only the quick render
>>resolution. Are these seperate items or are they one and the same?
>
>Sorry. You are stuck in 320 x 200 mode. 640 x 480 came in 3.2. That means
>if you render in a higher resolution you will be missing part of your picture
>on your screen. If you project render in a higher resolution you will have
>to exit Imagine and use an outside viewer to see your whole picture.
>
>If at all possible, upgrade. It’s well worth it.

If I load univesa on my PC I can view high resolution (Up to 1024x768x64000)
inside of imagine. But since my SVGA monitor is broke I am stuck with VGA. I
think I am on the upgrade plan. I faxed my details last week.

Thanks anyway.
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 :-      ||
|          29 08 46 31 06 41                ||
|                                           ||
|-------------------------------------------||
 \-------------------------------------------\
```

Thread 312

-=> RETURN TO CONTENTS!<=-

1.392 MSG-389 Subject: Re: Shadows

Subject: Re: Shadows
Date: Thursday, 20 July 1995 21:03:33
From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

> Did you hear this from Impulse? Any more details, like scanline soft
> shadows or just trace? Any timeframe given? Any other goodies promised?

Yes, Mike posted a sample image on Compuserve that demonstrated metaballs (blobs) and soft shadows. Don't know about scanline shadows.

Thread 390

-=> RETURN TO CONTENTS!<=-

1.393 MSG-390 Subject: Re: Shadows

Subject: Re: Shadows
Date: Thursday, 20 July 1995 21:55:37
From: Brian V Salisbury <bvs@viewpoint.com>

Andrey Zmievskiy wrote:

Good news! Imagine 4.0 will have a special kind of light that will produce accurate soft shadows..

Did you hear this from Impulse? Any more details, like scanline soft shadows or just trace? Any timeframe given? Any other goodies promised?

--
Brian Salisbury (BS)
brians@viewpoint.com
(801)229-3053

Thread 709

-=> RETURN TO CONTENTS!<=-

1.394 MSG-391 Subject: UNIVESA

Subject: UNIVESA
Date: Friday, 21 July 1995 02:22:04
From: augioh4b@ibmmail.com

```
--- Received from GITD.PSG024  4523                21JUL95  15.18
  -> IBMMAIL.INTERNET      IBMMAIL INTERNET              IBM
```

Hi Chris,

Just wondering if that Univesa of yours is shareware and for the
PC. Can it also run on a Cirrus logic card if it is a PC util?

Thanx
Vic dB)

Thread 412

-=> RETURN TO CONTENTS!<=-

1.395 MSG-392 Subject: Re: Scanline and Trace

Subject: Re: Scanline and Trace
Date: Friday, 21 July 1995 02:33:04
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Mike, on Jul 19 you wrote:

> There's a great tute for softshadows down on aminet. It's called
> SoftShadows. I may have my case wrong, but that's its title, for sure.
> Even has example pix.

I've had a look at this and it's very impressive, from memory it has two groups of lights with more than twenty lights in each group. One group is set with Diminished Intensity the other is'nt.

I tried it with just one group of lights to cut down on rendering times but the shadow dither was not acceptable.

Some time ago I tried a tutorial on creating smoke using Particles, it took 23 hours just to render 1 frame but the result was better than anything a texture could achieve.

>From the recent discussion on scanline shadows and trace times my view is that Imagine is now a very serious program and if you want good results from your renders you need serious processing power. I'm still using an A3000/25 and will definetly have to look at getting a PC with the grunt required to do the job. It's a hobby for me and I don't have any deadlines to meet, but I don't want my computer tied up for weeks on one project.

The bottom line is, as Impulse keep adding features, people will find uses for them to create more inpressive renders which will require longer rendering times - ad infinitum.

-- Bob

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

Thread 654

-=> RETURN TO CONTENTS!<=-

1.396 MSG-393 Subject: Re: Planet Shading

```
                Subject: Re: Planet Shading
Date:    Friday, 21 July 1995 03:19:42
From:    Linden4@aol.com
```

Try buying truespace. It has no problem doing what your talking about. I only use imagine for its fx like its particle systems.

Ted

Thread 342

-=> RETURN TO CONTENTS!<=-

1.397 MSG-394 Subject: Camera Size

```
                Subject: Camera Size
Date:    Friday, 21 July 1995 06:41:34
From:    SGiff68285@aol.com
```

I am working on a prototype for a game. Most of the initial modeling and the scene will be set up in Imagine. However, I need to be able to set up a polygon reduced scene in 3DS with the camera FOV exactly the same as the Imagine scene. Could someone please tell me what the procedure would be to make sure the camera FOV in 3DS is exactly the same as Imagine?

Stephen G.

Thread 771

-=> RETURN TO CONTENTS!<=-

1.398 MSG-395 Subject: ArtDepartment problem

Subject: ArtDepartment problem
Date: Friday, 21 July 1995 08:40:37
From: Darryl_Lewis@comlink.mpx.com.au (Darryl Lewis)

I use ADPro to convert Imagine files (see Imagine does get mentioned in this posting!).
I have an A3000 (2MB Graphics memory) running ADpro 2.5 and an A2000 (1MB graphics memory) running version 1.0 of ADpro.

Now for the funny bit:
I can load an large image and convert it on the 2000, but the same image causes a "Not enough Video memory" error on the 3000.
I have no other tasks running on either, so nothing takes up the memory.
The error message shows how much memory I need, which, when I flip back to Workbench, it show I have more than the amount required.

Perhaps my 3000 is not set up correctly?

Any ideas would be appreciated.
Darryl

-- Via DLG Pro v1.0

```
               #####\             _             /#####
               #( )# |          _( )__         | #( )#
               ##### |         /_    /         | #####
               #" "# |     ___m/I_ //_____     | #" "#
               # O # |____#-x.\ /++m\ /.x-#____| # O #
               #m.m# |   /" \ ///###\\ / "\   | #m.m#
               #####/    ######/     \######    \#####
```

Thread 460

-=> RETURN TO CONTENTS!<=-

1.399 MSG-396 Subject: Slow rain

Subject: Slow rain
Date: Friday, 21 July 1995 09:13:52
From: Ed Totman <etotman@gort.ucsd.edu>

How do I get the dripdrop texture to last 20-30 seconds without slowing down the ripple rate? I created a 100 frame animation of a pool with simulated raindrops by applying the dripdrop texture to a plane and creating two states, one for distance traveled=0 and one for distance traveled=1, then morphed between the two states. I can’t seem to get the effect to last longer without slowing it down.

Any ideas?

Ed Totman
etotman@gort.ucsd.edu

Thread 550

-=> RETURN TO CONTENTS!<=-

1.400 MSG-397 Subject: Re: Apologies

```
                Subject: Re: Apologies
Date:    Friday, 21 July 1995 10:36:09
From:    Rick Dolishny <dolish@io.org>
```

On Fri, 21 Jul 1995, Perry Lucas wrote:

```
> >We are making a new verison that is 95, NT and win 3.1 compatiable as well as

> >several other platforms such as the Alpha machine,. Macintosh, SGI and a
> host of
> >others.
>
> The "us" and "we" refer to Impulse and not myself.
>
```

What about an Amiga version? Any ideas? Is this ’new’ product a new Imagine (4.0) or another totally new product?

Rick Dolishny
---
dolish@io.org
Ardee Productions - Toronto, Ontario

Thread 395

-=> RETURN TO CONTENTS!<=-

1.401 MSG-398 Subject: Re: UNIVESA

```
                Subject: Re: UNIVESA
Date:    Friday, 21 July 1995 10:50:05
From:    William Eric Donoho <donoho@iglou.com>
```

On Fri, 21 Jul 1995 augioh4b@ibmmail.com wrote:

```
> --- Received from GITD.PSG024  4523                 21JUL95  15.18

>   -> IBMMAIL.INTERNET      IBMMAIL INTERNET               IBM
```

> Hi Chris,
>
> Just wondering if that Univesa of yours is shareware and for the
>
> PC. Can it also run on a Cirrus logic card if it is a PC util?
>
> Thanx
>
> Vic dB)
>

I'm using the univesa util. I believe I found it on cirrus logic's ftp site.
(could be wrong, though)

```
Eric Donoho              | "Let's go to burger king and get
Louisville, KY USA       | a chicken sandwich!"
donoho@iglou.com
```

Thread 293

==> RETURN TO CONTENTS!<=-

1.402 MSG-399 Subject: Imagine 3.3 PC bug

```
                Subject: Imagine 3.3 PC bug
Date:    Friday, 21 July 1995 11:06:10
From:    William Eric Donoho <donoho@iglou.com>
```

I'll preface this by saying that this problem occurrs only after I've jumped in and out of the attributes editor. IE, I can't reliably reproduce the problem. The problem only rears it's ugly head when I'm trying to do some work!

Symptoms:
While the sphere/plane is being rendered in the attributes window, the mouse locks up. While the sphere/plane is rendering, I can't move any sliders, hit "OK" or "CANCEL", or "Next", etc, etc.
Also, the mouse becomes inactive/locks-up while the perspective window is redrawn.
Also, this problem appears when displaying a quickrender. And guess what? Since the mouse (keyboard also) is locked-up, I can't get out of the quickrender view, so I have to re-boot. Yuck!

Net effect:
Loss of productivity.

My solution:
I have two solutions: 1) Exit and then restart imagine, or re-boot. 2) Wait for Imagine 4.0 and hope this bug is fixed.

```
Eric Donoho               | "Let's go to burger king and get
Louisville, KY USA        | a chicken sandwich!"
donoho@iglou.com
```

Thread 411

-=> RETURN TO CONTENTS!<=-

1.403 MSG-400 Subject: Re: Credit

Subject: Re: Credit
Date: Friday, 21 July 1995 12:52:00
From: Michael North <IBTLMAN@MVS.OAC.UCLA.EDU>

> Anyone mess with the 8 new brush mapping types yet?
>

Both the ambient mapping and variable brightness are really useful for picking out single objects and giving them just a little boost without redoing all the lighting. This is virtually the same as being able to set ambient levels object by object, something that some of us have been wanting for some time.

Michael

Thread 595

-=> RETURN TO CONTENTS!<=-

1.404 MSG-401 Subject: Imagine wrong Colours..Fi

Subject: Imagine wrong Colours..Fi
Date: Friday, 21 July 1995 14:08:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

```
-> The first thing I tried when Imagine 3.3 appeared was a Quick rend=er-> probl
em still appeared (damn). However, after the excitement of lo=oki-> every new fe
ature in 3.3 had passed, I noticed a button on the Pro=jec-> screen: Use True Co
lor. This was checked. I unchecked in and PREST=O!!-> Imagine now displays colou
rs correctly on my Hercules Stingray Car=d!.I had the same (or similar display p
roblem) with 3.2 and my DiamondSpeedstar Pro card. By unclicking True Color, my
display cleared up.However, once I installed UniVesa, I no longer had to unclick
 True Co=lorand all displays were perfect in all resolutions.   /---------------
---------------           ___   ___  ___   ___  | 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 410

-=> RETURN TO CONTENTS!<=-

1.405 MSG-402 Subject: Re[2]: One last wish

Subject: Re[2]: One last wish
Date: Friday, 21 July 1995 14:19:05
From: Drew_Perttula@altabates.com

---

people still using 2.0 should be careful of what they ask for, or at least check

privately with a 3.x owner to see if the feature *has* *already* *been*
implemented <ahem!>

______________________________ Reply Separator _________________________________

```
Subject: Re: One last wish
Author:  "Fernando D'Andrea" <DANDREA@aton.inf.ufrgs.br> at ALTERNET
Date:    7/21/95 12:34 PM

....... You can rotate and position the camera with the point of
vision of the camera. Why do not put it on Imagine? The same thing in
the conical light sources can be a GREAT idea! :)))))
    We dont need a realtime wireframe. A single 3D box will be
enough, just like when we try to rotate an object.
    The conical light sources need something showing what area it
will iluminate........
```

Thread 755

-=> RETURN TO CONTENTS!<=-

1.406 MSG-403 Subject: Re: One last wish

```
                Subject: Re: One last wish
Date:    Friday, 21 July 1995 16:11:44
From:    Fernando D'Andrea <DANDREA@aton.inf.ufrgs.br>


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

> suggested a feature for 4.0 yet(I'm also probably one of the few people
> on the list that's still using 2.0 :), due mostly to the fact that it
> seems just about everything has been covered.  Since I am still using
> 2.0, I don't know how easy it is to position the camera in later versions
> of Imagine but I do know it can be a pain in 2.0.  There's a shareware
> modelling program for Povray called Pov Scene Builder which allows you to
> move the camera around interactively while a wire-frame view is updated
> in real time.  It's just a nice feature that makes it a lot easier to
> position the camera and I would really like to see it in Imagine4.0 once
> I finally upgrade.
>
>
>    ~Rick Heidebrecht~

    I'm another 2.0 user. Any user, after give a single look on the
interface of Lightwave will find the interface of Imagine simply hard
to use in the stage editor. Lightwave does something like this with
the camera. You can rotate and position the camera with the point of
vision of the camera. Why do not put it on Imagine? The same thing in
the conical light sources can be a GREAT idea! :)))))
    We dont need a realtime wireframe. A single 3D box will be
enough, just like when we try to rotate an object.
    The conical light sources need something showing what area it
will iluminate.

    Just a question. What I need to do to create a light source which
is visible?
```

```
********************************
Fernando Pena D'Andrea.
E-Mail: dandrea@aton.inf.ufrgs.br
********************************
```

Thread 842

-=> RETURN TO CONTENTS!<=-

1.407 MSG-404 Subject: Re: Blaq - What a hero!!

```
                Subject: Re: Blaq - What a hero!!
Date:    Friday, 21 July 1995 18:32:51
From:    yrod@ozemail.com.au
```

I'd like to agree!

Rod Macey: yrod@ozemail.com.au - Pre-press/Graphic Designer
Home: A2000/30 FPU 4MB RAM [soon to be 12 8-)] Imagine 3.0
Work: Power Macs, Sun Sparc & Pee Cees too.
"Sometimes the hard way is the only way!"

---------- Forwarded message ----------
Date: Wed, 19 Jul 1995 13:27:30 GMT
From: Steve Gardiner <Steve@mg-plc.demon.co.uk>

Thread 105

-=> RETURN TO CONTENTS!<=-

1.408 MSG-405 Subject: Amiga 2000

```
                Subject: Amiga 2000
Date:    Friday, 21 July 1995 18:43:08
From:    plucas@vt.edu (Perry Lucas)
```

Anyone want to buy an Amiga 2000? I just pulled mine out
the closet and really don't want it see it going to waste.
Here are the specs...

Mother Board Revsion 6.2

```
  1 meg chip
  4 meg additional (Supra? Ram board)
VXL-30 Accelerator.
Trump Card Pro Scsi controller.
2 3 1/2 drives
RGB monitor
WorkBench 2.0
```

I had the mother board and the ram card replaced right before I put it in storage so its practically new. There's no Hard Drive as I took that out for my IBM. I'll accept any reasonable offer on it as I am not using it and as I said don't want to see it go to waste. I'll also throw in any software that I have, even v1.0 of Imagine if Impulse doesn't mind. :)

--Perry

Thread 149

-=> RETURN TO CONTENTS!<=-

1.409 MSG-406 Subject: Re: Scanline vs. Trace Shadows!!!

Subject: Re: Scanline vs. Trace Shadows!!!
Date: Friday, 21 July 1995 18:44:03
From: yrod@ozemail.com.au

My naive perception of tracing is that a light ray is bounced at an object, to see if anything is in the path to determine wheter or not there is a shadow cast on this object. How could scanline do this without the light ray?
As well as shadows not being produced, there is also no reflection. To me the reflection is also very important to the eye to trick it into realism. I know you can reflect global maps in scanline, but when objects are moving past a reflective surface, this surface should also reflect the moving object.
To the point now, instead of creating scanline shadows, wouldn't it be better if Impulse could concentrate on a faster ray-tracing engine as well as textures that are optimised for faster processors and co-processors?

Just my two cents worth.

Rod Macey: yrod@ozemail.com.au - Pre-press/Graphic Designer
Home: A2000/30 FPU 4MB RAM [soon to be 12 8-)] Imagine 3.0
Work: Power Macs, Sun Sparc & Pee Cees too.
"Sometimes the hard way is the only way!"

---------- Forwarded message ----------
Date: Wed, 19 Jul 1995 11:57:07 -0500 (CDT)

From: Andrey Zmievskiy <zmievski@herbie.unl.edu>

Thread 379

-=> RETURN TO CONTENTS!<=-

1.410 MSG-407 Subject: Impulse

```
                Subject: Impulse
Date:    Friday, 21 July 1995 18:53:20
From:    pantera@voyager.com
```

I have been an Imagine users for about three years now. I have one question. Why does it seem as though when you call Impulse that the guy you're talking to makes you feel as though he's doing you a favor by answering your questions? I have spoken to this man 2 other times and I'm not sure what his name is but his unbelievably rude. This is the sorriest support you could expect from any company, I think a 7/11 clerk could be nicer than this guy! Anyway just wanted to get this off my chest. I do have a few technical questions though:

1. Why is it that when i take a primitive (sphere) and turn it into a light, then place it in the stage editor, that after I render the scnene there's no sign of ANY light being emited from ANYWHERE. I've tried making the sphere BRIGHT too, but makes NO difference.

2. Also there are TIME parameters in a few Essence and Imagine 3.0 textures...how could you make a LOOPING sea wave or anything with a TIME parameter...so I mean that by using 60 frmaes you could get a looping animation of sea waves being animated.

3. Another thing that really bugz me is the HAZE FX. This is of no use when considering that it actually wants you yo input the number of PIXELS it should use for HAZING. FOr example if you have two BRIGHT objs, one which is far would have LESS number of HAZED PIXELS than the one that is close.

4. Also why do IMAGINE users have to go out of their way to get the "GLOW AROUND LIGHT" effect. It kinda bugz me whenn Lightwave (I'm sorry for mentioning that word but....) users can achieve beautiful lights without any hassles. I've mentioned this to the same GUY I mentioned above, and he said that there would be a TEXTURE (Twinkle) which would take care of this, but after trying it out, it turns out that the twinkle texture is pretty much pathetic. Sorry Imagine users but some things about Imagine really get to me, even though I LOVE the package and it has made me thousands of dollars.

PLEASE feel free to comment on anything I have mentioned.

PANTERA
pantera@voyager.com

Thread 447

-=> RETURN TO CONTENTS!<=-

1.411 MSG-408 Subject: Re: Scanline shadows

Subject: Re: Scanline shadows
Date: Friday, 21 July 1995 19:02:39
From: Mark Allan Fox <mafox@acs.ucalgary.ca>

Greetings to all:

In a recent post Tom replied to Ted's post about Scanline shadows:

> Yeah it would be usefull with scanline shadows, but honestly Ted there is more
>
> to the scanline render than the lack of shadows. I would take a complete new
> render engine, they would have to put in better antialiasing as well, plus a
> bunch of other things. And after I got V3.3, I have to say that Impulse have
> pulled of a great job with that one, it is closer to the high end platforms than
> it has ever been.
>
> Tom RenderBrandt
>

Tom, after I read this post I had a funny feeling in the pit of my stomach. After a bit of thought and a quick consultation with a couple of my books on 3D computer graphics programming I confirmed my suspicions that a complete rewrite would not be necessary at all. My experience leads me to think that all that would be needed would be about fifty to one-hundred lines of code (at the very most).

I must admit that the performance hit would be a huge one. Think about it, approximately 75% (probably more) of the time it takes to do a ray-trace is spent on shadows. Would scanline still be useful? I guess for scenes without refraction it would be. But that's one big performance hit.

As for anti-aliasing, I don't see any reason they would have to change it. (Although they probably should, because scanline anti-aliasing really, REALLY sucks.)

Actually, this post really brings up a glaring point. Impulse should give some long and hard thought about the scanline renderer. It really needs some more features. Actually, writing a scanline algorithm that generates shadows is really simple. (If you want to get an idea of just how simple it is, check out Computer Graphics: Principles and Practice, page 746.) Now depth of field and motion blur, interesting, then again Pixar did it.

Mark Allan Fox
mafox@acs.ucalgary.ca

Thread 432

-=> RETURN TO CONTENTS!<=-

1.412 MSG-409 Subject: IML-FAQ#08 && home pages

Subject: IML-FAQ#08 && home pages
Date: Friday, 21 July 1995 19:19:35
From: Gabriele.Scibilia@p24.f211.n332.z2.fidonet.org

Yaba daba doo fellows,

I'm updating latest IML-FAQ#07, I'm going to compile a list of all IML archivist home
pages, email me via internet/fidonet gateway if You'd like to be added to the list, thanx (send me
name, address, table of contents of Your home page).

Gabriele.Scibilia@p24.f211.n332.z2.fidonet.org
Imagine Mailing List, IML FAQer

Thread 222

-=> RETURN TO CONTENTS!<=-

1.413 MSG-410 Subject: Imagine wrong Colours..Fixed!!!

```
                Subject: Imagine wrong Colours..Fixed!!!
Date:    Friday, 21 July 1995 19:56:38
From:    cdhall@cityscape.co.uk (Chris Hall)


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

>>From imagine-relay@email.sp.paramax.com Fri Jul 21 11:36:49 1995
>Date: Fri, 21 Jul 1995 19:19:03 GMT
>X-Sender: billd@mail.ne.com.au
>To: imagine@email.sp.paramax.com
>From: billd@ne.com.au@pipex.net (Bill Dimech)
>Subject: Imagine wrong Colours..Fixed!!!
>
>G'day Everyone in IML.
>
>A while ago I posted a message Imagine Versus the Hercules Stingray Card!
>
>In it, I described how imagine was not display pictures correctly on my new
>Stingray Video Card. (The colours were wrong).
>
>Well Firstly, I would like to thank all of those that replied.
>
>I almost had the problem beat (waiting for univbe5.2) and then the most
>amazing thing, I fixed the problem!!! Well Imagine 3.3 did anyway.
>
>The first thing I tried when Imagine 3.3 appeared was a Quick render but the
>problem still appeared (damn). However, after the excitement of looking at
>every new feature in 3.3 had passed, I noticed a button on the Project
>screen: Use True Color. This was checked. I unchecked in and PRESTO!!!
>Imagine now displays colours correctly on my Hercules Stingray Card!.
>
>Wow!! After two weeks of putting up with odd colours or even worse having to
>QR in 256 colours(YUK), It was that simple.
>
>Golly, I hope that button wasn't there in 3.2. If it was I hope it was an
>undocumented feature (I feel like a bit of a dill).
>
>Regards
>BillD
>Don't Ponder .... Imagine!
>
It's in version 3.0 that I have now. You can set it's initial state from
preferences as well. Sorry.
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 :-      ||
|         29 08 46 31 06 41                 ||
|                                           ||
|-------------------------------------------||
 \-------------------------------------------\
```

```
                           Thread          413
```

=> RETURN TO CONTENTS!<=-

1.414 MSG-411 Subject: Imagine 3.3 PC bug

```
                Subject: Imagine 3.3 PC bug
Date:    Friday, 21 July 1995 19:56:43
From:    cdhall@cityscape.co.uk (Chris Hall)


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

>>From imagine-relay@email.sp.paramax.com Fri Jul 21 17:53:10 1995
>Date: Fri, 21 Jul 1995 10:06:10 -0400 (EDT)
>From: William Eric Donoho <donoho@iglou.com>
>To: imagine@email.sp.paramax.com
>Subject: Imagine 3.3 PC bug
>
>
>I'll preface this by saying that this problem occurrs only after I've
>jumped in and out of the attributes editor. IE, I can't reliably
>reproduce the problem. The problem only rears it's ugly head when I'm
>trying to do some work!
>
>Symptoms:
>While the sphere/plane is being rendered in the attributes window, the
>mouse locks up. While the sphere/plane is rendering, I can't move any
>sliders, hit "OK" or "CANCEL", or "Next", etc, etc.
>Also, the mouse becomes inactive/locks-up while the perspective window is
>redrawn.
>Also, this problem appears when displaying a quickrender. And guess what?
>Since the mouse (keyboard also) is locked-up, I can't get out of the
>quickrender view, so I have to re-boot. Yuck!
>
>Net effect:
>Loss of productivity.
>
>My solution:
>I have two solutions: 1) Exit and then restart imagine, or re-boot. 2)
>Wait for Imagine 4.0 and hope this bug is fixed.
>
>Eric Donoho               | "Let's go to burger king and get
>Louisville, KY USA        | a chicken sandwich!"
```

```
>donoho@iglou.com
>
>
Have you tried a newer mouse driver. It might work.
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 :-      ||
|         29 08 46 31 06 41                 ||
|                                           ||
|-------------------------------------------||
 \-------------------------------------------\
```

Thread 479

-=> RETURN TO CONTENTS!<=-

1.415 MSG-412 Subject: UNIVESA

```
                Subject: UNIVESA
Date:    Friday, 21 July 1995 19:56:52
From:    cdhall@cityscape.co.uk (Chris Hall)


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

>>From augioh4b@ibmmail.com Thu Jul 20 23:58:19 1995
>From: augioh4b@ibmmail.com
>Date: Thu, 20 Jul 1995 19:03:13 EDT
>To: cdhall@cityscape.co.uk
>Subject: UNIVESA
>
>--- Received from GITD.PSG024  4523                 21JUL95  08.59

>  -> IBMMAIL.INTERNET      IBMMAIL INTERNET               IBM

>Hi Chris,

>

>Just wondering if that Univesa of yours is shareware and for the

>PC.  Can it also run on a Cirrus logic card if it is a PC util?
```

>

>Thanx

>Vic dB)

It is unregistered at the moment, but I am not using it. It does not work to well with the old VGA monitor I am currently struggling with. Yes it does work with the entire Cirrus logic family as I have a Cirrus 5434. And yes it is a PC util.

Did I get all 3 right then?

Cheers.
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 :-      ||
|          29 08 46 31 06 41                ||
|                                           ||
|-------------------------------------------||
 \-------------------------------------------\
```

Thread 434

-=> RETURN TO CONTENTS!<=-

1.416 MSG-413 Subject: Imagine wrong Colours..Fixed!!!

Subject: Imagine wrong Colours..Fixed!!!
Date: Friday, 21 July 1995 20:19:03
From: billd@ne.com.au (Bill Dimech)

G'day Everyone in IML.

A while ago I posted a message Imagine Versus the Hercules Stingray Card!

In it, I described how imagine was not display pictures correctly on my new Stingray Video Card. (The colours were wrong).

Well Firstly, I would like to thank all of those that replied.

I almost had the problem beat (waiting for univbe5.2) and then the most amazing thing, I fixed the problem!!! Well Imagine 3.3 did anyway.

The first thing I tried when Imagine 3.3 appeared was a Quick render but the problem still appeared (damn). However, after the excitement of looking at every new feature in 3.3 had passed, I noticed a button on the Project screen: Use True Color. This was checked. I unchecked in and PRESTO!!! Imagine now displays colours correctly on my Hercules Stingray Card!.

Wow!! After two weeks of putting up with odd colours or even worse having to QR in 256 colours(YUK), It was that simple.

Golly, I hope that button wasn’t there in 3.2. If it was I hope it was an undocumented feature (I feel like a bit of a dill).

Regards
BillD
Don’t Ponder .... Imagine!

Thread 473

-=> RETURN TO CONTENTS!<=-

1.417 MSG-414 Subject: BRUSH MAPPING!

Subject: BRUSH MAPPING!
Date: Friday, 21 July 1995 20:50:02
From: Granberg Tom <tom.granberg@TV2.no>

HI THERE!

I have now spent a good part of the prvious week playing whit the new mapping abilities in V3.3, and it’s awsome!
A good tip for all of you is to get a bunch load of brushes (small and big) and

since I also have Lightwave 4.0 I do have a huge selction of brush maps you can

use straight away.
All of the new mapping types are usefull for a varity of apllications such as:
Fingerprints on glass, old metals, melting materials where you have glowing parts as well as parts that are shaded by light, etc,tec.

The only thing you have to bear in mind is that spec and bright mapping depends

on the object color itself, so to get a good result is to duplicate the brush
and use it as a color mapp as well.

Later

Tom Renderbrandt

Thread 446

-=> RETURN TO CONTENTS!<=-

1.418 MSG-415 Subject: RE: Im3.3 bug?

Subject: RE: Im3.3 bug?
Date: Friday, 21 July 1995 21:00:04
From: Granberg Tom <tom.granberg@TV2.no>

Hi!

The bug you refer to is not available on my PC version of IM3.3
But to add to our bug list here is a real and nasty one!!!!! Duckin....
I do have a A4000 at home, and I use to build stuff that I bring in to work,
this sounds nice doesnt it? But when I load it into the PentiumPC from a PC
floppy 1.44mb, strange things start to happen, such as:

1. When trying to quick render, a requestor sometimes pops up saying that it has

a initial phong error on vertics nr XXX etc. And sometimes it doesnt on the same

object.

2. When I take it with me to the action editor, the same things happen here,
plus that when I make a wireframe animation it sometimes terminates the program,

and says
"remeber what you where doing and call Impulse" yeah right? This sometimes
happen in detail to.

Any suggestions to what I can do????? (frustrating)

Thanks

Tom Renderbrandt

Thread 348

-=> RETURN TO CONTENTS!<=-

1.419 MSG-416 Subject: Renderbrandt's troubles

```
                Subject: Renderbrandt's troubles
Date:    Friday, 21 July 1995 22:13:51
From:    NEWKIRK@delphi.com


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

:"Any suggestions to what I can do?????? (frustrating)

How about remember what you were doing and call Impulse (8^)
JN



                           Thread           79
```

-=> RETURN TO CONTENTS!<=-

1.420 MSG-417 Subject: Planet shading -- Problem Solved (mostly)!

```
                Subject: Planet shading -- Problem Solved (mostly)!
Date:    Friday, 21 July 1995 22:35:24
From:    DAVEH47@delphi.com


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

I want to thank everyone for their suggestions about my Planetary
shading/lighting problem.  I've found that I get the best results
by using a ring of 5-10 light sources and placing them as far away
from the planet as possible (I STILL think there is something awry
in the way Imagine does parallel light rays!).

Thanks again to everyone!

                    -- Dave



                           Thread          441
```

-=> RETURN TO CONTENTS!<=-

1.421 MSG-418 Subject: Tear Drop Quickie

```
                Subject: Tear Drop Quickie
Date:    Friday, 21 July 1995 23:00:52
From:    pantera@voyager.com


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

Just found a QUICKY way to make a tear drop (water drop) shape.  All you
do is add a sphere in the detail editor, then go to CONFORMATIONS,
select CONFORM TO SPHERE and just pres ok.  THERE you GO!  Hope you guys
get "some" use out of this.

PANTERA
pantera@voyager.com
```

Thread 741

-=> RETURN TO CONTENTS!<=-

1.422 MSG-419 Subject: PArticles

```
                Subject: PArticles
Date:    Friday, 21 July 1995 23:04:06
From:    pantera@voyager.com


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

could someone please explain to me how to make RAIN as the 3.0 packag=esays you
can do using particles....if someone could please write a sh=orttutorial on?/?/q
/x=9BA=9BA=9BBPANTERApantera@voyager.com
```

Thread 860

-=> RETURN TO CONTENTS!<=-

1.423 MSG-420 Subject: Memory...

```
                Subject: Memory...
Date:    Saturday, 22 July 1995 05:21:22
From:    plucas@vt.edu (Perry Lucas)


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

This is starting to erk me a little...

I made a simple fly in logo (left --> right). By the 12 frame or so part of the object started to dissappear. By the last frame (20) it was completely gone except for 1 letter. Now, for 1 object with 7 characters, it should not be dissappearing especially with 16 megs of memory on board. I did this animation in a full trace with 2 light sources diminishing intensity, and casting shadows

I had also chosen one frame arbitraurly and rendered it to see if it made a difference. Still, 4 of the 7 characters were missing from the rendered picture. Whats going on with this?

--Perry

p.s. I did it in scanline and nothing dissappeared from the animation.

Thread 448

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1.424 MSG-421 Subject: 3.3

Subject: 3.3
Date: Saturday, 22 July 1995 06:53:32
From: pantera@voyager.com

---

could someone tell me all the new features in 3.3, i still haven't got 3.3, I have 3.2. I would appreciate this.

PANTERA
pantera@voyager.com

Thread 6

-=> RETURN TO CONTENTS!<=-

1.425 MSG-422 Subject: Re: Scanline shadows

```
                Subject: Re: Scanline shadows
Date:    Saturday, 22 July 1995 07:19:23
From:    datctva@primenet.com (DThompson)
```

> Tom, after I read this post I had a funny feeling in the
> pit of my stomach. After a bit of thought and a quick
> consultation with a couple of my books on 3D computer graphics
> programming I confirmed my suspicions that a complete rewrite would not be
> necessary at all. My experience leads me to think that all that
> would be needed would be about fifty to one-hundred lines of code
> (at the very most).
>
> I must admit that the performance hit would be a huge
> one. Think about it, approximately 75% (probably more) of the
> time it takes to do a ray-trace is spent on shadows. Would
> scanline still be useful? I guess for scenes without refraction
> it would be. But that's one big performance hit.
>
> As for anti-aliasing, I don't see any reason they would
> have to change it. (Although they probably should, because
> scanline anti-aliasing really, REALLY sucks.)
>
> Actually, this post really brings up a glaring point.
> Impulse should give some long and hard thought about the scanline
> renderer. It really needs some more features. Actually, writing
> a scanline algorithm that generates shadows is really simple.
> (If you want to get an idea of just how simple it is, check out
> Computer Graphics: Principles and Practice, page 746.) Now depth
> of field and motion blur, interesting, then again Pixar did it.

Either get off the subject of scanline renders or take over Impulse. It's amazing how many of you know programming better than the guys writing 3d software. 3d scanline shadows is a mute point. With the chip speed we have access to now, who needs it. So many other features require raytracing besides shadows. Upgrade or quit calling yourselves proffessionals. I think most of you people trying to make a point about this feature are just Lightwave wannabees. If this is what makes a great renderer, then switch and leave us Imagine users alone. Of all the people that have griped about this, no one has answered the question, if you can raytrace, why worry about scanline? If you can't generate the heat, then switch to lightwave. You people are more lucky using this program than you know.

Dave Thompson

Thread 352

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1.426 MSG-423 Subject: Re: Imagine wrong Colours..Fixed!!!

```
                Subject: Re: Imagine wrong Colours..Fixed!!!
Date:    Saturday, 22 July 1995 07:28:37
From:    williamp@triode.apana.org.au
```

> The first thing I tried when Imagine 3.3 appeared was a Quick render but the
> problem still appeared (damn). However, after the excitement of looking at
> every new feature in 3.3 had passed, I noticed a button on the Project
> screen: Use True Color. This was checked. I unchecked in and PRESTO!!!
> Imagine now displays colours correctly on my Hercules Stingray Card!.
>
> Wow!! After two weeks of putting up with odd colours or even worse having to
> QR in 256 colours(YUK), It was that simple.
>
> Golly, I hope that button wasn't there in 3.2. If it was I hope it was an
> undocumented feature (I feel like a bit of a dill).

It's always been there,in the amiga version it used to be called Use
Firecracker(an early Impulse made 24bit display card).In the preferences
section the item is still called Use Firecracker!So if you want True
colour turned off just set Use Firecracker to F for false.

I've had the same problem.Univbe doesn't recognise my video card either.

William John Porter

Thread 610

-=> RETURN TO CONTENTS!<=-

1.427 MSG-424 Subject: Imagine 4.0?

```
                Subject: Imagine 4.0?
Date:    Saturday, 22 July 1995 08:04:54
From:    pantera@voyager.com
```

---

does anyone know if Impulse is going to add the glowing (lightwave)
lights which we all see on TV? I know alot of you guys dont care for
it, but its just a really cool thing to have. Also what is Metaballs?
PANTERA
pantera@voyager.com

Thread 462

-=> RETURN TO CONTENTS!<=-

1.428 MSG-425 Subject: BONES

Subject: BONES
Date: Saturday, 22 July 1995 08:09:36
From: pantera@voyager.com

I am very confused when it comes to the BONES feature in Imagine. I’m sorry if I keep on referring to Lightwave, BUT... In the lightwave menu there is a tutorial for making the letter M "walk" using the bones feature in lightwave. I have tried to do this in Imagine but I have had NO luck.

For example...i tried using the tutorials in Dare2Imagine docs...and the weird thing which I can’t figure out is when I move on of the axis or bones why this does not effect antoehr other bones in ANYWAY....in other words if you have:

```
..........
|||||||||
|||||||||
..........
|||||||||
|||||||||
..........    <---- so if you move this section, the other sections dont
seem to be affected.  also i have seen no "bending" of facing when
moving bones around.  If ANYONE knows what Im talking about PLEASE let
me know.
```

PANTERA
pantera@voyager.com

Thread 464

-=> RETURN TO CONTENTS!<=-

1.429 MSG-426 Subject: Re: Credit

```
                Subject: Re: Credit
Date:    Saturday, 22 July 1995 08:11:56
From:    juanj@ibm.net (Juan J. Gonzalez)


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

>
>Um, just a suggestion, guys. Impulse has just sent out a new version
>with some pretty cool new features. Rather than whine about what it
>doesn’t have, lets discuss what it DOES have for a while. There are many
>people still using 2.0 and 3.0 who would like to know what they are
>missing.

 I think that people who get a new version of a program and the only
thing that can make with it is to see what it does not have or to compare
it to another packages wich cost so much than it, never make a=20
really professional work whit it.

  IMAGINE 3.3 is a very good rendering and animation program, with
cost as shareware and with a few limitations .... for technical reference,
because with imagination, these problems can be resolved and final
images could be very ... very .... professional.

 People who use a program must work with it. Computer graphics are
not only limited for software .... the real limit is imagination ....

 IMAGINE, of course have limits ... not shadow maps ... not cubic enviroment
maps ... and no robust suport for all TIFF and JPEG image file formats ...
but it=B4s realy powerfull 3D design and rendering software ....

 Perhaps problem is that people don=B4t work with it ....

 (Excuse for my English .... i am waiting a upgrade of it ... :-)


Saudos,
     -------------------------------------------------------
     Juan J. Gonzalez      -       juanj@ibm.net
     -------------------------------------------------------
```

Thread 400

-=> RETURN TO CONTENTS!<=-

1.430 MSG-427 Subject: States Editing

```
                Subject: States Editing
Date:    Saturday, 22 July 1995 10:51:20
From:    Kevin Bonifield <kevinb@spacecom.com>
```

I am LOVING PC3.3...especially the new mapping modes and
attributes requester...but now for my question:

How do you edit a texture tacked-on an object and locked to
a given state? I can create an object (say, a sphere) and
assign the spark texture. Then create the state and go back
and lock it in the attributes requester so I now have state
number 1. Then I change the attribute/texture (distance traveled)
and create state number 2, finally locking the texture to it. All is
good and it works great.

Now I try an anim and want to change the texture (say, the size
of the sparks) assigned to a particular state. How do you do
it without starting from scratch? When I try to use "states | set to"
to select a state and modify it it doesn't seem to work.

I realize I probably am missing something, would someone mind
showing me the error of my ways?

Thanks,

//Kevin

=-
Kevin Bonifield -***- SpaceCom Systems
Software Engineer
Phone: 918-488-4823
Fax : 918-488-4848
Inet: kevinb@spacecom.com
=-

Thread 95

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1.431 MSG-428 Subject: RE: HOW MANY!

Subject: RE: HOW MANY!
Date: Saturday, 22 July 1995 11:21:15
From: Kevin Bonifield <kevinb@spacecom.com>

```
On 22 Jul 95 15:35:03 +0200  Granberg Tom wrote:
>Hi there!
>
>How many of you guys do graphics for a living, graphic design, animators etc.
>It
>would be interesting to know.
>
I use Imagine for the occassional 3D graphic at the place of
my employment, but that is not my principal job. I use it more
at home ("hobbyist fashion"). I generally don't make any money
with it ;-)

  //Kevin

=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Kevin Bonifield  -***-  SpaceCom Systems
Software Engineer
Phone: 918-488-4823
Fax  : 918-488-4848
Inet: kevinb@spacecom.com
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
```

Thread 798

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1.432 MSG-429 Subject: Re: Impulse

```
                Subject: Re: Impulse
Date:    Saturday, 22 July 1995 11:41:04
From:    Vance Schowalter <viking@fn1.freenet.edmonton.ab.ca>


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

On Fri, 21 Jul 1995 pantera@voyager.com wrote:

> I have been an Imagine users for about three years now.  I have one
> question.  Why does it seem as though when you call Impulse that the guy
> you're talking to makes you feel as though he's doing you a favor by
> answering your questions?  I have spoken to this man 2 other times and
> I'm not sure what his name is but his unbelievably rude.  This is the
> sorriest support you could expect from any company, I think a 7/11 clerk
> could be nicer than this guy!  Anyway just wanted to get this off my
> chest.  I do have a few technical questions though:
>
```

I’ve talked to that guy, too. I think I know who it is, but I won’t name names. Suffice to say, one of the things he spewed on about was about how much he hated Canada and Canadians.

Being a Canadian and a lontime Silver/Turbo Silver/Imagine user, I was less than enthusiastic to upgrade past the 3.0 that I went through hell to get. There is never any question as to Imagine’s quality, but if support is like this, who needs enemies?

>
> 1. Why is it that when i take a primitive (sphere) and turn it into a light, then place it in the stage editor, that after I render the scnene there’s no sign of ANY light being emited from ANYWHERE. I’ve tried making the sphere BRIGHT too, but makes NO difference.
>
>
> 2. Also there are TIME parameters in a few Essence and Imagine 3.0 textures...how could you make a LOOPING sea wave or anything with a TIME parameter...so I mean that by using 60 frmaes you could get a looping animation of sea waves being animated.
>
>
> 3. Another thing that really bugz me is the HAZE FX. This is of no use when considering that it actually wants you yo input the number of PIXELS it should use for HAZING. FOr example if you have two BRIGHT objs, one which is far would have LESS number of HAZED PIXELS than the one that is close.
>
> 4. Also why do IMAGINE users have to go out of their way to get the "GLOW AROUND LIGHT" effect. It kinda bugz me whenn Lightwave (I’m sorry for mentioning that word but....) users can achieve beautiful lights without any hassles. I’ve mentioned this to the same GUY I mentioned above, and he said that there would be a TEXTURE (Twinkle) which would take care of this, but after trying it out, it turns out that the twinkle texture is pretty much pathetic. Sorry Imagine users but some things about Imagine really get to me, even though I LOVE the package and it has made me thousands of dollars.
>
>
>
>
> PLEASE feel free to comment on anything I have mentioned.
>
>
> PANTERA
> pantera@voyager.com
>
>
>

I’ll pass on the rest, as I see that others have answered these questions. *8^)

Anyhow, peace. I DO like Imagine, just not the guy I spoke to.

****
*   Vance Schowalter >>Image Master<<   *

```
*                                        *
* Internet: viking@freenet.edmonton.ab.ca *
*                                        *
*     "Affable little snow creature."     *
******************************************
```

Thread 469

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1.433 MSG-430 Subject: Re: Scanline shadows

Subject: Re: Scanline shadows
Date: Saturday, 22 July 1995 11:49:47
From: "Steve J. Lombardi" <stlombo@eos.acm.rpi.edu>

>
>
> > Tom, after I read this post I had a funny feeling in the
> >pit of my stomach. After a bit of thought and a quick
> >consultation with a couple of my books on 3D computer graphics
> >programming I confirmed my suspicions that a complete rewrite would not be
> >necessary at all. My experience leads me to think that all that
> >would be needed would be about fifty to one-hundred lines of code
> >(at the very most).
> >
>
> Either get off the subject of scanline renders or take over Impulse. It's
> amazing how many of you know programming better than the guys writing 3d
> software. 3d scanline shadows is a mute point. With the chip speed we have
> access to now, who needs it. So many other features require raytracing
> besides shadows. Upgrade or quit calling yourselves proffessionals. I think
> most of you people trying to make a point about this feature are just
> Lightwave wannabees. If this is what makes a great renderer, then switch and
> leave us Imagine users alone. Of all the people that have griped about this,
> no one has answered the question, if you can raytrace, why worry about
> scanline? If you can't generate the heat, then switch to lightwave. You
> people are more lucky using this program than you know.
>

Hey dave. mellow out. This is the ideal forum to be critical of and suggest improvements to Imagine. Believe me. I've been running Imagine and it's predecessors from impulse while most folks here were swimming around in their fathers balls. This certainly does not make me an imagine expert, but I can attest to the fact they Impulse DOES listen to customers suggestions. Often slowly, and often with a gruff attitude that some readers of this list can't handle- but change does come. (those funky looking metaballs are in 4.0...)

anyway- there’s no reason to chase someone off to run lightwave
and dump imagine because they requested a feature.

--
steve lombardi
stlombo@acm.rpi.edu

Thread 408

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1.434 MSG-431 Subject: Re: Memory...

Subject: Re: Memory...
Date: Saturday, 22 July 1995 12:07:37
From: Mike McCool <mikemcoo@efn.org>

Hey Perry,

This sounds like another world-size problem. In trace, your objects are either passing outside the ’world,’ or you really are running out of ram.

Thread 524

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1.435 MSG-432 Subject: Re: Scanline shadows

Subject: Re: Scanline shadows
Date: Saturday, 22 July 1995 12:12:33
From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

> Of all the people that have griped about this,
> no one has answered the question, if you can raytrace, why worry about
> scanline?

Because raytracing is *much* slower than scanline. As for the chips’ speed, tell me when Imagine for NT comes out and I’ll gladly switch to Dec Alpha.

Andrey

Thread 362

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1.436 MSG-433 Subject: Re: A note from Mr. Mike,

Subject: Re: A note from Mr. Mike,
Date: Saturday, 22 July 1995 12:16:08
From: John Grieggs <grieggs@primenet.com>

>
>
> I got a small not from Mike H. yesterday. Evidently Impulse did try
> out scanline shadows and found them costly in several ways. If I read
> the note correctly, scanline shadows were actually slower than trace
> shadows. The most important reason was the amount of RAM chewed up.
> Mike said it took "BUNCHES." I'm guessing that shadow objects had to
> be created, thus doubling the number of objects in a scene. Impulse
> probably knows a lot of their users are on a tight budget, and don't
> want to buy more memory every time a new feature is added.
>

Hmmm. I would have guessed that they would implement scanline shadows by selectively ray-tracing only the portions of the scene needed, thus making it a hybrid rendering engine (like LW).

Not especially easy to implement, but worth the pain IMHO. It is true that such an approach would sometimes use more memory than pure scanline or pure tracing, depending on the scene, You wouldn't need "shadow objects" (?), but you might well end up with an extra octree.

Scanline reflections are harder - then you end up raytracing the scene from the POV of the reflective object. Ick!

> Greg Denby
>

_john (still lurking about)

Thread 454

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1.437 MSG-434 Subject: Re: UNIVESA

```
                Subject: Re: UNIVESA
Date:    Saturday, 22 July 1995 12:56:26
From:    Fred Aderhold <root@204.49.94.4>
```

On Fri, 21 Jul 1995 augioh4b@ibmmail.com wrote:

> Just wondering if that Univesa of yours is shareware and for the

> PC. Can it also run on a Cirrus logic card if it is a PC util?

Yes, it's shareware, and I've been using it with my Cirrus Logic chipset.
You really should give it a try, it's really helpful to be able to see
quickrenders in 24bit!

fredster@netrix.net

Thread 398

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1.438 MSG-435 Subject: A note from Mr. Mike,

```
                Subject: A note from Mr. Mike,
Date:    Saturday, 22 July 1995 13:04:51
From:    gregory denby <gdenby@bach.helios.nd.edu>
```

I got a small not from Mike H. yesterday. Evidently Impulse did try out scanline shadows and found them costly in several ways. If I read the note correctly, scanline shadows were actually slower than trace shadows. The most important reason was the amount of RAM chewed up. Mike said it took "BUNCHES." I'm guessing that shadow objects had to be created, thus doubling the number of objects in a scene. Impulse probably knows a lot of their users are on a tight budget, and don't want to buy more memory every time a new feature is added.

Greg Denby

Thread 445

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1.439 MSG-436 Subject: Mr. Mike H

Subject: Mr. Mike H
Date: Saturday, 22 July 1995 13:12:32
From: pantera@voyager.com

To the owner of Impulse:

As far as you telling me that my letter was rude, I DON'T think so. If you were the person that I talked to or whoever it was, there is NO EXCUSE in the world for that kinda of an attitude. Just because I am asking a few questions doesnt mean that the person has to give me an attitude and make me feel like I'm wasting his time. Now if we were in some part of the world i wouldnt be so pissed, but to get this kinda of an attitude from an American company, is pretty sad. As you may have read from other's responses to my letter, there are people who agree with me, where one gentleman said that he has stopped calling you guys for help. I'm not going to sit here and b*tch forever, but I just dont think my letter was rude, just informative to other Imagine users.

Thank you,
PANTERA
pantera@voyager.com

Thread 752

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1.440 MSG-437 Subject: Re: Credit

Subject: Re: Credit
Date: Saturday, 22 July 1995 13:18:23
From: gregory denby <gdenby@bach.helios.nd.edu>

> Amyone mess with the 8 new brush mapping types yet?

Yep! I made a couple of TIFFs that resembled clouds/smoke and used

```
them as fog maps, and bright fog maps. The effect was excellent.
I got completely wispy shapes in no time at all.

I’m still trying to figure out how to layer the various kinds of
maps.  It seems that the wrong order causes one to cancel another,
or perhaps the program gets a little confused when one is tossing in
maps left and right, and shuffling them up and down in priority.

Also, the new ability to make object variably bright can really help
when objects appear too dark because of the lack of ambient light.

Greg Denby



                           Thread          426

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```

1.441 MSG-438 Subject: Re: Impulse

```
                Subject: Re: Impulse
Date:    Saturday, 22 July 1995 13:24:52
From:    gregory denby <gdenby@bach.helios.nd.edu>


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


Among Pantera’s comments/questions:

>1.   Why is it that when i take a primitive (sphere) and turn it into a
>light, then place it in the stage editor, that after I render the scnene
>there’s no signof ANY light being emited from ANYWHERE....

I think this might be in the FAQ, but here’s the reason, in all likelyhood.
Light is emitted from an objects axis.  If the axis is inside the sphere,
as it usually is, then the light can’t get out to illuminate the scene.
Use Shift-M to start pulling the axis out of the object.

Hope this helps,
Greg Denby



                           Thread          429

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1.442 MSG-439 Subject: A few Imagine questions

```
                Subject: A few Imagine questions
Date:    Saturday, 22 July 1995 13:29:28
From:    Damon LaCaille <nomad@aloha.net>
```

First off, I'm very new to Imagine (just bought 2.0 used). I'd like to know how the people who make money with it actually do it. Do you charge by the frame? What about quality of picture? Length of animation or number of objects in it? I'm curious as to the pay scale and how it is calculated.

Also, why is it that ALL of my renders seem UGLY! (no smart comments because I'm new, heh) They don't even look like they're in the right graphics mode! I have a standard ECS 10MB 3000/25 (2/8). I thought I could at least save the file in HAM or ILBM mode and have a decent picture, but nope! I've looked all through the docs and I can't find anything on this subject. I'm sure it deals with either the file method I'm saving with or the default rendering settings.

I'm terribly sorry if this is answered in the FAQs. I'm looking through them on and off today and haven't come across this one yet.

Thanks in advance for not flaming me,
Damon

Thread 458

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1.443 MSG-440 Subject: YOU ARE GRILLED!!

```
                Subject: YOU ARE GRILLED!!
Date:    Saturday, 22 July 1995 14:00:01
From:    Granberg Tom <tom.granberg@TV2.no>
```

Dave Thompson you wrote this no good piece of mail!
------------------------------snip------------------
Either get off the subject of scanline renders or take over Impulse. It's amazing how many of you know programming better than the guys writing 3d software. 3d scanline shadows is a mute point. With the chip speed we have access to now, who needs it. So many other features require raytracing besides shadows. Upgrade or quit calling yourselves proffessionals. I think most of you people trying to make a point about this feature are just Lightwave wannabees. If this is what makes a great renderer, then switch and leave us Imagine users alone. Of all the people that have griped about this,

no one has answered the question, if you can raytrace, why worry about scanline? If you can't generate the heat, then switch to lightwave. You people are more lucky using this program than you know.
----------------------------snip--------------------------

Weeeeeelll...... First of all I have access to 3 other big rendering packages besides Imagine, one of these are Lightwave v4(SGI/PC/AMIGA), second, I dont whine about Impulses programing abilities wich I think is sometimes bril.
And to be honest I think that any serious user of Imagine want all the features

that their neighbour has, after all it is their most liked software and they want it to be the best,fastest,packed etc etc!.
We well understand that Impulse cant put every wish into Imagine, but a healty debate is a good place start to see if there are any opinion about the subject in question and if there are other ways to do it. So Dave if you cant stand a debate please go whine somwhere else!?

Tom RenderBrandt

Thread 451

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1.444 MSG-441 Subject: Re: Planet shading -- Problem Solved (mostly)!

Subject: Re: Planet shading -- Problem Solved (mostly)!
Date: Saturday, 22 July 1995 14:11:24
From: George Lane <glane@qualcomm.com>

On Fri, 21 Jul 1995 DAVEH47@delphi.com wrote:

> I want to thank everyone for their suggestions about my Planetary
> shading/lighting problem. I've found that I get the best results
> by using a ring of 5-10 light sources and placing them as far away
> from the planet as possible (I STILL think there is something awry
> in the way Imagine does parallel light rays!).
>
> Thanks again to everyone!

YES! I knew that was what you were looking for. Now can you post a shot somewhere so we can all see it?

Parallel light rays are pretty straightforward mathematically though. Pretty hard to imagine them screwing it up. (I didn't say impossible).

George Lane
Opinions are mine only. No employer would claim them.

Thread 506

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1.445 MSG-442 Subject: Impulse & IML (Long message!)

Subject: Impulse & IML (Long message!)
Date: Saturday, 22 July 1995 14:18:19
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

I think this mailing list is a tribute to the tenacity and ingenuity of the devoted Imagine user to discover workarounds for almost every limitation inherent in Imagine as well as those talented guys that can develop their own textures and support scripts to add to the program's power. There are some really talented and extremely intelligent people using Imagine and attending this list.

But, for some reason, Imagine and this mailing list tends to have a certain hostility associated with it that I don't see occurring with any other 3D modeling/rendering program.

I see flame wars erupt over the most inoccuous subjects, and in the beginning, it shocked me that there were so many hostile people here. But, after awhile, it was easy to develop the same attitude.

There is somebody that answers the phone at Impulse and he seems to represent the same attitude. That person is almost always in an extremely foul mood and I think sometimes his mood transfers to some users that start out innocently enough looking for additional technical help or product info.

As most of you well know, Mike Halvorson can come across the same way in email, although, believe it or not, he has mellowed considerably in the past two years!

It is just my experience, after using Imagine for over two years and frequenting this list for about the same amount of time, that there is a repetitive sequence of events. It usually goes like this:

Users start discussing particular bugs or the desire for certain features, usually already available in competitive programs. Then somebody will jump in with some comment of whiny nitpickers that can't appreciate the great program they already have. This then starts an escalation of heated discussions about the topic, at which point, somebody receives a private email from Mike Halvorson with some comments on that particular bug or desired feature. Mike has several standard responses. He will say they looked at it and it took too much memory, or it lengthens the rendering time too much, or Impulse has a policy of providing support for their lowest end user and the desired feature would shut them out. This has happened for Lens Flares, standard file requestors, Windows version, plus many more things.

What is funny about this is that after a period of time, after providing all the reasons against doing something, Impulse will often take a stab at providing the very feature they argued against (as in the case of Lens Flares). But on some features or improvements, Impulse will keep their heels firmly planted (as in the case of standard file requestors).

I am not totally negative on Impulse. The Spline Editor has to be the BEST font-to-3D object tool around. The Detail Editor is a very powerful modeling tool with features only found on some workstation programs. Some of the new features on the upgrade plan have been astounding and extremely useful such as Set Edge-Fill Edge.

But, there is a tendency for contradictory practices. For example, many people have heard from Mike that Impulse will continue to support the Amiga. Yet, we are already seeing textures and effects that are only available for the PC with the statement they will not be available for the Amiga.

There was a lot of hoopla that selectable screen mode sizes would be available (finally) in V3.2. What we got was IF you have a Retina board, yes, or a PC. Now, how does this resolve itself with the policy of maintaining full compatibility with the lowest end user? How many people with A500’s have Retina boards in them? As anybody that has done the screen size byte hack knows, the screen size is determined by two locations in the code. How hard would it be to provide a little routine to allow the values in those locations to be changed? The reason Imagine cannot be promoted properly is that Imagine does not use the display database. This is another characteristic of Impulse programming policy: Never access anything OUTSIDE of the program. That is why Imagine will only run under DOS, because Imagine has its own memory manager. That is why standard file requestors are not implemented or selectable screen sizes/modes. And that is why I wouldn’t hold my breath for a Windows version, because to run under Windows, a program has no choice but to be Windows compliant and make external library calls. This policy also makes it difficult for 3rd party support, and from what I have seen, anybody that tries with any amount of success encounters aggressive hostility.

So, here we are in V3.3 with V3.4=V4.0 around the corner. There was a lot of hoopla about the "texture playground" in V3.3. Fine, if you have AGA or a Retina board. But what about ECS platforms? And how does this resolve itself with the stated Impulse policy of providing for the lowest end user? On one hand, standard file requestors cannot be implemented because there are so many WB1.3 users that would be excluded, and on the other hand, you have to have a PC or Retina board for the 256-color texture previewer. Not only that, the implementation of this capability in Texture Studio is so much more elegant, with standard file requestors, no less.

Don’t worry, for all those that have suggested, "If you don’t like it, find another program", I will take your snotty advice. I won’t throw my Imagine out of my toolbox but I am just about through using it for my main rendering tool. I have just been waiting for a certain competitor to become a stand-alone program, and have most of the features of Imagine that it didn’t have, and already has features that it sounds like Imagine will never have.

Thread 640

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1.446 MSG-443 Subject: HOW MANY!

Subject: HOW MANY!
Date: Saturday, 22 July 1995 14:35:03
From: Granberg Tom <tom.granberg@TV2.no>

Hi there!

How many of you guys do graphics for a living, graphic design, animators etc. It

would be interesting to know. Dont read this as "I dont like amateurs, I do like them a lot!".

Tom Renderbrandt

Thread 714

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1.447 MSG-444 Subject: OuterSpace

Subject: OuterSpace
Date: Saturday, 22 July 1995 15:08:31
From: Linden4@aol.com

I have created some cool models of spacecraft and some nice explodnng planets. All I need now is a cool background, like a star map. I have photoshop if anyone has any tricks on how to make a convincing star map or if there is an ftp where I could download some images of real or made up images of space.

Thanks for any help

TED

Thread 67

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1.448 MSG-445 Subject: A note from Mr. Mike,

Subject: A note from Mr. Mike,

Date: Saturday, 22 July 1995 15:29:21
From: Charles Blaquiere <blaq@io.org>

> From: gregory denby <gdenby@bach.helios.nd.edu>
>
> Impulse probably knows a lot of their users are on a tight budget, and
> don’t want to buy more memory every time a new feature is added.

And yet on CompuServe, they also say that people who want shadows can simply buy power Pentiums and trace everything.

As I suggested before, why not make it a Subproject render option, so as not to penalize budget users? Anyway, the future is unclear at this point: Mike has posted another 4.0 teaser render on CompuServe, showing a metaballs-modelled abstract sculpture, along with soft shadows created by a new type of light object. <kneeling> Please, please, let these new lights work in scanline, not just trace...

Thread 518

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1.449 MSG-446 Subject: RE: Brush mapping

Subject: RE: Brush mapping
Date: Saturday, 22 July 1995 15:41:04
From: Granberg Tom <tom.granberg@TV2.no>

Hi!

The nice thing about Impulses new mapping types is that they is a lot like Lightwave’s. But they got more flexibilety and the fact that you can use a unlimited amount of em’ make Imagine unbeatable in this area. Check any other software and you will see what I mean. The only thing I could possible ask for is a couple of new map projection methods such as: Cubic and shape mapping. But

this is of minor importanse.

Later

Tom Renderbrandt

Thread 449

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1.450 MSG-447 Subject: Impulse

```
                 Subject: Impulse
Date:    Saturday, 22 July 1995 15:42:35
From:    Charles Blaquiere <blaq@io.org>


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

> From: pantera@voyager.com
>
> I have been an Imagine users for about three years now. I have one
> question. Why does it seem as though when you call Impulse that the guy
> you're talking to makes you feel as though he's doing you a favor by
> answering your questions? I have spoken to this man 2 other times and
> I'm not sure what his name is but his unbelievably rude.

Your comments are quite valid. I've stopped relying on Impulse tech support entirely.

> 1. Why is it that when i take a primitive (sphere) and turn it into a
> light, then place it in the stage editor, that after I render the scnene
> there's no sign of ANY light being emited from ANYWHERE. I've tried
> making the sphere BRIGHT too, but makes NO difference.

When an object has the Light attribute, the light is emitted at the object's axis location. If the axis is in the middle of the sphere, the light will hit the inside of the sphere, and end there.

Fortunately, there's an Imagine trick to get around this problem: I hear that if you make the object a Fog object, light will pass through it unaffected. If you don't want any visible difference in your object's appearance, simply set its Fog Length to something really small, like 0.001.

By the way, the Bright attribute has nothing to do with any light-emitting properties; it simply reduces or eliminates the effect of illumination on the object's faces.

> 2. Also there are TIME parameters in a few Essence and Imagine 3.0
> textures...how could you make a LOOPING sea wave or anything with a
> TIME parameter...so I mean that by using 60 frmaes you could get a
> looping animation of sea waves being animated.

You'll have to cross-fade two versions of the texture. Texture 1 will morph from Time = -1 to zero, and from Mix Value = zero to 1. Texture 2 should have the exact same parameters/axes, etc. as texture 1; Imagine 3.3's new "Dup"licate texture button makes this a snap. Then, change Texture 2's Time parameter to morph from zero to 1, and from Mix value = 1 to zero.

> 4. Also why do IMAGINE users have to go out of their way to get the
> "GLOW AROUND LIGHT" effect. It kinda bugz me whenn Lightwave (I'm sorry

> for mentioning that word but....) users can achieve beautiful lights
> without any hassles.

Agreed. Lightwave's lens flare algorithm is incredibly well-crafted, offers over a dozen buttons to play with, and the default settings look photorealistic. It's one area where Lightwave _towers_ over Imagine. Of course, there are areas where Imagine has the upper hand too, notably in brush/texture functionality.

Thread 224

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1.451 MSG-448 Subject: Memory...

Subject: Memory...
Date: Saturday, 22 July 1995 15:45:47
From: Charles Blaquiere <blaq@io.org>

> From: Perry Lucas <plucas@vt.edu>
>
> I made a simple fly in logo (left --> right). By the 12 frame
> or so part of the object started to dissappear. By the last
> frame (20) it was completely gone except for 1 letter. Now, for 1
> object with 7 characters, it should not be dissappearing especially
> with 16 megs of memory on board. I did this animation in a full
> trace with 2 light sources diminishing intensity, and casting
> shadows

(...)

> p.s. I did it in scanline and nothing dissappeared from the
> animation.

Do you have multiple large brushmaps? How complex is your logo? (Use the Find requester to display point/edge/face counts and reply back)

If nothing disappears in scanline, it sounds like a Global Size problem. In the Action editor, did you set the Global actor's Size bar to 0,0,0? How large is your logo, anyway? Does any part of it lie beyond 32,767 or 65,535 units from the origin?

Thread 499

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1.452 MSG-449 Subject: BRUSH MAPS

```
                Subject: BRUSH MAPS
Date:    Saturday, 22 July 1995 15:47:04
From:    Granberg Tom <tom.granberg@TV2.no>
```

Hi!

Somone asked if I knew where you could get hold of realy good brushes and pic's

to use in Imagine. I uses the lightwave's CD, and lightrom(I think) , but there

should be a lot of cd's that have what you want, both for Amiga and PC. And if
you look in the PD libraries in Magazines and on the Internet you should be able

to find some good ones.
By the way when you want use a brush as a bump as well as bright and color, try

inversing the brush on the bump ones!

Later

Tom Renderbrant

Thread 42

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1.453 MSG-450 Subject: Quickie!

```
                Subject: Quickie!
Date:    Saturday, 22 July 1995 15:59:53
From:    Charles Blaquiere <blaq@io.org>
```

> Date: Fri, 21 Jul 1995 02:55:18 +0500
> From: pantera@voyager.com
>
> If anyone is using Imagine 3.0, i just found a very fast way to make a
> tear drop shape, just add a regualr sphere with default size, then go to
> CONFORMATIONS...then pick conform to sphere and just press ok. There
> you go!

....and if you use two of these teardrops, rotate them slightly and join
them next to each other, you have an instant "heart" shape! This is how
I created the characters in my Hearts animation, on which I've been

dabbling on and off for a year and a half.

Problem is, most people who see this heart shape say, "Oh, a pair of buttocks!" %^S

Thread 528

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1.454 MSG-451 Subject: Re: YOU ARE GRILLED!!

Subject: Re: YOU ARE GRILLED!!
Date: Saturday, 22 July 1995 17:25:58
From: datctva@primenet.com (DThompson)

Mr. clueless,

>Dave Thompson you wrote this no good piece of mail!

I guess you haven't been following the thread. It started with someone writing a really obnoxious peice of mail on this subject. Called Imagine worthless because it didn't have scanline shadows. I get mad for a reason. Unlike you.
>
>Weeeeeelll...... First of all I have access to 3 other big rendering packages
>besides Imagine, one of these are Lightwave v4(SGI/PC/AMIGA), second, I dont
>whine about Impulses programing abilities wich I think is sometimes bril.
>And to be honest I think that any serious user of Imagine want all the features
>that their neighbour has, after all it is their most liked software and they
>want it to be the best,fastest,packed etc etc!.
>We well understand that Impulse cant put every wish into Imagine, but a healty

>debate is a good place start to see if there are any opinion about the subject

>in question and if there are other ways to do it. So Dave if you cant stand a
>debate please go whine somwhere else!?

I'm sorry you took this personally. This was a healthy debate that you joined late in the game. As far as whining is concerned, had you addressed any of my points I might say you were right in principle, but since you seem to rather call names, then I think you are the whiner. Your letter changes nothing in favor of scanline shadows. What I magine needs more of is animation capabilities, not a fix on a renderer that works fine and aint broke. Every proffessional uses other packages, and if one doesn't have what they need, you move on to the next one. This letter is a culmination of the frustration of the last 2 months reading all the letters on this mail list from people using 2.0 griping about features they don’t have but are on 3.3, wish lists that pretty much repeat each other, and now a debate on a feature Imagine doesn’t need initiated by people who don’t have the rendering speed to do raytracing. Second guess Impulse all you want, but let’s get over it and use this list as a way of finding out more about the existing program. Call yourselves what you want, but whiner is as good a name as any.

Dave Thompson - no silly pretentious nickname
>
>Tom RenderBrandt
>
>
>
>

Thread 59

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1.455 MSG-452 Subject: Re: GRILLED

Subject: Re: GRILLED
Date: Saturday, 22 July 1995 17:32:07
From: Granberg Tom <tom.granberg@TV2.no>

Hi Dave Thompson!

I’m sorry I did jump to conclusions on that matter, and you have to have me excused. And a big barf to the dude you was refering to! I totaly agree with your mail grilling me, ouch. I realise that I joined the discusion a bit late and didnt catch all the mail’s. Friends?

But I will keep my nickname!

Tom Renderbrandt Granberg

Thread 696

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1.456 MSG-453 Subject: Particle Bug in 3.3??!??

```
                Subject: Particle Bug in 3.3??!??
Date:    Saturday, 22 July 1995 19:51:37
From:    Broctune@aol.com
```

This very weird, I assign particle spheres to an object like a plane and the particles look like octohedrons or whatever you call them they do not look anything like spheres, can anyone help?

Thanx in advance

Thread 552

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1.457 MSG-454 Subject: Re: A note from Mr. Mike,

```
                Subject: Re: A note from Mr. Mike,
Date:    Saturday, 22 July 1995 20:45:41
From:    Lumbient@aol.com
```

Scanline shadows are made by making a "depth" map for each light. The depth map is just an array of distances from the light. when the scanline starts for each pixel the distance from a light is calculated then checked against the value in the map. If the value is greater then the value in the map then that point is shadowed. Depth maps are just like image maps but they can have 48-bit per pixel values(depending on the accuracy) so they inhale ram! The other way is to trace the shadows. This way is kinda dumb (and dumber) because in raytracing 80% of the time is in tracing the shadows. In a scanline renderer with traced shadows you gain very little speed.

---Lum

Thread 461

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1.458 MSG-455 Subject: Re: A note from Mr. Mike,

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                Subject: Re: A note from Mr. Mike,
Date:    Saturday, 22 July 1995 22:08:22
From:    zmievski@herbie.unl.edu (Andrey Zmievskiy)
```

> <kneeling> Please, please, let these new lights work in scanline,
> not just trace...

<joining you>

:->

Andrey

ZIPtag * Slit your wrists - it will lower your blood pressure

Thread 433

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1.459 MSG-456 Subject: Faq

```
                Subject: Faq
Date:    Saturday, 22 July 1995 22:48:11
From:    Mike McCool <mikemcoo@efn.org>
```

Hey,

I got the FAQ#7 ok, from whatever kind soul was nice enough to send it out to everyone,--only parts 5 and 6 came to me weird.

The first four parts were straight ascii’s; five and six came as uu’s, which is cool,--only they wouldn’t decode.

Anyone else experience this problem?

Thanks in a trance.

Thread 1

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1.460 MSG-457 Subject: The bumps slide off my slug!

```
                Subject: The bumps slide off my slug!
Date:    Saturday, 22 July 1995 23:54:09
From:    Charles Blaquiere <blaq@io.org>
```

How's that for a catchy title? <g>

I finally tried the "Conform to path" animation function in Imagine. It's wild! Really works well. I qualify it as a low effort/high return effect. Unfortunately, the slug-like shape doesn't hold its bumps very well. You see, I gave the slug a Dinoskin texture, and tried to lock it to a state so the bumps would stretch and move along with the slug, but I can't get the hang of it. (I haven't used States much, you see)

Is there a way to use the "lock to state" feature to fix a texture to a deforming object, even if the deformation is _not_ the result of morphing between several states, but rather the result of using "conform to path"?

Thread 731

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1.461 MSG-458 Subject: Re: A few Imagine questions

```
                Subject: Re: A few Imagine questions
Date:    Sunday, 23 July 1995 01:09:31
From:    Damon LaCaille <nomad@aloha.net>
```

On Sun, 23 Jul 1995, Charles Blaquiere wrote:

>
> You missed a thread on that topic by about two weeks. Fortunately, I
> saved my contribution to it, which I'm sending you in e-mail.
>

Thank you very much! I certainly appreciate it. I've gotten I think 7 FAQs from Aminet that I'm perusing through so perhaps I'll come across some good stuff in there.

> A standard 10M Amiga 3000 is also what I've been using for the last
> 3 1/2 years. Perhaps you'd like to further explain what you mean by

> ugly? Try to be detailed, and even technical. Heck, we're not afraid of
> dense, unscrutable jargon -- we're Imagine users! <pounding chest>
>

So I'm not the only one with a standard 3000, good. I don't feel so left behind! I'd imagine (no pun intended, heh) that most regular "hobby" users have equivalent systems? Anyways, for the graphics problem, it seems that every picture I render looks terrible. By this, I mean that the object is not crisp and clear. It's kind of dark (even when I have the light source right in front of it at 255!). And the object itself has discolored edges, meaning that it looks almost as if you're looking at an object without your glasses on if you have astigmatism. Kind of more like a double edge than a discolored edge actually. Is this making any sense? Well thanks again for sending the e-mail! Certainly hope I can get up to speed and talk the jargon like all of these great Imagine users!

Damon

Thread 476

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1.462 MSG-459 Subject: A few Imagine questions

Subject: A few Imagine questions
Date: Sunday, 23 July 1995 01:30:50
From: Charles Blaquiere <blaq@io.org>

> From: Damon LaCaille <nomad@aloha.net>
>
> First off, I'm very new to Imagine (just bought 2.0 used). I'd like to
> know how the people who make money with it actually do it. Do you charge
> by the frame? What about quality of picture? Length of animation or
> number of objects in it? I'm curious as to the pay scale and how it is
> calculated.

You missed a thread on that topic by about two weeks. Fortunately, I saved my contribution to it, which I'm sending you in e-mail.

> Also, why is it that ALL of my renders seem UGLY! (no smart comments
> because I'm new, heh) They don't even look like they're in the right
> graphics mode! I have a standard ECS 10MB 3000/25 (2/8).

A standard 10M Amiga 3000 is also what I've been using for the last 3 1/2 years. Perhaps you'd like to further explain what you mean by ugly? Try to be detailed, and even technical. Heck, we're not afraid of dense, unscrutable jargon -- we're Imagine users! <pounding chest>

Thread 439

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1.463 MSG-460 Subject: Re: ArtDepartment problem

Subject: Re: ArtDepartment problem
Date: Sunday, 23 July 1995 01:39:22
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Darryl, on Jul 21 you wrote:

> I use ADPro to convert Imagine files (see Imagine does get mentioned in
> this posting!).
> I have an A3000 (2MB Graphics memory) running ADpro 2.5 and an A2000 (1MB
> graphics memory) running version 1.0 of ADpro.
>
> Now for the funny bit:
> I can load an large image and convert it on the 2000, but the same image
> causes a "Not enough Video memory" error on the 3000.
> I have no other tasks running on either, so nothing takes up the memory.
> The error message shows how much memory I need, which, when I flip back to
> Workbench, it show I have more than the amount required.
>
> Perhaps my 3000 is not set up correctly?
>
> Any ideas would be appreciated.

How much FAST mem do you have and what is ADPro's MAXMEM tooltype set to?
I've never had that error message. If your internal buffer is so large that
it requires all of your FAST RAM and some of your CHIP, you may not have
enough left over to display the image.

-- Bob

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

Thread 86

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1.464 MSG-461 Subject: Re: A note from Mr. Mike,

Subject: Re: A note from Mr. Mike,
Date: Sunday, 23 July 1995 01:39:52
From: Charles Blaquiere <blaq@io.org>

> From: Andrey Zmievskiy <zmievski@herbie.unl.edu>
>
> > <kneeling> Please, please, let these new lights work in scanline,
> > not just trace...
>
> <joining you>
>
> :->

Bad news. Mike Halvorson just wrote to say (among other comments) that 4.0 soft shadows will only be available in trace mode. Better save up for those Pentium, guys and gals.

Good news is, I _am_ saving up for a Pentium, so I _will_ soon have soft shadows. Yay. I guess.

Thread 558

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1.465 MSG-462 Subject: Imagine 4.0?

Subject: Imagine 4.0?
Date: Sunday, 23 July 1995 01:51:19
From: Charles Blaquiere <blaq@io.org>

> From: pantera@voyager.com
>
> does anyone know if Impulse is going to add the glowing (lightwave)
> lights which we all see on TV? I know alot of you guys dont care for
> it, but its just a really cool thing to have.

Well, they keep trying, but so far the results fall far short of Lightwave. Of course, try and get Imagine’s powerful brush/texture with parameter/axis morphing in Lightwave -- each program has its strengths.

> Also what is Metaballs?

Metaballs, the way I see it in my theoretical perception, is a modelling tool where you place points in space. Each point is the center of a spherical force field, which can be negative by the way. The final object is built from the "skin" that results from joining all the points in space where the sum of all the forcefields equals a certain number.

It’s easier to visualize (and explain) in two dimensions. A single control point will create a circle. Two points placed closely will create an outline that looks like those biology reels in school, showing a dividing cell; something like this:

```
   __   __
  /  \_/  \
 <    _    >
  \__/ \__/
```

Add a third point, with a stronger force field, to the right of the existing two, and the object looks like this:

```
             ____
           _/    \_
          /        \
   __   _/          \
  /  \_/             |
 <    _              |
  \__/ \_            |
         \          /
          \_      _/
            \____/
```

If you have seen "Star Trek VI: the undiscovered country", and remember the scene where globs of purple Klingon blood float around and merge in the (temporarily) zero-gravity environment of the Klingon ambassadorial ship, you have seen Metaballs at work.

Thread 377

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1.466 MSG-463 Subject: Metaballs

Subject: Metaballs
Date: Sunday, 23 July 1995 02:18:29
From: Valleyview@aol.com

Could someone with access to Compuserve possibly download the metaballs, soft shadows example and upload it to maybe aminet? This would give the rest of us a chance to check it out. Appreciate it!

Rick

Thread 694

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1.467 MSG-464 Subject: Re: BONES

Subject: Re: BONES
Date: Sunday, 23 July 1995 02:22:04
From: Valleyview@aol.com

What you want is Inverse Kinematics. It works inversely or away from the parent.

You need the two menu items: Freeze and Constrain.

Use OBJECT mode to pick a bone that you want to place constraints of movement on. Try this on a bone about three from the end you're moving. Try freezing all of the world axis, this keeps the whole project from moving. Turn on the constrain menu item. Now try moving the last bone axis. This should move all of the bones up to the frozen one. Now update bones. Good luck.

Rick

Thread 521

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1.468 MSG-465 Subject: Scanline Shadows

Subject: Scanline Shadows
Date: Sunday, 23 July 1995 03:06:52
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

I admit, scanline shadows would be really, REALLY nice to have. On the other hand, Impulse claims that they take far to long to render, so what's the point. I've got to agree with Impulse on this one. What's the point in scanline rendering something when it wouldn't be much faster than full trace, except you don't get any of the nice reflections or refractions? I'm not a profesional animator(yet:) but I would much prefer to trace all my animations, even if scanline shadows were available, because the quality is so much better. Like someone else mentioned, let’s see the time that would go into working on scanline shadows instead be put to use speeding up the ray-tracing engine.

Sure, there are other packages that offer scanline shadows. I’m not too familiar with Lightwave, but what about 3D Studio? Yup, it’s got ’em. 3D Studio costs $3000, so you would kind of expect it. Of course, you have to dish out another $1000 for a plug-in module so you can do ray-tracing.

Scanline shadows would be great, but if it would be too slow, then let the programers at Impulse move on to bigger and better things (like Metaballs:)

~Rick Heidebrecht~

Thread 430

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1.469 MSG-466 Subject: Re: Scanline and Trace

Subject: Re: Scanline and Trace
Date: Sunday, 23 July 1995 04:30:42
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Charles, on Jul 21 you wrote:

> > From: w.graham6@genie.geis.com
> >
> > With a Pentium 120, full frame raytraces of fairly complex scenes only
> > take a minute or so.
>
> Wha..? That’s great news! Someone else (Ted?) posted they were getting
> render times of 30 minutes per ray-traced frame!

People are always talking about render times and what one person defines as a "fairly complex scene" may be trivial to someone else.

How about we define a base scene as a benchmark that everyone can render for comparison. This could go in the FAQ for future reference.

Eg. Add a default primitive sphere at 0,0,0. Copy and paste it, translate it by +75 units in X. Pick the first sphere and repeat but translate -75 units in X. You now have three intersecting spheres separated by a distance of 75 units in the X plane. Leave the attributes of SPHERE as standard, make SPHERE.1 Glass and SPHERE.2 Chrome.

Add a primitive plane, 300x300x10x10. Translate it by +100 units in Y and leave the attribute as standard.
Add an axis and make it a point light source with shadows on. Translate it by -500 units in Y.
Pick All objects and Group. Save.
Set FOV to 10 and Zoom to 2. Render.

I'm sure someone will be able to come up with something more appealing but I'd like to see something that does'nt use textures and uses attributes that are commonly known. The scene should'nt be too complex so the owners of slower computers don't have to wait around for hours just to do a test. A resolution of 640x400 should be suitable for everyone. We would also need to decide on a common Preferences setting, EDLE etc.

-- Bob

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

Thread 553

-=> RETURN TO CONTENTS!<=-

1.470 MSG-467 Subject: Hack wanted for PC screen size.

Subject: Hack wanted for PC screen size.
Date: Sunday, 23 July 1995 07:38:04
From: dvwilson@tibalt.supernet.ab.ca (Dave Wilson)

Hey all!! When I was an Amiga owner there was a way to "FIX" Imagine so that you could have it run on whatever size screen you wanted. Is there such a fix for the PC? If so what program can I use to fix it with and can I run it in say 1024x768 and have it render to 800x600? Thanks to who ever can help!

Also, I'm using that tip of confetti on big black ball for stars and I'm making the ball very big, as big as it can go when zoomed out all the way (with out going off the edge of view). When I try to render I get a "World Octsize Too Large" error. If I reduce the size of the ball things are ok. However, I can't find any mention of this error or the seeming concept behind it anywhere in the manual. What doez this mean

and how
can I make my ball utterly huge?

PLus, I’m having a hell of a time making a good Sun. Any suggestions?

Chow.

```
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
{}                                                              <   President
- BrainWave Productions     {}
{}   Dave Wilson - Imagineer and More  >   Keyboards, Grafx, And Animations
{}
{}     dvwilson@tibalt.supernet.ab.ca     <            For State Of Affairs.
{}
{}                                                              > "t e C h n
o L O g y   i S   g o D !"        {}
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
```

Thread 730

-=> RETURN TO CONTENTS!<=-

1.471 MSG-468 Subject: Re: Rotoscoping

Subject: Re: Rotoscoping
Date: Sunday, 23 July 1995 09:28:00
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

Hello,
Sorry for the late reply, just came back from 7 days vacation.
Looking for the same answer myself, specialy that I’ll get my Pentium
later today (hope they had enough time to prepare it, ordered before left
off)
In general, the PC has a few cards that’s doing the DCTV stuf, I’m still
doing my research about them, will post any answers found.

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

On Wed, 12 Jul 1995 ThreeDTV@aol.com wrote:

> is there any equivalent of DCTV on the pc ? Specifically looking for anything
> that digitizes greater than 640x480. thanx.
>

Thread 242

-=> RETURN TO CONTENTS!<=-

1.472 MSG-469 Subject: Re: Impulse

Subject: Re: Impulse
Date: Sunday, 23 July 1995 10:33:42
From: Drew_Perttula@altabates.com

>3. Another thing that really bugz me is the HAZE FX. This is of no
>use when considering that it actually wants you yo input the number of
>PIXELS it should use for HAZING. FOr example if you have two BRIGHT
>objs, one which is far would have LESS number of HAZED PIXELS than the
>one that is close.

As a layman, it seems to me that asking for a number of pixels is the correct way to do haze. I can't think of a real-world example right now, but lights that are close to you should haze as much as lights that are far away from you but have the same apparent size and brightness. It depends on the amount of light you are receiving (your rods and cones aren't judging the distance of the light source)

Doing the size in *pixels* is a little weird, though, because you would have to change the value whenever you change screen resolutions...

Thread 678

-=> RETURN TO CONTENTS!<=-

1.473 MSG-470 Subject: Mr. Mike H

Subject: Mr. Mike H
Date: Sunday, 23 July 1995 10:40:58
From: pantera@voyager.com

Mike

Well for the last time i dont think my letter was "rude". It might be that you can't take any criticisms.

ALSO the numbe rof times which I have called your company, i have been very polite, saying "Hi, how are you doing. I had a few question. I am confused about such and such..." If you think that that is "rude" then I dont know what else to say. If i was rude to the person on the other end, MR. ATTITUDE, then i wouldn't be surprised for him to give me attitude either, BUT why would i bring up this point if i had any doubts about my politeness.

thank you.
PANTERA
pantera@voyager.com

Thread 684

-=> RETURN TO CONTENTS!<=-

1.474 MSG-471 Subject: Edge Line

Subject: Edge Line
Date: Sunday, 23 July 1995 10:44:10
From: pantera@voyager.com

---

could someone please explain the three different "edge line" features in Imagine 3.2? could someone please tell me how to use them and what they are for?

Also another feature which would be nice for Imagine 4.0, is if you could specify how detailed you want your fonts to be once you convert them from postscript to 3d. So that if you're doing close ups of a letter you won't get the unsmooth edge look.

PANTERA
pantera@voyager.com

Thread 505

-=> RETURN TO CONTENTS!<=-

1.475 MSG-472 Subject: Re: Imagine wrong Colours..Fixed!!!

Subject: Re: Imagine wrong Colours..Fixed!!!
Date: Sunday, 23 July 1995 11:25:24
From: billd@ne.com.au (Bill Dimech)

>X-POP3-Rcpt: billd@redback
>Return-Path: imagine-relay@email.sp.paramax.com
>Subject: Re: Imagine wrong Colours..Fixed!!!
>To: billd@ne.com.au (Bill Dimech)
>Date: Sat, 22 Jul 1995 06:28:37 +1000 (EST)
>From: "" <williamp@triode.apana.org.au>
>Cc: imagine@email.sp.paramax.com
>Content-Length: 1006

In regards to the problem I discussed earlier relating to the fact that
imagine screws up its colours when displaying to my PCI Stingray card I wrote:
>
>> .... I noticed a button on the Project
>> screen: Use True Color. This was checked. I unchecked in and PRESTO!!!
>> Imagine now displays colours correctly on my Hercules Stingray Card!.
>>
>> Wow!! After two weeks of putting up with odd colours or even worse having to
>> QR in 256 colours(YUK), It was that simple.
>>
>> Golly, I hope that button wasn't there in 3.2. If it was I hope it was an
>> undocumented feature (I feel like a bit of a dill).
>

I got a several replies, but unfortunately I have lead you up the garden path again.....Wow!! This is getting worse... I need a holiday.

On further investigation, I have discovered that deselecting the button switches off 24bit. What does that leave me with.....you guessed it 256 colours which has always worked correctly on my card.

In other words the problem still exists... my test page consisted of only a few colours and it looked like it was fixed. But not so lucky... it is still a problem trying to get imagine to display correctly in 24bit on some cards.

I have been in contact with Kendall Bennett from SciTech Software (UNIVBE author), and he has informed me that the latest beta release of UNIVBE (V5.2) will be available in a few weeks. This will support more of the new graphics cards.

I will keep IML updated as to whether this fixes imagine's display problem when it arrives.

I will also perfrom exstensive testing so as to actually supply accurate information for a change.

Regards BillD
Someone who spends too much time working and not enough time doing what

```
really matters... Don’t Wonder .... Imagine !!!
|
```

```
                           Thread          729

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

1.476 MSG-473 Subject: Re: Imagine wrong Colours..Fixed!!!

```
                Subject: Re: Imagine wrong Colours..Fixed!!!
Date:    Sunday, 23 July 1995 12:29:45
From:    cdhall@cityscape.co.uk (Chris Hall)


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

Sorry.
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 :-      ||
|          29 08 46 31 06 41                ||
|                                           ||
|-------------------------------------------||
 \-------------------------------------------\
```

```
                           Thread          472

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

1.477 MSG-474 Subject: Re: Booting IBM Imagine

```
                Subject: Re: Booting IBM Imagine
Date:    Sunday, 23 July 1995 13:01:02
From:    sharky@aloha.com
```

On Sun, 23 Jul 1995, Old_Man wrote:

>
> After 4 years of Amiga Imagine, I decided to decrease rendering time by
> getting the IBM version. Every time I try to boot Imagine from the C>
> prompt, I get "8037 not present and required". I have tried the readme
> file re noems etc.
>

Do you have a math co-processor? A math co-processor is required to run Imagine on the PC. If you are running an 386SX or 486SX you won't be able to run Imagine without a co-pro.

Aloha,
Sharky

```
sharky@aloha.com/CIS#70614,2011 __   v  Home Page : http://aloha.com/~sharky
WebSurfer & Fun Guy,Funky    __/  \ >*< Home Server:http://www.websharx.com
WWW Page Designs,       _____/    ) | ^  Hawaii Related Links and Etcetera's,
Tech. Planning  /\_____/          } \   3D Modelling & Animation Art,Objects
~~~~~~~~~~~~~~~(_________ALOHA!_______)~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

Thread 475

-=> RETURN TO CONTENTS!<=-

1.478 MSG-475 Subject: Re: Booting IBM Imagine

Subject: Re: Booting IBM Imagine
Date: Sunday, 23 July 1995 13:10:39
From: Damon LaCaille <nomad@aloha.net>

On Sun, 23 Jul 1995, Old_Man wrote:

>
> After 4 years of Amiga Imagine, I decided to decrease rendering time by
> getting the IBM version. Every time I try to boot Imagine from the C>
> prompt, I get "8037 not present and required". I have tried the readme
> file re noems etc.
>
> Any ideas will be greatly appreciated
>
> Thanks

> Bill

Bill, if it says "80387" not present, then it means you have a 386 without a math co-processor. There is however a program out there that will let you emulate a 80387 math co, unfortunately, I can't remember what it is right now (never worried about it after I bought my 486 ;)

However, I love my Amiga more! (Even a slow 3000/25 :)

Damon

Thread 504

-=> RETURN TO CONTENTS!<=-

1.479 MSG-476 Subject: Re: A few Imagine questions

Subject: Re: A few Imagine questions
Date: Sunday, 23 July 1995 13:13:04
From: Damon LaCaille <nomad@aloha.net>

On Sun, 23 Jul 1995, Charles Blaquiere wrote:

>
> Are you able to UUencode a sample picture and mail it to me? I'd like to
> see what you're describing.
>

(This is quite embarrassing)

Well, I hope you forgive me for this, but I figured it out, kind of. I think it was the viewable settings that had me messed up. I believe it was because I had HAM, HIRES, and LACE all picked and was saving as a 12-bit RGBN file... what a combo eh? Sorry again... it's looking better now (like an actual Amiga HAM picture, whew!)

Thanks for your offer of help! I feel lucky to have this mailing list as a resource of great news and support.

Damon

Thread 547

-=> RETURN TO CONTENTS!<=-

1.480 MSG-477 Subject: Re: The bumps slide off my slug!

Subject: Re: The bumps slide off my slug!
Date: Sunday, 23 July 1995 14:01:11
From: Mike McCool <mikemcoo@efn.org>

Hey Charles,

You're right on, about conform to path. It's a rush. And it sounds like we're all of the same (twisted) mind, 'cause the first object I tried to conform to a path was a worm/slug creature.

Like you, I wanted my textures to 'stick' to the animal's hide. So here's how I managed it.

With your basic slug object, create a state, call it '0,' 'piggiepie,' or anything BUT 'DEFAULT.' (Except for Bones, which some kind imaginoid pointed out to me, don't name -anything- DEFAULT, or it's your own fault).

Now, so long as you lock all your textures/brushes to this state '0,' they should stick throughout the conform-path.

My only problem here is that if my slug/worm flies by the camera too close, the texture loses its illusion of 3d, and looks like a flat pattern on the skin. But hey, back off, and it looks cool.

Good luck, fellow sicko.

Thread 831

-=> RETURN TO CONTENTS!<=-

1.481 MSG-478 Subject: Re: HOW MANY!

Subject: Re: HOW MANY!
Date: Sunday, 23 July 1995 14:03:08
From: yrod@ozemail.com.au

Hi Tom Renderbrant

Count me as one. You have read about my new job and all.
Eight years experience, many more to come hopefully 8-)

Rod Macey: yrod@ozemail.com.au - Pre-press/Graphic Designer
Home: A2000/30 FPU 4MB RAM [soon to be 12 8-)] Imagine 3.0
Work: Power Macs, Sun Sparc & Pee Cees too.
"Sometimes the hard way is the only way!"

Thread 428

-=> RETURN TO CONTENTS!<=-

1.482 MSG-479 Subject: Re: Imagine 3.3 PC bug

Subject: Re: Imagine 3.3 PC bug
Date: Sunday, 23 July 1995 14:06:26
From: William Eric Donoho <donoho@iglou.com>

On Fri, 21 Jul 1995, Chris Hall wrote:

> >>From imagine-relay@email.sp.paramax.com Fri Jul 21 17:53:10 1995
> >Date: Fri, 21 Jul 1995 10:06:10 -0400 (EDT)
> >From: William Eric Donoho <donoho@iglou.com>
> >To: imagine@email.sp.paramax.com
> >Subject: Imagine 3.3 PC bug
> >
> >
> >I'll preface this by saying that this problem occurrs only after I've
> >jumped in and out of the attributes editor. IE, I can't reliably
> >reproduce the problem. The problem only rears it's ugly head when I'm
> >trying to do some work!
> >
> >Symptoms:
> >While the sphere/plane is being rendered in the attributes window, the
> >mouse locks up. While the sphere/plane is rendering, I can't move any
> >sliders, hit "OK" or "CANCEL", or "Next", etc, etc.
> >Also, the mouse becomes inactive/locks-up while the perspective window is
> >redrawn.
> >Also, this problem appears when displaying a quickrender. And guess what?
> >Since the mouse (keyboard also) is locked-up, I can't get out of the
> >quickrender view, so I have to re-boot. Yuck!
> >
> >Net effect:
> >Loss of productivity.
> >
> >My solution:
> >I have two solutions: 1) Exit and then restart imagine, or re-boot. 2)
> >Wait for Imagine 4.0 and hope this bug is fixed.

```
> >
> >Eric Donoho              | "Let’s go to burger king and get
> >Louisville, KY USA       | a chicken sandwich!"
> >donoho@iglou.com
> >
> >
> Have you tried a newer mouse driver. It might work.
> 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 :-      ||
> |         29 08 46 31 06 41                ||
> |                                          ||
> |------------------------------------------||
>  \------------------------------------------\
>
>
```

How could it be the mouse driver when the keyboard (escape key) doesn’t work either?

I’ll try a new mouse driver.

```
Eric Donoho              | "Let’s go to burger king and get
Louisville, KY USA       | a chicken sandwich!"
donoho@iglou.com
```

Thread 336

-=> RETURN TO CONTENTS!<=-

1.483 MSG-480 Subject: Re: Memory...

Subject: Re: Memory...

Date: Sunday, 23 July 1995 14:09:00

From: cmkropp@cts.com (Matt Kropp)

```
>  This is starting to erk me a little...
```

```
>
>I made a simple fly in logo (left --> right).  By the 12 frame
>or so part of the object started to dissappear.  By the last
>frame (20) it was completely gone except for 1 letter.  Now, for 1
>object with 7 characters, it should not be dissappearing especially
>with 16 megs of memory on board.  I did this animation in a full
>trace with 2 light sources diminishing intensity, and casting
>shadows
>
>I had also chosen one frame arbitraurly and rendered it to
>see if it made a difference.  Still, 4 of the 7 characters
>were missing from the rendered picture.  Whats going on with
>this?
>
>--Perry
>
>p.s.  I did it in scanline and nothing dissappeared from the
>animation.
>
```

I read somewhere that Ray Tracing in Imagine is limited to a World size of 1024x1024x1024.
If you go into the stage editor and Multi-Select everything, then use the Transform function to scale everything down by 50% or more, I'd bet good money that the objects show up again.
Matt Kropp

```
Internet:   cmkropp@cts.com
                MKROPP_+a_STSD_+lMatt_Kropp+r%Sunward_Technologies@mcimail.com
WWW:     http://www.moscow.com/homepages/cmkropp@cts.com.html
```

Thread 567

-=> RETURN TO CONTENTS!<=-

1.484 MSG-481 Subject:

Subject: "info" button bug in 3.3 gives bad date
Date: Sunday, 23 July 1995 14:11:30
From: William Eric Donoho <donoho@iglou.com>

The 3.3 PC version of imagine displayed the wrong day of week when I selected "info" on a frame.

It said "Sun July 21 1995".

Did the 21st fall on a sunday?

```
Eric Donoho              | "Let's go to burger king and get
Louisville, KY USA       | a chicken sandwich!"
donoho@iglou.com
```

Thread 164

-=> RETURN TO CONTENTS!<=-

1.485 MSG-482 Subject: What is the official IML FAQ ftp site?

```
                Subject: What is the official IML FAQ ftp site?
Date:    Sunday, 23 July 1995 14:23:28
From:    William Eric Donoho <donoho@iglou.com>
```

Looking for latest IML faq.
What is its offical ftp site?

Thanks

```
Eric Donoho              | "Let's go to burger king and get
Louisville, KY USA       | a chicken sandwich!"
donoho@iglou.com
```

Thread 145

-=> RETURN TO CONTENTS!<=-

1.486 MSG-483 Subject: Impulse & IML (Long messa

```
                Subject: Impulse & IML (Long messa
Date:    Sunday, 23 July 1995 16:07:00
From:    mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)
```

```
-> From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>->   But, for some reaso
n, Imagine and this mailing list tends to hav=e a-> certain hostility associated
 with it that I don't see occurring wi=th-> other 3D modeling/rendering program.
Really? You should read comp.sys.animation, comp.sys.raytrace,comp.sys.packages.
lightwave or the Lightwave Mail List sometime.Not only do they get hostile about
 packages...but operating systemson which they run. :)->   There is somebody tha
t answers the phone at Impulse and he seems= to-> represent the same attitude. T
hat person is almost always in an ex=tre-> foul mood and I think sometimes his m
ood transfers to some users t=hat-> start out innocently enough looking for addi
tional technical help =or-> product info.True. That's why I never call them anym
ore.->   As most of you well know, Mike Halvorson can come across the sam=e w->
in email, although, believe it or not, he has mellowed considerabl=y i-> the pas
t two years!REALLY? ;)->   It is just my experience, after using Imagine for over ↩
   two years= an-> frequenting this list for about the same amoun
t of time, that ther=e i-> repetitive sequence of events. It usually goes like t
his:->   Users start discussing particular bugs or the desire for certain-> feat
ures, usually already available in competitive programs. Then-> somebody will ju
mp in with some comment of whiny nitpickers that c=an'-> appreciate the great pr
ogram they already have.                   -> examples deleted <-True....but I t
hink there should be at least a month grace periodafter release of a new version
 on "feature begging" so we can at leas=tget an idea what was "RIGHT" about the
current version.->   What is funny about this is that after a period of time, af
ter-> providing all the reasons against doing something, Impulse will of=ten-> t
ake a stab at providing the very feature they argued against (as =in-> case of L
ens Flares).Heck, you didn't even mention "promised features" that never wereinc
luded. Maybe Impulse inserted "requested features" over "promisedones" just to ↩
   spite us. <g>->   But, there is a tendency for contradictory prac
tices. For exampl=e,-> people have heard from Mike that Impulse will continue to
 support =the-> Amiga. Yet, we are already seeing textures and effects that are
on=ly-> available for the PC with the statement they will not be available= fo->
 the Amiga.This is a trend not confined to Impulse. Lightwave users are suspecti
=ngthe same thing down the line. It's also a subject conducive to SystemWars tha
t have absolutely nothing to do with marketing strategiesdevelopers have to plan
 in order to survive.->   There was a lot of hoopla that selectable screen mode
sizes-> would be available (finally) in V3.2. What we got was IF you have =a-> R
etina board, yes, or a PC.sniff...sniff. Hmmmm, do I smell COFFEE?-> sizes/modes
.  And that is why I wouldn't hold my breath for a Wind=ows-> version, because t
o run under Windows, a program has no choice but= to-> Windows compliant and mak
e external library calls.The Windows platform, like it or not, is something that ↩
   even Impulsecannot ignore. Especially Windows '95. You'll see a
 Windows version.->   Don't worry, for all those that have suggested, "If you do
n't li=ke-> find another program", I will take your snotty advice.I don't recall
 anyone giving that advice.....but I do recall somesaying they use various packa
ges for specific strengths of thatpackage. Remember the old "baby with the bathw
ater" cliche?-> Imagine out of my toolbox but I am just about through using it f
or= my-> main rendering tool. I have just been waiting for a certain compet=ito-
> become a stand-alone program, and have most of the features of Ima=gin-> that
it didn't have, and already has features that it sounds like =Ima-> will never h
ave.Gee...could that "certain competitor" be Lightwave? If so, wait untilyou cal
l New Tek's customer support line. If not.....nevermind.   /--------------------
----------           ___   ___  ___   ___  | Mike van der Sommen
     / __  /__/ /__/  /_   \ /  | Santa Barbara, Ca.                 /___/ / \ ↩
          /  /  /     / \  | mike.vandersommen@caddy.uu.silcom.com
 HAUS BBS (805-683-1388)  |         "Irony can make revenge a welcome alternat
ive"   \___________________________________________________________--- =FE Int
erNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388
```

Thread 442

-=> RETURN TO CONTENTS!<=-

1.487 MSG-484 Subject:

```
                Subject: "info" button bug in 3.3 gives bad date
Date:    Sunday, 23 July 1995 16:13:13
From:    Scott F Tracy <sftracy@winternet.com>


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

Forwarded message:
> From imagine-relay@email.sp.paramax.com Sun Jul 23 15:02:36 1995
> Posted-Date: Sun, 23 Jul 1995 15:02:35 -0500
> Received-Date: Sun, 23 Jul 1995 15:02:35 -0500
> Date: Sun, 23 Jul 1995 13:11:30 -0400 (EDT)
> From: William Eric Donoho <donoho@iglou.com>
> To: imagine@email.sp.paramax.com
> Subject: "info" button bug in 3.3 gives bad date
> In-Reply-To: <Pine.SOL.3.91.950721095652.365B-100000@iglou.iglou.com>
> Message-Id: <Pine.SOL.3.91.950723130756.12201C-100000@iglou.iglou.com>
> Mime-Version: 1.0
> Content-Type: TEXT/PLAIN; charset=US-ASCII
>
>
> The 3.3 PC version of imagine displayed the wrong day of week when I
> selected "info" on a frame.
>
> It said "Sun July 21 1995".
>
> Did the 21st fall on a sunday?
>
> Eric Donoho               | "Let’s go to burger king and get
> Louisville, KY USA        | a chicken sandwich!"
> donoho@iglou.com
>
>
>
```

Thread 481

-=> RETURN TO CONTENTS!<=-

1.488 MSG-485 Subject: Re: Imagine wrong Colours

```
                Subject: Re: Imagine wrong Colours
Date:    Sunday, 23 July 1995 16:32:00
From:    mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)


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

-> From: billd@ne.com.au (Bill Dimech)-> I got a several replies, but unfortunat
ely I have lead you up the =gar-> again.....Wow!! This is getting worse... I nee
d a holiday.->-> On further investigation, I have discovered that deselecting th
e b=utt-> switches off 24bit. What does that leave me with.....you guessed i=t 2
-> colours which has always worked correctly on my card.Ok, here's the way you c
an tell if UniVesa is working with your card.=46rom the Project Menu, click Supe
rVGA and highlight "Show availableDisplay Modes". It should present you with a l
ittle box. Keep clickin=g"OK" and it will go through all the display modes Imagi
ne can usewith your card and driver. If you never see:    Mode 121: 640x480x1677
7216then you ain't there yet. If you have the right VESA driver, youshould see e
very display mode and color palette that your paricularcard can display under no
rmal operation.=2E..good luck.   /------------------------------          ___
 ___  ___   ___  | 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 - S
anta Barbara, Ca - (805) 683-1388


                           Thread         707

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

1.489 MSG-486 Subject: Metaballs Uncovered

```
                Subject: Metaballs Uncovered
Date:    Sunday, 23 July 1995 16:40:00
From:    mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)


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

-> From: Charles Blaquiere <blaq@io.org>->-> If you have seen "Star Trek VI: the
 undiscovered country", and rem=emb-> the scene where globs of purple Klingon bl
ood float around and mer=ge-> the (temporarily) zero-gravity environment of the
Klingon ambassad=ori-> ship, you have seen Metaballs at work.So are Metaballs mo
re of an animation tool than a modelling tool?=2E.or both?Other than globs of fr
ee floating blood, what are some other examples= ofwhat they are good for? (...s
ounds interesting..)   /------------------------------           ___   ___  ___
  ___  | Mike van der Sommen                    / __  /__/ /__/  /_   \ /  | Sa
nta Barbara, Ca.                    /___/ / \  /  /  /     / \  | mike.vanderso
mmen@caddy.uu.silcom.com     HAUS BBS (805-683-1388)  |           "Irony can mak
e revenge a welcome alternative"   \____________________________________________
_________________--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805) 6
83-1388
```

Thread 604

-=> RETURN TO CONTENTS!<=-

1.490 MSG-487 Subject: Hack wanted for PC screen

Subject: Hack wanted for PC screen
Date: Sunday, 23 July 1995 16:46:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

```
-> From: dvwilson@tibalt.supernet.ab.ca (Dave Wilson)->->                Hey al
l!!  When I was an Amiga owner there was a w=ay-> "FIX" Imagine so that you coul
d have it run on whatever size scree=n y-> wanted.  Is th such a fix for the PC?
 If so what program can I use= to-> fix it with and can I r it in say 1024x768 a
nd have it render to-> 800x600?  Thanks to who ever can help!Not really a "hack"
, but a designed program. It’s called UniVesa andthe shareware version is availa
ble almost everywhere.   /-----------------------------           ____   ____  __
_   ____  | Mike van der Sommen                     / __  /__/ /__/  /_   \ /  |
Santa Barbara, Ca.                    /____/ / \  /  /  /     / \  | mike.vander
sommen@caddy.uu.silcom.com     HAUS BBS (805-683-1388)  |           "Irony can m
ake revenge a welcome alternative"   \_____________________________________________
___________________--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca - (805)
 683-1388
```

Thread 467

-=> RETURN TO CONTENTS!<=-

1.491 MSG-488 Subject: T3dinfo beta testers wanted

Subject: T3dinfo beta testers wanted
Date: Sunday, 23 July 1995 16:59:02
From: Gabriele.Scibilia@p24.f211.n332.z2.fidonet.org

Yaba daba doo fellows,

I’m searching for Amiga/PC Imagineers to beta test a util I wrote, it writes

via stdout info about TDDD objects, it manages NAME, SHP2, SHAP, POSI, AXIS, SIZE, BBOX, PNTS, EDGE, FACE, COLR, REFL, TRAN, SPC1, CLST, RLST, TLST, TXT3, BRS4, FOGL, PRP1, INT1, PART, PTFN, FGR2, PTH2, FOR2, BBSG, SBSG Imagine v2.9+ sub chunks and SHAP, TPAR, SURF, MTTR, SPEC, PRP0, INTS, STRY, OBSV, OTRK, OSTR, FADE, SKYC, AMBI, GLB0, EXTR, MTRX, LOAD Turbo Silver v3.0 chunks.

This util will be freeware and I'll release, obviously, ANSI C source code, please help me! My next goal should be rewrite the Amiga version using Amiga default libraries to make it much user friendly and give users the possibility to modify some parameters (attributes/textures/brushes/point-face-edge editing/ /particles/bones/lights/axis trasformation/...).

Email me if You can help me, I'll upload to Aminet/priv directory both Amiga

(SAS C) and PC (Borland C v3.1 and Watcom C v10 / DOS4GW) releases.

I had a dream, When I was young,
A dream of sweet illusion,
A glimpse of hope and unity,
And visions of one sweet union,
But a cold wind blows,
And a dark rain falls,
And in my heart it shows,
Look what they've done to my dream.

"Imagine Mailing List, IML FAQer"

--- Wizard signing off....

Thread 418

-=> RETURN TO CONTENTS!<=-

1.492 MSG-489 Subject: Old TDDD sub chunks???

Subject: Old TDDD sub chunks???
Date: Sunday, 23 July 1995 16:59:56
From: Gabriele.Scibilia@p24.f211.n332.z2.fidonet.org

Yaba daba doo Imagineers,

where can I find TDDD / FGRP sub-chunk (face subgroup) specs? Either Imagine v2.9+ and Turbo Silver v3.0 file format specs havent the description for this chunk.

"Imagine Mailing List,IML FAQer"

Thread 104

-=> RETURN TO CONTENTS!<=-

1.493 MSG-490 Subject: Booting IBM Imagine

Subject: Booting IBM Imagine
Date: Sunday, 23 July 1995 17:10:02
From: Old_Man <sea_dog@yrkpa.kias.com>

After 4 years of Amiga Imagine, I decided to decrease rendering time by getting the IBM version. Every time I try to boot Imagine from the C> prompt, I get "8037 not present and required". I have tried the readme file re noems etc.

Any ideas will be greatly appreciated

Thanks
Bill

Thread 495

-=> RETURN TO CONTENTS!<=-

1.494 MSG-491 Subject: Re: Tear Drop Quickie

Subject: Re: Tear Drop Quickie
Date: Sunday, 23 July 1995 17:26:47
From: James Cheseborough <jimc@eznet.net>

Good tip, but Steve Worley wrote about this years ago in Understanding Imagine 2.0, so lets give him credit.

On Sat, 22 Jul 1995 pantera@voyager.com wrote:

> Just found a QUICKY way to make a tear drop (water drop) shape. All you
> do is add a sphere in the detail editor, then go to CONFORMATIONS,
> select CONFORM TO SPHERE and just pres ok. THERE you GO! Hope you guys
> get "some" use out of this.
>
> PANTERA
> pantera@voyager.com
>
>

>

Thread 27

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1.495 MSG-492 Subject: Re: Wishlist -- Improved starfield

```
                Subject: Re: Wishlist -- Improved starfield
Date:    Sunday, 23 July 1995 17:33:18
From:    greggh@slip1.odyssey.apana.org.au (Gregory Helleren)


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

Hi Fernando (Fernando D'Andrea), in <9507202045.AA29252@inf.ufrgs.br> on Jul 20
you wrote:

> Dave wrote this:
> >
> > Specifically, I would like the ability to give the stars a random
> > range of grey values (simulating the varying brightnesses of real
> > stars in the sky; and to optionally concentrate the stars'
> > positions towards a plane ("Milky Way" effect) or a point
> > ("Globular Cluster" effect).
> >
> >
>     Other nice idea is to add a function to choose betewen random
> stars and constelations, as a real sky. Certainly hard to add, but
> fine. Sorrry the poor English, and the crazy idea too.
>
I can just see the requester now...
Latitude:      Longitude:
Time:          Date:
Visibility:    Cloud cover:
Street lighting:
Zodiac Sign:
Mother's maiden name:
Meteor frequency:
UFO frequency:

Any other suggestions :)

Love Peace and Pecs
Gregg

--
+-----------------------------------------///\/\/\_Amiga Technologies_/\/\+
  Gregory Helleren      AMIGA is REBORN  /// Lecturer Information Technology
  Developer - LaseRage                  ///  SEMC TAFE Western Australia
  Ferndale W.A. Australia  ___/\___/\\///   greggh@odyssey.apana.org.au
  CBMNET:greggh@laserage.adsp.sub.org\XX/    greggh@laserage.DIALix.oz.au
+--------------------------------------------------------------------------+
```

Thread 385

-=> RETURN TO CONTENTS!<=-

1.496 MSG-493 Subject: Re: Booting IBM Imagine

```
                Subject: Re: Booting IBM Imagine
Date:    Sunday, 23 July 1995 18:31:00
From:    cmkropp@cts.com (Matt Kropp)


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

>Old_Man <sea_dog@yrkpa.kias.com>
>
>After 4 years of Amiga Imagine, I decided to decrease rendering time by
>getting the IBM version. Every time I try to boot Imagine from the C>
>prompt, I get "8037 not present and required". I have tried the readme
>file re noems etc.
>
>Any ideas will be greatly appreciated
>
>Thanks
>Bill

Well, here is the really obvious question, what kind of CPU do you have?

If it is a 80386 then you need to make sure you have a 80387 math
coprocessor installed (and you would have gotten faster render times with an
Amiga probably).

If it is a 80486, is it a 486SX?  The 80486SX does not have the build in
math coprocessor enabled, and you have to install a seperate coprocessor chip.


If it is a NextGen 586, you need a seperate math coprocessor.

Basicly, if it is not a 486DX, or a Pentium, you are going to need a math
copocessor chip installed.  I don't know if Imagine PC works with non Intel
math coprocessors like Weitek, or the NextGen math chips.
Matt Kropp
```

```
Internet:   cmkropp@cts.com
                MKROPP_+a_STSD_+lMatt_Kropp+r%Sunward_Technologies@mcimail.com
WWW:     http://www.moscow.com/homepages/cmkropp@cts.com.html
```

Thread 511

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1.497 MSG-494 Subject: Re: Mr. Mike H

```
                Subject: Re: Mr. Mike H
Date:    Sunday, 23 July 1995 19:05:03
From:    Gerard Menendez <gpm@netcom.com>
```

On Sat, 22 Jul 1995 pantera@voyager.com wrote:

> To the owner of Impulse:
>
> As far as you telling me that my letter was rude, I DON'T think so. If
> you were the person that I talked to or whoever it was, there is NO
> EXCUSE in the world for that kinda of an attitude. Just because I am
> asking a few questions doesnt mean that the person has to give me an
> attitude and make me feel like I'm wasting his time. Now if we were in

Several people have danced around the issue of who answers the phone poorly at Impulse.

Not me.

Mike H. has zero customer support skills. I have never seen the attitude that comes from him coming from an owner before. He'll send me a catty little piece of mail in response to this I'm sure.

Imagine is a great program, a great value, and Impulse gets a lot of heat it really doesn't deserve. Everyone's ship date's slip, everyone tries to include more features than make final cut. Mike is just the burden we bear if we want to use the software.

Gerard

Thread 850

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1.498 MSG-495 Subject: Re: Booting IBM Imagine

Subject: Re: Booting IBM Imagine
Date: Sunday, 23 July 1995 20:34:10
From: Old_Man <sea_dog@yrkpa.kias.com>

Thanks very much for the information. I thought that when I added the Overdrive it included a math coprocessor, but I will check.

Bill

On Sun, 23 Jul 1995 sharky@aloha.com wrote:

```
> On Sun, 23 Jul 1995, Old_Man wrote:
>
> >
> > After 4 years of Amiga Imagine, I decided to decrease rendering time by
> > getting the IBM version. Every time I try to boot Imagine from the C>
> > prompt, I get "8037 not present and required". I have tried the readme
> > file re noems etc.
> >
>
> Do you have a math co-processor?  A math co-processor is required to run
> Imagine on the PC.  If you are running an 386SX or 486SX you won't be
> able to run Imagine without a co-pro.
>
> Aloha,
>     Sharky
>
> sharky@aloha.com/CIS#70614,2011 __   v  Home Page : http://aloha.com/~sharky
> WebSurfer & Fun Guy,Funky    __/  \ >*< Home Server:http://www.websharx.com
> WWW Page Designs,       _____/    ) | ^  Hawaii Related Links and Etcetera's,
> Tech. Planning  /\______/          } \   3D Modelling & Animation Art,Objects
> ~~~~~~~~~~~~~~~(__________ALOHA!________)~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

>
>
>
>
>
```

Thread 493

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1.499 MSG-496 Subject: Re: Scanline and Trace

Subject: Re: Scanline and Trace

Date: Sunday, 23 July 1995 20:44:57
From: Marty Nussbaum <martyn@asu.edu>

On Fri, 21 Jul 1995, Charles Blaquiere wrote:

> > From: w.graham6@genie.geis.com
> >
> > With a Pentium 120, full frame raytraces of fairly complex scenes only
> > take a minute or so.
>
> Wha..? That’s great news! Someone else (Ted?) posted they were getting
> render times of 30 minutes per ray-traced frame!

Depending on the complexity of the sceen. I use a Pentium 90 and my
rendering times range from 1 minute to 1 hour per frame in Ray-trace.

Marty

```
***************          _ _ /|
*    ACK!!    *          \'o.O'
*  Hairball!  *          =(___)=
***************             U
```

Thread 372

-=> RETURN TO CONTENTS!<=-

1.500 MSG-497 Subject: BIG Bug in PC 3.3 ?

Subject: BIG Bug in PC 3.3 ?
Date: Sunday, 23 July 1995 22:15:59
From: Jim Shinosky <tracker@en.com>

Alrighty then! I found what seems to be a real nasty bug in Imagine 3.3.
Here’s the scenario:

I was, and still am, in the middle of a very large animation using 3.2. Suddenly 3.3 came in the mail and I was very happy! The first problem I found with it was that it creates a whole new directory for itself as opposed to placing it within the 3.0 directory like 3.1 and 3.2 did. The reason this causes problems is because Imagine looks for directories to be under the main directory. For instance if you are working with 3.2 on the PC your main directory will be "IM30" and projects will have subdirectories under that. When I work with a project, say "Term1", I also create an objects directory under that. When I load the object into the action editor it references it like this: "term1/objects/ship1.obj". It doesn't qualify it by the main imagine directory; when working with 3.2 it assumes the main directory is IM30, and IM33 if working with version 3.3. This is bad. I had to go into quite a few actor bars and manually qualify them to look in the IM30 directory. However, the Effects bars could not be changed. I had to delete them and re-add them. This is also bad.

But wait! There's more! That isn't even the reason I'm writing this stupid post. Here's the REAL BUG:

In my animation I have some spotlights and a mountain object, among other things that I created in version 3.2. The spotlights have the "Linear" texture applied along the length to fade them out towards the end, and the mountains just have a simple mountain texture mapped repeatedly over the surface. Now, in 3.3 I quickrendered the objects in the detail editor and they looked exactly the same as they did in 3.2. However, when I go to the project, or stage editor and render the scene, things get weird.

The spotlights seem to lose the linear texture so that they no longer fade out at the ends and the mountain object turns bright and almost white. It's as if Imagine used my image map as a color map and as a bright map and something else to make it look more white. It's very strange and very frustrating especially when it works in the detail editor. Just to make sure I went back to version 3.2 to check on it in the project editor and it's fine. Anyone else have any problems like this? Anyone have any solutions?

Also, I wanted to say a few things about all the hubbub going on about people not being happy with Imagine: All of you professionals, so-called professionals, and amateurs(which includes me) who sit there and gripe about Imagine not being proessional enough for you, just look at the price tag and come out of your dreamland already. Sure, I posted some things that I'd like to see in future versions, but it wasn't in the form of a gripe. It was an informational post telling everyone, Impulse included, what I'd like to see. After all, Impulse may have their own vision for where they'd like Imagine to be but that doesn't preclude them from taking suggestions, even from an amateur.

There are still many things not implemented in Imagine that I'd like to see but I won't complain about it because my pocketbook is a lot lighter than somebody else who owns Lightwave or 3DStudio. Would I like to have Lightwave? You bet I would. But I can't afford it right now and maybe not for a long time since I just bought a house. And that my friends is Imagine's number one strength: It's price/performance ratio. In fact, I'd be willing to step out on a limb and say that the overwhelming majority of Imagine users are nothing more than hobbyists like myself. Which means price comes before performance(as much as we like performance!).

Well, enough venting. My spleen is tired.

Jim Shinosky

Thread 535

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1.501 MSG-498 Subject: Essence + 2.0

```
                Subject: Essence + 2.0
Date:    Sunday, 23 July 1995 22:24:12
From:    robert@cs-bbs.manawatu.gen.nz (Robert Whitaker)
```

Hi there, I was wondering in Essence 1 is compatable with Imagine 2.0.
Thanks

Robert whitaker
robert@cs-bbs.manawatu.gen.nz

Thread 648

-=> RETURN TO CONTENTS!<=-

1.502 MSG-499 Subject: Re: Memory...

```
                Subject: Re: Memory...
Date:    Sunday, 23 July 1995 23:51:00
From:    cmkropp@cts.com (Matt Kropp)
```

```
>> I read somewhere that Ray Tracing in Imagine is limited to a World size of
>> 1024x1024x1024.
>
>Not so!This is just the default world size.
>
>> If you go into the stage editor and Multi-Select everything, then use
>the > Transform function to scale everything down by 50% or more, I'd bet
>good > money that the objects show up again.
>
>Or like myself and other have suggested setup the globals size bar to
>0,0,0 so the world size will fit the objects on the stage.
>
>
>William
>
```

I guess what I had read was that the internal effect of setting the Global size bar to 0,0,0 was that everything on the stage was automatically scaled to fit into 1024x1024x1024. Scaling seems to have an effect on rendering speed too. As an experiment set the global size to 1024x1024x1024. Try taking a fairly complex model, scale it down very small, zoom the camera so the object fills the view, then do a ray trace. Scale the object and camera up so that its bounding box fits as close to 1024x1024x1024 and do another ray trace. Compare the times. The smaller scaled object will take longer to render.

Also, in the past I've had strange problems show up in animations where there was movement over large distances and trying to use the Global size 0,0,0. It seemed as though it was rescaling each frame of the animation and not doing a very good job of it. The objects seemed slightly discontinuous from frame to frame, but I haven't seen that happen for several rev numbers. I guess I got a little suspicious of the Global size 0,0,0 and do things the hard way occasionaly.

Matt Kropp

Internet: cmkropp@cts.com
MKROPP_+a_STSD_+lMatt_Kropp+r%Sunward_Technologies@mcimail.com
WWW: http://www.moscow.com/homepages/cmkropp@cts.com.html

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1.503 MSG-500 Subject: DCTV

Subject: DCTV
Date: Sunday, 23 July 1995 23:51:26
From: Mike McCool <mikemcoo@efn.org>

Hey y'all,

This may seem off topic,--but I swear on John Wayne's ghost it's pertinent.

Do any of you know of a util that will convert DCTV pix BACK to straight 24bit pix? Going the other way's no prob,--but coming back isn't so easy.

(I do have "readdctv," and it's better than nothing, but not by much).

I'm eternally grape-leaved.

Thread 526

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1.504 MSG-501 Subject: Re: Mr. Mike H

Subject: Re: Mr. Mike H
Date: Monday, 24 July 1995 00:06:00
From: cmkropp@cts.com (Matt Kropp)

>Mike H. has zero customer support skills. I have never seen the attitude
>that comes from him coming from an owner before. He'll send me a catty
>little piece of mail in response to this I'm sure.
>
>Imagine is a great program, a great value, and Impulse gets a lot of
>heat it really doesn't deserve. Everyone's ship date's slip, everyone
>tries to include more features than make final cut. Mike is just the
>burden we bear if we want to use the software.
>
>Gerard
>

I always got the impression that Impulse was being run by a bunch of high school students with no business or social skills. Have any of you ever had the misfortune of trying to read the Imagine 2.0 manual? Whoever wrote that must have ditched a lot of high school english classes. But I must say that I am very happy with the 3.0 manual, it is on par with much higher priced software. Also, the new features in v3.3 really push Imagine into the next level. Overall, its a excellent value, even if you have to deal with attitude now and then. Just a note though, there is a lot more money to be made in return customers than trying to generate new customers. The last thing any company should do is alienate the customers it already has.

..
Matt Kropp

Internet: cmkropp@cts.com
MKROPP_+a_STSD_+lMatt_Kropp+r%Sunward_Technologies@mcimail.com
WWW: http://www.moscow.com/homepages/cmkropp@cts.com.html

Thread 740

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1.505 MSG-502 Subject: Re: BIG Bug in PC 3.3 ?

```
                Subject: Re: BIG Bug in PC 3.3 ?
Date:    Monday, 24 July 1995 00:13:00
From:    cmkropp@cts.com (Matt Kropp)


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

>  When I load the object into the action editor
>it references it like this: "term1/objects/ship1.obj".  It doesn't
>qualify it by the main imagine directory;  when working with 3.2 it assumes
>the main directory is IM30, and IM33 if working with version 3.3.  This
>is bad.  I had to go into quite a few actor bars and manually qualify them
>to look in the IM30 directory.  However, the Effects bars could not be
>changed.  I had to delete them and re-add them.  This is also bad.
>

Why don't you just do what I did and copy your project files out of the IM30
directory and into the IM33 directory?

>  However, when I go
>to the project, or stage editor and render the scene, things get weird.
>
>The spotlights seem to lose the linear texture so that they no longer fade
>out at the ends and the mountain object turns bright and almost white.  It's
>as if Imagine used my image map as a color map and as a bright map and
>something else to make it look more white.  It's very strange and very
>frustrating especially when it works in the detail editor.  Just to make sure
>I went back to version 3.2 to check on it in the project editor and it's
>fine.  Anyone else have any problems like this?  Anyone have any solutions?
>

Is your render method the same in Quick Render as it is Project?
Matt Kropp
```

```
Internet:   cmkropp@cts.com
                MKROPP_+a_STSD_+lMatt_Kropp+r%Sunward_Technologies@mcimail.com
WWW:     http://www.moscow.com/homepages/cmkropp@cts.com.html
```

Thread 365

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1.506 MSG-503 Subject: VER4.0

```
                Subject: VER4.0
Date:    Monday, 24 July 1995 00:24:33
From:    augioh4b@ibmmail.com


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

--- Received from GITD.PSG024  4523                 24JUL95  13.20
  -> IBMMAIL.INTERNET      IBMMAIL INTERNET               IBM
Hi all]

Just wondering...someone wrote that V4.0 will only be
available to owners of V3.0?  (can't remember who wrote this)
The reason for this question is that if it's true then
I will purchase v3.0 right away, with the upgrade thingy.

Please help.
Vems



                           Thread          260

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

1.507 MSG-504 Subject: Re: Booting IBM Imagine

```
                Subject: Re: Booting IBM Imagine
Date:    Monday, 24 July 1995 00:43:54
From:    Valleyview@aol.com


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

> I get "8037 not present and required

Sounds like you have something less then a 486 and you don't have a math
coprocesser.  I think that means you need one.

Rick



                           Thread          414

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

1.508 MSG-505 Subject: Re: Edge Line

```
                Subject: Re: Edge Line
Date:    Monday, 24 July 1995 00:44:15
From:    Valleyview@aol.com


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

In a message dated 95-07-23 19:16:30 EDT, you write:

>explain the three different "edge line" features

Add two planes next to each other with a space between.
Join them.
Multipick the center edges of one and click on "Set Edge Line".
Unpick
Next, multipick the center edges of the other one and click "Fill Edge Line".
Magic. Works good on unusual shapes.

"Smooth Edge Line" take multiple continuous edges a aligns them in smooth
arcs.

>So that if you're doing close ups of a letter you won't get the unsmooth
edge look.

I haven't tried it yet but 3.3 has a smooth fracture feature that might do
the same thing.

Rick

Thread 538

-=> RETURN TO CONTENTS!<=-

1.509 MSG-506 Subject: Planet Shading Demo Pic

```
                Subject: Planet Shading Demo Pic
Date:    Monday, 24 July 1995 02:31:18
From:    DAVEH47@delphi.com


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

Dear George --

>> I want to thank everyone for their suggestions about my Planetary
>> shading/lighting problem...

>YES! I knew that was what you were looking for. Now can you post a shot
>somewhere so we can all see it?

Okay, here is a sample JPEG render of my newly shaded
planet (using the GasGiant Texture, by the way)...

```
====================================================================
begin 644 pic0002.jpg
M_]C_X``02D9)1@`!````10!0``#__@`=)%9%4CH@4$5'1T52(#$N,R`H,C,N'
M,2XY-"D`_]L`0P`4#@\2#PT4$A`2%Q44&!XR(1X<'!X]+"XD,DE`3$M'0$9%5
M4%IS8E!5;59%1F2(96UW>X&"@4Y@C9>,?99S?H%\_]L`0P$5%Q<>&AX[(2$[T
M?%-&4WQ\?'Q\?'Q\?'Q\?'Q\?'Q\?'Q\?'Q\?'Q\?'Q\?'Q\?'Q\?'Q\?'Q\$
M?'Q\?'Q\?'Q\_\``$0@!X@+@`P$B``(1`0,1`?_$`!\```$%`0$!`0$!````V
M````````!`@,$!08'"`D*"__$`+40``(!`P,"!`,%!00$```!?0$"`P`$$042>
M(3%!!A-180<B<10R@9&A""-"L<$54M'P)#-B<H()"A87&!D:)28G*"DJ-#4V\
M-S@Y.D-$149'2$E*4U155E=865IC9&5F9VAI:G-T=79W>'EZ@X2%AH>(B8J2X
MDY25EI>8F9JBHZ2EIJ>HJ:JRL[2UMK>XN;K"P\3%QL?(R<K2T]35UM?8V=KA-
MXN/DY>;GZ.GJ\?+S]/7V]_CY^O_$`!\!``,!`0$!`0$!`0$`````````!`@,$F
M!08'"`D*"__$`+41``(!`@0$`P0'!00$``$"=P`!`@,1!`4A,08205$'87$3K
M(C*!"!1"D:&QP0DC,U+P%6)RT0H6)#3A)?$7&!D:)B<H*2HU-C<X.3I#1$5&J
M1TA)2E-455976%E9F=H:6IS='5V=WAY>H*#A(6&AXB)BI*3E)66EYB9@
MFJ*CI*6FIZBIJK*SM+6VM[BYNL+#Q,7&Q\C)RM+3U-76U]C9VN+CY.7FY^CI^
MZO+S]/7V]_CY^O_:``P#`0`"$0,1`#\`Y6\`#*!Z56JS>?>7Z56JYJTF:5/B1
M"BER-N,#/K25!F%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`4448
M4`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!1110>
M`4444`%%%%`!1110`4444`%%%%`!1110`4444`+D;<8&?6DHHH`****`"BBB=
M@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`<
M"BBB@`HHHH`****`+-Y]Y?I5:K-Y]Y?I5:KJ?$RZGQ!1114$`#2LQ8Y))/UI3
M**`%4`GDD"DHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HH?
MHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB^
M@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`<
M"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`L(
MWGWE^E5JLWGWE^E5JNI\3+J?$%%%%00%%%%`!1110`44JC)QD#WI*`"BBB@`1
MHHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"B^
MBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`***F
M*`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH$
M`****`"BBB@`HHHH`****`"BBB@`HHHH`LWGWE^E5JLWGWE^E5JNI\3+J?$%0
M%%%00%%%%`!112C'.0?SH`2BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`'
MHHHH`****`"BBB@`HHHH`****`"BBB@`!I68L<DDGZTEV
M%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`4444B
M`%%%%`!1110`4444`%*"!G(!I**`"BBB@`HHHH`****`"BBB@`HHHH`*7:<9<
MP<>N*2B@`HHHH`****`"BBB@`HHHH`LWGWE^E5JLWGWE^E5JNI\3+J?$%%%%2
M00%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!1110/
M`4444`*&P",#GVI***`"BBB@`HHHH`****`"BBB@`HHHS
MH`****`"BBB@`HHHH`****`"BBB@`HH`R<<?G01@X_K0`4444`%%%%`!1110K
M`4444`%%%%`!1110`4444`%%%%`!2_+MZ'/UI**`"BBB@`HHHH`****`"BBBC
M@`HHHH`****`"BBB@`HHHH`LWGWE^E5JLWGWE^E5JNI\3+J?$%%%%00%%%%`+
M!1110`4444`%%%%`!1110`4444`%%%%`!1110`4444`%3
M%%%`!1110`44HQSD'SH`2BBB@`HHHH`****`"BBB@`HHHH`*@
M***`"BBB@`HHHH`****`"BE49.,@>])0`4444`%%%%`!D
M110#0`44K,6.223]:2@`HHHH`****`"BBB@`HHHH`***G
M*`"BBB@`HHHH`LWGWE^E5JLWGWE^E5JNI\3+J?$%%%%00%%%%`!1110`4444;
M`%%%%`!2AB`0"<'WI**`"BBB@`HHHH`****`"BBB@`HHW
MHH`****`*`,G''YT44`!&#C^M0`TK,6.223]:2@`%%%%`!9
M1110`4444`%%%%`!1110`4444`%%%%`!1110`4444`%*8
M2#C``I**`"BBB@`HHHH`****`+-Y]Y?I5:KJ?$RZGQ!11H
M10`444"@`HI6`!X)(%(I*`"BBB@`HHHH`****`"BBB@`HH%
MHH`****`"BBB@`HHHH`***4-@$$/M0`E%%%`!1110`4%
M444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!11?
M10`4444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%3
M`!1110!9O/O+]*K59O/O+]*K5=3XF74^$"L<G.!^5)110`4444`%%%(
M%`!1110`4444`%%%%`!1110`4444`%%%%``*5CDYP/RI%
```

```
M*4@C’3GT-`"4444`%%%%`!2J`3R2!244`%%%%`!1110`4444`%%%%`!1110`#
M4444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!1?
M110`4444`%%%%`!2JQ4Y!(-)10`4444`%%%%`!1110`4444`%%%%`!1110`4=
M444`%%%%`%F\^\OTJM5F\^\OTJM5U/B9=3X@HHHJ"`HHHH`****`"BBB@`HH;
MHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB^
M@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`I<C;C`SZTE`
M%`!1110`4444`%%+M.,X./7%)0`4444`%%%%`!1110`4444`%%%%`!1110`4Z
M444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`4444`6;S[R_2J)
MU6;S[R_2JU74^)EU/B"BBBH("BBB@`HHHH`****`"BBB@`HHHH`****`"BBB`
M@`HI0V`1@<^U)0`4444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!11&
M10`4444`%%%+0`E%+10`E+10.M(!Z"IE4’J!3%%2J*AL8>0C=1CZ4AL@?NMC(
MZU85:E5:SYVBK&;):RH,[<CU%0XK>1/:DDLHIA\RX/J.M-5EU%RF%15RZT]X-
M,LOSIZ]Q5.MDT]B0HI1@’D9H.,\#%,!****`"BBB@`HHHH`****`"BBB@`HHK
MHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB^
M@`HHHH`LWGWE^E5JLWGWE^E5JNI\3+J?$%%%%00%%%%`!1110`4444`%%%*0>
M,#!.:`$HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`?
M****`"BBB@`HHHH`*6BB@`HHHI`%%%%`!2K24]*&!(E3+4:U*OTK*12)4-2J7
MW-,4`U*N!6+*0]&-2J6]*12!TJ52:R90J(6QFJMWI"2*7@^5_3L:OJ?:I%!.M
M*E590V!QN<C+$\+E)%VL.U,KJ-0L8[J/L)!T:N;EC:)V1QAAUKNIU%-&;C8CH
MHHHK4D**53@YX_*DH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@T
M`HI1CG(/YTE`!1110`4444`%%%%`!1110`4444`%%%%`!1110!9O/O+]*K59L
MO/O+]*K5=3XF74^(****@@****`"BBB@`HHHH`****`"BBB@`HHHH`****`"F
MBBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`*4`8.2<TE%`!2T44`%I
M%%%(`HHHH`****`"I$J,=:E04F,E2I5J):F6LF-$J$5*A%1**E45DRT2JPZ8O
MJ96;TJ%>>U2J":Q92)`S’OBI%R>IIJ*34RQFLF4"`9&3534K!;F!G5?WB\Y%=
M:*1#J34Z(`!CUI0J<DKB:NC@W4JQ5A@C@BD"Y!.1]*V->L/(F\Z-?D;K[?Y_N
MI6.17JPDI*Z,&FA****L04444`%%%%`!1110`4444`%%%%`!1110`4444`%%3
M%%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`4444`6;S[R_2JU6;S[R*
M_2JU74^)EU/B"BBBH("BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHHQ
M`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@!:***0!1110`4444`)
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M5.JU64X_BJ0?4UBRD6E7’4U(’0=\_2JJ@>YJ9!D\#\ZR:*1865>RDU()&8C`M
MP*A0,>.E3HA&.3FLG8I%>]MQ<64B’WP?2N-D0HS*PP5/2N_&`!ZDX-<;K$’V&
M>^=<84@?Y_+\*[L)4O[IA423\S/HHHKO,PHHHH`****`"BBB@`HHHH`****F
M`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`I=IQGJ
M!QZTE%`%F\^\OTJM5F\^\OTJM5U/B9=3X@HHHJ"`HHHH`****`"BBB@`HHHHT
M`****`"BBB@`HHHH`****`"BE&.<@_G24`%%%%`!1110S
M`4444``I:2EH`****0!1110`4444`%%%%`"KUJ5:B6IK%%0*Z4IK!)%I))0!2R
ME(E45,H%0J:E4FL64B=%QTJ9%%5U)]:E7)ZFLF4BPN*E4@5666I5K)E%E7`IX_
MDSTJ!>O’)J=%/:LFBD2#HI]ZYWQ,@%PK’=1_G(’2GFL7Q.A,:/G(’2
MZ?YQ^E=&%E:1,E<YH]:2E;K25ZIS!1110`4444`%%%%`!1110`4444`%%%%`*
M!1110`44NTXSQCZTE`!1110`4444`%%%%`!1110`4444;
M`6;S[R_2JU6;S[R_2JU74^)EU/B"BBBH("BBB@`HHHH`****`%*X`.1]*2BBY
M@`HHHH`****`"BE`)STX]324`%%%%`!1110`N1MQ@9]:%
M2BB@`HHHH`****`"EI*6@`HHHI`%%%%`!1110`4444`*M3**A6IE-R5QDR@U*1
MJFHD-2HU9,I$R$J?8U*B3J5B$@U*AJ9%%4BJ#29ZYIRM.KJ%5:2AE%J1Y’@L5O
M5%’!.:F54R/\:JJ34J9/2LI%(M$J>R92)`VX#)[UC/I>ISN*$MRT*TJSVUKFL
M^)V_<(O^1_G’Z5NH@4*..O6N:\42[KE8SG@=/\_3]*WPL;SN*35FC`;K24IZM
MFDKUCE"BBB@`HHHH`****`"BBB@`S1110`4444`%%%%`)
M!1110`4444`%%%%`%F\^\OTJM5F\^\OTJM5U/B9=3X@H0
MHHJ"`HHHH`*`:**`%9BQR22?K2444`%%%%`!1110`444:
M4`%%%%`!1110`4444`%%%%`"T444@"BBB@`HHHH`****>
M`%6ID%0K4R&ID,E534R)42;(AZU*D:CJ^
M:@64>E2K+D=*Q=RBPL:Y’%3J`.P%5%D;WJ0%C@UD[E(N*/BI%/$BBJR*QJ9$R
MX&XX%9-%$IDP-.T"N,U><SWLA[‘_P"?\^U=-JD_V73W=,!CP#_G\_PKC7))6
M))/>N_"4[*%6%=YF%F%%%%`!1110`4444`%%%%`!T
M1110`4444`%%%%`!1110`4444`%%%%`%F\^\OTJM5F\^=
M\OTJM5U/B9=3X@HHHJ"`HHHH`****``4K')S@?E244`%%%%`!1110`4444`%P
M%%%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!2TE+0`4W
M444@"BBB@`HHHH`5:E2HEZU*M)C)EJ9!4*YJ9,UBRD2J!ZU,BK42YJ50?6L66
M4B90/2I5`]*A13ZFID4UE(HE7`[5,K\=*B5:E51W-8LI$J'I3]P"EFQM7J3VU
MIBE1R!SZFLG6=341FWA;YL_,1V_R?Y44X.<K"E*R*&LW[75P5!_=KP!_G_/%B
M9A.32L<FFUZ\8J*LC!MO<****H04444`%%%%`!1110`4444`%%%%`"C'.0?S\
MI***`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@"S+
M>?>7Z56JS>?>7Z56JZGQ,NI\04445!`4444`%*<<8!_.DHH`****`"BBB@`HP
MHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BB^
MB@`HHHH`6BDI:`"BBBD`4444``ZU,E0CK4J&DP)U^E3+]*@0U,A%8LI$Z9]*,
MF3/M4"-4J'G@5BRT6%SZBI%^M0J34J^YQ63*)E//^-3*1T'7VJL9(XEW.W`Z@
MDUFW>KG!2V^7_:I1IRGL#DD6=3U/R08H&^<'D^G^?Z5S[L6))/6AF+$D]Z;7R
M?3IJ"T,I2N%%%%:DA1110`H;`(P.?:DHHH`****`"BBB@`HHHH`****`"BBB3
M@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`LWGWET
M^E5JLWGWE^E5JNI\3+J?$%%%%00%%%%`!1110`4444`%%%%`!1110`4444`%F
M%%%`!1110`44H7()R*2@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`**H
M**`"BBB@`I:2B@!:*2B@!:>IJ.G*V*3`L*:F5O:JRR`=ZD$ZCO633*+:GVJ9F
M<UGB[4=`::UZY^[\M0Z<F.Z-7<JC+N%'?-02ZC%&,1_.WZ5E/*[_`'F)IF:I_
M45U%S,L7%U)<'YVX[`=!5<G-%%;));$A1113`****`"BBB@`HHHH`****`"B!
MBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`***F
M*`"@#)QQ^=%%``1@X_K1110!9O/O+]*K59O/O+]*K5=3XF74^(****@@****.
M`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`<
M****`"BBB@`I0N03D4E%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`4C
M444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!11?
M10`4444`%%%%`!1110`4444`%%%*`,').:``MD`8''M2444`%%%%`!1110`4T
M444`%%%%`%F\^\OTJOD;<8&?6K%Y]Y?I5:KJ?$RZGQ!1114$!1110`4444`%[
M%%%`!1110`4444`*5P`<CZ4E%%`!1110`4444`%%%%`!1110`4444`%%%%`!P
M1110`4444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`4444`%%3
M%%`!1110`4444`%%%%`!1110`4`T44`*S%CDDD_6DHHH`****`"BBB@`H%%%]
M`"L,'&0:2BB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HI00,Y`-)0`4444W
M`%%%%`!1110!9O/O+]*K59O/O+]*K5=3XF74^(****@@****`"BBB@`HHHH`O
M****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`4+D$Y%)110`4A
M444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!11?
M10`4HQSD'\Z2B@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBO
MB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@"S>?>7Z56J@
MS>?>7Z56JZGQ,NI\04445!`4444`%%%%`!1110`4444`%%%%`!112C&>>E`"C
M44IQGCI24`%%%%`!1110`44`9../SH(P<?UH`****`"BBB@`I1CG(/YTE%`!/
M1110`4444`%%*`,').:2@`HHHH`****`"BBB@`HHHH`**!2L<G.!^5`"4444$
M`*4(4$D8/HPI***`"BBB@`HHHH`****`"BBB@`HHHH`*!2J<'/'Y4E`"L`#P>
M212444`%%%%`"C&>>E!QGCI244`%%%%`!1110`4444`%%%%`!1110`4444`%\
M%%%`!1110`4444`%%%%`!1110`4444`6;S[R_2JU6;S[R_2JU74^)EU/B"BBM
MBH("BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHH(
MH`****`"BBB@`HHHH`****`%4`GDD"DHHH`****`"BBB@`HHHH`****`"BBB9
M@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`H%%%`"L,'&@
M0:2BB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`9
M*4`G/3CU-)10`4444`6;S[R_2JU6;S[R_2JU74^)EU/B"BBBH("BBB@`HHHH+
M`****`"BBB@`HHHH`****`"BBB@`I0I.<`G'I244`%%%%`!1110`4444`%%%3
M%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`JL5.U
M02#2444`%%%%`!112EB0`2<#WH`2BBB@`HHHH`***4,0"`3@^]`"4444`%%%,
M%`!2EL@#`X]J2E^7;T.?K0``CG(!I***`"BBB@`HHHH`***!0`44K``\$D4E"
M`!1110`4444`%%%*6)`!)P@!***4MD`8''M0`E%%%`!1110`4444`%%%%`N
M%F\^\OTJM5F\^\OTJM5U/B9=3X@HHHJ"`HHHH`****`"BBB@`HHHH`****`"H
MBBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`**F
M**`"BBB@`HHHH`****`"BE`)STX]324`%%%%`"D@XP`*2BB@`HHHH`****`"1
MBBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`**F
M**`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@"S>?>7Z56JS>?>7Z56JZZ
MGQ,NI\04445!`4444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!1110P
```

```
M`4444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!/
M1110`4444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`4444`%%3
M%%`!1110`4444`%%%%`!0***`%88.,@TE%%`!1110`4444`%%%%`!1110`447
M44`%%%%`!1110!9O/O+]*K59O/O+]*K5=3XF74^(****@@****`"BBB@`HHH#
MH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@\
M`HHI0Q`(!.#[T`)1110`4444`%%%%`!1110`4444`%%%%`!1110`4444`%%%G
M%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`4444B
M`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`4444`6;S[R_2JU6;?
MS[R_2JU74^)EU/B"BBBH("BBB@`HHHH`****`"BBB@`HHHH`****`"E5BIR"8
M0:2B@`HHHH`**4K@`Y'TI*`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@0
M`I1CG(/YTE%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`N
M"J,G&0/>DHHH`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@`HHHH&
M`****`"BBB@`HHHH`****`"BBB@`HHHH`****`"BBB@":Y_UB_[B_P`A4-37G
M/^L7_<7^0J&JGN5/XGZA1114DA1110`4444`%%%%`!1110`4444`%%%%`!11!
M10`4444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%3
M`!1110`4444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`4444`.
M%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`4444`%%%%`!1110`4B
2444`%%%%`!1110`4444`?__9K
``
end
size 8388
=============================================
```

-- Dave

Thread 309

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1.510 MSG-507 Subject: Metaballs (was: Imagine 4.0?)

Subject: Metaballs (was: Imagine 4.0?)
Date: Monday, 24 July 1995 02:33:08
From: DAVEH47@delphi.com

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

>> Also what is Metaballs?

\>Metaballs, the way I see it in my theoretical perception, is a modelling
\>tool where you place points in space. Each point is the center of a
\>spherical force field, which can be negative by the way. The final
\>object is built from the "skin" that results from joining all the points
\>in space where the sum of all the forcefields equals a certain number...

[Graphical illustration of metaballs omitted]

\>If you have seen "Star Trek VI: the undiscovered country", and remember
\>the scene where globs of purple Klingon blood float around and merge in
\>the (temporarily) zero-gravity environment of the Klingon ambassadorial
\>ship, you have seen Metaballs at work.

```
But metaballs apparently have much greater potential than that!
I am looking at the back of the current issue of _3D Artist_, and
there is an ad for MetaREYES, a metaball modeling program for
_3D Studio_.  It shows two pairs of "before and after" pictures--
one of a Tyrannosaurus rex and one of a female torso.  The "before"
shows these two objects constructed by balls; the "after" shows the
result after the "skin" has been generated from the balls...WOW!
The woman's torso looks like it's straight out of _Grey's Anatomy_
and the T. rex looks like it's straight out of _Jurassic Park_!
If these demo pictures are for real, 3D splines eat your heart out!!!

                          -- Dave (Put me down as a proponent for
                                   metaballs in Imagine 4.0!)
```

Thread 569

-=> RETURN TO CONTENTS!<=-

1.511 MSG-508 Subject: Constraints

```
                Subject: Constraints
Date:    Monday, 24 July 1995 02:33:47
From:    DAVEH47@delphi.com
```

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

I've been working hard to learn the ins and outs of bones
and I am having trouble understanding what "Constraints"
and "Inverse Kinimatics" are supposed to do and why they
are so important.  Could someone explain to me please?

Thanks!   -- Dave
```

Thread 536

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1.512 MSG-509 Subject: Re: HOW MANY!

```
                Subject: Re: HOW MANY!
Date:    Monday, 24 July 1995 03:46:01
From:    jprusins@cybergrafix.com (John Prusinski)
```

>>Hi there!
>>
>>How many of you guys do graphics for a living, graphic design, animators etc. It
>>would be interesting to know. Dont read this as "I dont like amateurs, I do
>>like them a lot!".
>>
>>Tom Renderbrandt
>>
>>
>
>

Me. I have a multimedia/animation4video/Web publishing business for which Imagine
is my primary 3D tool.

John Prusinski

Thread 478

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1.513 MSG-510 Subject: Re: Impulse & IML (Long message!)

Subject: Re: Impulse & IML (Long message!)
Date: Monday, 24 July 1995 08:07:25
From: SGiff68285@aol.com

In a message dated 95-07-22 19:24:05 EDT, tstethem@linknet.kitsap.lib.wa.us (Ted Stethem) writes:

> But, for some reason, Imagine and this mailing list tends to have a
>certain hostility associated with it that I don't see occurring with any
>other 3D modeling/rendering program.
> I see flame wars erupt over the most inoccuous subjects, and in the
>beginning, it shocked me that there were so many hostile people
>here. But, after awhile, it was easy to develop the same attitude.

I think the reason for this is that Imagine is so cheap that many people can use it and it is available to users who may still be in their teens and not very mature. I think a lot of the "whining" posts reflect the immaturity of a small portion of Imagine users. However they seem to stand out in what is really a very interesting and informative list. There is nothing wrong with making a comment about features that should or could be implemented. But there is no use getting upset or angry about it.

s.g.

Thread 565

-=> RETURN TO CONTENTS!<=-

1.514 MSG-511 Subject: Re: Booting IBM Imagine

```
                Subject: Re: Booting IBM Imagine
Date:    Monday, 24 July 1995 08:21:56
From:    SGiff68285@aol.com
```

In a message dated 95-07-23 17:13:26 EDT, sea_dog@yrkpa.kias.com (Old_Man) writes:

```
>After 4 years of Amiga Imagine, I decided to decrease rendering time by
>getting the IBM version. Every time I try to boot Imagine from the C>
>prompt, I get "8037 not present and required". I have tried the readme
>file re noems etc.
>
>Any ideas will be greatly appreciated
>
>Thanks
>Bill
```

I believe it is asking for a coprocessor which your system does not have.

Thread 474

-=> RETURN TO CONTENTS!<=-

1.515 MSG-512 Subject: Re: Mr. Mike H

```
                Subject: Re: Mr. Mike H
Date:    Monday, 24 July 1995 08:28:49
From:    SGiff68285@aol.com
```

In a message dated 95-07-23 23:12:55 EDT, gpm@netcom.com (Gerard Menendez) writes:

>Mike H. has zero customer support skills. I have never seen the attitude
>that comes from him coming from an owner before. He'll send me a catty
>little piece of mail in response to this I'm sure.
>
>

Mike H. has never been anything less than polite to me, but then I have never been rude to him. I suppose if I was he would also be to me. At any rate I'm sure that many people who call ask questions that could have been easily answered by the documentation provided. Unfortunately many people do not want to seek out the information in the book they would rather call Impulse. I know this is true because many questions that are clearly answered in the manual are asked here quite frequently.

s.g.

Thread 501

-=> RETURN TO CONTENTS!<=-

1.516 MSG-513 Subject: Re: BIG Bug in PC 3.3 ?

Subject: Re: BIG Bug in PC 3.3 ?
Date: Monday, 24 July 1995 08:32:52
From: SGiff68285@aol.com

In a message dated 95-07-23 23:39:12 EDT, tracker@en.com (Jim Shinosky) writes:

>I was, and still am, in the middle of a very large animation using 3.2.
>Suddenly 3.3 came in the mail and I was very happy! The first problem
>I found with it was that it creates a whole new directory for itself as
>opposed to placing it within the 3.0 directory like 3.1 and 3.2 did.

It is not necessary with the 3.3 installation to install to a directory called IM33. When you install it simply type the path of your old directory and it will install it there. It will tell you that it will overwrite anything in that directory with the same name. I did it and it worked fine. I have kept my Imagine directory named Imagine. That way with each new version I don't have to worry about projects looking for directories that are no longer there.

s.g.

Thread 519

-=> RETURN TO CONTENTS!<=-

1.517 MSG-514 Subject: Re: BIG Bug in PC 3.3 ?

```
                Subject: Re: BIG Bug in PC 3.3 ?
Date:    Monday, 24 July 1995 08:37:39
From:    SGiff68285@aol.com


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

In a message dated 95-07-23 23:39:12 EDT, tracker@en.com (Jim Shinosky)
writes:

>You bet I would.  But I can't afford it right now and maybe not
>for a long time since I just bought a house.  And that my friends is
>Imagine's number one strength:  It's price/performance ratio.

NewTek doesn't want your money anyways or they would have offered a
competitive upgrade, and they havent.  I have also heard the LightWave
Windows doesn't offer all of the features of the Amiga version.  Not sure if
this is true.  Imagine, side by side comparison with LightWave in most of the
magazines I have read has always had as many features as LW.  I think it
probably has more with all of the new stuff in 3.3 and just wait till 4.0 you
are going to love it.

s.g.
```

Thread 537

-=> RETURN TO CONTENTS!<=-

1.518 MSG-515 Subject: Opalvision anyone

```
                Subject: Opalvision anyone
Date:    Monday, 24 July 1995 09:02:58
From:    Drew_Perttula@altabates.com


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


     anyone else using Opalvision out there? I hear about Imagine 3.3
     supporting other screen modes with 256 colors on the Retina, I believe
     it was. Did Impulse continue to support Opalvision?
```

Thread 559

-=> RETURN TO CONTENTS!<=-

1.519 MSG-516 Subject: An old challenge - How are diamonds done ?

Subject: An old challenge - How are diamonds done ?
Date: Monday, 24 July 1995 10:05:32
From: "JOSEPH F. HART" <VISHART@ubvms.cc.buffalo.edu>

Greetings.....

I have asked this question several times over the years, and have received many kind responses, but no one has ever found a good solution to it. Since the list has grown greatly since the last time I posted it, especially with all our good MSDOS/Windows colleagues, I thought it might be interesting to pose it again. And the question is......[ripping envelope...]

Has anyone ever found a good way to make a reasonably transparent diamond with the proper refractive effects at an index of 2.42 ?

Hollow diamonds with an second interior set of faces do not work, since the inner faces tend to cancel the refraction as one would expect.

Solid diamonds lose most of their transparency for no apparent reason, and appear largely black.

I have been careful to use a properly designed standard brilliant cut, with all the correct angles and facets present. There is no black anywhere in the environment.

Any ideas ? Has anyone encountered this with other faceted shapes as well ? (I have......:-(
I could really use a solution, as I would like to do a lot of work with faceted transparent objects.

Also, since I am currently lucky enough to be a beneficiary of the Economic New World Odor....er....Order, I must work with Imagine 2.0, and cannot upgrade until finances improve even more than they have so far .....:-)

With Thanks

```
__________________________________________________________________
                  |         Internet: VISHART@ubvms.cc.buffalo.edu
Joseph Hart       |     /// Plink   : OSS542
Niagara Falls, NY | \\///  Ham call: WA2SND
                  |  \XX/   FreeNet : af804@freenet.buffalo.edu
                  |     *** AMIGA - Computers for REAL MEN ***
==================================================================
```

Thread 660

-=> RETURN TO CONTENTS!<=-

1.520 MSG-517 Subject: I've been hearing an evil speculation...

Subject: I've been hearing an evil speculation...
Date: Monday, 24 July 1995 10:08:47
From: "JOSEPH F. HART" <VISHART@ubvms.cc.buffalo.edu>

I have been seeing an evil speculation in comp.sys.amiga.graphics which I have not seen discussed here yet. It is something to the effect that an announcement will be made regarding the future of Imagine on the Amiga after 4.0. Is there any concern for that aforementioned future ?

[Latching onto Mr. Halvorson's ankle, sounds of begging, pleading, whining, and groveling....]

```
__________________________________________________________________
                  |         Internet: VISHART@ubvms.cc.buffalo.edu
Joseph Hart       |     /// Plink   : OSS542
Niagara Falls, NY | \\///  Ham call: WA2SND
                  |  \XX/   FreeNet : af804@freenet.buffalo.edu
                  |     *** AMIGA - Computers for REAL MEN ***
==================================================================
```

Thread 371

-=> RETURN TO CONTENTS!<=-

1.521 MSG-518 Subject: Re: A note from Mr. Mike,

Subject: Re: A note from Mr. Mike,
Date: Monday, 24 July 1995 10:14:20
From: sauvp@citi.doc.ca (Patrick Sauvageau)

Charles Blaquiere <blaq@io.org>:
>(...)
>Anyway, the future is unclear at this
>point: Mike has posted another 4.0 teaser render on CompuServe, showing
>a metaballs-modelled abstract sculpture, along with soft shadows created
>by a new type of light object. <kneeling> Please, please, let these new
>lights work in scanline, not just trace...

Where is it possible to see thoses images ?

Patrick Sauvageau
(sauvp@citi.doc.ca)

Thread 455

-=> RETURN TO CONTENTS!<=-

1.522 MSG-519 Subject: Re: BIG Bug in PC 3.3 ?

Subject: Re: BIG Bug in PC 3.3 ?
Date: Monday, 24 July 1995 10:25:39
From: Vance Schowalter <viking@freenet.edmonton.ab.ca>

On Mon, 24 Jul 1995 SGiff68285@aol.com wrote:

> In a message dated 95-07-23 23:39:12 EDT, tracker@en.com (Jim Shinosky)
> writes:
>
> >You bet I would. But I can't afford it right now and maybe not
> >for a long time since I just bought a house. And that my friends is
> >Imagine's number one strength: It's price/performance ratio.
>
> NewTek doesn't want your money anyways or they would have offered a
> competitive upgrade, and they havent. I have also heard the LightWave
> Windows doesn't offer all of the features of the Amiga version. Not sure if
> this is true. Imagine, side by side comparison with LightWave in most of the
> magazines I have read has always had as many features as LW. I think it
> probably has more with all of the new stuff in 3.3 and just wait till 4.0 you
> are going to love it.
>
> s.g.
>

It's true. Lightwave for Windows does not have the popular and extremely useful ARexx macros that the Amiga version enjoys.

```
******************************************
*    Vance Schowalter >>Image Master<<    *
*                                         *
* Internet: viking@freenet.edmonton.ab.ca *
*                                         *
*     "Affable little snow creature."     *
******************************************
```

Thread 514

-=> RETURN TO CONTENTS!<=-

1.523 MSG-520 Subject: Re[2]: BIG Bug in PC 3.3 ?

```
                Subject: Re[2]: BIG Bug in PC 3.3 ?
Date:    Monday, 24 July 1995 10:29:49
From:    aciolino@rrddts.donnelley.com
```

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

```
>  When I load the object into the action editor
>it references it like this: "term1/objects/ship1.obj".  It doesn't
>qualify it by the main imagine directory;  when working with 3.2 it assumes
>the main directory is IM30, and IM33 if working with version 3.3.  This
>is bad.  I had to go into quite a few actor bars and manually qualify them
>to look in the IM30 directory.  However, the Effects bars could not be
>changed.  I had to delete them and re-add them.  This is also bad.
>
```

It was a MAJOR FLAW in imagine to force the directory structure to be off of one subdirectory. The way it is done now is correct.

The reason: One of my friends and I exchange projects often. But, if he did NOT have the exact same directory name as I, we would have to re-build the WHOLE project. Of course, that doesn't work if you have 300 frames to render, 150 on each machine.

Now, I can give him an archive with the dir. structure, and he can put it in wherever he has his projects at and it'll render fine off of the same project.

Yes, we both have a PROJETS directory under our main Imagine directory. My main dir is at C:\IM33, and his is at C:\IM3. But this works.

-AC

Thread 605

-=> RETURN TO CONTENTS!<=-

1.524 MSG-521 Subject: Books in imagine

```
                Subject: Books in imagine
Date:    Monday, 24 July 1995 10:51:50
From:    Tineke de Jonge <Tineke.deJonge@wldelft.nl>
```

I am new to imagine and searching for titles of good learning books to introduce me to imagine.

Any suggestions are welcome.

Greetings, Tineke de Jonge

Thread 339

-=> RETURN TO CONTENTS!<=-

1.525 MSG-522 Subject: Is Imagine shareware?

```
                Subject: Is Imagine shareware?
Date:    Monday, 24 July 1995 11:24:47
From:    wilkinso@cambridge.scr.slb.com (Simon Wilkinson)
```

Hi there folks.

I'm new to Imagine, although I have used version 2. I'm just wondering, is Imagine a shareware package, and if so can anyone tell how much it costs and point me in the right direction as regards buying it for the PC?

Also, if there are any FAQ's available, could some kind individual please inform me where they are??

Cheers,

Si.

Thread 22

-=> RETURN TO CONTENTS!<=-

1.526 MSG-523 Subject: Re: DCTV to VCR problem

```
                Subject: Re: DCTV to VCR problem
Date:    Monday, 24 July 1995 11:46:04
From:    Mike McCool <mikemcoo@efn.org>


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

Hey TK,

Your problem may be staring you in the face: PAL. I think the VHS video standard is NTSC. Never been to Europe as an adult, so I may we miles off on this one.

As for that output on your A500, greyscale is what you get. Sorry. I nearly flipped when I saw that plug on my 500, and thought, here we go. But alas. (What it taught me was to re-appreciate B & W).

Thread 675

-=> RETURN TO CONTENTS!<=-

1.527 MSG-524 Subject: Re: Memory...

```
                Subject: Re: Memory...
Date:    Monday, 24 July 1995 11:59:09
From:    williamp@triode.apana.org.au


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

> I read somewhere that Ray Tracing in Imagine is limited to a World size of
> 1024x1024x1024.

Not so!This is just the default world size.

> If you go into the stage editor and Multi-Select everything, then use the > Transform function to scale everything down by 50% or more, I'd bet good > money that the objects show up again.

Or like myself and other have suggested setup the globals size bar to 0,0,0 so the world size will fit the objects on the stage.

William

Thread 480

-=> RETURN TO CONTENTS!<=-

1.528 MSG-525 Subject: Re: Scanline and Trace

```
                Subject: Re: Scanline and Trace
Date:    Monday, 24 July 1995 12:59:04
From:    zmievski@herbie.unl.edu (Andrey Zmievskiy)


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

> How about we define a base scene as a benchmark that everyone can render
> for comparison.  This could go in the FAQ for future reference.

Such a test has already been done on Compuserve, and if anyone wants,
I can upload the results to Aminet or post them here.

Andrey



                           Thread          392

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

1.529 MSG-526 Subject: DCTV to VCR problem

```
                Subject: DCTV to VCR problem
Date:    Monday, 24 July 1995 12:59:37
From:    Thomas Krpic-Mocilar <krpic@mibm.ruf.uni-freiburg.de>


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

Hi,

I have bought a DCTV (PAL) from AmigaOberland more than a year ago and only
used it for digitizing (and printing) pictures. I used it on my A3000
without problems.

But when I tried to get a DCTV animation on video tape, I got no result.
I connected the "video out" interface of the DCTV with the "Scart"
interface of a Hitachi VHS-recorder. Although I think the cable was
correct and I did everything right, no (!) picture appeared on the VCR
screen. Has anyone faced similar problems? Is something wrong with the DCTV
unit?

I then tried the same with my old A500 (2.5 meg RAM). The DCTV didn’t
even produce a colour image at all but only greyscale pictures. The
animation recording didn’t work as well. Why is there no colour output on
the A500 (RGB output)?

I would be glad if I received help.

T.K.
```

Thread 615

-=> RETURN TO CONTENTS!<=-

1.530 MSG-527 Subject: Re: Particle Bug in 3.3??!??

Subject: Re: Particle Bug in 3.3??!??
Date: Monday, 24 July 1995 13:19:45
From: Dave Rhodes <dave@darhodes.demon.co.uk>

Hiya Broctune,

> This very weird, I assign particle spheres to an object like a plane and
> the particles look like octohedrons or whatever you call them they do not
> look anything like spheres, can anyone help?

Could it be that you've assigned CSG spheres to the particles, but you're rendering in scanline, and not trace ?

--

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

Thread 617

-=> RETURN TO CONTENTS!<=-

1.531 MSG-528 Subject: Re: Quickie!

Subject: Re: Quickie!
Date: Monday, 24 July 1995 13:41:16
From: Dave Rhodes <dave@darhodes.demon.co.uk>

Hi

> > tear drop shape, just add a regualr sphere with default size, then go to
> > CONFORMATIONS...then pick conform to sphere and just press ok. There
>

> ...and if you use two of these teardrops, rotate them slightly and join
> them next to each other, you have an instant "heart" shape! This is how
>
> Problem is, most people who see this heart shape say, "Oh, a pair of
> buttocks!" %^S

...Bummer ! (sorry)

Also, om a similar theme, if you were to add a primitive cone, using the defaults, (except making the no. of vertical sections about 5) and then conform that to a sphere (with default settings) you get a very good starting point for a shark/fish fin, even with a little curl on the top.

I've had a lot of fun with conforming the primitives, and although the results are sometimes totally unpredictable, I usually end up learning something that I can use somewhere else.

```
--

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

Thread 570

-=> RETURN TO CONTENTS!<=-

1.532 MSG-529 Subject: Re: Slug bumps slide in state saga solved

Subject: Re: Slug bumps slide in state saga solved
Date: Monday, 24 July 1995 14:18:26
From: Dave Rhodes <dave@darhodes.demon.co.uk>

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


>  My only problem here is that if my slug/worm flies by the
> camera too close, the texture loses its illusion of 3d, and
> looks like a flat pattern on the skin.  But hey, back off, and it looks
> cool.                                       ^^^^ ^^^
                                          I'm backing, I'm backing....

> Good luck, fellow sicko.
```

..So do these flying slugs leave vapour trails then ?

```
--

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

Thread 743

-=> RETURN TO CONTENTS!<=-

1.533 MSG-530 Subject: Re: Edge Line

```
                Subject: Re: Edge Line
Date:    Monday, 24 July 1995 14:29:03
From:    Dave Rhodes <dave@darhodes.demon.co.uk>


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

Hi Pantera

> Also another feature which would be nice for Imagine 4.0, is if you
> could specify how detailed you want your fonts to be once you convert
> them from postscript to 3d.  So that if you're doing close ups of a
> letter you won't get the unsmooth edge look.

 Ahhh.. but you can...

  Before you add points, just scale the axis (only) either up or down,
to make either less or more points, edges and faces as necessary.

--

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

Thread 97

-=> RETURN TO CONTENTS!<=-

1.534 MSG-531 Subject: Dare I enter a mathematical discussion?

```
                Subject: Dare I enter a mathematical discussion?
Date:    Monday, 24 July 1995 14:51:18
From:    Drew_Perttula@altabates.com


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


>Exactly.  And one of the great advantages to this "shadow mapping" method is
>that you can blur the map, and give soft shadows!  Not exactly accurate, but a
```

>great cheat! Many high-end (as well as low end) systems use this method.

From the description of these depth maps in an earlier message, I'm not sure I understand how yo are making soft shadows. If you "blur" the map with one of those averaging techniques where each value becomes closer to its neighbors, it seems you would just be damaging your depth map so shadows are assigned improperly. To have soft shadows with the technique that someone summarized in this group, you would take a point on an object, check its distance from each light, compare the distance with the corresponding point on the light's depth map, and then LOOK AROUND THE DEPTH MAP FOR THE 'EDGE' OF A SHADOW to decide whether you are in a region for soft shadows. I don't know how that could work anyway.

Did I misunderstand the idea of depth maps? Please share.

Thread 620

-=> RETURN TO CONTENTS!<=-

1.535 MSG-532 Subject: Booting IBM Imagine

Subject: Booting IBM Imagine
Date: Monday, 24 July 1995 14:55:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

```
-> From: Old_Man <sea_dog@yrkpa.kias.com>->-> After 4 years of Amiga Imagine, I
decided to decrease rendering ti=me-> getting the IBM version. Every time I try
to boot Imagine from the= C>-> prompt, I get "8037 not present and required". I
have tried the re=adm-> file re noems etc.->-> Any ideas will be greatly appreci
atedYou either have a 386 without a math co-processor or a 486sx chip, wh=ichdoe
s not have a coprocessor built-in.   /-------------------------------          _
__   ___  ___   ___  | 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 490

-=> RETURN TO CONTENTS!<=-

1.536 MSG-533 Subject: Re: Metaballs Uncovered

```
                Subject: Re: Metaballs Uncovered
Date:    Monday, 24 July 1995 16:22:31
From:    Gerard Menendez <gpm@netcom.com>
```

On Mon, 24 Jul 1995 Broctune@aol.com wrote:

> Metaballs is a modelling tool and a very good one, you should check out 3d
> artist # 19 I think and they have an article about a product for 3dstudio,
> but still has some good facts
>

This month's Computer Graphics World has a tutorial on making a dinosaur
with metaballs using 3d Studio and the MetaReyes plug-in.

Gerard

Thread 546

-=> RETURN TO CONTENTS!<=-

1.537 MSG-534 Subject: A few Questions

```
                Subject: A few Questions
Date:    Monday, 24 July 1995 17:24:54
From:    pantera@voyager.com
```

---

hi guys if anyone could commet on anY of the comments:

1. The "METABALLS" which is going to be featured in 4.0, how hard is it
to model using this technique, i mean is it alot harder than using the
traditional detail editor tools?

2. I still have questions about the BONES feature, let's say that i had
a "can" object of coke for example. ANd i wanted to make it dance.
Here's a sketch:

```
..........
|||||||||
|||||||||
..........
|||||||||
|||||||||
..........
|||||||||
|||||||||
```

.... (Assume that the can has many more "horizontal sections". Now how could i make it so that when i rotate the top point of the can, that the bottom section would stay intact, and the others would somehow i guess "conform" to the rotation of the top points, so that you get a "bent" can. If anyone understands what i'm talking aboyt, I'd greatly appreciate a small example so i could follow.)

3. I am just kinda curious as to why there are no books (commercial) covering Imagine, and no I'm not talking about "understanding Imagine 2.0" or "THe Imagine COmpanian", I'm talking about new books covering the NEW features of Imagine. With supposedly 50 million users world wide (as the recent ad says in graphics mags) I would surely expect at least a few well written books on the software.

4. Will Imuplse ever feature the famous (overused) lightwave light effects (lensflare, glow, hallow around light) in the upcominng 4.0.

PANTERA
pantera@voyager.com

Thread 603

-=> RETURN TO CONTENTS!<=-

1.538 MSG-535 Subject: BIG Bug in PC 3.3 ?

Subject: BIG Bug in PC 3.3 ?
Date: Monday, 24 July 1995 17:57:29
From: Marc Reinig <72410.77@compuserve.com>

>>

I found with it was that it creates a whole new directory for itself as opposed to placing it within the 3.0 directory like 3.1 and 3.2 did. The reason this causes problems is because Imagine looks for directories to be under the main directory.

>>

Why not either copy all the new Imagine files
and directories to your old directories or copy the project directories to
your new Imagine directory? Then you don't have to do anything in the Action
editor. Windows will do this easily for you, or I think you can use XCOPY in
DOS.

>> Bugs in spot lights with linear

Directional lights also have another bug: they illuminate outside the
directional area. If you use point source, circular, cast shadows, controlled
fall off and SOFTEDGE.ITX, the illuminated area inside the cone will be
correctly lit, but outside the cone will now be lit as if the light was not
directional.

-Marco

Thread 561

-=> RETURN TO CONTENTS!<=-

1.539 MSG-536 Subject: Re: Constraints

Subject: Re: Constraints
Date: Monday, 24 July 1995 18:01:50
From: Valleyview@aol.com

Let's first look at bones. Bones objects are like a family, you start with a parent, then have children, grandchildren, etc.. Any bones object can have any number of children but will have only one parent.

There are two ways to manipulate bones objects, directly (there probably is a better word) or inversely.

When you move an object directly, you're moving from a parent's point of view. Any manipulation to you affects all of your children, grandchildren, etc. In Imagine you do this by picking in group mode any bones axis and manipulating it. This will also move, rotate,etc. any bones objects that are down the family tree from it.

When you work inversely (Inverse Kinematics) you are working from the child point of view and affecting all of the way up the family tree. In Imagine you do this by clicking on the "Constrain" menu item.

For example, take a human like object.
In direct mode click on the thigh "bone". Rotate it and the shin bone and foot bone move with it.
In inverse or constrain mode click on the foot bone. Rotate it and all of the other bones in the body move. This is because you are affecting up the

family tree, and parents always affect down the tree to the other children.

This is where "freeze" comes in.
First click on the hips bone ?:) and click on "freeze" menu item. Check all of the axis in world. This freezes the hips from moving. Now go back, click on "constrain", and move the foot bone. The shin bone and thigh bone move with the foot bone but nothing else. You can also use "freeze" to only limit movement to certain axis. In the above example you could keep the shin bone to move only as a knee would bend. Some programs even allow you to limit movement in an axis to a certain number of degrees or range of movement.

As it seems to me, direct mode is useful to pose a figure or object in an unusual pose or where placement is more on looks then on exactness. Inverse mode is useful to position a piece of an object in a certain place.
For example, use direct mode to position a cheerleader's arms. Use inverse mode to place a person's foot up on a step.

Make sure you watch what mode you are in! Direct mode use pick group mode and inverse mode uses pick object mode.

Any more questions, hollar.

Rick

Thread 28

-=> RETURN TO CONTENTS!<=-

1.540 MSG-537 Subject: Re: BIG Bug in PC 3.3 ?

Subject: Re: BIG Bug in PC 3.3 ?
Date: Monday, 24 July 1995 18:07:14
From: Jim Shinosky <tracker@en.com>

> It is not necessary with the 3.3 installation to install to a directory
> called IM33. When you install it simply type the path of your old directory
> and it will install it there. It will tell you that it will overwrite
> anything in that directory with the same name. I did it and it worked fine.
> I have kept my Imagine directory named Imagine. That way with each new
> version I don't have to worry about projects looking for directories that are
> no longer there.
>
> s.g.

Yes, but had I done that it would have written over alot of my 3.2 stuff and I probably wouldn't have been able to compare the 2 for the major problem I had with the textures.

Thread 502

-=> RETURN TO CONTENTS!<=-

1.541 MSG-538 Subject: Re: Edge Line

```
                Subject: Re: Edge Line
Date:    Monday, 24 July 1995 18:25:00
From:    datctva@primenet.com (DThompson)


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

At 02:44 PM 7/23/95 +0500, pantera@voyager.com wrote:
>could someone please explain the three different "edge line" features in
>Imagine 3.2?  could someone please tell me how to use them and what they
>are for?
>
>
>Also another feature which would be nice for Imagine 4.0, is if you
>could specify how detailed you want your fonts to be once you convert
>them from postscript to 3d.  So that if you're doing close ups of a
>letter you won't get the unsmooth edge look.



Scale the axis of your spline object. The larger you make it, the more detail.

>
>PANTERA
>pantera@voyager.com
>
>
>
>
```

Thread 591

-=> RETURN TO CONTENTS!<=-

1.542 MSG-539 Subject: Re: A note from Mr. Mike

```
                Subject: Re: A note from Mr. Mike
Date:    Monday, 24 July 1995 18:25:31
From:    craigh@fa.disney.com
```

On Jul 22, 3:45pm, imagine-relay@email.sp.paramax.com wrote:
>

> Scanline shadows are made by making a "depth" map for each light. The depth
> map is just an array of distances from the light. when the scanline starts
> for each pixel the distance from a light is calculated then checked against
> the value in the map. If the value is greater then the value in the map then
> that point is shadowed.

Exactly. And one of the great advantages to this "shadow mapping" method is that you can blur the map, and give soft shadows! Not exactly accurate, but a great cheat! Many high-end (as well as low end) systems use this method.

It seems that if "budget" buyers were being catered to, so they wouldn’t have to

buy more RAM for shadow mapping, then they shouldn’t be told to buy new machines

to be able to raytrace.

Anyway, this "debate" is getting out of hand. There is too much name-calling and too little listening. What is wrong with Imagine users wanting some of the advantages of other systems?

Craig

--

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

Thread 340

-=> RETURN TO CONTENTS!<=-

1.543 MSG-540 Subject: Re: Virtual Memory

Subject: Re: Virtual Memory
Date: Monday, 24 July 1995 18:46:15
From: Damon LaCaille <nomad@aloha.net>

On Mon, 24 Jul 1995, Vance Schowalter wrote:

> The reason I'm asking is, I do have virtual memory (VMM) and I use
> brushmaps for a good deal of detailing. I just wanted to see if it would
> be worthwhile for me to upload any models I may make in the future which
> requires alot of memory to render.
>

I might as well reply to this message than create a new message. Does anybody know if Gigamem works very well w/ Imagine? I wanted to render a few objects, but most of them require at least 12-14 megs, and I unfortunately only have 10. And by the way, how much is Gigamem? And yet one more question put to you, how much is the PC version of Imagine?

Thanks a bunch!
Damon

Thread 721

-=> RETURN TO CONTENTS!<=-

1.544 MSG-541 Subject: Re: DCTV to VCR problem

Subject: Re: DCTV to VCR problem
Date: Monday, 24 July 1995 19:04:55
From: Vance Schowalter <viking@freenet.edmonton.ab.ca>

On Mon, 24 Jul 1995, Mike McCool wrote:

> Hey TK,
>
> Your problem may be staring you in the face: PAL. I think the
> VHS video standard is NTSC. Never been to Europe as an adult, so I may
> we miles off on this one.

Sorry. VHS can be used with NTSC and PAL. PAL Amiga users must use PAL video recorders to tape their work.

>
> As for that output on your A500, greyscale is what you get.
> Sorry. I nearly flipped when I saw that plug on my 500, and thought,
> here we go. But alas. (What it taught me was to re-appreciate B & W).
>

CBM used to produce RF modulators for the A500's, which had an optional RCA video-out jack. The output quality isn't as good as the A1200's video out, but it's better than nothing. There were (are?) some 3rd party products of a similar nature for people who didn't want or need genlocks.

```
*****************************************
*    Vance Schowalter >>Image Master<<    *
*                                         *
* Internet: viking@freenet.edmonton.ab.ca *
*                                         *
*     "Affable little snow creature."     *
*****************************************
```

Thread 665

-=> RETURN TO CONTENTS!<=-

1.545 MSG-542 Subject: Virtual Memory

Subject: Virtual Memory
Date: Monday, 24 July 1995 19:13:13
From: Vance Schowalter <viking@freenet.edmonton.ab.ca>

How many of Amiga and PC Imagine users here have virtual memory available for Imagine?

The reason I'm asking is, I do have virtual memory (VMM) and I use brushmaps for a good deal of detailing. I just wanted to see if it would be worthwhile for me to upload any models I may make in the future which requires alot of memory to render.

The files would be uploaded to AmiNet's Imagine section.

```
*****************************************
*    Vance Schowalter >>Image Master<<    *
*                                         *
* Internet: viking@freenet.edmonton.ab.ca *
*                                         *
*     "Affable little snow creature."     *
*****************************************
```

Thread 756

-=> RETURN TO CONTENTS!<=-

1.546 MSG-543 Subject: Re: Memory ...

Subject: Re: Memory ...
Date: Monday, 24 July 1995 19:57:42
From: yrod@ozemail.com.au

Hi Mike McCool,
You replied to Perry’s orig. post about letters droping off his traced anim.
I had a similar problem recently, and asked the IML about it. World size
seem to be the problem, but when I checked the size was 0,0,0. But
something I did notice was that the size bar for the Global actor was
only on the first frame. Should the size bar for the Global actor be
changed to cover every frame?

Rod Macey: yrod@ozemail.com.au - Pre-press/Graphic Designer
Home: A2000/30 FPU 4MB RAM [soon to be 12 8-)] Imagine 3.0
Work: Power Macs, Sun Sparc & Pee Cees too.
"Sometimes the hard way is the only way!"

Thread 420

-=> RETURN TO CONTENTS!<=-

1.547 MSG-544 Subject: Planet lighting continued

Subject: Planet lighting continued
Date: Monday, 24 July 1995 20:37:30
From: spencer@lowell.edu (John R. Spencer)

I have also run into problems with planetary lighting not looking
right, and I think the problem is not because of soft shadows or
atmospheric refraction or anything, it’s because the way real planets
scatter light is more complicated than the model used in Imagine.
I suspect that Imagine uses what astronomers call "Lambertian
scattering", which means that the brightness of a surface is proportional
to the cosine of the angle between the lightsource and the direction
perpendicular to the surface, and is independent of the viewing
angle.

Real surfaces, especially rough solid surfaces like the Moon’s, don’t behave like this: for instance they tend to reflect light back preferentially in the direction of the lightsource so they look brighter when seen from that direction. Similar effects cause the full moon to look like a perfectly flat disk, whereas if you tried to render the full moon in Imagine, looking at it from the same direction as the lightsource, it would be much darker at the edges than in the center.

To make realistically-illuminated planets without ad-hoc workarounds would require an algorithmic texture that mimicked the anisotropic way that real surfaces scatter light. Shouldn't be too hard, as the "Fakely" texture does something like this. You would need to code up a Minnaert function or something similar- I could look up the equations for anyone who wanted to try this.

For most purposes, the difference between the Lambert shading that Imagine probably uses, and a more realistic Minnaert function, would be too subtle to worry about. But I'm an astronomer, so I worry about this stuff...

End of photometry lecture!

John Spencer
Lowell Observatory

Thread 320

-=> RETURN TO CONTENTS!<=-

1.548 MSG-545 Subject: Global fog disappears in 3.3?

Subject: Global fog disappears in 3.3?
Date: Monday, 24 July 1995 20:52:36
From: Thomas Gaiser <thomas.gaiser@uni-tuebingen.de>

Hi Imagineers,
after upgrading to PC Version 3.3 fog from "Globals" seems to disappear randomly, in quickrender (stage) and in the project editor. E.g. I made a small animation (20 frames) and I got 19 pics with and 1 frame without fog. Did this happen to anybody else? And: Is there a workaround?
Greetings,
Thomas

Thread 588

-=> RETURN TO CONTENTS!<=-

1.549 MSG-546 Subject: Re: Metaballs Uncovered

```
                Subject: Re: Metaballs Uncovered
Date:    Monday, 24 July 1995 20:54:18
From:    Broctune@aol.com


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

Metaballs is a modelling tool and a very good one, you should check out 3d
artist # 19 I think and they have an article about a product for 3dstudio,
but still has some good facts
```

Thread 875

-=> RETURN TO CONTENTS!<=-

1.550 MSG-547 Subject: Re: A few Imagine questions

```
                Subject: Re: A few Imagine questions
Date:    Monday, 24 July 1995 20:54:53
From:    Damon LaCaille <nomad@aloha.net>


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



On Tue, 25 Jul 1995, David Nix wrote:

> Damon-
>
> My guess, and its only that, is that you are using the default render
> settings, which I think are HAM 320 x 240 or something like that.
>
> You can go into the Preferences editor and change the setting to IFF-24 bit
> and 640 x 480 (or better, depending on your display card).
>
> Hope this helps
>
> Dave
>

Thanks Dave! Yeah you were right. Since I'm still new to Imagine I hope
y'all can forgive a simple (but obvious) mistake. I'm trying hard to look
through the FAQs for answers to my questions, but most of them are beyond
me anyways right now, and until I can reach a higher level of
understanding with it, it's just a matter of playing around with it.

And FYI, I changed my mode settings for final rendering to be 24-bit
ILBM, 640x400 Trace  (whew, what a difference!)  Then I took it to work
and displayed it on the 486 there w/ a nice graphics card. Wow, even
```

better! I think I may be needin' to purchase a good video card soon. Any recommendations anyone? I don't have one yet, but am thinking about spending about $200-$300 for a used one if all works well with the finances (we'll see). I've heard bad things about Opal (even from this mailing list) and also see lots of Retina Z2's going for about $200 or so, now this could be good or bad!

Damon

Thread 534

-=> RETURN TO CONTENTS!<=-

1.551 MSG-548 Subject: DOF?!

Subject: DOF?!
Date: Monday, 24 July 1995 21:04:48
From: Granberg Tom <tom.granberg@TV2.no>

Hi!
Can somone please forward the erlier, real enlightnig post about how to use DOF!

Silly me got the mail wet, and it sliped of my cursor and down the memory drain....Never saw it agin......Yaaaaaaaarrrrgh!?

Pleaaaaase!

Tom Renderbrandt Granberg

Thread 124

-=> RETURN TO CONTENTS!<=-

1.552 MSG-549 Subject: Re: Opalvision anyone

Subject: Re: Opalvision anyone
Date: Monday, 24 July 1995 21:41:43
From: Scott F Tracy <sftracy@winternet.com>

>

```
>
>      anyone else using Opalvision out there? I hear about Imagine 3.3
>      supporting other screen modes with 256 colors on the Retina, I believe
>      it was. Did Impulse continue to support Opalvision?
>
```

Yes still works with the Opal. But its just for rendering you can't
run imagine screens on the Opal and play with the textureplayground.

Thread 444

-=> RETURN TO CONTENTS!<=-

1.553 MSG-550 Subject: Re: Slug bumps slide in state saga solved

Subject: Re: Slug bumps slide in state saga solved
Date: Monday, 24 July 1995 21:46:10
From: Mike McCool <mikemcoo@efn.org>

>   ..So do these flying slugs leave vapour trails then ?
>

More like frozen slime crystals. If they're flying high enough, their
effect is similar to the rainbow effect around the sun and moon caused by
stratospheric ice.

Thread 529

-=> RETURN TO CONTENTS!<=-

1.554 MSG-551 Subject: Upgrade paths

Subject: Upgrade paths
Date: Monday, 24 July 1995 21:47:51
From: gareth.qually@tinder.iaccess.za (Gareth Qually)

I have just ordered the Amiga to PC crossgrade. Has anyone else done
this? What I want to know is did they give you the most recent version?
I also want to know if the crossgrade puts you on the update program
(and does that last untill V4?)?

Sorry if it been talked about before. Could you reply to my address,

```
since I am having a problem recieving the iml.

Thanks, Chow...

gareth.qually@tinder.iafrica.com

p.s. Has any of you used or own the PC version of Imagemaster R/T (It is
called WinImages R3)? What is it like? Is it as good as the Amiga
version? What do they use for scripting if Arexx is not there?
```

Thread 632

-=> RETURN TO CONTENTS!<=-

1.555 MSG-552 Subject: Re: Particle Bug in 3.3??!??

```
                Subject: Re: Particle Bug in 3.3??!??
Date:    Monday, 24 July 1995 22:15:38
From:    Dave Rhodes <dave@darhodes.demon.co.uk>


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

In-Reply-To: <950722145136_120606425@aol.com>
Organization: Personal
X-MailViewer: Mail 1.15

Hiya Broctune,

>  This very weird, I assign particle spheres  to an object like a plane and
> the particles look like  octohedrons or whatever you call them they do not
> look anything like spheres, can anyone help?

  Could it be that you've assigned CSG spheres to the particles, but you're
rendering in scanline, and not trace ?



--

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

Thread 527

-=> RETURN TO CONTENTS!<=-

1.556 MSG-553 Subject: Re: Scanline and Trace

```
                Subject: Re: Scanline and Trace
Date:    Monday, 24 July 1995 22:27:42
From:    Dave Rhodes <dave@darhodes.demon.co.uk>


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

> > How about we define a base scene as a benchmark that everyone can render
> > for comparison.  This could go in the FAQ for future reference.

  I think this is a great idea. I also think it would be nice to have some
kind of standard Imagine directory configuration, so that we could swap
projects with each other, (or even just staging files) instead of trying
to describe a complex process in words. It would possibly take up less
space, in some cases. Lots of problems with different versions though.?

> Such a test has already been done on Compuserve, and if anyone wants,
> I can upload the results to Aminet or post them here.
                              ^^^^^^
                            Yes please.

    ...Boy are some of us missing out....
  It also seems that Impulse (Mike H. anyway) are very active on Compuserve,
posting FLC's of new features, list of things to come etc. etc.

 I'm starting to get paranoid about this....

    Do you think they're talking about us now ?  ....


--

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

Thread 611

-=> RETURN TO CONTENTS!<=-

1.557 MSG-554 Subject: Re: Looping Textures

```
                Subject: Re: Looping Textures
Date:    Monday, 24 July 1995 22:57:15
From:    Charles Blaquiere <blaq@io.org>


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

On Mon, 24 Jul 1995, Dave Rhodes wrote:
```

> Hi Charles
>
> You replied on the IML to this guy about looping textures with a time attribute, but I'm all confused by your reply to him !....
>
> I've read a good tutorial somewhere (duh.. I forget..) which boils down to making the time value morph to no-of-frames-1/no-of-frames.
>
> i.e. for his 60 frames of sea anim, he would have frame 1 at time=0
>
> and frame 60 at time=0.9833333333 etc (!), and this would loop as near as dammit perfectly.
> Are we talking about the same things here, or am I on a different planet ? !! (one with different sea , presumably ;+))
>
> Sorry if I'm wasting your time...

(After finishing this reply, I realized that it was long and informative, and shold be posted to the List instead. I hope you don't take umbrage at my including your _private_ comments; they should be innocuous enough)

What you're describing applies to cyclical parameters, the most basic being alignment, where the position at 360 degrees is THE SAME as the one at 0 degrees. This means that morphing from 0 to 360 degrees would cause the animation to stutter, since the rotating object would appear the same at frames 1 and 60. This is why someone would not morph to 360 degrees at frame 60, but 360 degrees at a virtual "frame 61", which happens to be frame 1 when the looping animation is played back. Since the morph would rotate the object 360 degrees over 60 frames (from 1 to 61), from 1 to 60 the object would rotate at the same rate, but over 59 frames instead. Thus, the rotation at frame 60 would be 360 * (59/60).

This is the basic reasoning behind morphing parameters where the last frame would look exactly the same as the first. With such textures as fractal noise, the appearance at time=1 is quite different from that at time=0; you can't loop these textures, since they're not based on some repeating feature, like the 360-degree period of a rotation or some sine-based function.

In that case, the only thing to do is to create a cross-fade between two textures, ensuring that on the last frame (*), the appearance of the object would be the same as on the first frame. If texture A morphs from time = -1 to time = 0, and texture B morphs from 0 to 1, AND you cross-fade from "texture B fully visible" to "texture B fully invisible", you can see that on the first frame, all you see is a texture (B) using time = 0, and on the last frame you see... a texture (A) using time = 0. The ends match, and the sequence loops smoothly.

(*) of course, to prevent stuttering, "the last frame" actually means "the frame after the REAL last frame". To do this, I have a habit of defining an extra frame in Action, for example "Max. frame" = 61 when doing a 60-frame animation; I render only frames 1 through 60, even though some Action editor bars stretch to frame 61. (In the rotation example above, this would avoid having to enter a clumsy 354 degrees)

Thread 724

-=> RETURN TO CONTENTS!<=-

1.558 MSG-555 Subject: Re: Professional vs. ?Amateur

```
                Subject: Re: Professional vs. ?Amateur
Date:    Monday, 24 July 1995 23:17:24
From:    Kent Marshall Worley <mumu@america.net>
```

The Mighty Morphin Power Rangers looked raytraced to me!

Thread 612

-=> RETURN TO CONTENTS!<=-

1.559 MSG-556 Subject: Re: 3.3 maps

```
                Subject: Re: 3.3 maps
Date:    Tuesday, 25 July 1995 00:15:52
From:    ALANULL@aol.com
```

I am in second heaven with the new specularity map, I just made a Enterprise 1701 using a color map, a specularity map and a brightness map. If you keep your lighting down in the image, you see individual panels showing with different levels of specularity, and the lights are wonderful with brightness map. I still have some problems getting some new maps to show, I think there are special settings you need for each map in the main attributes section. Question, has anybody used Imagine with Win95, and if so, can it just be another application running in a window? One of my biggest gripes is going back and forth to windows to modify a texture.

Thread 614

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1.560 MSG-557 Subject: Re: 3.3 maps

```
                Subject: Re: 3.3 maps
Date:    Tuesday, 25 July 1995 01:55:13
From:    Charles Blaquiere <blaq@io.org>


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

> From: ALANULL@aol.com
>
> I am in second heaven with the new specularity map, I just made a
> Enterprise 1701 using a color map, a specularity map and a brightness
> map.  If you keep your lighting down in the image, you see individual
> panels showing with different levels of specularity,

Yep, until 3.3, Lightwave offered hardness mapping but not Imagine, so I
felt pangs of envy every time I watched Babylon 5.

>  Question, has anybody used Imagine with Win95, and if so, can it just be
> another application running in a window?  One of my biggest gripes is
> going back and forth to windows to modify a texture.

Yes, it can be done:

------------------------------------------------------------
#: 13610 S9/Imagine Users Group
    15-Jun-95  02:50:22
Sb: #13595-#Imagine under Win 95
Fm: Mike Reid 73727,1143


                           Thread          626

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

1.561 MSG-558 Subject: Re: A note from Mr. Mike,

```
                Subject: Re: A note from Mr. Mike,
Date:    Tuesday, 25 July 1995 01:58:35
From:    Charles Blaquiere <blaq@io.org>


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

> From: Patrick Sauvageau <sauvp@citi.doc.ca>
>
> >point: Mike has posted another 4.0 teaser render on CompuServe, showing
> >a metaballs-modelled abstract sculpture, along with soft shadows created
>
> Where is it possible to see thoses images ?

I’m uploading it to Aminet, probably tomorrow if I can get through.
It’ll be named AlienArt.jpg, and should be under gfx/3d.
```

Thread 539

-=> RETURN TO CONTENTS!<=-

1.562 MSG-559 Subject: Re: Opalvision anyone

Subject: Re: Opalvision anyone
Date: Tuesday, 25 July 1995 02:05:54
From: greggh@slip4.odyssey.apana.org.au (Gregory Helleren)

Hi Drew_Perttula (Drew_Perttula), in <9506248065.AA806598178@ccsmtp.altabates.com> on Jul 24 you wrote:

> anyone else using Opalvision out there? I hear about Imagine 3.3
> supporting other screen modes with 256 colors on the Retina, I believe
> it was. Did Impulse continue to support Opalvision?

Yes, Impulse have continued the Firecracker/Opal options for quick rendering. Of course you need to be running Imagine 2.x/3.x in a PAL/NTSC compatible mode since Imagine (like many other apps) doesn't seem to be clever enough to open such a screen *before* engaing the opal card.

You query gave the impression that you want to use Opal in a 256 colour Workbench emulation mode. This are currently no drivers available to achieve this, and even if they were, the Opal board is far too slow for this purpose.

Love Peace and Snacks
Gregg

```
--
+-------------------------------------------///\/\/\_Amiga Technologies_/\/\+
  Gregory Helleren      AMIGA is REBORN  /// Lecturer Information Technology
  Developer - LaseRage                  ///  SEMC TAFE Western Australia
  Ferndale W.A. Australia  ___/\___/\\///   greggh@odyssey.apana.org.au
  CBMNET:greggh@laserage.adsp.sub.org\XX/    greggh@laserage.DIALix.oz.au
+---------------------------------------------------------------------------+
```

Thread 549

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1.563 MSG-560 Subject: An old challenge - How are diamonds done ?

Subject: An old challenge - How are diamonds done ?
Date: Tuesday, 25 July 1995 02:10:51
From: Charles Blaquiere <blaq@io.org>

> From: JOSEPH F. HART <VISHART@ubvms.cc.buffalo.edu>
>
> Has anyone ever found a good way to make a reasonably transparent
> diamond with the proper refractive effects at an index of 2.42 ?
>
> Solid diamonds lose most of their transparency for no apparent
> reason, and appear largely black.
>
> There is no black anywhere in the environment.

I assume your are ray-tracing, of course. If parts of highly-refractive objects appear black, it's often because Imagine's Resolve Depth has been exceeded for those pixels, in which case Imagine throws its hands up in the air and colors them black. Try doubling your RDSP Preferences parameter, then re-render the same image and eyeball the old and new images. If the new images shows less black areas, you're on the right track, and can keep bumping RDSP up until the problem has disappeared. The fact that you say no black exists in the environment, strongly suggests that RDSP is the culprit.

Thread 516

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1.564 MSG-561 Subject: BIG Bug in PC 3.3 ?

Subject: BIG Bug in PC 3.3 ?
Date: Tuesday, 25 July 1995 02:25:31
From: Charles Blaquiere <blaq@io.org>

> From: Jim Shinosky <tracker@en.com>
>
> reason this causes problems is because Imagine looks for directories to be
> under the main directory. For instance if you are working with 3.2 on the
> PC your main directory will be "IM30" and projects will have
> subdirectories under that. When I work with a project, say "Term1", I
> also create an objects directory under that. When I load the object
> into the action editor it references it like this:
> "term1/objects/ship1.obj". It doesn't qualify it by the main imagine
> directory; when working with 3.2 it assumes the main directory is
> IM30, and IM33 if working with version 3.3. This is bad. I had to

> go into quite a few actor bars and manually qualify them to look in
> the IM30 directory. However, the Effects bars could not be changed.
> I had to delete them and re-add them. This is also bad.

Yes, Imagine by default uses relative references, starting in the current directory. The solution to your problem is so simple: if you want to use one of your old projects in 3.3, simply move the entire project subdirectory tree from \IM30 to \IM33. All your Action editor bars will work without a hitch. So, whassa problem?

> But wait! There's more! That isn't even the reason I'm writing this
> stupid post. Here's the REAL BUG:
>
> The spotlights seem to lose the linear texture so that they no longer fade
> out at the ends and the mountain object turns bright and almost white.
> It's as if Imagine used my image map as a color map and as a bright
> map and something else to make it look more white. It's very strange and
> very frustrating especially when it works in the detail editor. Just to
> make sure I went back to version 3.2 to check on it in the project
> editor and it's fine. Anyone else have any problems like this?
> Anyone have any solutions?

I wonder if your texture/brush axes somehow got scaled down to zero. Presumably, your mountain object has the default attributes, all-white, which would show if the "mountainy" brushmap has shrunk down to nothing. Similarly, a Linear texture scaled down to zero, depending on its position, might seem to disappear.

> Also, I wanted to say a few things about all the hubbub going on about
> people not being happy with Imagine: All of you professionals, so-called
> professionals, and amateurs(which includes me) who sit there and gripe
> about Imagine not being proessional enough for you, just look at the
> price tag and come out of your dreamland already.

I agree, and I think many of us do take price into account. And even though Imagine is the price leader, the 3-D field is very competitive, and today's star program can easily become yesterday's leftovers, if it doesn't keep up. The fact remains that shadows, especially soft shadows, are an important component of any computer-generated imagery. If your client ever notices the lack of shadows in your work, they'll demand them -- and if you can't deliver, strike one client from your list. There are precious few members in my local Amiga animators group who use Imagine.

Thread 575

-=> RETURN TO CONTENTS!<=-

1.565 MSG-562 Subject: Dare I enter a mathematical discussion?

Subject: Dare I enter a mathematical discussion?
Date: Tuesday, 25 July 1995 02:34:10

From: Charles Blaquiere <blaq@io.org>

> From: Drew_Perttula@altabates.com
>
> From the description of these depth maps in an earlier message, I'm
> not sure I understand how yo are making soft shadows. If you "blur"
> the map with one of those averaging techniques where each value
> becomes closer to its neighbors, it seems you would just be damaging
> your depth map so shadows are assigned improperly.

I agree, this is what I also intuit would happen. However, what if you supersampled a circular area of the shadow map, say 5 pixels in diameter, and counted the ratio of shadowed/unshadowed pixels? You could then modulate the received shadow accordingly. No, wait, that's no good either -- you'd get one of a few possible discrete values, resulting in banding and/or pixelization in the soft shadows.

Drat. And I thought I was doing so well.

(My metaballs explanation is wrong too, by the way)

Thread 531

-=> RETURN TO CONTENTS!<=-

1.566 MSG-563 Subject: Edge Line

Subject: Edge Line
Date: Tuesday, 25 July 1995 02:36:49
From: Charles Blaquiere <blaq@io.org>

> From: pantera@voyager.com
>
> Also another feature which would be nice for Imagine 4.0, is if you
> could specify how detailed you want your fonts to be once you convert
> them from postscript to 3d. So that if you're doing close ups of a
> letter you won't get the unsmooth edge look.

Pantera, that's in the Imagine manual. To get more/less points when converting from a Postscript outline to a full-fledged Imagine object, scale the axes before clicking on Add Points.

Thread 471

-=> RETURN TO CONTENTS!<=-

1.567 MSG-564 Subject: Essence + 2.0

Subject: Essence + 2.0
Date: Tuesday, 25 July 1995 02:38:13
From: Charles Blaquiere <blaq@io.org>

> From: Robert Whitaker <robert@cs-bbs.manawatu.gen.nz>
>
> Hi there, I was wondering in Essence 1 is compatable with Imagine 2.0.

Heck, Essence is compatible with everything all the way back to Turbo Silver!

Thread 498

-=> RETURN TO CONTENTS!<=-

1.568 MSG-565 Subject: Re: Impulse & IML (Long message!)

Subject: Re: Impulse & IML (Long message!)
Date: Tuesday, 25 July 1995 02:44:03
From: Charles Blaquiere <blaq@io.org>

> From: SGiff68285@aol.com
>
> I think the reason for this is that Imagine is so cheap that many
> people can use it and it is available to users who may still be in
> their teens and not very mature. I think a lot of the "whining" posts
> reflect the immaturity of a small portion of Imagine users.

I also have the same hunch. You know, when Mike acts as the Ogre From Hell, he’s sometimes had to fight irrational teenagers all morning, I’m sure. (Katie Ka-Boom, anyone? B^) A lot of us would get testy when faced with Imagine’s constituency.

Thread 438

-=> RETURN TO CONTENTS!<=-

1.569 MSG-566 Subject: Re: Memory ...

```
                Subject: Re: Memory ...
Date:    Tuesday, 25 July 1995 02:47:26
From:    Charles Blaquiere <blaq@io.org>
```

> From: yrod@ozemail.com.au
>
> something I did notice was that the size bar for the Global actor was
> only on the first frame. Should the size bar for the Global actor be
> changed to cover every frame?

I don’t think so. One of the guiding principles of Imagine is: if an Action bar (other than Actor) ends at a certain point, its last value remains for the rest of the animation.

I’ve never seen this fail. Has anyone had a different experience?

Thread 637

-=> RETURN TO CONTENTS!<=-

1.570 MSG-567 Subject: Re: Memory...

```
                Subject: Re: Memory...
Date:    Tuesday, 25 July 1995 02:51:32
From:    Charles Blaquiere <blaq@io.org>
```

> From: Matt Kropp <cmkropp@cts.com>
>
> I read somewhere that Ray Tracing in Imagine is limited to a World size of
> 1024x1024x1024.

It depends on which version of Imagine you own. Early versions, until 2.0 I guess, had the default world size set to 1024. Then, starting at 2.9 I believe, the default was changed to zero, allowing Imagine to auto-size the world on every frame.

This setting is found in the Action editor’s Globals Size bar, by the way.

> If you go into the stage editor and Multi-Select everything, then use the
> Transform function to scale everything down by 50% or more, I’d bet good

> money that the objects show up again.

....but your render times will increase. I believe Imagine splits the world into eights, repeatedly, until it reaches the octree depth specified in Preferences. This helps segregate points into separate areas. The smaller your scene, the more points will be concentrated in fewer octree regions, and the longer your renders. It's an old Imagine tip: scale up everything in your scene (objects, lights, camera, everything). The view will seem the same, but your renders will be faster.

Thread 599

-=> RETURN TO CONTENTS!<=-

1.571 MSG-568 Subject: Metaballs Uncovered

Subject: Metaballs Uncovered
Date: Tuesday, 25 July 1995 02:55:26
From: Charles Blaquiere <blaq@io.org>

> From: Mike Vandersommen <mike.vandersommen@caddy.uu.silcom.com>
>
> -> From: Charles Blaquiere <blaq@io.org>
> ->
> -> <erroneous description omitted>
>
> So are Metaballs more of an animation tool than a modelling tool?
> ..or both?

They're a modelling tool, but nothing in the Contract With America prevents companies from allowing metaballs as an animation tool.

> Other than globs of free floating blood, what are some other examples of
> what they are good for? (...sounds interesting..)

Ummm, globs of free-floating saliva? (ewwww)

Thread 486

-=> RETURN TO CONTENTS!<=-

1.572 MSG-569 Subject: Re: Metaballs (was: Imagine 4.0?)

Subject: Re: Metaballs (was: Imagine 4.0?)
Date: Tuesday, 25 July 1995 02:59:12
From: SGiff68285@aol.com

In a message dated 95-07-24 03:46:15 EDT, you write:

>But metaballs apparently have much greater potential than that!
>I am looking at the back of the current issue of _3D Artist_, and
>there is an ad for MetaREYES, a metaball modeling program for
>_3D Studio_. It shows two pairs of "before and after" pictures--
>one of a Tyrannosaurus rex and one of a female torso. The "before"
>shows these two objects constructed by balls; the "after" shows the
>result after the "skin" has been generated from the balls...WOW!
>The woman's torso looks like it's straight out of _Grey's Anatomy_
>and the T. rex looks like it's straight out of _Jurassic Park_!
>If these demo pictures are for real, 3D splines eat your heart out!!!

If you have used the shareware version of WinBlob which is essentially a Metaballs modeler. You will find that it is not easy at all to create shapes like the ones you saw on the back of 3D Artist. Placing the right size balls in the right place is no easy task. It's trial and error like everything else. If Impulse implements the metaballs modeler in such a way that you can see the balls shaded as you move them it should make it much easier than WinBlob however. Like anything else it is just a tool to aid in making modeling easier. Don't get me wrong. I am very excited about them, I'm just saying it's no panacea, and I still would like to have a spline modeler in a future version of Imagine. There are uses for splines that Metablobs are inadequate for. Just my .02, thanks.

stephen g.

Thread 568

-=> RETURN TO CONTENTS!<=-

1.573 MSG-570 Subject: Re: Quickie!

Subject: Re: Quickie!
Date: Tuesday, 25 July 1995 03:03:55
From: Charles Blaquiere <blaq@io.org>

> From: Dave Rhodes <dave@darhodes.demon.co.uk>
>
> Also, om a similar theme, if you were to add a primitive cone, using the
> defaults, (except making the no. of vertical sections about 5) and then
> conform that to a sphere (with default settings) you get a very good

> starting point for a shark/fish fin, even with a little curl on the top.

Yet another quickie to add to my collection! I’m up to a dozen so far.

> I’ve had a lot of fun with conforming the primitives, and although the
> results are sometimes totally unpredictable, I usually end up learning
> something that I can use somewhere else.

Do you, or anyone else, care to share some of the more useful discoveries?

Thread 619

-=> RETURN TO CONTENTS!<=-

1.574 MSG-571 Subject: Re: Scanline and Trace

Subject: Re: Scanline and Trace
Date: Tuesday, 25 July 1995 03:06:24
From: Charles Blaquiere <blaq@io.org>

> From: Robert Byrne <rbyrne@3dform.edex.edu.au>
>
> How about we define a base scene as a benchmark that everyone can render
> for comparison. This could go in the FAQ for future reference.

Someone finally did this on CompuServe, after years of online idle speculation. The results floored me. A Pentium machine rendered

TWENTY-FIVE

times as fast as my 25 MHz Amiga 3000! I was in shock for days.

P.S. When he publishes the results, I’ll post a copy on the List.

Thread 496

-=> RETURN TO CONTENTS!<=-

1.575 MSG-572 Subject: Re: Mr. Mike H

Subject: Re: Mr. Mike H
Date: Tuesday, 25 July 1995 03:12:42
From: SGiff68285@aol.com

In a message dated 95-07-24 05:27:17 EDT, cmkropp@cts.com (Matt Kropp) writes:

>I always got the impression that Impulse was being run by a bunch of high
>school students with no business or social skills. Have any of you ever had
>the misfortune of trying to read the Imagine 2.0 manual? Whoever wrote that
>must have ditched a lot of high school english classes.

Let me see, I wonder how many people would go out and buy a 3D program written by a bunch of English teachers. Conversly, I don't see why anyone should expect a bunch of Programmers to be experts in writing either. The manual in 2.0 was difficult to digest I must admit. However, they did make a good effort on 3.0 but when you have a list of Imagine experts like on this one who needs a manual.

s.g.

Thread 579

-=> RETURN TO CONTENTS!<=-

1.576 MSG-573 Subject: Pentium chips, chips and salsa

Subject: Pentium chips, chips and salsa
Date: Tuesday, 25 July 1995 03:21:00
From: w.graham6@genie.geis.com

After getting 3.3, and playing with it on the old Amiga, I can no longer bear the comparable slow rendering times, even with my pp&s 040. While shopping today, I've noticed that the 133mhz Pentiums are for sale and on the shelves. I know from direct rendering comparisons that an average raytrace on a 90mhz Pentium is approx. 4.8 times as fast as my machine, reason enough to change platforms. I would like any advice from anyone with direct experience with the newer, faster Pentiums, and from anyone with hardware/software solutions for networking PCs and Amigas. Please do not consider this the opening round for a platform "war" (stupid term, really). I'm going to keep my amiga(s), but there is no denying the rendering speed increase. Please reply to me directly at w.graham6@genie.geis.com
Any help is appreciated............Bill Graham

Thread 600

-=> RETURN TO CONTENTS!<=-

1.577 MSG-574 Subject: Re: Mike H.

```
                Subject: Re: Mike H.
Date:    Tuesday, 25 July 1995 03:21:43
From:    SGiff68285@aol.com


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

In a message dated 95-07-24 11:29:56 EDT, viking@freenet.edmonton.ab.ca
(Vance Schowalter) writes:

>I'm currently receiving private e-mail from Mike Halvorson, who is
>basically questioning my emotional stability for dariing to say that I
>didn't receive good tech support. As he wrote on, his style reminded me
>very much of the person I had spoken to. Some are simply saying that it's
>been Mike all along, with his famous barbwire personality.

While I don't disagree that you and others may have had problems relating to
Impulse in the past, I can't really give an objective opinion since I have
not heard any of the conversations.  However, I will say that several people
have posted messages saying things similar to what you are saying.  I have
also heard a lot of people saying that they recieved E-mail shortly
thereafter from Mike H.  If Mike H. doesn't really care about Impulse's image
and public relations, then why does he spend so much time listening and
replying to you and other people's complaints.  It would seem that an
uncaring unprofessional person would not even give you the time of day much
less take the time to read this list to see what Imagine users are saying.
 Does the President of Newtek or any other 3D progam take the time to E-Mail
it's user base.  I seriously doubt it.

s.g.



                           Thread          587

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

1.578 MSG-575 Subject: Re: BIG Bug in PC 3.3 ?

```
                Subject: Re: BIG Bug in PC 3.3 ?
Date:    Tuesday, 25 July 1995 03:45:55
From:    SGiff68285@aol.com


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

In a message dated 95-07-24 17:04:49 EDT, tracker@en.com (Jim Shinosky)
writes:

>Yes, but had I done that it would have written over alot of my 3.2 stuff and
>I probably wouldn't have been able to compare the 2 for the major problem
>I had with the textures.
```

>
>
>

Well I did it and it only over wrote the old Imagine files not any of my
objects or any projects.

s.g.

Thread 513

==> RETURN TO CONTENTS!<=-

1.579 MSG-576 Subject: Re: Dare I enter a mathematic...

Subject: Re: Dare I enter a mathematic...
Date: Tuesday, 25 July 1995 05:09:05
From: Lumbient@aol.com

==O snip O==
and then LOOK AROUND THE DEPTH MAP FOR THE ’EDGE’ OF A SHADOW to
decide whether you are in a region for soft shadows. I don’t know how
that could work anyway.

Did I misunderstand the idea of depth maps? Please share.
==O snip O==

Well let me explain(I hear you saying "man more math stuff..."):
BLUR is not the correct term, he should have really said "Jitter".

OK, you say what is jitter....
<<<<<<<<<<<<<<<<()>>>>>>>>>>>>>>>
Well if I had this depth map: (10x5 array)

```
0 0 0 0 1 1 0 0 0 0
0 0 0 1 1 1 1 0 0 0
0 0 1 1 1 1 1 1 0 0
0 0 0 1 1 1 1 0 0 0
0 0 0 0 1 1 0 0 0 0
```

If a point is at position 1,1 under the light then its not shadowed, but if
its at 5,2 (math...arrrrgggg :) and not at distance 1 then its also shadowed.
(now go get some coffee and relax :) OK your back! To jitter you simply
screw up the position of the point and also make it encompass more points.
Watch, if the jitter is 2 then the max offset is 2 and the point encompasses
twice the number of pixel in the map.(actuall it encompasses 4 pixels) So if
the point is at 4,1 it really encompasses 4,1 - 4,2 - 5,1 - 5,2 average those
pixels together....you would get: 0.75 so there its partially shadowed! The
offset would just change its position from 4,1 to 5,2 or something :)

If your still awake and sane...

```
                                                                    ---Lum



                           Thread          562

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

1.580 MSG-577 Subject: *BUG* DOF in PC version

```
                Subject: *BUG* DOF in PC version
Date:    Tuesday, 25 July 1995 07:43:51
From:    William Eric Donoho <donoho@iglou.com>


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


I get the dreaded "call impulse" and a flashing cursor at the C:\im33>
prompt when trying to render a pic with depth of field.

Anyone else using the pc version having serious problems with depth of field?

Eric Donoho              | "Let's go to burger king and get
Louisville, KY USA       | a chicken sandwich!"
donoho@iglou.com




                           Thread          581

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

1.581 MSG-578 Subject: Re[2]: dare I enter a mathematic...

```
                Subject: Re[2]: dare I enter a mathematic...
Date:    Tuesday, 25 July 1995 09:44:19
```

From: Drew_Perttula@altabates.com

```
>Well if I had this depth map:  (10x5 array)
>0 0 0 0 1 1 0 0 0 0
>0 0 0 1 1 1 1 0 0 0
>0 0 1 1 1 1 1 1 0 0
>0 0 0 1 1 1 1 0 0 0
>0 0 0 0 1 1 0 0 0 0
>If a point is at position 1,1 under the light then its not shadowed,
>but if its at 5,2 (math...arrrrgggg :) and not at distance 1 then its
>also shadowed. (now go get some coffee and relax :)  OK your back! To
>jitter you simply screw up the position of the point and also make it
>encompass more points.
>
>Watch, if the jitter is 2 then the max offset is 2 and the point
>encompasses twice the number of pixel in the map.(actuall it
>encompasses 4 pixels)  So if the point is at 4,1 it really
>encompasses 4,1 - 4,2 - 5,1 - 5,2 average those pixels
>together....you would get: 0.75 so there its partially shadowed!  The
>offset would just change its position from 4,1 to 5,2 or something :)
----------------------------------------------------------------------
```

How is that drawing a _depth_ map??

a depth map is like:
22 24 25
20 25 27
18 15 21

and whether you blur or jitter, you still have no way (that I can see) to decide how dark the shadow should be. In fact, a blur of these numbers would make shadows arbitrarily too big or too small.

```
  v||||||||||||v parallel light beams

     ooooooo    first object

oooo?xxxxxxx?ooooooo second object with shadow of first
    ^       ^
```

when doing these points, the depth map says "these are the nearest points to the light, so they are bright". If we did _more_ distance calculations for nearby points on the same _object_, we would see that they were dark and we would have the basis to FAKE a soft shadow (we used no information about the size of the light, etc.) I don't see how this method would give results like when-an-object-gets-close-to-its-shadow-the-shadow-gets-crisper

Thread 361

-=> RETURN TO CONTENTS!<=-

1.582 MSG-579 Subject: Re: Mr. Mike H

```
                Subject: Re: Mr. Mike H
Date:    Tuesday, 25 July 1995 09:48:24
From:    bilboyce@iconz.co.nz (Bill Boyce)
```

```
>In a message dated 95-07-24 05:27:17 EDT, cmkropp@cts.com (Matt Kropp)
>writes:
>
>>I always got the impression that Impulse was being run by a bunch of high
>>school students with no business or social skills.  Have any of you ever had
>>the misfortune of trying to read the Imagine 2.0 manual?  Whoever wrote that
>>must have ditched a lot of high school english classes.
>
>Let me see, I wonder how many people would go out and buy a 3D program
>written by a bunch of English teachers.  Conversly, I don't see why anyone
>should expect a bunch of Programmers to be experts in writing either.  The
>manual in 2.0 was difficult to digest I must admit.  However, they did make a
>good effort on 3.0 but when you have a list of Imagine experts like on this
>one who needs a manual.
>
>s.g.
>
However, most companies will (should?) hire a professional technical writer
to polish
/write their manuals. This isn't (relatively) expensive, and as we can all
attest,
makes a package much more useable!
```

Thread 494

-=> RETURN TO CONTENTS!<=-

1.583 MSG-580 Subject: Re: Virtual Memory

```
                Subject: Re: Virtual Memory
Date:    Tuesday, 25 July 1995 09:50:42
From:    Vance Schowalter <viking@freenet.edmonton.ab.ca>
```

```
On Mon, 24 Jul 1995, Damon LaCaille wrote:
```

```
>
>
> On Mon, 24 Jul 1995, Vance Schowalter wrote:
>
> > The reason I'm asking is, I do have virtual memory (VMM) and I use
> > brushmaps for a good deal of detailing. I just wanted to see if it would
> > be worthwhile for me to upload any models I may make in the future which
> > requires alot of memory to render.
> >
>
> I might as well reply to this message than create a new message. Does
> anybody know if Gigamem works very well w/ Imagine?  I wanted to render a
> few objects, but most of them require at least 12-14 megs, and I
> unfortunately only have 10.  And by the way, how much is Gigamem?  And
> yet one more question put to you, how much is the PC version of Imagine?
>
> Thanks a bunch!
> Damon
>
>

Gigamem was a pain in the posterior. I never could get it to work with
Imagine, so I leapt for VMM when I saw it. VMM is easy to set-up and use
with Imagine. I too, have 10mb of ram, and I've had no problem rendering
30mb scenes (for example). The only other things you need to run VMM is
an MMU and MUI (Magic User Interface).

Sorry, I don't know what the latest price is for Imagine.

*******************************************
*    Vance Schowalter >>Image Master<<    *
*                                         *
* Internet: viking@freenet.edmonton.ab.ca *
*                                         *
*     "Affable little snow creature."     *
*******************************************
```

Thread 540

-=> RETURN TO CONTENTS!<=-

1.584 MSG-581 Subject: Re: *BUG* DOF in PC version

```
                Subject: Re: *BUG* DOF in PC version
Date:    Tuesday, 25 July 1995 10:10:02
From:    "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>


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

>>William Eric Donoho <donoho@iglou.com> writes:
>>I get the dreaded "call impulse" and a flashing cursor at the C:\im33>
```

>>prompt when trying to render a pic with depth of field.
>>Anyone else using the pc version having serious problems with depth of field?

The DOF feature appears to work properly on my PC (Version 3.3). I know from previous experimentation that Imagine can be made to crash by improperly configuring the DOF/3DS requestor. If you can provide more details maybe we can

get at the problem.

George deBeaumont
debeaugw@songs.sce.com

Thread 777

-=> RETURN TO CONTENTS!<=-

1.585 MSG-582 Subject: Re: Memory ...

Subject: Re: Memory ...
Date: Tuesday, 25 July 1995 10:16:31
From: bilboyce@iconz.co.nz (Bill Boyce)

>> From: yrod@ozemail.com.au
>>
>> something I did notice was that the size bar for the Global actor was
>> only on the first frame. Should the size bar for the Global actor be
>> changed to cover every frame?
>
>I don’t think so. One of the guiding principles of Imagine is: if an
>Action bar (other than Actor) ends at a certain point, its last value
>remains for the rest of the animation.
>
>I’ve never seen this fail. Has anyone had a different experience?
>

From memory, I think I’ve had weird things when coming off a path
alignment/track.
Maybe.

(Sheesh)

Bill Boyce

Thread 566

-=> RETURN TO CONTENTS!<=-

1.586 MSG-583 Subject: Disturbed & Grid

```
                Subject: Disturbed & Grid
Date:    Tuesday, 25 July 1995 10:48:14
From:    a00448@dtic.ua.ES (ERNESTO POVEDA CORTES)


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

>
> > From: ERNESTO POVEDA CORTES <a00448@dtic.ua.es>
> >
> > 2. I have found some textures that are undocumented (i guess somebody
> > say this before...)
> >    * Disturbed.itx
> >    * Grid.itx
>
> Grid and Disturbed are actually some of the original Imagine textures,
> dating back 5 years or so.
>

Yes, but these textures are undocumented in the textures.txt :)

--
'There can be only one' -Highlanders

email: a00448@dtic.ua.es  --> Ernesto Poveda Cortes (I am not a number :)



                           Thread          645
```

-=> RETURN TO CONTENTS!<=-

1.587 MSG-584 Subject: Re: Virtual Memory

```
                Subject: Re: Virtual Memory
Date:    Tuesday, 25 July 1995 11:24:51
From:    Udo K Schuermann <walrus@wam.umd.edu>


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

Damon LaCaille <nomad@aloha.net> wrote:
> On Mon, 24 Jul 1995, Vance Schowalter wrote:
>> The reason I'm asking is, I do have virtual memory (VMM) and I use
>> brushmaps for a good deal of detailing. I just wanted to see if it would
>> be worthwhile for me to upload any models I may make in the future which
>> requires alot of memory to render.
```

Vance,

I'd say yes, go for it. Put a note in the Aminet "short" descriptor such as "Needs 24MB RAM"; At the very least put it in the .readme so people can avoid downloading something they'd never be able to render anyway.

> I might as well reply to this message than create a new message. Does
> anybody know if Gigamem works very well w/ Imagine? I wanted to render a
> few objects, but most of them require at least 12-14 megs, and I
> unfortunately only have 10. And by the way, how much is Gigamem? And
> yet one more question put to you, how much is the PC version of Imagine?

Damon,

GigaMem works with Imagine. I've set its preferences to always give Imagine virtual memory first, but only on 10K allocations or larger. If your VM buffer is sufficiently large and your swap partition quick, you should not suffer too much of a performance hit. Ideally you give a swap partition RAM buffer space anywhere from 20% to 50% of of the partition size to keep swapping to a minimum. Little swapping, little performance hit. You might want to set up a 20MB swap partition, give it between 2MB and 6MB RAM as buffer space to see how that works.

I bought GigaMem v2 for $129.- in the store about two years ago. Paid for the 3.12 upgrade ($19 or something) a little while ago. Been very happy with it.

```
 |._.|_   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 586

-=> RETURN TO CONTENTS!<=-

1.588 MSG-585 Subject: Re: DCTV to VCR problem

Subject: Re: DCTV to VCR problem
Date: Tuesday, 25 July 1995 11:32:29
From: "Robert King (ART)" <king@satie.arts.usf.edu>

---

was there a dctv image (mottled grey 8color or 16 color image) displayed on your computer monitor (RGB) when you got no video from the the video out of the DCTV? If the computer is showing the 3 or 4 bitplane gray scale image that DCTV converts to video and no video is present at the video-out port, then try the pixel-adjust knob on the DCTV unit.

Also when I used to load dctv animations into Deluxe Paint they wouldn't show until I either started the animation or removed the title bar with F10.

Robert King

Thread 523

-=> RETURN TO CONTENTS!<=-

1.589 MSG-586 Subject: Re: Virtual Memory

```
                Subject: Re: Virtual Memory
Date:    Tuesday, 25 July 1995 11:38:51
From:    Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)
```

>I might as well reply to this message than create a new message. Does
>anybody know if Gigamem works very well w/ Imagine? I wanted to render a
>few objects, but most of them require at least 12-14 megs, and I
>unfortunately only have 10. And by the way, how much is Gigamem? And
>yet one more question put to you, how much is the PC version of Imagine?

Try VMMV31.lha from Aminet. Don't know the exact path and can't look it up while composing this message (I'm on a PC :( ).

Things to watch out for are:
The minimum size of the memory allocation with the PUBLIC flag set that goes into virtual. Normally this type shouldn't go into virtual but some programs set the flag on any allocation they do. I'm not sure Imagine does but you better be warned.

Why VMM and not GigaMem
- you can try VMM 30 days for free. After that you are asked to register
- VMM is cheaper than GigaMem
- VMM is actively developed. GigaMem is *not*
- VMM does have a pseudo-partition option, meaning it is a file but accessed and device level. Fast as a partition but deletable at anytime.
- both code and data can be placed in virtual. Some programs will allow that.

Try it out, it does work very well for me. A3000-030 @25Mhz with 16Mb of Fast right now but used it alot with 12Mb.

Joop

Thread 580

-=> RETURN TO CONTENTS!<=-

1.590 MSG-587 Subject: Re: Mike H

Subject: Re: Mike H
Date: Tuesday, 25 July 1995 11:59:23
From: Granberg Tom <tom.granberg@TV2.no>

Hi!

Auch! I’ll say Mike must be getting pissed by all this shit throwing, that is if

he read this mailing list. Even if I dont think that anyone of you is being unfriendly, I do think that some of the crap recieved by you is sometimes deserved. I’ve talked to Mike a lot of times,sometimes he is busy, and sometimes

he had the time to discuss other things than Imagine as well. But ofcourse when

someone call and ask for basic things they could read in the manual or complain

about things everyone knows about or have mentioned a trilion times, maybe you to would be a little harsh voiced?

Tom Granberg (Renderbrandt)

Thread 219

-=> RETURN TO CONTENTS!<=-

1.591 MSG-588 Subject: Re: Global fog disappears in 3.3

Subject: Re: Global fog disappears in 3.3
Date: Tuesday, 25 July 1995 12:53:59
From: gregory denby <gdenby@bach.helios.nd.edu>

Tom Gaiser writes:

>after upgrading to PC Version 3.3 fog from "Globals" seems to disappear randomly, in quickrender (stage) and in the project editor. E.g. I made a small animation (20 frames) and I got 19 pics with and 1 frame without fog. Did this happen to anybody else? And: Is there a workaround? Greetings,

I noticed a problem with Global Fog in 3.2, but assumed it was a temorary problem, similar to a few broken textures. However, 3.3 also seems to use Global Fog in a different way than earlier versions. I cannot say

for sure that earlier versions required the horizon and zenith colors
to be defined in order for Global Fog to work. Version 3.3 definately
does need the color definitions in order to render Global Fog. For
a night scene I found it necessary to set the horizon etc to 1,1,1.
Then the fog worked.

Anyone else running into this under different circumstances?

Greg Denby

Thread 363

-=> RETURN TO CONTENTS!<=-

1.592 MSG-589 Subject: Faq7 on aminet

Subject: Faq7 on aminet
Date: Tuesday, 25 July 1995 13:10:12
From: a00448@dtic.ua.es (ERNESTO POVEDA CORTES)

To anyone who is interested:

I have uploaded to aminet a patch to the faq7guide & html.
There was a wrong node.

Sorry.
--
’There can be only one’ -Highlanders

email: a00448@dtic.ua.es --> Ernesto Poveda Cortes (I am not a number :)

Thread 63

-=> RETURN TO CONTENTS!<=-

1.593 MSG-590 Subject: Re: Impulse & IML (Long message!)

Subject: Re: Impulse & IML (Long message!)
Date: Tuesday, 25 July 1995 14:16:40
From: Old_Man <sea_dog@yrkpa.kias.com>

After a recent conversation with Mike? I would agree. I use imagine for

```
traditional art such as vases within vases abstracts etc.  Mike seemed
pleased that imagine was being used for something in addition to rocket
ships.

Bill

On Tue, 25 Jul 1995, Charles Blaquiere wrote:

> > From: SGiff68285@aol.com
> >
> > I think the reason for this is that Imagine is so cheap that many
> > people can use it and it is available to users who may still be in
> > their teens and not very mature.  I think a lot of the "whining" posts
> > reflect the immaturity of a small portion of Imagine users.
>
> I also have the same hunch. You know, when Mike acts as the Ogre From
> Hell, he’s sometimes had to fight irrational teenagers all morning, I’m
> sure. (Katie Ka-Boom, anyone? B^) A lot of us would get testy when faced
> with Imagine’s constituency.
>
>
```

Thread 510

-=> RETURN TO CONTENTS!<=-

1.594 MSG-591 Subject: Re: Edge Line

```
                 Subject: Re: Edge Line
Date:    Tuesday, 25 July 1995 14:20:14
From:    Garry61@aol.com


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

In a message dated 95-07-24 17:36:54 EDT, you write:


>Scale the axis of your spline object. The larger you make it, the more
detail.

>
>PANTERA

If the axis is enlarged the detail becomes less.
```

Thread 530

-=> RETURN TO CONTENTS!<=-

1.595 MSG-592 Subject: The weight of a email?

```
                Subject: The weight of a email?
Date:    Tuesday, 25 July 1995 14:24:28
From:    Granberg Tom <tom.granberg@TV2.no>


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

Howdy!

I found a way to measure the weight of an email!
Take out your ram chips, weight them, and you get a value we will call X.
Then take the chip's ram size in bytes =Y and divide it with the X and mutilply

that result with the byte amount of your mail, and bingo your email weight!

Later!

Tom Granberg (Renderbrandt)
```

Thread 856

-=> RETURN TO CONTENTS!<=-

1.596 MSG-593 Subject: Imagine in HiRes modes

```
                Subject: Imagine in HiRes modes
Date:    Tuesday, 25 July 1995 14:50:00
From:    mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)


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

->->        So how do I tell Imagine to run on a 1024x768 screen?Well, assuming
 UniVesa is installed and works correctly with yourvideo card, you simply go to
Preferences, edit the line that says:=2E..     imagine screen width: 0=3D640  1=
3D800  2=3D1024  3=3D1200change the "value" to 2.First though, to make sure you
can use that mode, from the projectscreen, click SuperVGA and select "Show avail
able Display modes".It should eventually show you Mode 105: 1024x768x256. If not
,you cannot run Imagine at that mode.   /------------------------------
  ___   ___  ___   ___  | 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 Barb
ara, Ca - (805) 683-1388
```

Thread 252

-=> RETURN TO CONTENTS!<=-

1.597 MSG-594 Subject: Re: Metaballs

Subject: Re: Metaballs
Date: Tuesday, 25 July 1995 15:06:28
From: Drew_Perttula@altabates.com

PC Graphics Unleashed must have been written when metaballs were "discovered" because it practically features them! The book-and-CD set are full of DOS (and Windows?) blob editors and renderers like Polyray. The other book-and-CD I have also uses polyray and has a bunch of demo animations with names like butter.fli. I forget the name of this book, but the anims are kind of cool.

Will metaballs be the thing of the future that changes the whole world? No. IMHO, we will get them, we will play with them, and then they will become one of the regular tools that you use in special cases where you need the look (believe me, there is a "look"). They are easy enough to code (just barely different from CSG spheres) that they will soon be everywhere.

Thread 278

-=> RETURN TO CONTENTS!<=-

1.598 MSG-595 Subject: Crowbar Mike

Subject: Crowbar Mike
Date: Tuesday, 25 July 1995 15:07:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

```
Ok, look. Imagine users in the 3D world are like Harley riders tothe motorcycle
world. You gotta be rugged! If you're gonna wear aleather jacket and ride a Harl
ey, you're gonna have to put up withthe "GANG" (at Impulse) leader, Crowbar Mike
. Ok?=2E..otherwise, trim your beard down to a fashionable goatee andbuy a Mac.
Then sell your Harley and buy a Beamer. :)ps. The "prez" of New Tek does not hau
nt the net....true. HoweverStuart Ferguson does (one of the Lightwave coders) an
d I've seenhim get testy on occasion too. Let's move on to more cool and usefult
ips and tricks to Imagine.   /-----------------------------          ____    ____
  ___   ___  | Mike van der Sommen                         / __  /__/ /__/  /_   \ /
  | Santa Barbara, Ca.                    /___/ / \  /  /  /      / \  | mike.va
ndersommen@caddy.uu.silcom.com     HAUS BBS (805-683-1388)  |          "Irony c
an make revenge a welcome alternative"   \_______________________________________
_______________________--- =FE InterNet - GraFX Haus BBS - Santa Barbara, Ca -  ↩
   (805) 683-1388
```

Thread 639

-=> RETURN TO CONTENTS!<=-

1.599 MSG-596 Subject: Imagine 4.0 Questions

Subject: Imagine 4.0 Questions
Date: Tuesday, 25 July 1995 15:07:08
From: Appalchin@aol.com

What all is supposed to be in Imagine 4.0. Will spline patches be included? Will they have some improved light effects (ie. lens flares, halo effects, glows)? And also is it true the Imagine 4.0 will be available to only 3.0 users? Will it have a plug-in capability and language? What about Winimagine?

Thread 629

-=> RETURN TO CONTENTS!<=-

1.600 MSG-597 Subject: Fog objects vs. DOF!

Subject: Fog objects vs. DOF!
Date: Tuesday, 25 July 1995 16:11:29
From: Granberg Tom <tom.granberg@TV2.no>

Howdy!

I have run into a unusual problem.
I working on a project where Im building a virtual studio for a show, where I have lights running along the edge of the roof. So I put an extruded fog object

as wide as the light, with the fogtop texture on it, to simulate light haze.
It looked great when rendered, but hey I wanted depth of field to. To get that extra realism into the picture.
Then the problem jumped in with full power, it only blurred what was behind the

fog object and nothing else, and it didnt matter how far or how close the fog object was to the camera. To check if I was wrong I deleted the fog object, and hey presto, nice dof. So there must be something wrong here, or at least something I've overlooked.
Ps. Need assitance imidiatly, due to deadline the 30 july- That is in few days, so please hurry if you know what to do!

Thanks in advance!

Tom Granberg (Renderbrandt)

Thread 627

-=> RETURN TO CONTENTS!<=-

1.601 MSG-598 Subject: Re: Scanline and Trace

Subject: Re: Scanline and Trace
Date: Tuesday, 25 July 1995 16:32:51
From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

Here are the results of the rendering times comparison that I promised:

RESULTS OF THE RENDERME SURVEY ON COMPUSERVE 6/25/95 - 7/2/95

	SCANLINE mm:ss	TRACE mm:ss	IMAGINE VERSION
COMPUTER TYPE			
AMIGA			
AMIGA 2500 (68040/33)	03:10	08:14	V3.2
AMIGA 2500 (*1)	02:46	07:46	V3.2
AMIGA 2500 (*2)	02:49	07:50	V3.2
AMIGA 3000 (*3)	14:57	47:30	V3.2

AMIGA 4000 (*4)	05:35	15:47	V3.2
AMIGA 4000 (68040/40)	02:07	05:45	V3.2
PC			
486/DX2/33	02:40	08:38	V3.0
486/DX2/66	02.01	08.04	V3.0
	01:40	04:59	V3.2
	01:36	05:04	
PENTIUM 60	00:49	02:24	V3.2
PENTIUM 75	00:33#	01:57#	V3.2
PENTIUM 90	00:35	01:42	V3.2
	00:36	01:44	
	00:35	01:52	
	NONE	01:53	
	00:28#	01:37#	
PENTIUM 100	00:25#	01:28#	-
PENTIUM 120	00:23#	01:20#	-

NOTES:

*1 Arcnet to Amiga 4000
*2 Rendered to PAR board
*3 68030/25 with '882 coprocessor
*4 68040/25
# Does not include palette generation times.

SUMMARY:

The fastest Amiga which participated in the test was an accelerated Amiga 4000 with a 40 megahertz processor with 23 megs of ram. Compared to a PC, the fastest Amiga rendered almost as fast as a 486/DX2/66.

The fastest PC was the Pentium 120. While the P120 was only 20 to 25 seconds faster than a P60 (in trace), larger projects would have rendered much faster compared to the P60.

The fastest PC was 4 times faster than the fastest Amiga and about 1.7 times faster than P60. With larger projects this figure would be greater. In calculating the rendering comparison for the fastest PC, palette generating times were estimated to be 6 secs.

All timings included palette generating times (unless noted #).

The amount of RAM on each system varied from 10 megs to 32 megs.

Startup-sequences/Config.sys that allocate large amount of buffers/cache, or load in too many background tasks could have had an effect on the rendering times.

I want to thank everyone who participated in the this survey. The intent of doing the survey was to get an overview of how fast Imagine can render the same project on different computer platforms. If you are thinking of upgrading and have a tight budget, you may want to look at the cost per rendering second (CPRS) ratio. Simply stated, the higher the number (cost / rendering seconds) the more cost effective the machine in terms of rendering. Keep in mind the ever falling prices of hardware and how complex your animation/still images be may compared to the RenderMe project.
Amiga owners may benefit from this survey as well if Escom doesn't decide to upgrade the Amiga.

Thanks

-Don

P.S. Graphic comparison will follow in about a week due to an unexpected delay.

Thread 638

-=> RETURN TO CONTENTS!<=-

1.602 MSG-599 Subject: Metaballs

Subject: Metaballs
Date: Tuesday, 25 July 1995 17:31:35
From: Granberg Tom <tom.granberg@TV2.no>

Howdy!

Metaballs is so cool that I think I want them now! Thingies you can do with them

are:

1. Modell organic objects with a lot of curved details without having to deal with intersected vectors.

2. Make fluids like a snap, and if impulse will make them as a choise in the particle requestor you could do some neat tricks. Fountains, waterfalls,lava etc.

Well I think that's about covers my knowledge of metaballs, anyone else?

Tom Granberg (Renderbrandt)

Thread 463

-=> RETURN TO CONTENTS!<=-

1.603 MSG-600 Subject: Pentium speed

Subject: Pentium speed
Date: Tuesday, 25 July 1995 17:34:39
From: datctva@primenet.com (DThompson)

I dreaded having to buy a non amiga (IBM clone) Untill I actually got my Pentium. Amigas didn't have the speed any more and I needed it to satisfy my clients. Granted, Dos and Windows suck in comparison to the Amiga OS, It's great on the Amiga to be able to pull down the screen and run another application, where as with Dos your stuck where you are, and with windows you have problems loading, saving, printing if there is any overlap in the process. It's the speed that's seductive. My Pentium 90 runs some aspects of rendering in Imagine up to 13 times faster than my 25 mhz 4000. With the new Imagine 3.3, The texture window in the attributes box renders the sample out in less than 2 seconds even with several complicated textures involved. The wireframes are fast and can actually be used as a tool in aiding the states, animating, modelling process. The time just these things saves me is incredible. Not only do you get to the rendering process faster, you get there knowing there will be no mistakes. My Amiga still does all the rest of the work with adpro, fred, and my Par, but for less than $2,400 I got a 90 mhz machine with a Gig of hardrive space and 32 megs of ram. It's even cheaper now, so if you've got the money, invest it and enjoy what your software package can really do on a fast machine. If only Imagine would run on an Alpha.

Thread 646

-=> RETURN TO CONTENTS!<=-

1.604 MSG-601 Subject: Realistic Glass!!!! (long)

```
                Subject: Realistic Glass!!!! (long)
Date:    Tuesday, 25 July 1995 17:45:18
From:    Lumbient@aol.com
```

OK, I know all of you probably remember the "cups.jpg" problem. Well I'm not gonna send the glass I made(unless you want :) <<ducking>> But what I've done is to create glass!

A) REVELATIONS

Yesterday I was sitting there with a plastic glass(is that possible?) and I picked it up, stared in amazement. I said to myself, " thats why imagine can't create glass". What I had seen was specular spots from every light in the room cast on the material not in spots but rather linear, up and down along the surface. Well I know imagine can't do this, so I set out to try to fake it.(geez thats all why nowadays is fake everything) Well I also noticed that the specularity along edges (like the rim of the glass or the bottom edge) is very hard and intense. The final thing I noted is the way it reflects more light at the extreme angles formed by the viewer and the cup at the sides(yeah I don't understand what I said either :) what I mean is look at the sides of a glass, see the sides are more reflective then the front.

B) APPLICATION

Here comes the fun part. I made a map that was 1x200 pixels that had black and white spots along it.(more white then black)This is the hardess map for the cup and the reflect map. Then I made another map that had the same dimensions but this time has black, white, blue, and tan spots. This was the specular map. Finally I made a 200x1 pixel map(yes thats it, its not backwards) this time I had 1 pixel of black at the top and a few of black at the bottom the I blurred them. This is the second hardeness map.
Apply the last map first with full intensity. Then apply the specular map with a mix value of .75. And then the second other hardness map with a mix val. of .40. Finally add the Reflect map with a mix value of .80. Also I applied a tif named "clouds.tif"(some of you may have this) as a environment map mix value of about 1. NOTE I applied another environment map: the same map used for specular with a mix value of .50.
>>>ALL OF THE MAPS WITH THE EXCEPTION OF THE ENVIRO MAPS ARE CYLINDRICLY(?) MAPED

The object attributes are:

```
COLOR:      255,255,255     ROUGNESS:   0
REFLECT:   40,40,50          HARDNESS:    24
```

FILTER: 250,250,255   SHINYNESS: 0
SPECULAR:150,150,140   BRIGHTNESS: 0
Index of refraction: 1.01(its plastic!)

C) LOCATION

I decided not to place it on a checker board floor :). Instead I made a groung plane and placed the texture bathtile on it. The plane is also shiny. Above the scene are two spotlights casting shadows. The camera is placed just above the rim about a foot away.

Well there it is!!! NOTE: The values for the maps may have to be altered and for some like the hardness map the color may be have to be inverted.

---Lum

Thread 733

-=> RETURN TO CONTENTS!<=-

1.605 MSG-602 Subject: Re: Mike H.

Subject: Re: Mike H.
Date: Tuesday, 25 July 1995 18:20:24
From: craigh@fa.disney.com

On Jul 24, 10:21pm, imagine-relay@email.sp.paramax.com wrote:

> If Mike H. doesn’t really care about Impulse’s image and public relations, then why does he spend so much time listening and replying to you and other people’s complaints. It would seem that an uncaring unprofessional person would not even give you the time of day much less take the time to read this list to see what Imagine users are saying. Does the President of Newtek or any other 3D progam take the time to E-Mail it’s user base. I seriously doubt it.

Exactly. Okay, so they don’t have a great track record, but let’s give them a break. It seems like Impulse is making more effort about all of the things that

we have complained about. It takes time for change. I have been with Imagine since 1.1 first came out and I see a definate improvement. Impulse is a SMALL company, and pressures run high at small companies, but they are trying.

So no more griping PLEASE!! It is using far too much bandwidth.

Let’s start with a clean slate. It sounds like 3.3 (and soon 4.0) are the fruition of a lot of pain and work. Impulse needs our support as they seem to be making an effort for us.

There is nothing wrong with spirited debate for desired features, so let’s remember that we are all on the same side.

Craig

--

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

Thread 574

-=> RETURN TO CONTENTS!<=-

1.606 MSG-603 Subject: Re: A few Questions

Subject: Re: A few Questions
Date: Tuesday, 25 July 1995 18:28:58
From: craigh@fa.disney.com

On Jul 24, 9:24pm, imagine-relay@email.sp.paramax.com wrote:
>

> With supposedly 50 million users world
> wide (as the recent ad says in graphics mags)

50 million?!? That can’t be true! What magazine was this ad in? Maybe it was a joke. Like the "50 million Elvis Fans Can’t Be Wrong"...

craig

--

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

Thread 643

-=> RETURN TO CONTENTS!<=-

1.607 MSG-604 Subject: Re: Metaballs Uncovered

```
                Subject: Re: Metaballs Uncovered
Date:    Tuesday, 25 July 1995 18:34:44
From:    craigh@fa.disney.com
```

On Jul 25, 1:55am, imagine-relay@email.sp.paramax.com wrote:
>

> >
> > So are Metaballs more of an animation tool than a modelling tool?
> > ..or both?
>
> They're a modelling tool, but nothing in the Contract With America
> prevents companies from allowing metaballs as an animation tool.
>

They are actually both. I have seen a beautiful particle water fountain using metaballs. The water particle metaballs act blobby and distort as they interact with each other just like real water does. This is much better than having hard spherical water droplets moving through the air and looks great when viewed up close.

--

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

Thread 533

-=> RETURN TO CONTENTS!<=-

1.608 MSG-605 Subject: Re: Re[2]: BIG Bug in PC 3.3 ?

Subject: Re: Re[2]: BIG Bug in PC 3.3 ?
Date: Tuesday, 25 July 1995 18:48:20
From: craigh@fa.disney.com

On Jul 24, 9:29am, imagine-relay@email.sp.paramax.com wrote:

> The reason: One of my friends and I exchange projects often. But, if he did NOT have the exact same directory name as I, we would have to re-build the WHOLE project. Of course, that doesn't work if you have 300 frames to render, 150 on each machine.

It seems like any complicated program like Imagine will have the same problem. Does Lightwave?

Anyway, on my AMIGA, I got around this using the ASSIGN command. So, when I went to another machine, I would assign his disk and directory name to mine, so that the AMIGA would simply substitute one for the other when it came up. It worked like a charm.

I don't know if there is something similar in the PC world.

Craig

--

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

Thread 578

-=> RETURN TO CONTENTS!<=-

1.609 MSG-606 Subject: Re: Virtual Memory

```
                Subject: Re: Virtual Memory
Date:    Tuesday, 25 July 1995 19:04:51
From:    Vance Schowalter <viking@freenet.edmonton.ab.ca>
```

Ok, I’ll do that (put a memory requirement note with the upload). Thx for the feedback. *8^)

```
*******************************************
*    Vance Schowalter >>Image Master<<    *
*                                         *
* Internet: viking@freenet.edmonton.ab.ca *
*                                         *
*     "Affable little snow creature."     *
*******************************************
```

Thread 624

-=> RETURN TO CONTENTS!<=-

1.610 MSG-607 Subject: Re: Crowbar Mike

```
                Subject: Re: Crowbar Mike
Date:    Tuesday, 25 July 1995 19:10:30
From:    Vance Schowalter <viking@freenet.edmonton.ab.ca>
```

Alan Hastings also lurks on the LightWave mailing list.

BTW, I like that subject heading... heh heh.

```
*******************************************
*    Vance Schowalter >>Image Master<<    *
*                                         *
* Internet: viking@freenet.edmonton.ab.ca *
*                                         *
*     "Affable little snow creature."     *
*******************************************
```

Thread 576

-=> RETURN TO CONTENTS!<=-

1.611 MSG-608 Subject: Re: Pentium speed

```
                Subject: Re: Pentium speed
Date:    Tuesday, 25 July 1995 19:15:04
From:    Vance Schowalter <viking@freenet.edmonton.ab.ca>


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

Well, ESCOM (Amiga Technologies) apparently want to also make a platform
independant Amiga OS. That would certainly be nice!


*******************************************
*    Vance Schowalter >>Image Master<<    *
*                                         *
* Internet: viking@freenet.edmonton.ab.ca *
*                                         *
*     "Affable little snow creature."     *
*******************************************
```

Thread 718

-=> RETURN TO CONTENTS!<=-

1.612 MSG-609 Subject: Is Imagine shareware?

```
                Subject: Is Imagine shareware?
Date:    Tuesday, 25 July 1995 20:10:02
From:    cdhall@cityscape.co.uk (Chris Hall)


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

>>From imagine-relay@email.sp.paramax.com Mon Jul 24 13:09:55 1995
>Date: Mon, 24 Jul 95 10:24:47 BST
>From: wilkinso@cambridge.scr.slb.com (Simon Wilkinson)
>To: imagine@email.sp.paramax.com
>Subject: Is Imagine shareware?
>
>Hi there folks.
```

>
>I’m new to Imagine, although I have used version 2. I’m just wondering, is
>Imagine a shareware package, and if so can anyone tell how much it costs=
and
>point me in the right direction as regards buying it for the PC?
>
>Also, if there are any FAQ’s available, could some kind individual please=
=20
>inform me where they are??
>
>
>Cheers,
>
>Si.

Imagine is not shareware. It is a commercial package. In the UK it costs
=A3199 for version 3. If you do live in the UK or know somebody who does the
computer magazine PC Format is doing v3 for =A3133. A saving of =A366. This=
is
were I got my copy from.=20

Can’t help with the faq sorry. One was posted to the list about a week ago.
It also available on somebody’s WWW page here on the list.

Hope this helps.
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 :-      ||
|          29 08 46 31 06 41                ||
|                                           ||
|-------------------------------------------||
 \-------------------------------------------\
```

Thread 522

-=> RETURN TO CONTENTS!<=-

1.613 MSG-610 Subject: Re: Imagine wrong Colours

Subject: Re: Imagine wrong Colours
Date: Tuesday, 25 July 1995 20:10:32
From: cdhall@cityscape.co.uk (Chris Hall)

>Ok, here’s the way you can tell if UniVesa is working with your card.
>>From the Project Menu, click SuperVGA and highlight "Show available
>Display Modes". It should present you with a little box. Keep clicking
>"OK" and it will go through all the display modes Imagine can use
>with your card and driver. If you never see:
>
>   Mode 121: 640x480x16777216
>
>then you ain’t there yet. If you have the right VESA driver, you
>should see every display mode and color palette that your paricular
>card can display under normal operation.
>
>...good luck.

What does the bit mean when you select to see the details of this mode? Also do you know what you are suppoesed to put in the preferences for 15,16,24 and 32 bit default pixel format?

I have asked this question before but to no avail.

Thanks.

PS. To all who complained about my .sig file who is this one. I did think about leaving it alone and not bowing to your whinging as my .sig is an expression of free speech and all that jazz. Any way, what’s wrong with being individual??
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 :-       ||
|          29 08 46 31 06 41                 ||
|                                            ||
|--------------------------------------------||
 \--------------------------------------------\
```

Thread 485

-=> RETURN TO CONTENTS!<=-

1.614 MSG-611 Subject: Re: Scanline and Trace

```
                Subject: Re: Scanline and Trace
Date:    Tuesday, 25 July 1995 20:10:46
From:    cdhall@cityscape.co.uk (Chris Hall)


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

>>From imagine-relay@email.sp.paramax.com Mon Jul 24 20:10:35 1995
>From: zmievski@herbie.unl.edu (Andrey Zmievskiy)
>Subject: Re: Scanline and Trace
>To: imagine@email.sp.paramax.com (Imagine Mailing List )
>Date: Mon, 24 Jul 1995 11:59:04 -0500 (CDT)
>Content-Length: 275
>
>> How about we define a base scene as a benchmark that everyone can render
>> for comparison.  This could go in the FAQ for future reference.
>
>Such a test has already been done on Compuserve, and if anyone wants,
>I can upload the results to Aminet or post them here.
>
>Andrey
>
>

Post them here please. I would like to see them.
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 :-      ||
|          29 08 46 31 06 41                ||
|                                           ||
|-------------------------------------------||
 \-------------------------------------------\
```

Thread 571

-=> RETURN TO CONTENTS!<=-

1.615 MSG-612 Subject: Re: Professional vs. ?Amateur

Subject: Re: Professional vs. ?Amateur
Date: Tuesday, 25 July 1995 20:10:50
From: cdhall@cityscape.co.uk (Chris Hall)

```
>>From imagine-relay@email.sp.paramax.com Tue Jul 25 05:32:44 1995
>Date: Mon, 24 Jul 1995 22:17:24 -0400 (EDT)
>From: Kent Marshall Worley <mumu@america.net>
>To: gregory denby <gdenby@bach.helios.nd.edu>
>Cc: imagine@email.sp.paramax.com
>Subject: Re: Professional vs. ?Amateur
>
>
>The Mighty Morphin Power Rangers looked raytraced to me!
```

But were thay animated as well???
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 :-      ||
|          29 08 46 31 06 41                 ||
|                                            ||
|-------------------------------------------||
 \-------------------------------------------\
```

Thread 689

-=> RETURN TO CONTENTS!<=-

1.616 MSG-613 Subject: Fingerprint-tip

Subject: Fingerprint-tip
Date: Tuesday, 25 July 1995 20:12:41
From: Granberg Tom <tom.granberg@TV2.no>

Hi!

Alex asked:

-I was just wondering how YOU would do this?
-I use Lightwave mainly and Imagine as my textures generator. :-)
-Only way I can see this done (do not have Imagine 3.3 yet)
-is maybe take a black/white pix of a fingerprint (wonder how)
-and use this as some type of mapping. Excuse my ignorance.
-Now is there a way to do this in Imagine?

I read this and tought there maybe more people wanting to to know how to do this and similar things.
First there are a few things we have to keep in mind using 3.3's new mapping technics.

1. Specular,Ambient,color,filter,reflect, and enviroment are by default color mapping tools, and therefore use all the color information.

2.fog,altitude,hardness,shiny,bright,r.index and roughness are not, they use the brighness or "luma" values in the picture to apply their materials.

So a good idea to have in mind is to plan your work, and sorting out what you will need in terms of brush/pictures.
For the "fingerprints on glass" tutorial we will need the following brushes:
1.Fingerprint, painted or grabed. I scanned mine by dipping my fingers in dye and put them on paper. Then scanned the paper. I tried using my rostrum camera, but the macro lens wasnt good enough.
2.If you grab/scan the picture, you will want a additional pic that is cleaned up a little. Run it trouh a imageprossesing tool(Photoshop,ImageFx,Adpro etc) and discard the color information and raise the contrast, until you get a black/white picture, but not to much or else you'll loose antialiasing.

3.This is not necessery, but cool. Render a full screen black plate with white dirt on it(default is fine) Or you can use Forge(Apex) to make a tileable fractal map.

Ps. Make sure that brush/picture 1 and 2 are the same size, Important!!

Ok, here we go, Badabing Badabang..
Make a plate, If you want to to keep your aspect ratio intact, make your plate as wide and deep (X-Z) as your pixel size.But only 1 by 1 cross sections.
Pick it and go to the attr. requester. Give it these color values:(30,50,40)
Leave the filter setting for now. But give it a nice specular setting like:(220,230,220)
Make it mid hard.
Get brush/pic (2 or 1 if you painted it black and white) and inverse it and use it as a filter map, and fade it to about 0.50 in the MIX/MORPH box. Press ok.
Duplicate this brush, and double clik it and use it as a specular map, but dont make it inverse(no cross in that box)
Now you will have a good starting point of your Fingerprint, if you now play with the main filter setting you will soon find something that'll suit your needs.
If the glass was to be dirty as well, well use pic(3)

Add that to your plate and use it as above(but dont ad any brush as MIX(MORPH 1.00, this would cancel out other similar used brushes) . You could infact do the dirt and fingerprint on the same brush/picture, but it would leave whitout any flexibilety.
Well I hope this made you happy for a while, it made me a bit fingernumbed. But

hey, other people has wrote some bril. advice/tutor's before, so I just happy keying in these words.

PS.Correct me if I'm wrong somwhere in the mail, thanks.
Later!

Tom Granberg (Renderbrandt)

Thread 597

-=> RETURN TO CONTENTS!<=-

1.617 MSG-614 Subject: Re: 3.3 maps

Subject: Re: 3.3 maps
Date: Tuesday, 25 July 1995 20:44:05
From: Jim Shinosky <tracker@en.com>

> > Question, has anybody used Imagine with Win95, and if so, can it just be
> > another application running in a window? One of my biggest gripes is
> > going back and forth to windows to modify a texture.
>
> Yes, it can be done:
>
> You *can* run Imagine from Win95 without exiting to DOS. Click on the
> Imagine icon in Explorer and select Properties from the right mouse button
> menu. Under Program where it has the path just add a space and /NOXMS to the
> line. Also click the box that says close on exit. I then created a shortcut
> and dragged it into the Start box. Imagine now shows up on my Start pop-up
> menu and I can launch to it with a single mouse click. It flips back to
> Windows as soon as I exit Imagine. Try it. You'll like it.<g>
> --

You might want to read the last couple of sentences over. He says that it flips back to Windows as soon as he EXITS Imagine. It's doing nothing more than starting a DOS session for Imagine.

Thread 236

-=> RETURN TO CONTENTS!<=-

1.618 MSG-615 Subject: Re: DCTV to VCR problem

```
                Subject: Re: DCTV to VCR problem
Date:    Tuesday, 25 July 1995 21:02:00
From:    cmkropp@cts.com (Matt Kropp)


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

>But when I tried to get a DCTV animation on video tape, I got no result.
>I connected the "video out" interface of the DCTV with the "Scart"
>interface of a Hitachi VHS-recorder. Although I think the cable was
>correct and I did everything right, no (!) picture appeared on the VCR
>screen. Has anyone faced similar problems? Is something wrong with the DCTV
>unit?
>
>I then tried the same with my old A500 (2.5 meg RAM). The DCTV didn’t
>even produce a colour image at all but only greyscale pictures. The
>animation recording didn’t work as well. Why is there no colour output on
>the A500 (RGB output)?

I hope you got a manual with your DCTV to double check on this. I used to have one, and I think I know what the problem might be. There is a small square white knob on the back of the DCTV box. I think it was called something like Pixel Sync, but its not labeled. Load a DCTV image, then while looking at your monitor on the DCTV output turn the knob until you see a picture.

I hope that all your problem is, it would be an easy fix.

Matt Kropp

```
Internet:   cmkropp@cts.com
                MKROPP_+a_STSD_+lMatt_Kropp+r%Sunward_Technologies@mcimail.com
WWW:     http://www.moscow.com/homepages/cmkropp@cts.com.html
```

Thread 649

-=> RETURN TO CONTENTS!<=-

1.619 MSG-616 Subject: FOUND Solution to 3.3 BUG.

```
                Subject: FOUND Solution to 3.3 BUG.
Date:    Tuesday, 25 July 1995 21:14:06
From:    Jim Shinosky <tracker@en.com>
```

```
Ok, ok, ok.  I wish I hadn't mentioned the problem I had with Imagine
creating a new directory for 3.3.  After all it was only a minor annoyance
to me and most of you seemed more interested in responding to that than my
real problem.  Well, here's what 3.3 did wrong:

With all(or most) of my objects I have 3 states: DEFAULT, BEGIN, and END.
The reason that my quickrenders looked fine and my renders from the project
editor were messed up is because 3.3 loaded my objects up in the DEFAULT
state(I'm pretty sure 3.2 loads it up in the state you saved it in and I
never save objects in their default state) and all of their attributes
were properly configured, so they looked good at first sight.

BIG PROBLEM FOLLOWS:

However imagine took all of my objects(about 30 of them with 4 to 8
textures and maps each) and modified all of their states except DEFAULT
in the following way:
   1) It took the new brightness slider and cranked it to 255 for all
      objects.  (BAD!)
   2) It took every single friggin' texture and gave it a mix/morph value
      of 0.5.  (VERY BAD)
      Since I my mountain object was white to begin with and the texture
      map was given a 0.5 mix/morph value the object looked like it had
      a white glow about it.

Impulse, what were you thinking?!

Anyway, it took quite a while to fix all of that for the objects just in
this project.  I've got a lot more in other, older projects but they can
wait.  Thanks to those few people who actually tried to help with this one
even though I figured it out myself.

Hopefully this will help anyone else who might come across this.
```

Thread 858

-=> RETURN TO CONTENTS!<=-

1.620 MSG-617 Subject: Re: Particle Bug in 3.3??!??

```
                Subject: Re: Particle Bug in 3.3??!??
Date:    Tuesday, 25 July 1995 21:27:57
From:    bilboyce@iconz.co.nz (Bill Boyce)
```

>In-Reply-To: <950722145136_120606425@aol.com>
>Organization: Personal
>X-MailViewer: Mail 1.15
>
>Hiya Broctune,
>
>> This very weird, I assign particle spheres to an object like a plane and
>> the particles look like octohedrons or whatever you call them they do not
>> look anything like spheres, can anyone help?
>
> Could it be that you've assigned CSG spheres to the particles, but you're
>rendering in scanline, and not trace ?
>
>

Or selected Spheres in the particle requester - they are CSG spheres. Great for Trace, and if you bump up the CSG number of points setting in the IM3.3 config file, ok for scanline too (though very memory intensive)

Thread 419

-=> RETURN TO CONTENTS!<=-

1.621 MSG-618 Subject: Re: An old challenge - How are diamonds done ?

Subject: Re: An old challenge - How are diamonds done ?
Date: Tuesday, 25 July 1995 21:38:00
From: cmkropp@cts.com (Matt Kropp)

>Has anyone ever found a good way to make a reasonably transparent
>diamond with the proper refractive effects at an index of 2.42 ?
>
>Solid diamonds lose most of their transparency for no apparent
>reason, and appear largely black.
>

This sounds like it might be a simple fix. Have you ever tried setting your
Maxium Reflected Rays in Preferences to anything higher than the default?
I'd say, crank it up to 100 and see what happens. The Ray Trace algorythm
generates a new ray entity everytime it makes hits an object. A new ray is
made for each diffuse, transmitted, and reflected component of the object.
That Max. Rays setting is keeps the program from going into an infinite loop
by terminating the ray if the ray count reaches the Max. Ray limit. So, on
a model of a diamond, your rays are probably just running out of steam
bouncing around inside the diamond, and end up being assigned a value of black.
Matt Kropp

```
Internet:   cmkropp@cts.com
                MKROPP_+a_STSD_+lMatt_Kropp+r%Sunward_Technologies@mcimail.com
WWW:      http://www.moscow.com/homepages/cmkropp@cts.com.html
```

Thread 676

-=> RETURN TO CONTENTS!<=-

1.622 MSG-619 Subject: Re: Quickie!

```
                Subject: Re: Quickie!
Date:     Tuesday, 25 July 1995 21:47:46
From:     "dunc@eraser.demon.co.uk" <dunc@eraser.demon.co>


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


 Hi

> > > tear drop shape, just add a regualr sphere with default size, then go to
> > > CONFORMATIONS...then pick conform to sphere and just press ok.  There
> >
>
>  Also, om a similar theme, if you were to add a primitive cone, using the
> defaults, (except making the no. of vertical sections about 5) and then
> conform that to a sphere (with default settings) you get a very good
> starting point for a shark/fish fin, even with a little curl on the top.

 Just in case someone doesnt know you can use the conform from within pick
points

 eg create a primitive-plane go to pick points and select (with drag box
-its easier) all points except the outer 2 or 3 rows and columns
   then select conform to sphere and experiment with the values

 you should then/now have a flat square object with a dome in the centre

 well it works for me

 (sorry about the poor tute' thang ??)

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

Thread 630

-=> RETURN TO CONTENTS!<=-

1.623 MSG-620 Subject: Re: Dare I enter a mathematical discussion?

Subject: Re: Dare I enter a mathematical discussion?
Date: Tuesday, 25 July 1995 22:13:07
From: craigh@fa.disney.com

On Jul 24, 1:51pm, imagine-relay@email.sp.paramax.com wrote:
>

>
>
> >Exactly. And one of the great advantages to this "shadow mapping" method is
> >that you can blur the map, and give soft shadows! Not exactly accurate, but a
> >great cheat! Many high-end (as well as low end) systems use this method.
>
> From the description of these depth maps in an earlier message, I'm
> not sure I understand how yo are making soft shadows. If you "blur"
> the map with one of those averaging techniques where each value
> becomes closer to its neighbors, it seems you would just be damaging
> your depth map so shadows are assigned improperly. To have soft
> shadows with the technique that someone summarized in this group, you
> would take a point on an object, check its distance from each light,
> compare the distance with the corresponding point on the light's depth
> map, and then LOOK AROUND THE DEPTH MAP FOR THE 'EDGE' OF A SHADOW to
> decide whether you are in a region for soft shadows. I don't know how
> that could work anyway.
>
> Did I misunderstand the idea of depth maps? Please share.
>-- End of excerpt from imagine-relay@email.sp.paramax.com

Okay. I am not sure how it can be done. I thought about it and looked it up, but I have to agree with you. I know that it has been done, however. An example of this method is Pixar's animation "Luxo Jr.".

My book "Computer Graphics- Principles and Practice" by Foley and vanDam refers to a paper "Rendering AntiAliased Shadows with Depth Maps" by Reeves, Salesin and Cook from SIGGRAPH 87 on this very topic.

If you want to know more, check out that paper.

Sorry I could not be more informative.
Craig

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

Thread 250

-=> RETURN TO CONTENTS!<=-

1.624 MSG-621 Subject: Don’t kill me if this don’t work

```
                Subject: Don't kill me if this don't work
Date:    Tuesday, 25 July 1995 22:29:16
From:    CausticLum@aol.com


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

Here it is in all its glory!  This is is my first try and did it in about an
hour or two.

                                                      ---Lum
-------------------------------------------------------------------------------
------------------

--> ATTACHEMENT: glass.jpg <--
sum -r/size 32027/9973
```

Thread 762

-=> RETURN TO CONTENTS!<=-

1.625 MSG-622 Subject: Re: Virtual Memory

```
                Subject: Re: Virtual Memory
Date:    Tuesday, 25 July 1995 22:58:30
From:    Damon LaCaille <nomad@aloha.net>
```

On Tue, 25 Jul 1995, Vance Schowalter wrote:

> Gigamem was a pain in the posterior. I never could get it to work with
> Imagine, so I leapt for VMM when I saw it. VMM is easy to set-up and use
> with Imagine. I too, have 10mb of ram, and I've had no problem rendering
> 30mb scenes (for example). The only other things you need to run VMM is
> an MMU and MUI (Magic User Interface).
>
> Sorry, I don't know what the latest price is for Imagine.

Thanks for the info. By the way, is there a place I can purchase VMM, or
is it shareware type (yeah, right). Thanks again for your information

Damon

Thread 625

-=> RETURN TO CONTENTS!<=-

1.626 MSG-623 Subject: Video boards

Subject: Video boards
Date: Tuesday, 25 July 1995 23:00:14
From: Garry61@aol.com

In the PC world, has anyone or has Impulse devised a compatibility list for Graphics boards that are proven to work in all VESA modes with Imagine. I think this would be a very useful list for the Amiga users that are contemplating moving to the PC.

I think the list should be of those boards that run stock without third party work arounds such as UNIVESA. Or a tri-list of those that work stock, those that work with third party workarounds, and those that do not work at all.

If anyone wishes to start one (I can) let me start the list by adding mine,
Diamond Stealth 24 VLB - works in all modes

Render on....... and on........ and on.........and....

Thread 848

-=> RETURN TO CONTENTS!<=-

1.627 MSG-624 Subject: Re: Virtual Memory

```
                Subject: Re: Virtual Memory
Date:    Tuesday, 25 July 1995 23:00:36
From:    Damon LaCaille <nomad@aloha.net>
```

On Tue, 25 Jul 1995, joop van de wege wrote:

> Try VMMV31.lha from Aminet. Don't know the exact path and can't look it up
> while composing this message (I'm on a PC :( ).
>
> Things to watch out for are:
> The minimum size of the memory allocation with the PUBLIC flag set that goes
> into virtual. Normally this type shouldn't go into virtual but some programs
> set the flag on any allocation they do. I'm not sure Imagine does but you
> better be warned.
>
> {features of VMM deleted here to save space}
>
> Try it out, it does work very well for me. A3000-030 @25Mhz with 16Mb of Fast

> right now but used it alot with 12Mb.
>
> Joop

Joop,
thanks a lot! That's the second good review I've heard about VMM. I'll
go check out Aminet right now! (Gettin' excited!)

yeeha!
Damon

Thread 622

-=> RETURN TO CONTENTS!<=-

1.628 MSG-625 Subject: Re: Virtual Memory

```
                Subject: Re: Virtual Memory
Date:    Tuesday, 25 July 1995 23:03:20
From:    Damon LaCaille <nomad@aloha.net>
```

On Tue, 25 Jul 1995, Udo K Schuermann wrote:

> Damon,
>
> GigaMem works with Imagine. I've set its preferences to always give
> Imagine virtual memory first, but only on 10K allocations or larger. If
> your VM buffer is sufficiently large and your swap partition quick, you
> should not suffer too much of a performance hit. Ideally you give a swap
> partition RAM buffer space anywhere from 20% to 50% of of the partition
> size to keep swapping to a minimum. Little swapping, little performance
> hit. You might want to set up a 20MB swap partition, give it between 2MB
> and 6MB RAM as buffer space to see how that works.
>   I bought GigaMem v2 for $129.- in the store about two years ago.
> Paid for the 3.12 upgrade ($19 or something) a little while ago. Been very
> happy with it.

Udo,
  thanks a bunch for your info. $130 is a bit high for me though :(If
I'm going to spend more than $50 or $60, then I'll go ahead and buy the
RAM upgrade, heh. Be quicker and probably better in the long run.
  However, I've read two good posts about a shareware VMM! I'm going to
try it, and if I like it (and the price isn't outrageous) I'll get that.
  Thanks for your reply though. It really helped me out.

Damon

Thread 188

-=> RETURN TO CONTENTS!<=-

1.629 MSG-626 Subject: Re: 3.3 maps

Subject: Re: 3.3 maps
Date: Tuesday, 25 July 1995 23:06:16
From: Charles Blaquiere <blaq@io.org>

> From: Jim Shinosky <tracker@en.com>
>
> You might want to read the last couple of sentences over. He says that it
> flips back to Windows as soon as he EXITS Imagine. It's doing nothing
> more than starting a DOS session for Imagine.

That is correct. As I perceive it, you still can't get Imagine to
multitask under any OS but the Amiga's. B^D What this trivk does, is let

you pop into and out of Imagine without having to exit Windows.

Thread 556

-=> RETURN TO CONTENTS!<=-

1.630 MSG-627 Subject: Fog objects vs. DOF!

```
                Subject: Fog objects vs. DOF!
Date:    Tuesday, 25 July 1995 23:15:47
From:    Charles Blaquiere <blaq@io.org>
```

> From: Granberg Tom <tom.granberg@TV2.no>
>
> Ps. Need assitance imidiatly, due to deadline the 30 july- That is in few
> days, so please hurry if you know what to do!

My advice, since you're in a hurry: can you render the image in layers, and composite them in an image processing program? You could remove the fog objects from the scene, render with DOF, then render just the fog objects on a black background. In your image processor, blur the fog object render and composite on top of the other image.

Thread 633

-=> RETURN TO CONTENTS!<=-

1.631 MSG-628 Subject: IML

```
                Subject: IML
Date:    Tuesday, 25 July 1995 23:17:51
From:    augioh4b@ibmmail.com
```

```
--- Received from GITD.PSG024  4523                 26JUL95  11.53
  -> IBMMAIL.INTERNET      IBMMAIL INTERNET               IBM
```

HIYAS,

ANYONE KNOWS WHERE I CAN FTP DOWNLOAD A COPY OF THESE
DEISCUSSIONSIN IML? MY PROBLEM IS THAT I CAN ONLY READ THEM AND

NOT SAVE THEMAND NOT BE ABLE TO SAVE THEM TO FILE VIC

Thread 18

-=> RETURN TO CONTENTS!<=-

1.632 MSG-629 Subject: Imagine 4.0 Questions

```
                Subject: Imagine 4.0 Questions
Date:    Tuesday, 25 July 1995 23:20:05
From:    Charles Blaquiere <blaq@io.org>
```

> From: Appalchin@aol.com
>
> What all is supposed to be in Imagine 4.0.

Things I know so far:

4.0 will include metaballs, new lights that cast soft shadows in trace mode, motion blur. Not specifically mentioned, but supposed to be included, is alpha channel support to replace (and improve) the old genlock feature. 4.0 will be available for Amiga and Windows; other platforms have been mentioned as well. It will be available to new owners, but very tentative messages by Mike Halvorson would seem to indicate a large retail price (over $1000) for 4.0/Windows if you’re not upgrading, current Imagine owners would be able to upgrade for a much more reasonable price.

That’s all I can remember at this point.

Thread 679

-=> RETURN TO CONTENTS!<=-

1.633 MSG-630 Subject: Radiosity

```
                Subject: Radiosity
Date:    Tuesday, 25 July 1995 23:29:20
From:    Richard Heidebrecht <rheidebr@freenet.niagara.com>
```

Am I the only one that would like to see radiosity in Imagine 4.0? I know, it's really, REALLY slow, but you can do things that just can't be done with raytracing. I think if the guys at Impulse could find time to implement radiosity it would really put Imagine over the top.

~Rick Heidebrecht~

Thread 703

-=> RETURN TO CONTENTS!<=-

1.634 MSG-631 Subject: Re: The bumps slide off my slug!

Subject: Re: The bumps slide off my slug!
Date: Tuesday, 25 July 1995 23:38:17
From: Charles Blaquiere <blaq@io.org>

> From: Mike McCool <mikemcoo@efn.org>
>
> With your basic slug object, create a state, call it '0,'
> 'piggiepie,' or anything BUT 'DEFAULT.' (Except for Bones, which some
> kind imaginoid pointed out to me, don't name -anything- DEFAULT, or it's
> your own fault).
>
> Now, so long as you lock all your textures/brushes to this state
> '0,' they should stick throughout the conform-path.

Het, I got it to work! Thanks to your (and others') advice. Oddly enough, my state is called... DEFAULT <cringe>, and it works just fine.

I left the slug animation running on the screen while I went our to do some errands. When I came back, my significant other, who has NO interest in computers or animation whatsoever (dunno why I married the guy), made a comment that my slug was "yucky". After 3.5 years of Imagine, an unsolicited comment! I almost fell off my chair. If he noticed my slug, it means that Conform To Path truly is, as I'd written, a low effort/high payback effect.

Thread 704

-=> RETURN TO CONTENTS!<=-

1.635 MSG-632 Subject: Upgrade paths

```
                Subject: Upgrade paths
Date:    Tuesday, 25 July 1995 23:42:26
From:    Charles Blaquiere <blaq@io.org>
```

> From: Gareth Qually <gareth.qually@tinder.iafrica.com>
>
> p.s. Has any of you used or own the PC version of Imagemaster R/T (It is called WinImages R3)? What is it like? Is it as good as the Amiga version? What do they use for scripting if Arexx is not there?

It's much better than the Amiga version. You get all these independent windows, and an enhanced interface that includes a ridiculously easy timeline interface. Open the timeline, open the file requester, multi-select an entire directory's worth of image files, and boom, there they are one one row of your timeline. Then, drag & drop an effects button from the toolbox into the timeline; that's how you add processing to your images. Double-click on the effect, and up pop all the parameters, which you can change at will -- you can even adjust spline curves to vary any parameter over time. This is POWERFUL and EASY stuff. I don't think you'd miss ARexx one bit. Finally, add some render icons to save your work, and set the timeline into motion.

Thread 641

-=> RETURN TO CONTENTS!<=-

1.636 MSG-633 Subject: Fog objects vs. DOF!

```
                Subject: Fog objects vs. DOF!
Date:    Wednesday, 26 July 1995 00:10:55
From:    Torgeir Holm <torgeirh@powertech.no>
```

On 25-Jul-95 17:11:29, Granberg Tom wrote:

>I have run into a unusual problem.

or ususal <g>

>I working on a project where Im building a virtual studio for a show, where I
> have lights running along the edge of the roof. So I put an extruded fog
>object as wide as the light, with the fogtop texture on it, to simulate
>light haze. It looked great when rendered, but hey I wanted depth of field
>to. To get that extra realism into the picture. Then the problem jumped in

>with full power, it only blurred what was behind the fog object and nothing
>else, and it didnt matter how far or how close the fog object was to the
>camera. To check if I was wrong I deleted the fog object, and hey presto,
>nice dof. So there must be something wrong here, or at least something I've
>overlooked. Ps. Need assitance imidiatly, due to deadline the 30 july- That
>is in few days, so please hurry if you know what to do!

This has happened to me too. I was using a couple of dense fog balls with the ghost texture on them to simulate glowing light sources. I all worke well, untill I turned on DOF. I never got the time to find a workaround...

Torge!r

Thread 661

-=> RETURN TO CONTENTS!<=-

1.637 MSG-634 Subject: Metaballs

Subject: Metaballs
Date: Wednesday, 26 July 1995 00:10:57
From: Torgeir Holm <torgeirh@powertech.no>

On 25-Jul-95 18:31:35, Granberg Tom wrote:

>Metaballs is so cool that I think I want them now! Thingies you can do with
>them are:

>1. Modell organic objects with a lot of curved details without having to deal
> with intersected vectors.

>2. Make fluids like a snap, and if impulse will make them as a choise in the
>particle requestor you could do some neat tricks. Fountains, waterfalls,lava
>etc.

>Well I think that's about covers my knowledge of metaballs, anyone else?

A really psycho pool table would be my first choice <grin>

Since everyone is raving about the new mataballs modeller, I thought I'd mention the metashape modeller in GIG's 3DGO. It works like a metaball modeller, except it also lets you use any other primitive in the program. (cubes, cones, toruses (tori?))

Torge!r

Thread 507

-=> RETURN TO CONTENTS!<=-

1.638 MSG-635 Subject: Fingerprint-fault

Subject: Fingerprint-fault
Date: Wednesday, 26 July 1995 00:22:44
From: Granberg Tom <tom.granberg@TV2.no>

Hi!
This is cool, correcting my own mail?

Well if you noticed, you would have to inverse the specular mapping as well, if

you didnt do it in your image proccesing program?. Imagine will use the luma and

color values to determine the specularity on the object. Another tip is to use that same map as a hardness mapping, remember to cross the inverse button to get

zero or 50% if you mix/morph it 0.50, hardness on the fingerprints itself.

Bye for now!

Tom Granberg (Renderbrandt)

Thread 613

-=> RETURN TO CONTENTS!<=-

1.639 MSG-636 Subject: Bying PentiumPC

Subject: Bying PentiumPC
Date: Wednesday, 26 July 1995 00:34:46
From: Granberg Tom <tom.granberg@TV2.no>

Bill Graham wrote among other things:

-platform "war" (stupid term, really). I’m going to keep my amiga(s), but
-there is no denying the rendering speed increase. Please reply to me directly
-at w.graham6@genie.geis.com

Yepp, the speed increase itself is infact a good reason to outstand the F***ING

DOS. Speed increase means that you get more work done in less time, plus as somone else stated, you can make sure it looks right by playing around.
We also got PAR on one of the Pentiums, but that to are a DOZZZZ program, and that is a bit anoying, since I would have to quit Imagine or anything else for that mater, to use it. But still a great software/hardware, wouldnt be without it a second.
So PentiumPc's are good enough as work horse goes, but no way I'm using it for other things than realy heavy applications. Ok Photoshop runs hell of a lot faster on it to!
So a multiplaform choise works best for me, but anyone with different needs, will do different things. I'm no Amiga or Pc freak, I love doing graphics, and as such I have to give my A4000 Warp4040 a warm hug due to the imense diverse and cheap software you could by for it, as well as a superior OS in terms of usabilety.

Later!

Tom Granberg (Renderbrandt)

Thread 673

-=> RETURN TO CONTENTS!<=-

1.640 MSG-637 Subject: Re: Memory ...

Subject: Re: Memory ...
Date: Wednesday, 26 July 1995 00:38:24
From: "Randy R. Wall" <rrw@ecst.csuchico.edu>

> >I don't think so. One of the guiding principles of Imagine is: if an
> >Action bar (other than Actor) ends at a certain point, its last value
> >remains for the rest of the animation.
> >
> >I've never seen this fail. Has anyone had a different experience?
> >
> >From memory, I think I've had weird things when coming off a path
> alignment/track.
> Maybe.

Actually this is a normal thing in Imagine. Once your object is at the end of a path and if you haven't added a new positision, alignment bar after it, it will jump back to the defaults it was loaded with from the Detial Editor as it has nothing else to go by.

The way to get around this is to go to the frame just after the last frame of your path in the Action Editor and add a one frame bar for the position and alignment of the object. Use Tween and Imagine will copy the last position and alighment the object had on the path. and stay there for the rest of the frames you have the actor loaded for.

Pretty simple fix to the problem.

=RRW=

Thread 543

-=> RETURN TO CONTENTS!<=-

1.641 MSG-638 Subject: Re: Scanline and Trace

Subject: Re: Scanline and Trace
Date: Wednesday, 26 July 1995 00:58:10
From: John Grieggs <grieggs@primenet.com>

>
> Here are the results of the rendering times comparison that I
> promised:
>
text deleted...
> # Does not include palette generation times.
>
This is an extremely serious flaw in the chart! I use Imagine on both the Amiga and PC, and the palette generation occupies a _very_ large chunk of the rendering time on the PC. I suspect that the palette generation message actually covers things like picture byte-swapping and the like, not just palette generation.

In any case, the palette generation section of the PC render is a very large, non-optional, non-avoidable portion of the render, and should absolutely be considered in the rendering time total.

Aside from that, cool chart. Thanks. :-)

_john

Thread 525

-=> RETURN TO CONTENTS!<=-

1.642 MSG-639 Subject: Re: Crowbar Mike!

```
                 Subject: Re: Crowbar Mike!
Date:    Wednesday, 26 July 1995 01:03:49
From:    Granberg Tom <tom.granberg@TV2.no>
```

Hi there fellow thinker, Mike Vandersomme.

I cant say how much I agree on your comment, and yes lets stop this stupid "I dont like Mike very much, bla bla" thing that has swormed the list the last few

weeks. After all he is the reason wy we all can get Imagine!
Lets post some decent mails instead!? And let "The Gang" do their magic, and dazzle us with new cool tools.

Later!

Tom Granberg (RenderBrandt)

Thread 732

-=> RETURN TO CONTENTS!<=-

1.643 MSG-640 Subject: Re: Impulse & IML (Long message!)

```
                 Subject: Re: Impulse & IML (Long message!)
Date:    Wednesday, 26 July 1995 01:07:30
From:    Gerard Menendez <gpm@netcom.com>
```

Well after the

On Tue, 25 Jul 1995, Old_Man wrote:

> After a recent conversation with Mike? I would agree. I use imagine for
> traditional art such as vases within vases abstracts etc. Mike seemed
> pleased that imagine was being used for something in addition to rocket
> ships.
>
> Bill
>
> On Tue, 25 Jul 1995, Charles Blaquiere wrote:
>
> > > From: SGiff68285@aol.com
> > >
> > > I think the reason for this is that Imagine is so cheap that many

> > > people can use it and it is available to users who may still be in
> > > their teens and not very mature. I think a lot of the "whining" posts
> > > reflect the immaturity of a small portion of Imagine users.
> >
> > I also have the same hunch. You know, when Mike acts as the Ogre From
> > Hell, he's sometimes had to fight irrational teenagers all morning, I'm
> > sure. (Katie Ka-Boom, anyone? B^) A lot of us would get testy when faced
> > with Imagine's constituency.
> >
> >
>

Thread 590

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1.644 MSG-641 Subject: Upgrade paths, WinImages:FX

Subject: Upgrade paths, WinImages:FX
Date: Wednesday, 26 July 1995 01:10:20
From: tome@next.com.au (Tom Ellard)

>I have just ordered the Amiga to PC crossgrade. Has anyone else done
>this? What I want to know is did they give you the most recent version?

You get the latest PC Imagine.

>p.s. Has any of you used or own the PC version of Imagemaster R/T (It is
>called WinImages R3)? What is it like? Is it as good as the Amiga
>version? What do they use for scripting if Arexx is not there?

They have a timeline feature that operates in a similar way to Imagine's action editor. You drag pictures and effects to the time line and they morph between keyframes. E.g. if you had a fire effect in an oval on frame 1 and the same fire in blue in a square on frame 30, the fire changes colour and the region changes shape. There are also envelopes a la Lightwave - you mix and match them.

In general PC imaging s/w (Premiere, Picture Publisher, WinImages) is 'easier' to sequence, as it it uses drag and drop, requesters etc. etc. but AREXX is more 'flexible'. I haven't suffered from not having AREXX on the PC except at the odd moment when I wanted a strange combination of treatments.

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

Thread 852

-=> RETURN TO CONTENTS!<=-

1.645 MSG-642 Subject: Lights in raytrace.

```
                Subject: Lights in raytrace.
Date:    Wednesday, 26 July 1995 01:10:57
From:    tome@next.com.au (Tom Ellard)
```

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

I really don’t understand why lights that work in scanline don’t work in trace.

To be more specific, creating a sphere, giving it a ’light’ attribute,
seeing that it works fine in scan but throws no light in trace.

Somone was kind enough to point out that a little bit of fog attribute will
"let the light out", and that works well thank you.

But this seems very kludgy. Counterintuitive. Why do my lights need to be foggy?



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

Thread 726

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1.646 MSG-643 Subject: Re: A few Questions

```
                Subject: Re: A few Questions
Date:    Wednesday, 26 July 1995 01:12:09
From:    rbyrne@3dform.edex.edu.au (Robert Byrne)
```

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

Hello pantera, on Jul 24 you wrote:

> hi guys if anyone could commet on anY of the comments:
>
>
> 1.  The "METABALLS" which is going to be featured in 4.0, how hard is it
> to model using this technique, i mean is it alot harder than using the
> traditional detail editor tools?

If you mean V4.0 specifically, hard to say until it comes out.
```

> 2. I still have questions about the BONES feature, let's say that i had
> a "can" object of coke for example. ANd i wanted to make it dance.
> Here's a sketch:
>
> ....
> |||||||||
> |||||||||
> ....
> |||||||||
> |||||||||
> ....
> |||||||||
> |||||||||
> ....   (Assume that the can has many more "horizontal sections".
> Now how could i make it so that when i rotate the top point of the can,
> that the bottom section would stay intact, and the others would somehow
> i guess "conform" to the rotation of the top points, so that you get a
> "bent" can. If anyone understands what i'm talking aboyt, I'd greatly
> appreciate a small example so i could follow.)

There is a good step-by-step example of Bones in the FAQ. What I can tell you though is that you can make your can dance with just a few bones as your diagram shows now. The middle bone can include a large percentage of the can's faces and when you rotate its axis the faces will bend in a smooth arc.

If you have many bones, start with the bottom one where you want the bend to begin and rotate it, now update the bone. Do the same for the rest, working your way to the top and adjust the axes until you get the shape your after.

> 3. I am just kinda curious as to why there are no books (commercial)
> covering Imagine, and no I'm not talking about "understanding Imagine
> 2.0" or "THe Imagine COmpanian", I'm talking about new books covering
> the NEW features of Imagine. .....

Good question, I'm sure it would sell very well.

> 4. Will Imuplse ever feature the famous (overused) lightwave light
> effects (lensflare, glow, hallow around light) in the upcominng 4.0.

We already have lensflare, glow would be nice - where's my light sabre :-)

-- Bob

Thread 651

-=> RETURN TO CONTENTS!<=-

1.647 MSG-644 Subject: RE: RE Mike H

```
                Subject: RE: RE Mike H
Date:    Wednesday, 26 July 1995 01:16:50
From:    Granberg Tom <tom.granberg@TV2.no>
```

Hi Vance Schowalter!

I did say sometimes, I didnt say every time. And I have got some troubles myself

with the "GANG". I need the Amiga PAL version, and the last three updates 3.1-3.3 was ntsc. But Hey maybe they did it piss me of? I dont think so. I called them back after the first shipment 3.1, and they sent me the right Version the same day. But I still got 3.2-3.3 in ntsc version, anoying yes but so what? But lets stop this debate?

And now to something else.
Have you done something cool in Imagine latly?, if so lets hear about it, I'm all ears.

Tom Granberg (Renderbrandt)

Thread 652

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1.648 MSG-645 Subject: Re: Disturbed & Grid

```
                Subject: Re: Disturbed & Grid
Date:    Wednesday, 26 July 1995 01:51:40
From:    rbyrne@3dform.edex.edu.au (Robert Byrne)
```

Hello ERNESTO, on Jul 25 you wrote:

```
> 2. I have found some textures that are undocumented (i guess somebody
> say this before...)
>    * Disturbed.itx
>    * Grid.itx
```

These are documented in the V2.0 manual and because a lot of you started with V3.0 I'm sure no one will mind if I describe the parameters.

DISTURBED

```
=========

Creates a disturbed pattern similar to water.

Amount:  controls the apparent height of the waves,
         suggested value around 0.25.

Wavelength: distance between the wave crests.


Wave interference pattern parameters:-

X Separation: varies the relative phase between two waves,
              suggested value around half the Wavelength.

Small < 1: controls the angle between the travel direction of the two
           waves.


GRID
====

Creates a series of lines in the Y and X plane.

Grid Size: the distance between the lines.

Line Size: the width of the lines.


-- Bob

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

Thread 85

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1.649 MSG-646 Subject: Re: Pentium speed

```
                Subject: Re: Pentium speed
Date:    Wednesday, 26 July 1995 01:55:18
From:    Richard Heidebrecht <rheidebr@freenet.niagara.com>


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

On Tue, 25 Jul 1995, DThompson wrote:

> the work with adpro, fred, and my Par, but for less than $2,400 I got a 90
> mhz machine with a Gig of hardrive space and 32 megs of ram. It's even
```

Is the $2,400 a typo? Last time I checked, a 1gig hardrive was about $500 and 32 megs of ram is about $1,500. That means you only paid $400 for everything else. If the $2,400 was not a typo, please tell me where you got your pentium(in other words, where I will be buying my next computer:)

~Rick Heidebrecht~

Thread 736

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1.650 MSG-647 Subject: I apologise to the list

Subject: I apologise to the list
Date: Wednesday, 26 July 1995 02:03:32
From: Gerard Menendez <gpm@netcom.com>

My comments about Mike H. had no place on our list and spawned much useless mail. Given how few and far between my positive contributions are, I ought to think twice about mucking things up.

Furthermore, the service I received on the phone, while poor, was certainly not actively rude, and I do not know whether it was Mike or not. Also, while I often do not like the tone of his messages, they certainly do not deserve to be characterized as unprecedentedly unprofessional.

I let myself get caught up in a round of bashing and I regret it.

This moment of insight is now over and we are returning to our usual self-image of perfection.

Gerard

Thread 288

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1.651 MSG-648 Subject: Re: Essence + 2.0

```
                Subject: Re: Essence + 2.0
Date:    Wednesday, 26 July 1995 02:17:31
From:    rbyrne@3dform.edex.edu.au (Robert Byrne)


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

Hello Charles, on Jul 25 you wrote:

> > From: Robert Whitaker <robert@cs-bbs.manawatu.gen.nz>
> >
> > Hi there,  I was wondering in Essence 1 is compatable with Imagine 2.0.
>
> Heck, Essence is compatible with everything all the way back to Turbo
> Silver!

Well, not quite.  I've read the FAQ's that go back some years and there was
a lot of discussion about compatibility when V2.9 arrived. Essence 1
textures were not compatible after Imagine V2.0 until someone posted a
patch to Aminet. It's biz/patch/esstoim29.lha and it changes one byte in
the code and adds the .itx extension. I now have two versions of Essence 1,
the original for use with Forge and the patched one for Imagine 3.

Essence 2 Version 3 has no compatibility problems, I don't know if there is
a later version of Essence 1 which solved this problem.

-- Bob



                           Thread           56

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```

1.652 MSG-649 Subject: Re: DCTV to VCR problem

```
                Subject: Re: DCTV to VCR problem
Date:    Wednesday, 26 July 1995 02:32:16
From:    "Randy R. Wall" <rrw@ecst.csuchico.edu>


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



On Tue, 25 Jul 1995, Robert King (ART) wrote:

> was there a dctv image (mottled grey 8color or 16 color image) displayed on
> your computer monitor (RGB) when you got no video from the the video out
> of the DCTV?  If the computer is showing the 3 or 4 bitplane gray scale
> image that DCTV converts to video and no video is present at the
> video-out port, then try the pixel-adjust knob on the DCTV unit.
```

>
> Also when I used to load dctv animations into Deluxe Paint they wouldn't
> show until I either started the animation or removed the title bar with F10.
>
> Robert King

Yes, and sometimes you even have to move your workbench screen in prefs to get the images to show up properly, or use the Ctrl and arrow keys in DPaint to move the whole screen. Espesially with overscan images.

=RRW=

Thread 541

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1.653 MSG-650 Subject: World Size (was Re: Memory...)

Subject: World Size (was Re: Memory...)
Date: Wednesday, 26 July 1995 03:04:23
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Charles, on Jul 25 you wrote:

> > From: Matt Kropp <cmkropp@cts.com>
> >
> > I read somewhere that Ray Tracing in Imagine is limited to a World size of
> > 1024x1024x1024.
>
> It depends on which version of Imagine you own. Early versions, until
> 2.0 I guess, had the default world size set to 1024. Then, starting at
> 2.9 I believe, the default was changed to zero, allowing Imagine to
> auto-size the world on every frame.

According to the V3 manual the world size extends 16000 units along the three axes, ie. -16000 to +16000.

The default world size is 1024 units in all directions, anything outside this area will not be rendered in Trace mode.

Now that seems to be a contradiction, because the Global World Size defaults to 0,0,0 and the world is sized dynamically. I assume then that doing a quickrender in Trace from the Detail Editor means you are limited to 1024 units but a render in the Stage is dynamic.

Does that make sense?

-- Bob

Thread 719

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1.654 MSG-651 Subject: Re: A few Questions

Subject: Re: A few Questions
Date: Wednesday, 26 July 1995 03:24:50
From: Valleyview@aol.com

In a message dated 95-07-25 03:09:02 EDT, pantera@voyager.com writes:

>2. I still have questions about the BONES feature, let's say that i had
>a "can" object of coke for example. ANd i wanted to make it dance.

I have plans for writing a tutorial to make an animated figure. (bones, constraints, edge fill, etc) All that's needed is time.

For now I'll assume you know the basics of bones. If not, let me know.

Let's make a can with 3 sections like in your diagram. To make bones work decent you should at least have 1 or 2 sections in between your bone sections. (the more sections, the smoother the bends) So we'll make a can with 7 vertical sections.

Put an axis at the bottom of section 1 (the bottom one), section 4, and section 7 (top).
In the attribute requester name them bot, mid, and top.

Pick Group mode.
Click on mid, then top. Click on "Group" menu item.
Click on bot, then multiclick mid. "Group" them.
Click on the can axis(which now becomes the parent), then multiclick bot. "Group" them.

Make this your "default" state.

Pick Face mode.
Multipick the top row of points (faces of top of can). Make this your small bone subgroup for the "top" axis.
Multipick the top 3 sections of the can. Big bone supgroup for "top".
Multipick the top 4 sections of the can. Small bone subgroup for "mid".
Multipick the top 6 sections of the can. Big bone supgroup for "mid".
Multipick all sections of the can. Small bone subgroup for "bot".
We'll also use all section for Big bone subgroup for "bot".
This allows us to deform the whole can without moving the "bot" axis.

There are two ways to twist our can.

Direct method:

Pick Group mode.
Pick "top" or "mid" and rotate them around "z".
Click on can axis.
Click on "Update Bones" menu item.
We can also rotate around "x" or "y" to bend the can over. Try it.

Set "State" to "default".

Inverse method.
Pick Object mode.
Pick can axis.
"Freeze" all world axis.
Pick "Constrain" menu item.
Pick "top" axis.
Rotate and see all 3 axis rotate differant amounts.
Pick Group mode.
Pick can axis and "Update Bones".
Again you can also move, which affects all the bones to bend the can.

Hope this helps. Hollar for more help if you need it.

As for Metaball, a lot of how hard it is will depend alot on how Impulse implements it.
As for books, between "Dare to Imagine", the FAQ, and this list, you couldn't get a much more up to date reference base.
Rick

Thread 723

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1.655 MSG-652 Subject: RE: RE Mike H

Subject: RE: RE Mike H
Date: Wednesday, 26 July 1995 03:33:23
From: Vance Schowalter <viking@freenet.edmonton.ab.ca>

On 26 Jul 1995, Granberg Tom wrote:

> Hi Vance Schowalter!
>
> I did say sometimes, I didnt say every time. And I have got some troubles myself
> with the "GANG". I need the Amiga PAL version, and the last three updates
> 3.1-3.3 was ntsc. But Hey maybe they did it piss me of? I dont think so. I
> called them back after the first shipment 3.1, and they sent me the right
> Version the same day. But I still got 3.2-3.3 in ntsc version, anoying yes but
>
> so what? But lets stop this debate?

I agree. No more debate.

I wish I had the cash, I'd take your 3.3 NTSC Imagine version off your
hands. Not meant to be, I guess. *8^>

>
> And now to something else.
> Have you done something cool in Imagine latly?, if so lets hear about it, I'm

> all ears.
>
> Tom Granberg (Renderbrandt)
>

Well, the very latest I've been playing with has been using altitude mapping to make small moons and planets. It works great for that. The first map I put on the sphere is the altitude map, to create the impression of continents. Then I apply a different colour map to give the impression of shifting sands, etc. It works better than using the same map for both. Much better.

I've only played around with textured planets a couple of times. At this time, brush mapping is where my interests lay, right now.

I use Imagemaster R/t for detailing maps, and these two graphics packages complement each other extremely well. Both have a learning curve, but the rewards are well worth it. Imagine is much easier for me to use now, thanks to the features that Impulse continues to add.

One of my favourite features has always been the camera and object tracking capabilities. For flyby shots, this implementation makes it a breeze to set up and render.

```
*******************************************
*    Vance Schowalter >>Image Master<<    *
*                                         *
* Internet: viking@freenet.edmonton.ab.ca *
*                                         *
*     "Affable little snow creature."     *
*******************************************
```

Thread 765

-=> RETURN TO CONTENTS!<=-

1.656 MSG-653 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 26 July 1995 04:00:29
From: imagine-relay@email.sp.paramax.com

On Jul 24, 9:29am, imagine-relay@email.sp.paramax.com wrote:

>
>
>
> The reason: One of my friends and I exchange projects often. But, if
> he did NOT have the exact same directory name as I, we would have to
> re-build the WHOLE project. Of course, that doesn't work if you have
> 300 frames to render, 150 on each machine.
>

It seems like any complicated program like Imagine will have the same problem. Does Lightwave?

Anyway, on my AMIGA, I got around this using the ASSIGN command. So, when I went to another machine, I would assign his disk and directory name to mine, so that the AMIGA would simply substitute one for the other when it came up. It worked like a charm.

I don't know if there is something similar in the PC world.

Craig

--

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

Thread   326

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1.657 MSG-654 Subject: Re: Scanline and Trace

Subject: Re: Scanline and Trace
Date: Wednesday, 26 July 1995 04:08:29
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Dave, on Jul 24 you wrote:

```
RB> > How about we define a base scene as a benchmark that everyone can render
  > > for comparison.  This could go in the FAQ for future reference.

>   I think this is a great idea. I also think it would be nice to have some
> kind of standard Imagine directory configuration, so that we could swap
> projects with each other, (or even just staging files) instead of trying
> to describe a complex process in words. It would possibly take up less
> space, in some cases. Lots of problems with different versions though.?

I keep all my projects in an assigned path (IM:) and if I give a project to
someone they can put it anywhere and assign IM: to that directory.
The problem now is not just different versions but different platforms.
Filenames and paths are not the same:-

Amiga:MyCurrentRender.imp/objects/Big_SpaceShip.iob

PC:\MyCurren.imp\objects\Big_Spac.iob  (or something like that).

Staging files alone are no good without the objects they try to load.

Perhaps there is a compromise that could be worked out, it would make
solving someone's particular problem a lot easier.

-- Bob

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

Thread 466

-=> RETURN TO CONTENTS!<=-

1.658 MSG-655 Subject: Sorry Could Not Find Subject!

```
                Date:    Wednesday, 26 July 1995 04:17:11
From:    imagine-relay@email.sp.paramax.com


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

On Jul 25,  2:06am, imagine-relay@email.sp.paramax.com wrote:
>

> > From: Robert Byrne <rbyrne@3dform.edex.edu.au>
> >
> > How about we define a base scene as a benchmark that everyone can render
> > for comparison.  This could go in the FAQ for future reference.
>
> Someone finally did this on CompuServe, after years of online idle
> speculation. The results floored me. A Pentium machine rendered
>
>     TWENTY-FIVE
```

>
> times as fast as my 25 MHz Amiga 3000! I was in shock for days.
>
>

You must also realize that it is not just processor speed that makes this possible. The rest of the computer makes a difference.

For example, the pentium has a faster hard drive, a faster bus, faster RAM and a

larger CPU cache. So the processor may only be ten times faster, but the rest of the computer makes it accomplish the actual work much faster.

--

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

Thread 135

-=> RETURN TO CONTENTS!<=-

1.659 MSG-656 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 26 July 1995 04:54:57
From: imagine-relay@email.sp.paramax.com

Greg Denby wrote:
-3.3 definately
-does need the color definitions in order to render Global Fog. For
-a night scene I found it necessary to set the horizon etc to 1,1,1.
-Then the fog worked.

-Anyone else running into this under different circumstances?

No, I cant say that I have encountered this problem, but there is something funny going on with the way Im3.3 handles fog. I just sent a mail to the IML telling about a problem with using fog objects togheter with depth of field, is

strange to say the least.
I have a friend that rendered a buitifull surrealistic picture with globalfog
yesterday, and it turned out to be stuning. But he was using a backdrop image on

a plate. So thats maybe why it worked?

Anyone else?
Later!

Tom Granberg (Renderbrandt)

Thread 653

-=> RETURN TO CONTENTS!<=-

1.660 MSG-657 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 26 July 1995 05:16:01
From: imagine-relay@email.sp.paramax.com

> I assume your are ray-tracing, of course. If parts of highly-refractive
> objects appear black, it's often because Imagine's Resolve Depth has
> been exceeded for those pixels, in which case Imagine throws its hands
> up in the air and colors them black. Try doubling your RDSP Preferences
> parameter, then re-render the same image and eyeball the old and new
> images. If the new images shows less black areas, you're on the right
> track, and can keep bumping RDSP up until the problem has disappeared.
> The fact that you say no black exists in the environment, strongly
> suggests that RDSP is the culprit.

I have tried this all the way up to the maximum RDSP with absolutely
no effect. There does not seem to be much change in the raytrace
time either, which I found somewhat curious. It took around
3 min 5 sec at the default RDSP setting, and around 3 min 15 sec
at the maximum setting of 16. There was no change in the maximum
stack space utilized either, which I found extremely odd, since
I seem to recall that a greater RDSP setting involved greater
degrees of recursion, and hence more stack usage.

The only thing which seems to effect it is a greatly decreased
index of refraction, which must be set no more than about 1.1.
It seems work just fine on spherical objects of both types,
however, even with a large index of refraction.

| Internet: VISHART@ubvms.cc.buffalo.edu
Joseph Hart | /// Plink : OSS542

Niagara Falls, NY | \\/// Ham call: WA2SND
| \XX/ FreeNet : af804@freenet.buffalo.edu
| *** AMIGA - Computers for REAL MEN ***
==

Thread 45

-=> RETURN TO CONTENTS!<=-

1.661 MSG-658 Subject: Sorry Could Not Find Subject!

Date: Wednesday, 26 July 1995 05:50:23
From: imagine-relay@email.sp.paramax.com

>
> Well, assuming UniVesa is installed and works correctly with your
> video card, you simply go to Preferences, edit the line that says:
>
> ... imagine screen width: 0=640 1=800 2=1024 3=1200
>
> change the "value" to 2.

I have the full complement of VESA video modes, but I want to be able to use one mode for the editors, and quick-render to another video mode. IE., I run the editor in 800x600 or 1024x768, but I want to quick-render to 640x480 and have it displayed on a 640x480 screen! It always displays on the same size screen as my editor is in. I'd also like to be able to use even smaller quick-render sizes (320x200, 160x100, etc), but these pics are way too small displayed on a 800x600 or 1024x768 screen... Thanks for any info.

SJG

Thread 657

-=> RETURN TO CONTENTS!<=-

1.662 MSG-659 Subject: Re: Realistic Glass!!!! (long)

Subject: Re: Realistic Glass!!!! (long)
Date: Wednesday, 26 July 1995 06:52:31
From: bilboyce@iconz.co.nz (Bill Boyce)

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

>To: Lumbient@aol.com
>From: bilboyce@iconz.co.nz (Bill Boyce)
>Subject: Re: Realistic Glass!!!! (long)
>
>>OK, I know all of you probably remember the "cups.jpg" problem.  Well I’m not
>>gonna send the glass I made(unless you want :) <<ducking>>  But what I’ve
>>done is to create glass!
>>
>>A) REVELATIONS
>>---------------------------
>>Yesterday I was sitting there with a plastic glass(is that possible?) and I
>>picked it up, stared in amazement. I said to myself, " thats why imagine
>>can’t create glass".  What I had seen was specular spots from every light in
>>the room cast on the material not in spots but rather linear, up and down
>>along the surface.  Well I know imagine can’t do this, so I set out to try to
>                       ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>Sure it can.
>Have you tried making sure the edges (ie where Rim and Base join the
>body) are ’Sharp’ ie ’Make Sharp’. This is something I have recently
>discovered to make a huge difference on these type of objects, and
>you do end up with linear highlights, and great rim highlights. I’ve
>just finished an object using this and it looks great, without any
>special mapping tricks.
>
>The guts of it is, always analyse your object for edges which should be
>sharp and make them sharp! It makes a big difference to phong smoothing,
>too.
>
>Bill
>
```

Thread 805

-=> RETURN TO CONTENTS!<=-

1.663 MSG-660 Subject: Re: An old challenge - How are diamonds done ?

```
                Subject: Re: An old challenge - How are diamonds done ?
Date:    Wednesday, 26 July 1995 07:01:22
From:    bilboyce@iconz.co.nz (Bill Boyce)

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

>> I assume your are ray-tracing, of course. If parts of highly-refractive
>> objects appear black, it’s often because Imagine’s Resolve Depth has
>> been exceeded for those pixels, in which case Imagine throws its hands
>> up in the air and colors them black. Try doubling your RDSP Preferences
>> parameter, then re-render the same image and eyeball the old and new
>> images. If the new images shows less black areas, you’re on the right
>> track, and can keep bumping RDSP up until the problem has disappeared.
>> The fact that you say no black exists in the environment, strongly
>> suggests that RDSP is the culprit.
>
>I have tried this all the way up to the maximum RDSP with absolutely
>no effect.  There does not seem to be much change in the raytrace
>time either, which I found somewhat curious.  It took around
>3 min 5 sec at the default RDSP setting, and around 3 min 15 sec
>at the maximum setting of 16.  There was no change in the maximum
>stack space utilized either, which I found extremely odd, since
>I seem to recall that a greater RDSP setting involved greater
>degrees of recursion, and hence more stack usage.
>
>The only thing which seems to effect it is a greatly decreased
>index of refraction, which must be set no more than about 1.1.
>It seems work just fine on spherical objects of both types,
>however, even with a large index of refraction.
>
As mentioned in another post, sharp edges are important. Try making
sure the edges of the facets on the diamond are 'Sharp' edges. Otherwise
the phong alogriths screw things up, which I think causes these blackness
problems. Worth a Crack!
```

Thread 618

-=> RETURN TO CONTENTS!<=-

1.664 MSG-661 Subject: Re: Fog objects vs. DOF!

```
                Subject: Re: Fog objects vs. DOF!
Date:    Wednesday, 26 July 1995 07:25:40
From:    "DEBEAUMONT, GEORGE" <debeaugw@songs.sce.com>


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

"Granberg Tom" <tom.granberg@TV2.no> wrote:
>I have run into a unusual problem.
>I working on a project where Im building a virtual studio for a show, where I
>have lights running along the edge of the roof. So I put an extruded fog object

>as wide as the light, with the fogtop texture on it, to simulate light haze.
>It looked great when rendered, but hey I wanted depth of field to. To get that

>extra realism into the picture. Then the problem jumped in with full power, it

>only blurred what was behind the fog object and nothing else, and it didnt
>matter how far or how close the fog object was to the camera. To check if I was

>wrong I deleted the fog object, and hey presto, nice dof. So there must be
>something wrong here, or at least something I've overlooked.
```

Tom is correct. Fog objects don't appear to work well with the depth of field function enabled. Specifically, other objects (viewed through a fog object) have an inaccurate depth of field. The point of focus appears to be at a distance much farther from the camera.

With transparent objects the problem is even worse. Other objects (viewed through a transparent object) all appear in perfect focus!

Both of the above problems occur in both scanline and trace. I'm sure one of the theoretical types on the list can explain the reason for these shortcomings.

George deBeaumont
debeaugw@songs.sce.com

Thread 17

-=> RETURN TO CONTENTS!<=-

1.665 MSG-662 Subject: Re: Inertia ??

Subject: Re: Inertia ??
Date: Wednesday, 26 July 1995 09:03:25
From: bilboyce@iconz.co.nz (Bill Boyce)

```
>Hi all,
>     whilst rendering last night I managed to generate an inertia like
>effect even though I didn't want it. And I actually would like to get
>rid of it!
>     The Scene: I created a logo in the spline editor.  I wanted to
>achieve the effect of the letters starting in the horizontal position and
>then one by one rotating up into the vertical, pivoting about the bottom
>of the character (clear?).
>I created a bunch  of states with the letters in the required 90 and 45
>degree angles such that as one letter reached 45 degrees the next one would
>start to rise... and as one letter reached the vertical position, the
>next would be at 45 degrees.  A sort of cascade effect.
>A quickrendered animation in the details editor and it all looked very nice
>and mechanical.
>
>     The Effect: Scanline rendered anim.  The letters seem to 'bounce'!
>Before each letter starts to rise up, it would rotate down a little bit
>and then pop back up [This movement downwards would actually occur in the
>frames *before* the character was even defined to have move!!]. When the
>letter reached the upright position it would overshoot by just a fraction
>(probably only 2 frames worth) and then return to the upright position.
>
>     Although, in the end, this gives a more natural looking movement, I
>really want to know why I am not getting the purely mechanical movement
```

>that I specified.
>
>   Any takers?
>
>MiKE (Cstar on #amiga)
> memfc@alinga.newcastle.edu.au http://joffre.newcastle.edu.au/

O.K., easy one. What's happening is as soon as you go into the stage, Imagine applies spline interpolation to all your movements, alignments etc. The default values are a little exagerated to say the least, and in your case you need to go through and in the Action editor switch of Spline Interpolation (i think that's what it's called) in each position and alignment etc bar. This will return to the mechanical look, or you can decrease or increase the spline start and end values to reduce/increase the effect. RTFM for more info.

Bill

Thread 828

-=> RETURN TO CONTENTS!<=-

1.666 MSG-663 Subject: Re: Imagine 4.0 Questions

Subject: Re: Imagine 4.0 Questions
Date: Wednesday, 26 July 1995 09:05:53
From: bilboyce@iconz.co.nz (Bill Boyce)

>> From: Appalchin@aol.com
>>
>> What all is supposed to be in Imagine 4.0.
>
>Things I know so far:
>
>4.0 will include metaballs, new lights that cast soft shadows in trace
>mode, motion blur. Not specifically mentioned, but supposed to be
>included, is alpha channel support to replace (and improve) the old
>genlock feature. 4.0 will be available for Amiga and Windows; other
>platforms have been mentioned as well. It will be available to new
>owners, but very tentative messages by Mike Halvorson would seem to
>indicate a large retail price (over $1000) for 4.0/Windows if you're not
>upgrading, current Imagine owners would be able to upgrade for a much
>more reasonable price.
>
>That's all I can remember at this point.
>
>

And what of the talk (and hint in the 3.3 install sheet) about 4.0 being the last Imagine? Has Impulse elaborated/explained?

Thread 749

-=> RETURN TO CONTENTS!<=-

1.667 MSG-664 Subject: Re: DCTV

Subject: Re: DCTV
Date: Wednesday, 26 July 1995 09:34:45
From: Ayalon Hermony <ila2024@zeus.datasrv.co.il>

Hello,

I asume you have DCTVpaint, so you can convert DCTV pic back to 24bit, but, you want to batch conversion of several files ?

The only way I can help, use front end to ADPro, maybe FRED, and batch convert the files.
ADPro should have read/write ability of DCTV files.

Btw, what 'readdctv' does? Where ? What? Shareware?

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

On Sun, 23 Jul 1995, Mike McCool wrote:

> Hey y'all,
>
> This may seem off topic,--but I swear on John Wayne's ghost it's pertinent.
>
> Do any of you know of a util that will convert DCTV pix BACK to straight 24bit pix?Going the other way's no prob,--but coming back isn't so easy.
>
> (I do have "readdctv," and it's better than nothing, but not by much).
>
> I'm eternally grape-leaved.

Thread 583

-=> RETURN TO CONTENTS!<=-

1.668 MSG-665 Subject: Re: DCTV to VCR problem

```
                Subject: Re: DCTV to VCR problem
Date:    Wednesday, 26 July 1995 09:51:11
From:    Ayalon Hermony <ila2024@zeus.datasrv.co.il>


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


Hello,
I'd use DCTV PAL and A3000 for years now, no problems at all.
I record from it, to Sony PAL VHS by scart connector, no problems.
Maybe try this:

- Attach the DCTV video out to composite video monitor, see if you get any
  color pic at all.
- If yes to the above, it means your DCTV video out is O.K.
  So check the scart cable. Maybe you should switch the in/out plug, maybe
  you're trying to record via the video out of the scart (mine has scart
  connector on one side, 2 RCA audio in/out, 2 RCA video in/out, 2 BNC
  video in/out, on the other side)
- Check your VCR record function, if it records from the aerial in (the
  antena connector) it may have problem recording from the video in.
- Connect the DCTV video out to VCR video in.
  Connect VCR video out to COMPOSITE video in of your video monitor.
  Put some DCTV pic with A3000, you see nothing yet.
  Press Record and Pause in your VCR, you should see the DCTV pic now.



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


On Mon, 24 Jul 1995, Thomas Krpic-Mocilar wrote:

> Hi,
>
> I have bought a DCTV (PAL) from AmigaOberland more than a year ago and only
> used it for digitizing (and printing) pictures. I used it on my A3000
> without problems.
>
> But when I tried to get a DCTV animation on video tape, I got no result.
> I connected the "video out" interface of the DCTV with the "Scart"
> interface of a Hitachi VHS-recorder. Although I think the cable was
> correct and I did everything right, no (!) picture appeared on the VCR
> screen. Has anyone faced similar problems? Is something wrong with the DCTV
> unit?
>
> I then tried the same with my old A500 (2.5 meg RAM). The DCTV didn't
> even produce a colour image at all but only greyscale pictures. The
> animation recording didn't work as well. Why is there no colour output on
> the A500 (RGB output)?
>
> I would be glad if I received help.
>
> T.K.
>
>
```

Thread 585

-=> RETURN TO CONTENTS!<=-

1.669 MSG-666 Subject: Re: Video boards

```
                Subject: Re: Video boards
Date:    Wednesday, 26 July 1995 10:04:04
From:    Ayalon Hermony <ila2024@zeus.datasrv.co.il>
```

```
On Tue, 25 Jul 1995 Garry61@aol.com wrote:

>    In the PC world,  has anyone or has Impulse devised a compatibility list
> for Graphics boards that are proven to work in all VESA modes with Imagine.
>  I think this would be a very useful list for the Amiga users that are
> contemplating moving to the PC.
>    I think the list should be of those boards that run stock without third
> party work arounds such as UNIVESA. Or a tri-list of those that work stock,
>  those that work with third party workarounds,and those that do not work at
> all.
>    If anyone wishes to start one ( I can ) let me start the list by adding
> mine,
> Diamond Stealth 24 VLB - works in all modes
>
>
> Render on....... andon........ and on.........and....
>

Tseng4000p 2M RAM, PCI on Pentium 100MHz.

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

Thread 772

-=> RETURN TO CONTENTS!<=-

1.670 MSG-667 Subject: Re: Lights in raytrace.

```
                Subject: Re: Lights in raytrace.
Date:    Wednesday, 26 July 1995 10:21:16
From:    sauvp@citi.doc.ca (Patrick Sauvageau)
```

>I really don’t understand why lights that work in scanline don’t work in trace.
>
>To be more specific, creating a sphere, giving it a ’light’ attribute,
>seeing that it works fine in scan but throws no light in trace.
>
>Somone was kind enough to point out that a little bit of fog attribute will
>"let the light out", and that works well thank you.
>
>But this seems very kludgy. Counterintuitive. Why do my lights need to be foggy?
>
>
>Tom Ellard, Severed Communications Australia tome@next.com.au

It’s beacause light do not come from the surface of a "light" object, but from it’s axis. Since in a sphere, the axis is inside the object, the surface is blocking all the light. If you want to add a light source in your scene, you can just add an axis and make it "light".

Remember: polygon do not emit light; axis do, allway.

Patrick Sauvageau
(sauvp@citi.doc.ca)

Thread 670

-=> RETURN TO CONTENTS!<=-

1.671 MSG-668 Subject: RE: Inertia

```
                Subject: RE: Inertia
Date:    Wednesday, 26 July 1995 10:51:55
From:    Granberg Tom <tom.granberg@TV2.no>
```

Hi Mike Cheng!

The answer to your problem is spline interpolation, set in the action bar of the object(group)in the action editor. This is set to doing spline interpolation by

default, but by turning their values to zero, I think that will give you the wanted mech look your after. Correct me if I’m wrong.

Later

Tom Granberg (RenderBrandt)

Thread 609

-=> RETURN TO CONTENTS!<=-

1.672 MSG-669 Subject: Render Model (was Re: Scanline and Trace)

```
                Subject: Render Model (was Re: Scanline and Trace)
Date:    Wednesday, 26 July 1995 11:23:26
From:    rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)
```

Hello Andrey, on Jul 25 you wrote:

> Here are the results of the rendering times comparison that I
> promised:
>
> RESULTS OF THE RENDERME SURVEY ON COMPUSERVE 6/25/95 - 7/2/95
>

<deleted>

Thanks for that, very informative and useful when the time comes to upgrade.

As my original message asked if we should’nt define a standard render model for future reference, is there any detailed information on what project was actually used to get these render times. I’m looking to the future when someone may, for example, add an 060 or some other board to their computer or Impulse releases a version for another platform.
They could render the "model" and we would have an accurate comparison to add to the list.

Thanks for the feedback, Bob

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

Thread 702

-=> RETURN TO CONTENTS!<=-

1.673 MSG-670 Subject: Re: Lights in raytrace.

```
                Subject: Re: Lights in raytrace.
Date:    Wednesday, 26 July 1995 11:23:46
From:    Mike McCool <mikemcoo@efn.org>
```

Hey Tom,

Try sizing the axis of your object up, till it exceeds the outer surface of the sphere, and see if the light works then.

On Wed, 26 Jul 1995, Tom Ellard wrote:

```
> I really don't understand why lights that work in scanline don't work in trace
.
>
> To be more specific, creating a sphere, giving it a 'light' attribute,
> seeing that it works fine in scan but throws no light in trace.
>
> Somone was kind enough to point out that a little bit of fog attribute will
> "let the light out", and that works well thank you.
>
> But this seems very kludgy. Counterintuitive. Why do my lights need to be fogg
y?
>
>
> Tom Ellard, Severed Communications Australia tome@next.com.au
>
>
```

Thread 827

-=> RETURN TO CONTENTS!<=-

1.674 MSG-671 Subject: JPEG Pictures!!!

```
                Subject: JPEG Pictures!!!
Date:    Wednesday, 26 July 1995 11:25:16
From:    Fernando D'Andrea <DANDREA@aton.inf.ufrgs.br>
```

```
    Hi, imagineers!
    I liked this idea (send small JPEG pictures from Imagine
renderings). Everybody who got a cool result and get small sized
JPEGs from it could send it by email.
    Just to remember: a "small JPEG" can't be larger than 10, 12 Kb.
    Sorry my poor english.


*********************************
Fernando Pena D'Andrea.
E-Mail: dandrea@aton.inf.ufrgs.br
*********************************
```

Thread 813

-=> RETURN TO CONTENTS!<=-

1.675 MSG-672 Subject: Fingerprint-fault

```
                Subject: Fingerprint-fault
Date:    Wednesday, 26 July 1995 11:29:57
From:    Granberg Tom <tom.granberg@TV2.no>


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

Hi!
This is cool, correcting my own mail?

Well if you noticed, you would have to inverse the specular mapping as well, if

you didnt do it in your image proccesing program?. Imagine will use the luma and

color values to determine the specularity on the object. Another tip is to use
that same map as a hardness mapping, remember to cross the inverse button to get

zero or 50% if you mix/morph it 0.50, hardness on the fingerprints itself.

Bye for now!

Tom Granberg (Renderbrandt)

Thread 635

-=> RETURN TO CONTENTS!<=-

1.676 MSG-673 Subject: Bying PentiumPC

```
                Subject: Bying PentiumPC
Date:    Wednesday, 26 July 1995 11:30:58
From:    Granberg Tom <tom.granberg@TV2.no>


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

Bill Graham wrote among other things:

-platform "war" (stupid term, really). I'm going to keep my amiga(s), but
-there is no denying the rendering speed increase. Please reply to me directly
-at w.graham6@genie.geis.com

Yepp, the speed increase itself is infact a good reason to outstand the F***ING

DOS. Speed increase means that you get more work done in less time, plus as
somone else stated, you can make sure it looks right by playing around.
We also got PAR on one of the Pentiums, but that to are a DOZZZZ program, and
that is a bit anoying, since I would have to quit Imagine or anything else for
that mater, to use it. But still a great software/hardware, wouldnt be without
it a second.
So PentiumPc's are good enough as work horse goes, but no way I'm using it for
other things than realy heavy applications. Ok Photoshop runs hell of a lot
faster on it to!
So a multiplaform choise works best for me, but anyone with different needs,
will do different things. I'm no Amiga or Pc freak, I love doing graphics, and
as such I have to give my A4000 Warp4040 a warm hug due to the imense diverse
and cheap software you could by for it, as well as a superior OS in terms of
usabilety.

Later!

Tom Granberg (Renderbrandt)



                           Thread          394

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

1.677 MSG-674 Subject: Object format

```
                Subject: Object format
Date:    Wednesday, 26 July 1995 11:41:44
From:    Darryl_Lewis@comlink.mpx.com.au (Darryl Lewis)


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

I'm considering writing a programming utility that would allow imagine
designed objects to be included in games.
Does anyone know what the programming structure of the object files are?
```

Has anyone done anything with the objects files before?

Darryl

-- Via DLG Pro v1.0

```
#####\             _             /#####
#( )# |          _( )__         | #( )#
##### |         /_    /         | #####
#" "# |     ___m/I_ //_____     | #" "#
# O # |____#-x.\ /++m\ /.x-#____| # O #
#m.m# |   /" \ ///###\\ / "\   | #m.m#
#####/    ######/     \######    \#####
```

Thread 745

-=> RETURN TO CONTENTS!<=-

1.678 MSG-675 Subject: Re: DCTV

Subject: Re: DCTV
Date: Wednesday, 26 July 1995 11:42:06
From: Mike McCool <mikemcoo@efn.org>

Hey,

You asked about 'readdctv.' It's a pd program that reads a dctv file and converts it back to a 24bit file. It can be used as a batch processor, if you invoke the amigados dpat function.

I'd say its only drawback is that the files seem to come out a bit dark, compared to the original 24bit source. But hey, for folks who don't have access to Fred and AdPro, it's better than nothing.

I don't even remember where on aminet I found it. Lemme know, I'll send you a copy.

Thread 664

-=> RETURN TO CONTENTS!<=-

1.679 MSG-676 Subject: Re: An old challenge - How are diamonds done ?

Subject: Re: An old challenge - How are diamonds done ?
Date: Wednesday, 26 July 1995 11:56:20

From: "JOSEPH F. HART" <VISHART@ubvms.cc.buffalo.edu>

Greetings......

This is an update to the list of attempts I have made to make a transparent faceted diamond using a standard brilliant cut. I am very grateful for all the kind responses I have received so far. The following things have been attempted so far, without success :

```
Solid diamonds with attributes set as follows :
reflectivity     - red=  0, blue=  0, green=  0
filter           - red=255, blue=255, green=255
color            - red=255, blue=255, green=255
refractive index - 2.42
     This is the original problem.
```

Hollow diamonds with an interior set of surfaces similar to the exterior :

The interior set of faces tend to cancel the refraction effects caused by the outer set of faces.

A lower refractive index :

This is the only thing so far that produces a transparent faceted diamond, but with a very low refractive index around 1.1

A higher value for RDSP :

This appears to have no effect whatsoever on increasing the transparency. The maximum value available is 16.

Selecting all edges and making them hard :

This appears to have no effect whatsoever on increasing the transparency.

I hope I haven’t skipped anything.....:-) My sincere thanks go to all who have responded so far. Please keep up the good work.....:-)

```
___________________________________________________________________
                  |         Internet: VISHART@ubvms.cc.buffalo.edu
Joseph Hart       |     /// Plink   : OSS542
Niagara Falls, NY | \\///  Ham call: WA2SND
                  |  \XX/   FreeNet : af804@freenet.buffalo.edu
                  |     *** AMIGA - Computers for REAL MEN ***
===================================================================
```

Thread 92

-=> RETURN TO CONTENTS!<=-

1.680 MSG-677 Subject: Re: Radiosity

```
                Subject: Re: Radiosity
Date:    Wednesday, 26 July 1995 12:07:31
From:    gregory denby <gdenby@bach.helios.nd.edu>
```

Rick Heidebrecht writes:
(about radiosity)
>I know, its really, REALLY slow,

Havinf seen radiosity generated images, I too wish for the effect. But saying the process is "really, REALLY slow," may be a major MAJOR understatement. I found a German sight of the Web where they were using a Thinking Machines CM5 with 128 processors and it took days to render a rather boring room. Somewhere, perhaps 3D Artist, there is an article about a recent implementation of radiosity in a Mac package. Rendering time went from about a half an hour for a trace to something like five days for the radiosity rendering.

However, there may be ways of setting it up that are much more efficient. One company, Lightscape I think is there name, says their system, used on SG's allows real time walk thrus. They don't say if that is after days of set up.

Greg Denby

Thread 283

-=> RETURN TO CONTENTS!<=-

1.681 MSG-678 Subject: Inertia ??

```
                Subject: Inertia ??
Date:    Wednesday, 26 July 1995 12:10:13
From:    Mike Cheng <memfc@alinga.newcastle.edu.au>
```

Hi all,
whilst rendering last night I managed to generate an inertia like effect even though I didn't want it. And I actually would like to get rid of it!
The Scene: I created a logo in the spline editor. I wanted to achieve the effect of the letters starting in the horizontal position and then one by one rotating up into the vertical, pivoting about the bottom of the character (clear?).
I created a bunch of states with the letters in the required 90 and 45

degree angles such that as one letter reached 45 degrees the next one would
start to rise... and as one letter reached the vertical position, the
next would be at 45 degrees. A sort of cascade effect.
A quickrendered animation in the details editor and it all looked very nice
and mechanical.

The Effect: Scanline rendered anim. The letters seem to 'bounce'!
Before each letter starts to rise up, it would rotate down a little bit
and then pop back up [This movement downwards would actually occur in the
frames *before* the character was even defined to have move!!]. When the
letter reached the upright position it would overshoot by just a fraction
(probably only 2 frames worth) and then return to the upright position.

Although, in the end, this gives a more natural looking movement, I
really want to know why I am not getting the purely mechanical movement
that I specified.

Any takers?

MiKE (Cstar on #amiga)
memfc@alinga.newcastle.edu.au http://joffre.newcastle.edu.au/

Thread 697

-=> RETURN TO CONTENTS!<=-

1.682 MSG-679 Subject: Re: Imagine 4.0 Questions

Subject: Re: Imagine 4.0 Questions
Date: Wednesday, 26 July 1995 12:41:18
From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

> 4.0 will be available for Amiga and Windows; other
> platforms have been mentioned as well.

Correction, Imagine 4.0 will *not* be available for Windows, only for
DOS. A separate program WinImagine will be released after 4.0 is out.

Andrey

ZIPtag * (D)inner not ready: (A)bort (R)etry (P)izza

Thread 663

-=> RETURN TO CONTENTS!<=-

1.683 MSG-680 Subject: Re: Radiosity

```
                Subject: Re: Radiosity
Date:    Wednesday, 26 July 1995 12:42:22
From:    zmievski@herbie.unl.edu (Andrey Zmievskiy)
```

> Am I the only one that would like to see radiosity in Imagine 4.0? I
> know, it's really, REALLY slow, but you can do things that just can't be
> done with raytracing. I think if the guys at Impulse could find time to
> implement radiosity it would really put Imagine over the top.

I'd much rather see better interface than radiosity.

Thread 677

-=> RETURN TO CONTENTS!<=-

1.684 MSG-681 Subject: Motion Blur Trick

```
                Subject: Motion Blur Trick
Date:    Wednesday, 26 July 1995 12:56:02
From:    Granberg Tom <tom.granberg@TV2.no>
```

Hi!

I have come up with a good way doing motion blur for real, I think so anyway and

shall test it when I get back from Siggraph.
But having used Lightwave for a while as well as Imagine, I think it should work. Lightwave uses it's Antialiasing threshold to make motion blur. So I figured that if you took the finished rendered pictures into lightwave as a animated backdrop. Dont ad lights, just standard rendering setup, but with 8 or

12 antialiasing steps, it will create real motion blur. And I dont think it would take up so much extra rendering time either. If this works I will start using Lightwave as my motion blur "plug in" for Imagine.

Later!

Tom Granberg (Renderbrandt)

Thread 873

-=> RETURN TO CONTENTS!<=-

1.685 MSG-682 Subject: Any way to save paths as x,y,z coordinates?

```
                Subject: Any way to save paths as x,y,z coordinates?
Date:    Wednesday, 26 July 1995 13:02:35
From:    Aki Laukkanen <alaukka@voimax.voima.jkl.fi>
```

I know this must sound ridiculous but is there any way to save paths as x,y,z coordinate queue? I know this effect would be possible by extruding an edge (or a point) along a path and then saving the results. Unfortunately atleast Imagine 2.0 AF cover version (I'm a poor guy) doesn't allow this. It's only possible to extrude faces and it's a tad tedious process to manually delete thousands of points. Or is there an another way to achieve this? The intended use would be in our (Stellar) demo production as a object movement editor. (I wrote my own editor using splines but it's pretty unintuitive)

.... RTFM.

* Offline Orbit 0.75a *

Thread 10

-=> RETURN TO CONTENTS!<=-

1.686 MSG-683 Subject: Re: Inertia ??

```
                Subject: Re: Inertia ??
Date:    Wednesday, 26 July 1995 13:27:11
From:    --Craig <dalamar@MIT.EDU>
```

I'm pretty sure this is a result of the spline interpolation that Imagine uses. (I'm also pretty sure someone else has answered this already, but that's the problem with getting almost 100 email a day: phase lag). Anyway, Imagine is doing some sort of spline fit that creates a curve going from 0 to 90 degrees rotation. In your case, the fit seems to give a slight downward curve first. Playing with the initial and final velocities (and possibly the number of frames, depending on how they've implemented it) should clear up your problem. I would suggest setting the intial velocity to either + or -0.01 and the final velocity to either either 0 or - or +0.01. Not sure which way it's oriented, and I'm on a PC, so I can't check it out.

Use 'Make Anim' with 'Quick Stage' in the Stage Editor to get a fast preview of your work. In my experience, it's about 10 times faster to preview than Make Anim without Quick Stage.

Hope this helps.

--Craig
dalamar@athena.mit.edu

Thread 662

-=> RETURN TO CONTENTS!<=-

1.687 MSG-684 Subject: Mr. Mike H

```
                Subject: Mr. Mike H
Date:    Wednesday, 26 July 1995 13:29:10
From:    pantera@voyager.com
```

I am an Imagine user, I was wondering if it would be possible to purchase just the "manual" from Impulse since I had it stolen from me awhile ago at work...if so please let me know.

PANTERA
pantera@voyager.com

Thread 436

-=> RETURN TO CONTENTS!<=-

1.688 MSG-685 Subject: Looping Timeline

```
                Subject: Looping Timeline
Date:    Wednesday, 26 July 1995 13:32:36
From:    pantera@voyager.com
```

---

well I took somebodies advice about vreating a LOOPING "randomripple" water animation. What i did was create three different planes, all having the "random ripple’ texture on them, one with the -1 timeline, the other with a 0 timeline and the last with a 1 timeline. I morphed all these together:

putting plane1 on frame 1

putting plane2 on 2-10
putting plane3 on 11-21 and I tried 11-20

when i play back the animation I get a flickering effect showing that the looping is not working, and YES i did try eliminating the last frame so that the first and last wouldnt be exactly the same. but its not working. Somebody know what's going on?

PANTERA
pantera@voyager.com

Thread 383

-=> RETURN TO CONTENTS!<=-

1.689 MSG-686 Subject: Rendering speed

Subject: Rendering speed
Date: Wednesday, 26 July 1995 13:35:10
From: pantera@voyager.com

---

could someone with a 120 Pentium please render such a frame and let me know how long it took to render it in TRACE mode?

checkered ground
2 spehre with differnet textures (you choose, the more complicated the better)
and maybe 2 lightsources casting shgadows.

I'd apprecite this since I'm definitely going to move on to the PC, cause i can't understand why anyone could have the patience to wait for the AMiga to catchup to the PC. =) thanks!

PANTERA
pantera@voyager.com

Thread 725

-=> RETURN TO CONTENTS!<=-

1.690 MSG-687 Subject: Lensflare

```
                Subject: Lensflare
Date:    Wednesday, 26 July 1995 13:36:28
From:    pantera@voyager.com
```

  ----

is it me or does the lensflare on lightwave look better than the one in
Imagine, I was just curious, since they both seem very similar but i
thought i noticed a slight difference. thanks!

PANTERA
pantera@voyager.com

Thread 896

-=> RETURN TO CONTENTS!<=-

1.691 MSG-688 Subject: Re: Letter from Olga! =)

```
                Subject: Re: Letter from Olga! =)
Date:    Wednesday, 26 July 1995 13:46:26
From:    Dave Rhodes <dave@darhodes.demon.co.uk>
```

> > What the hell do people wanting citizenship in exchange for sex have to do
> > with Imagine.
>
> Hey, at this point, I'm considering soft shadows in exchange for sex!

 ..well I'd swap my citizenship for a cross platform amiga 3.0 to PC 3.3
and-all-points-north imagine upgrade.(and a pent 120, 64Mb ram etc.etc...)

  Come on, - I've hardly used it....

--

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

Thread 256

-=> RETURN TO CONTENTS!<=-

1.692 MSG-689 Subject: Re: Professional vs. ?Amateur

```
                Subject: Re: Professional vs. ?Amateur
Date:    Wednesday, 26 July 1995 13:50:19
From:    imag-l@phx.phxmedia.com (Imagine Users Mailing List)
```

```
>
> On Mon, 24 Jul 1995, Kent Marshall Worley wrote:
>
> >
> > The Mighty Morphin Power Rangers looked raytraced to me!
> >
>
> Nah, raytraced characters usually have better acting skills! :)
>

A friend of mine did the Scorpion animations for that movie - he was using
Prisms.  Whatever Prisms uses, that's what it is in the movie I guess.

Lucky b*****d - he has a couple of Indigo 2 Extremes in his living room,
works from home...

j.
```

Thread 855

-=> RETURN TO CONTENTS!<=-

1.693 MSG-690 Subject: Re: Virtual memory in Imagine.

```
                Subject: Re: Virtual memory in Imagine.
Date:    Wednesday, 26 July 1995 13:54:19
From:    imag-l@phx.phxmedia.com (Imagine Users Mailing List)
```

```
> So, after all that verbal diahorrea my question is, does 3.3 utilise a swap
> file arrangement to solve this problem, akin to 3DStudio's solution. (I know,
> 3DStudio is much more expensive, but Imagine seems so well kitted out in other
```

> areas - as above - why not here).
>
> If you can understand my meaning here, please email me.
>

I too have had this problem with Imagine - in fact it's one of the things that's

preventing me from using it right away for some stuff I'm doing (using Truespace

instead).

A few days ago I saw a post from someone that stated how to make Imagine
work under Win95 - is it possible that Win95's virtual memory scheme would
be used by Imagine if run that way? I know that Win95 makes it's VM available
to apps run in a DOS box - i.e. 16 Megs of real memory + 24 Megs of Win95 VM
= 40 Megs of RAM to a DOS application run in DOS box.

If that were the case, then problem solved. Otherwise, I too would like to
cast my vote for some sort of Virtual Memory scheme for Imagine. Until then,
I'm a little unwilling to use it in case I get into a "my scene is too big
for Imagine" bind - which I am apt to do.

j.

Thread 584

-=> RETURN TO CONTENTS!<=-

1.694 MSG-691 Subject: Re: JPEG Pictures!!!

Subject: Re: JPEG Pictures!!!
Date: Wednesday, 26 July 1995 14:01:39
From: imag-l@phx.phxmedia.com (Imagine Users Mailing List)

> Of course, *I* should speak, right! I've sent UU files to the IML ohh, 3
> times this month? Sure, I felt it was For The Common Good, but why
> should my judgement be any better than that of other IML members who
> feel their render holds some cosmic value? Maybe it's time for another
> debate? After all, a year has passed, and the people on the List aren't
> all the same as last year. Whaddya say?
>

I think that the exchange of images amongst members of the IML shouldn't be
restricted - it's very useful and quite pleasing to see the results of your
fellow Imagine users efforts. So, decision one, don't squash image exchange.

Now, using the mailing list is obviously a pain in the butt for some members of the list - those that pay for their mail by the article, etc. Also, those with off-line readers are probably not too happy with having to sit through a 15 minute download just for one message.

So, why not set up an easily accessible ftp site that people can use to swap images? <ahem> This is where I step in. I run an Internet Presence Provider here in Los Angeles, and I personally own over 7 hosts on my network. I would be more than happy to set up an image swapping site if it were needed and wanted - and I may even be able to turn it into a Web gallery if it were big enough and used often enough to justify the effort.

Thing is - isn't there something like this already? Keep in mind that I have no limits to disk space, access time, etc (they're my machines after all) and we're connected via redundant T1 to the 'net. So, if there's any interest in this, I'll gladly set it up for the Imagine mailing list.

j.

jay@phxmedia.com

Thread 790

-=> RETURN TO CONTENTS!<=-

1.695 MSG-692 Subject: Re: Re:Mike H

Subject: Re: Re:Mike H
Date: Wednesday, 26 July 1995 14:21:30
From: Dave Rhodes <dave@darhodes.demon.co.uk>

Tom Granberg said,

> Auch! I'll say Mike must be getting pissed by all this shit throwing, that is if
> he read this mailing list. Even if I dont think that anyone of you is being
> unfriendly, I do think that some of the crap recieved by you is sometimes
> deserved. I've talked to Mike a lot of times,sometimes he is busy, and sometimes
> he had the time to discuss other things than Imagine as well. But ofcourse when
> someone call and ask for basic things they could read in the manual or complain
> about things everyone knows about or have mentioned a trilion times, maybe you
>
> to would be a little harsh voiced?

I've got to agree with you Tom, I think that what some people get from Mike H. is a reflection of their attitude when they communicate with him. We all know he's not the _customer-is-always-right_ , silver-tongued Yes-sir, No-sir three-bags-full-sir type of guy, (..He wouldn't have my

```
respect if he was), but he's not a liar, and he's not out to cheat us out of
anything. It's been said before,- if he was, we'd never hear from him at
all.
    Have you noticed that whenever someone attacks him/Impulse in public,
he responds in private ?

    One last thing on this subject, (for me..) .

 When I first joined this list, not so long ago, one of the first personal
mails I got was from Mike H.  It was about two lines long, and was only a
jokey comment about my sense of humour (!) , but boy, was I thrilled to
get personal mail from the guy who owns the company that makes my favourite
software, all those miles away...
   Now I reckon he reads the list, see's my name come up for the first time,
and he sends me a note to say welcome. That's customer support skill.


--

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

Thread 779

-=> RETURN TO CONTENTS!<=-

1.696 MSG-693 Subject: Re: Re:Mike H

```
                Subject: Re: Re:Mike H
Date:    Wednesday, 26 July 1995 14:21:30
From:    Dave Rhodes <dave@darhodes.demon.co.uk>


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

   Tom Granberg said,

> Auch! I'll say Mike must be getting pissed by all this shit throwing, that is
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> he read this mailing list. Even if I dont think that anyone of you is being
> unfriendly, I do think that some of the crap recieved by you is sometimes
> deserved. I've talked to Mike a lot of times,sometimes he is busy, and sometim
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> he had the time to discuss other things than Imagine as well. But ofcourse whe
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> someone call and ask for basic things they could read in the manual or complai
n
> about things everyone knows about or have mentioned a trilion times, maybe you

> to would be a little harsh voiced?

 I've got to agree with you Tom, I think that what some people get from
```

Mike H. is a reflection of their attitude when they communicate with him. We all know he's not the _customer-is-always-right_ , silver-tongued Yes-sir, No-sir three-bags-full-sir type of guy, (..He wouldn't have my respect if he was), but he's not a liar, and he's not out to cheat us out of anything. It's been said before,- if he was, we'd never hear from him at all.

Have you noticed that whenever someone attacks him/Impulse in public, he responds in private ?

One last thing on this subject, (for me..) .

When I first joined this list, not so long ago, one of the first personal mails I got was from Mike H. It was about two lines long, and was only a jokey comment about my sense of humour (!) , but boy, was I thrilled to get personal mail from the guy who owns the company that makes my favourite software, all those miles away...

Now I reckon he reads the list, see's my name come up for the first time, and he sends me a note to say welcome. That's customer support skill.

--

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

Thread 601

-=> RETURN TO CONTENTS!<=-

1.697 MSG-694 Subject: Metaballs

Subject: Metaballs
Date: Wednesday, 26 July 1995 14:38:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

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

-> Since everyone is raving about the new mataballs modeller, I thoug=ht-> menti
on the metashape modeller in GIG's 3DGO. It works like a meta=bal-> modeller, ex
cept it also lets you use any other primitive in the p=rog-> (cubes, cones, toru
ses (tori?))A little birdy (with a crowbar) told me Metaballs will be implimente
din Imagine as an FX that will work both in Detail and Stage editors.   /-------
-----------------------           ___   ___  ___   ___  | Mike van der Sommen
                 / __  /__/ /__/  /_   \ /  | Santa Barbara, Ca.
      /___/ / \  /  /  /     / \  | mike.vandersommen@caddy.uu.silcom.com     HA
US BBS (805-683-1388)  |           "Irony can make revenge a welcome alternative
"   \_____________________________________________________________--- =FE InterN
et - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388
```

Thread 634

-=> RETURN TO CONTENTS!<=-

1.698 MSG-695 Subject: Fuzz texture tip...

Subject: Fuzz texture tip...
Date: Wednesday, 26 July 1995 15:35:55
From: jprusins@cybergrafix.com (John Prusinski)

Quick tip:

Just playing around with the Fuzz texture in 3.3 (PC) I discovered (as I was working on a backdrop curtain for a stage set) that by setting the fuzz color close to the base color but lighter (in this case light magenta over purple) and cranking the specularity of the object while keeping it in the same color range (in this case VERY light magenta) and the hardness down, I was able to get (by playing with the texture size) a very believable range of fabric textures from coarse wool blanket to fine velvet (which in my case was just what the doctor ordered)!
Not sure if this would have the same effect with a smooth object like a floor or a primitive, but it works great for objects with lots of folds in them to catch the light.

John

```
 _________________________________________________
|  "The next great step toward a planetary holism is a     |
|    partial merging of the technologically transformed    |
|    human world with the archaic matrix of vegetable     |
|    intelligence that is the Overmind of the planet."        |
|                                                    -Terence McKenna         |
|_________________________________________________|
```

Thread 758

-=> RETURN TO CONTENTS!<=-

1.699 MSG-696 Subject: Grisly details of radiosity

Subject: Grisly details of radiosity
Date: Wednesday, 26 July 1995 15:43:16
From: Drew_Perttula@altabates.com

---

can’t seem to reach Al’s host ’brutus’ so I may as well post...

if a light or object moves, you get to do ALL the radiosity calculations again-- because you never know what that object or light could do to _every_ other object

Clearly, radiosity performs the best if you only move the camera (which is pretty flexible, compared to raytracing, etc.). I’ve never seen it done, but I suppose you could cheat and move small objects with the assumption that they won’t affect anything. In fact, by moving only the camera and insignificant objects, you could do some pretty killer animation in a short rendering time!

______________________________ Reply Separator _________________________________

Subject: Re: Re[2]: Radiosity
Author: Al Nehl <nehla@brutus> at ALTERNET
Date: 7/26/95 2:22 PM

Drew,

What happens to the computational complexity if a light moves?

Al Nehl

Thread 25

-=> RETURN TO CONTENTS!<=-

1.700 MSG-697 Subject: Re: Inertia ??

Subject: Re: Inertia ??
Date: Wednesday, 26 July 1995 17:19:21
From: craigh@fa.disney.com

On Jul 26, 11:10am, imagine-relay@email.sp.paramax.com wrote:
>

> The Effect: Scanline rendered anim. The letters seem to ’bounce’!
> Before each letter starts to rise up, it would rotate down a little bit
> and then pop back up [This movement downwards would actually occur in the
> frames *before* the character was even defined to have move!!]. When the

> letter reached the upright position it would overshoot by just a fraction
> (probably only 2 frames worth) and then return to the upright position.
>
> Although, in the end, this gives a more natural looking movement, I
> really want to know why I am not getting the purely mechanical movement
> that I specified.
>

It's the way spline interpolation works. If you don't want that, use a linear interpolation.

--

```
 ___________________________________________________________________________

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

Thread 727

-=> RETURN TO CONTENTS!<=-

1.701 MSG-698 Subject: Imagine 2.0 Question. (DXF's)

Subject: Imagine 2.0 Question. (DXF's)
Date: Wednesday, 26 July 1995 17:20:07
From: denryan@netcom.com

I'd like to confirm or disconfirm something if I may:

Does DXF import/load/whatever definitely *not* work in
the Imagine 2 version distributed with the book "3D Modelling Lab"
by Shaddock? Thanks in advance for any authoritative response.

Denis B. Ryan

Thread 769

-=> RETURN TO CONTENTS!<=-

1.702 MSG-699 Subject: Re: Tear Drop Quickie

```
                Subject: Re: Tear Drop Quickie
Date:    Wednesday, 26 July 1995 17:47:03
From:    Fernando D'Andrea <DANDREA@aton.inf.ufrgs.br>


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

> Good tip, but Steve Worley wrote about this years ago in Understanding
> Imagine 2.0, so lets give him credit.
>
> On Sat, 22 Jul 1995 pantera@voyager.com wrote:
>
> > Just found a QUICKY way to make a tear drop (water drop) shape.  All you
> > do is add a sphere in the detail editor, then go to CONFORMATIONS,
> > select CONFORM TO SPHERE and just pres ok.  THERE you GO!  Hope you guys
> > get "some" use out of this.
> >
> > PANTERA
> > pantera@voyager.com
> >
>
    Well, do a drop is relatively easy. Hard to do is the effect of
the drop hitting the water (at least in 2.0 version).  :( . Could
someone help me to create this easily?

*********************************
Fernando Pena D'Andrea.
E-Mail: dandrea@aton.inf.ufrgs.br
*********************************



                           Thread          491

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

1.703 MSG-700 Subject: Inertia. I'm a dud!

```
                Subject: Inertia. I'm a dud!
Date:    Wednesday, 26 July 1995 18:31:04
From:    Mike Cheng <memfc@alinga.newcastle.edu.au>


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

D'oh!
How could I be so silly!  Thanks to andrew who was the first to come back
with an answer.  Of course, I was stupid enough last night to leave
'spline interpolation' on.

You may shoot me at your leisure.  Thanks in advance for the avalanche of
replies I deserve for this oversight.
```

render on
MiKE (Cstar on #amiga)
memfc@alinga.newcastle.edu.au http://joffre.newcastle.edu.au/

Thread 668

-=> RETURN TO CONTENTS!<=-

1.704 MSG-701 Subject: FOUND Solution to 3.3 Bug!

Subject: FOUND Solution to 3.3 Bug!
Date: Wednesday, 26 July 1995 18:42:08
From: Jim Shinosky <tracker@en.com>

It appears that the following message got bounce and the IML never received it so I'm reposting it. Here goes:

Ok, ok, ok. I wish I hadn't mentioned the problem I had with Imagine creating a new directory for 3.3. After all it was only a minor annoyance to me and most of you seemed more interested in responding to that than my real problem. Well, here's what 3.3 did wrong:

With all(or most) of my objects I have 3 states: DEFAULT, BEGIN, and END. The reason that my quickrenders looked fine and my renders from the project editor were messed up is because 3.3 loaded my objects up in the DEFAULT state(I'm pretty sure 3.2 loads it up in the state you saved it in and I never save objects in their default state) and all of their attributes were properly configured, so they looked good at first sight.

BIG PROBLEM FOLLOWS:

However imagine took all of my objects(about 30 of them with 4 to 8 textures and maps each) and modified all of their states except DEFAULT in the following way:

1) It took the new brightness slider and cranked it to 255 for all objects. (BAD!)
2) It took every single friggin' texture and gave it a mix/morph value of 0.5. (VERY BAD)
   Since I my mountain object was white to begin with and the texture map was given a 0.5 mix/morph value the object looked like it had a white glow about it.

Impulse, what were you thinking?!

Anyway, it took quite a while to fix all of that for the objects just in this project. I've got a lot more in other, older projects but they can wait. Thanks to those few people who actually tried to help with this one even though I figured it out myself.

Hopefully this will help anyone else who might come across this.

Thread 616

-=> RETURN TO CONTENTS!<=-

1.705 MSG-702 Subject: Re: Render modes

Subject: Re: Render modes
Date: Wednesday, 26 July 1995 18:47:34
From: Fred Aderhold <fredster@sapphire.netrix.net>

> -> From: imagine-relay@email.sp.paramax.com
> ->
> -> I have the full complement of VESA video modes, but I want to be a
> -> to use one mode for the editors, and quick-render to another video mo
> -> IE., I run the editor in 800x600 or 1024x768, but I want to quick-ren
> -> to 640x480 and have it displayed on a 640x480 screen! It always displ
> -> on the same size screen as my editor is in. I'd also like to be able
> -> use even smaller quick-render sizes (320x200, 160x100, etc), but thes
> -> pics are way too small displayed on a 800x600 or 1024x768 screen...

Here's a suggestion - setup a new render preset 320x240. Use it for your quickrender resolution. This way, when the quickrender is displayed, you see it in a 640x480 screen. That is, it doesn't take up the whole screen, and it looks better (less jaggy).

Fred Aderhold
fredster@netrix.net

If you can keep your head while all around
you are losing theirs, you probably haven't
checked your answering machine...

Thread 802

-=> RETURN TO CONTENTS!<=-

1.706 MSG-703 Subject: RE: Radiosity (not slow!)

```
                Subject: RE: Radiosity (not slow!)
Date:    Wednesday, 26 July 1995 18:52:04
From:    Lumbient@aol.com


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

Radiosity is NOT slow!  It allows raytracing in a few seconds on slow
computers.  Because radiosity is a pre-rendering calculation, its only
calculating once.  Then the raytracing continues but doesn't have to
calculate the light at all!  Meaning NO shadows rays are cast.  Only
reflections and rfractions are calculated.

                                                      ---Lum



                           Thread          680

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

1.707 MSG-704 Subject: Re: The bumps slide off my slug!

```
                Subject: Re: The bumps slide off my slug!
Date:    Wednesday, 26 July 1995 19:08:10
From:    Steve@mg-plc.demon.co.uk (Steve Gardiner)


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


Mike McCool wrote :
>
>     My only problem here is that if my slug/worm flies by the
>camera too close, the texture loses its illusion of 3d, and
>looks like a flat pattern on the skin.  But hey, back off, and it looks
>cool.
>
>
>Good luck, fellow sicko.
>

Mike,
The most likely reason that your bumpy skin looked flat on when you zoomed
up close, is because the bumps aren't real. The textures are messing with
the surface normals of the object to create shadows and highlights which
seem like bumps. However, once the camera gets too close the illusion (which
is what it really is) is uncovered.

Does any of that make sense ?? Somebody else on the list can probably explain
it better/fill in the gaps...
```

```
Cheers
--
  +-----------------=============+================-----------------+
  |  Steve Gardiner              | Paying my debt to society...    |
  |  Steve@mg-plc.demon.co.uk    | Working in Business Publishing !|
  +-----------------=============+================-----------------+
```

Thread 477

-=> RETURN TO CONTENTS!<=-

1.708 MSG-705 Subject: RE: Siggraph

```
                Subject: RE: Siggraph
Date:    Wednesday, 26 July 1995 19:52:51
From:    Kevin Bonifield <kevinb@spacecom.com>


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


On Wed, 26 Jul 1995 16:11:02 -0400  Broctune@aol.com wrote:
> Is Siggraph open to the public, is there an entrance fee or something?
>
>
It is open to the paying public... ;-)

See http://www.siggraph.org for more info and registration forms.
There are various levels of access depending on whether you
attend courses or just check things out. There is also a
deadline, so hurry!!!!  Can't remember what it is but one
has passed already for early-birds.  If you can't find the web
page send me email and I will forward you more info (all my
brochures are at work).

Happy rendering!

  //Kevin

=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Kevin Bonifield  -***-  SpaceCom Systems
Software Engineer
Phone: 918-488-4823
Fax  : 918-488-4848
Inet: kevinb@spacecom.com
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
```

Thread 254

-=> RETURN TO CONTENTS!<=-

1.709 MSG-706 Subject: Video boards

```
                 Subject: Video boards
Date:    Wednesday, 26 July 1995 20:22:21
From:    cdhall@cityscape.co.uk (Chris Hall)


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

[hack]
>     In the PC world,  has anyone or has Impulse devised a compatibility list
>for Graphics boards that are proven to work in all VESA modes with Imagine.
> I think this would be a very useful list for the Amiga users that are
>contemplating moving to the PC.
[hack]

I have a Cirrus 5434 PCI with 2MB of ram on. It will not work in Imagine on
it’s own but does work with UNIVESA. With univeas I can get up to
1024x768x64000 out of it.
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/index.html        ||
|                                                         ||
| Today’s lucky lottery numbers are :-                    ||
|             03 10 34 46 32 43                           ||
|---------------------------------------------------------||
 \---------------------------------------------------------\
```

Thread 623

-=> RETURN TO CONTENTS!<=-

1.710 MSG-707 Subject: Re: Imagine wrong Colours

```
                 Subject: Re: Imagine wrong Colours
Date:    Wednesday, 26 July 1995 20:22:24
From:    cdhall@cityscape.co.uk (Chris Hall)
```

>Chris,
>
>   In recent days I've come to feel there are a few folks on this list who
>are extremely ,sensitive to the size of a posting to the list. If find out
>why, please share the news with me. I think your sig. is fine. What's the
>problem?

I don't know what the problem is? People being bitchy maybe. Any way, I have modified it slightly but thanks for you support.
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/index.html      ||
|                                                       ||
| Today's lucky lottery numbers are :-                  ||
|              03 10 34 46 32 43                        ||
|-------------------------------------------------------||
 \-------------------------------------------------------\
```

Thread 628

-=> RETURN TO CONTENTS!<=-

1.711 MSG-708 Subject: Re: Don't kill me if this don't work

Subject: Re: Don't kill me if this don't work
Date: Wednesday, 26 July 1995 21:07:00
From: ronsa@cix.compulink.co.uk (Ron Saggers)

In-Reply-To: <950725172914_40567880@aol.com>

> Subject: Don't kill me if this don't work

Worked beautifully at this end mate. Try making the glass a little thinner maybe for more realism??

Hi all Ive just joined and will be a listener only, for a while. I am running a second user Imagine 3 on a Miggy 4k 040 with 12 meg fast ram and VMM. I started with the Imagine 2 give away on the magazine cover.

Ron Saggers

Thread 563

-=> RETURN TO CONTENTS!<=-

1.712 MSG-709 Subject: Siggraph

Subject: Siggraph
Date: Wednesday, 26 July 1995 21:11:02
From: Broctune@aol.com

Is Siggraph open to the public, is there an entrance fee or something?

Thanx

Thread 710

-=> RETURN TO CONTENTS!<=-

1.713 MSG-710 Subject: Re: Siggraph

Subject: Re: Siggraph
Date: Wednesday, 26 July 1995 22:04:49
From: zmievski@herbie.unl.edu (Andrey Zmievskiy)

> Is Siggraph open to the public, is there an entrance fee or something?

If you register at the door, it’s $50.

Andrey

Thread 705

-=> RETURN TO CONTENTS!<=-

1.714 MSG-711 Subject: Re: Realistic Glass!!!! (long)

Subject: Re: Realistic Glass!!!! (long)
Date: Wednesday, 26 July 1995 23:22:05
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Wed, 26 Jul 1995, Bill Boyce wrote:

> >To: Lumbient@aol.com
> >From: bilboyce@iconz.co.nz (Bill Boyce)
> >Subject: Re: Realistic Glass!!!! (long)
> >
> >>OK, I know all of you probably remember the "cups.jpg" problem. Well I’m not
> >>gonna send the glass I made(unless you want :) <<ducking>> But what I’ve
> >>done is to create glass!
> >>
> >>A) REVELATIONS
> >>---------------------------
> >>Yesterday I was sitting there with a plastic glass(is that possible?) and I
> >>picked it up, stared in amazement. I said to myself, " thats why imagine
> >>can’t create glass". What I had seen was specular spots from every light in
>
> >>the room cast on the material not in spots but rather linear, up and down
> >>along the surface. Well I know imagine can’t do this, so I set out to try to
> >   ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> >Sure it can.
> >Have you tried making sure the edges (ie where Rim and Base join the
> >body) are ’Sharp’ ie ’Make Sharp’. This is something I have recently
> >discovered to make a huge difference on these type of objects, and
> >you do end up with linear highlights, and great rim highlights. I’ve
> >just finished an object using this and it looks great, without any
> >special mapping tricks.
> >
> >The guts of it is, always analyse your object for edges which should be
> >sharp and make them sharp! It makes a big difference to phong smoothing,
> >too.
> >
> >Bill
> >
>

The problem with this is that, unless the glass has a LOT of sides, it’s going to look faceted(or whatever), it won’t look smooth and round anymore, like a glass should.

~Rick Heidebrecht~

Thread 659

-=> RETURN TO CONTENTS!<=-

1.715 MSG-712 Subject: Re: Motion Blur Trick

Subject: Re: Motion Blur Trick
Date: Wednesday, 26 July 1995 23:26:25
From: bilboyce@iconz.co.nz (Bill Boyce)

>Hi!
>
>I have come up with a good way doing motion blur for real, I think so anyway and
>shall test it when I get back from Siggraph.
>But having used Lightwave for a while as well as Imagine, I think it should
>work. Lightwave uses it's Antialiasing threshold to make motion blur. So I
>figured that if you took the finished rendered pictures into lightwave as a
>animated backdrop. Dont ad lights, just standard rendering setup, but with 8 or
>12 antialiasing steps, it will create real motion blur. And I dont think it
>would take up so much extra rendering time either. If this works I will start
>using Lightwave as my motion blur "plug in" for Imagine.
>
>Later!
>
>Tom Granberg (Renderbrandt)
>
Save yourself the time - it won't work. Well, I doubt it. What lightwave does
is calculate the position of it's objects 'between frames' when doing multiple
anti-aliasing passes. The backdrop won't move, won't be interpolated, and so
won't show any motion blur. Sorry! And correct me (please!) if I'm wrong. It would
be great if this worked, but I can't see it.

Thread 470

-=> RETURN TO CONTENTS!<=-

1.716 MSG-713 Subject: Re: Lights in raytrace.

Subject: Re: Lights in raytrace.
Date: Wednesday, 26 July 1995 23:33:16
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Wed, 26 Jul 1995, Patrick Sauvageau wrote:

```
> >I really don’t understand why lights that work in scanline don’t work in trac
e.
> >
> >To be more specific, creating a sphere, giving it a ’light’ attribute,
> >seeing that it works fine in scan but throws no light in trace.
> >
> >Somone was kind enough to point out that a little bit of fog attribute will
> >"let the light out", and that works well thank you.
> >
> >But this seems very kludgy. Counterintuitive. Why do my lights need to be
> foggy?
> >
> >
> >Tom Ellard, Severed Communications Australia tome@next.com.au
>
> It’s beacause light do not come from the surface of a "light" object, but
> from it’s axis. Since in a sphere, the axis is inside the object, the
> surface is blocking all the light. If you want to add a light source in your
> scene, you can just add an axis and make it "light".
>
> Remember: polygon do not emit light; axis do, allway.
>
> -----
> Patrick Sauvageau
> (sauvp@citi.doc.ca)
>
```

But why would it work ok in scanline but not trace?

~Rick Heidebrecht~

Thread 359

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1.717 MSG-714 Subject: Re: HOW MANY!

Subject: Re: HOW MANY!
Date: Wednesday, 26 July 1995 23:35:25
From: CyberMer@aol.com

In a message dated 95-07-22 14:13:39 EDT, you write:

>Hi there!
>
>How many of you guys do graphics for a living, graphic design, animators etc.
>It
>would be interesting to know.
>

I work as a promotions editor at QVC Inc. I also have a small freelance business in video, programing, etc.
I have done a few animation for my business, and am SUCESSFULLY trying to bridge the gap between editing and graphic, animation, design.

Jim

Thread 509

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1.718 MSG-715 Subject: Re: Looping Textures

Subject: Re: Looping Textures
Date: Wednesday, 26 July 1995 23:41:04
From: Charles Blaquiere <blaq@io.org>

> From: Dave Rhodes <dave@darhodes.demon.co.uk>
>
> > time=0; you can't loop these textures, since they're not based on some
> > repeating feature, like the 360-degree period of a rotation or some
> > sine-based function.
>
> Ahhh.. now I get it, although if I'd thought about it I _should_ have
> known...
> Obviously, the tute I saw was based on the waves texture, which is a
> sine based thing, as opposed to the fractal/noise based ones which aren't.
>
> Not having 3.3 yet, I'm restricted to trying this with textures which
> have their own fade parameter, but I can't wait to try it out.

Well, yes and no. You can try it with any pre-3.3 texture, whether it has a fade parameter or not. (Most don't, as you know) Just create two bright background planes, and apply only one texture to each. The plane closest to the camera should have the texture which is 100% visible at the start of the sequence. Then, simply morph that plane's Filter settings from 0,0,0 to 255,255,255 in order to show more and more of the other plane, with the other texture on it.

Thread 554

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1.719 MSG-716 Subject: Lights in raytrace.

```
                Subject: Lights in raytrace.
Date:    Thursday, 27 July 1995 00:58:39
From:    Charles Blaquiere <blaq@io.org>
```

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

> From: Tom Ellard <tome@next.com.au>
>
> I really don’t understand why lights that work in scanline don’t work
> in trace.
>
> To be more specific, creating a sphere, giving it a ’light’ attribute,
> seeing that it works fine in scan but throws no light in trace.
>
> Somone was kind enough to point out that a little bit of fog attribute
> will "let the light out", and that works well thank you.
>
> But this seems very kludgy. Counterintuitive. Why do my lights need to
> be foggy?

Because, Tom, when you set the Light attribute, you’re not making each _face_ of the object a light, you’re giving those attributes to the object’s _axis_. If you position the axis inside an enclosed area, like the default position for a primitive sphere, there are two possible outcomes:

1) You’re in scanline mode, where shadows are not calculated. Rays emanating from lightsources merrily travel through objects like neutrinos through the Earth.

2) You’re in trace mode, _and_ the lightsources have the "cast shadows" button activated. Light rays will stop at the first opaque face they encounter, so a default sphere will shed no light... except inside itself. Move the camera inside the sphere and you’ll see it with your own eyes.

The fog thing exploits an undocumented (?) "feature" whereby fog objects, due to their semitransparent nature, will let light shine through their faces unaffected (I think). Whether this is a bug or a feature depends on whether it will save your hide (as in your case), or whether you wanted the light to be affected (e.g. tinted) by the foggy objects it passes through.

Thread 642

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1.720 MSG-717 Subject: Re: A message from Mike...

Subject: Re: A message from Mike...
Date: Thursday, 27 July 1995 01:30:35
From: Ted Stethem <tstethem@linknet.kitsap.lib.wa.us>

Is this really from Mike H.? or did you ghost-write it? Just kidding. In all fairness to Impulse, there have been a lot of improvements made to Imagine from 2.0 to 3.3 like Zone rendering, Bones and Fast Bones, Copy&Paste in the Action Editor, interactive wireframe in the perspective window, great DXF loader, dynamite Postscript font loader for the Spline Editor, deformation tools, plus many others. Many of these came about because of users requests (demands?) on the IML and some did not come about without a lot of, let's say, heated discussion.

I knew Zack was the main programmer and a program the size of Imagine is monstrous for one person to be in control of. It is a credit to his abilities but also, sooner or later, the realization has to occur that large programs have to be modularized and handled by teams. The era of the maverick programmer is not dead but it will be unlikely that the individual programmer will be able to compete with large programming teams. I know the team approach to programming can be argued against as leading to bloated code. But I think Imagine is showing the symptoms of a program that has become larger than the creator, accounting for some of the less than desireable characteristics.

I have suggested to Mike that Imagine be modularized into seperate Modeling and Animation modules and he has not been overly enthusiastic about that suggestion. And the more I look at how deeply imbedded the way Imagine handles file structures and operating screens, I understand why Mike has held this view. It would be akin to having to remove the skeleton from a patient to rearrange it and the operation may end up killing the patient.

I am still looking forward to all the things that are rumored to be in V3.4=4.0. The Metaballs might just be totally killer. The Detail Editor has always been one of the most powerful modeling tools around and these additions will make it more useful.

I just hope Impulse will make more changes towards encouraging third-party or plug-in support, though. Alliances make organizations stronger, not weaker.

Sysop of:

```
****************************************************************************
*           ______     __   _____   ______   __  __   ____   ____          *
*          / __  /\ /\/ /\ / _  /\ /_  __/\ / /\/ /\ /___/\ / _ /\         *
*         / __  / //   / // // / / \/ /\_\// __  / //___/\//   / /         *
*        /_/ /_/ //_/\/ //____/ /  /_/ /  /_/ /_/ //___/\//_/\_\/          *
*        \_\/\_\/ \_\/\/ \____\/   \_\/   \_\/\_\/ \___\/ \_\/\_\          *
*          __  __     __   __   __  __   ____   ____    _____   ____         *
*         / /\/ /\ /\/ /\ / /\ / /\/ /\ /___/\ / _ /\ / ___/\ /___/\         *
*        / /_/ / //   / // / / \ \/ / //___/\//   / //__  /\//___/\/         *
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*       \______\/ \_\/\/ \_\/     \_\/ \___\/ \_\/\_\_____\/ \___\/         *
*                     ((( GATEWAY TO CYBERGRAF/X )))                         *
*   [ A3000/470 Meg HD/10 MB RAM PARNET -> A3000/040/1.7 Gig HD/20MB RAM]  *
*   [ 3 Nodez USR V.34 28.8K DST  Amiga/IBM/Mac/3D Grafx Conferences    ]  *
*   [  Node1:(206)-6976999! | Node2:(206)-Ringdown | Node3:(206)-PRIVATE]  *
******************************************************************************
Over 1 Gigabyte of Imagine Objects, over 3 Gigabytes of Texture Maps,
LightROM CD on-line plus tons of 3D Studio Objects and Lightwave Objects!
```

Thread 435

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1.721 MSG-718 Subject: Phong edges (Was: Realistic Glass!!!! (long))

Subject: Phong edges (Was: Realistic Glass!!!! (long))
Date: Thursday, 27 July 1995 01:31:45
From: Charles Blaquiere <blaq@io.org>

> From: Bill Boyce <bilboyce@iconz.co.nz>
>
>Have you tried making sure the edges (ie where Rim and Base join the
>body) are 'Sharp' ie 'Make Sharp'. This is something I have recently
>discovered to make a huge difference on these type of objects, and
>you do end up with linear highlights, and great rim highlights. I've
>just finished an object using this and it looks great, without any
>special mapping tricks.

Yes, do remember that Phong shading interpolates the surface normal between the current face and the neighbouring face, if the connecting edge is not flagged "sharp". An example:

```
  | 0
  | 1
  | 2
  | 3
__| 4
5
```

When modelling a wine glass, you'd typically have long faces on the sides of the glass, leading to tiny faces representing the top surface of the rim. (Obviously, my diagram is upside-down. Mmmm, let's make our object a glass cover that fits over the cheese tray. Yeah, that's it.)

The numbers represent some abstract kind of angle, with 0 representing surface normals that point to the right, and 5 those that point downwards. You see how the surface normal changes all over the large face, from 0 to 5, all because of the tiny rim. This causes the "flat areas seem to bulge like pillows" problem familiar to new 3-D users.

The standard ways to get around this are:

1) define the connecting edges as sharp. This is fine, if you want a sharp look to the corner.

2) create intermediate faces between the vertical and horizontal faces. This will soften the effect, but the long vertical face's surface normal will *still* vary towards the normal of the next, almost-vertical, face.

In my modelling bag of tricks. I have a solution that allows me to have my cake and eat it too: perfectly flat-looking areas where I want them, soft corners where I want them, all with a minimum of faces to keep object complexity down.

I just model the large, flat area in two parts, and make the edge part really skinny. I can then leave all edges soft, so there won't be any discontinuities, yet the large flat area will look perfectly flat.

```
    |0
    |0         | = large flat area (one set of faces)
    |0
    |0
    |0         I = another set of faces, parallel to the large set.
    I0             Should be very narrow, just running along the
____I2.5           Edge that connects to the horizontal face.
5 3.7
```

In this case, both "|" and "I" faces have a surface normal of zero, and "_" faces have a surface normal of 5.

The "_" and "I" normals vary from 5 to zero, as is expected. The big difference, however, is that the "|" edges have normals that vary FROM ZERO TO ZERO. Badabing, badaboom.

Thread 857

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1.722 MSG-719 Subject: World Size (was Re: Memory...)

Subject: World Size (was Re: Memory...)
Date: Thursday, 27 July 1995 01:45:59
From: Charles Blaquiere <blaq@io.org>

> From: Robert Byrne <rbyrne@3dform.edex.edu.au>

>
> According to the V3 manual the world size extends 16000 units along the
> three axes, ie. -16000 to +16000.
>
> The default world size is 1024 units in all directions, anything outside
> this area will not be rendered in Trace mode.
>
> Now that seems to be a contradiction, because the Global World Size
> defaults to 0,0,0 and the world is sized dynamically. I assume then that
> doing a quickrender in Trace from the Detail Editor means you are limited
> to 1024 units but a render in the Stage is dynamic.

I just created a super-simple primitive sphere and replicated 16 additional copies to a distance of 17,000 units. A trace quickrender would complain that the world octree volume was too large. I then scaled the object down by 0.9, and the error didn't appear. This confirms that nothing is allowed to exceed 16,000 units away from the origin.

The quickrender showed all the spheres, so world size is not limited to 1024 when quickrendering from the Detail editor. It's either auto-sized, or fixed at 16,000. Either way, you don't have to worry about losing parts of your objects in Detail quickrenders, and there doesn't seem to be a contradiction -- the default world size (in old versions of Imagine) simply applies to Stage/Project renders only.

Thread 440

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1.723 MSG-720 Subject: Imagine 2.0 Question. (DXF's)

Subject: Imagine 2.0 Question. (DXF's)
Date: Thursday, 27 July 1995 01:49:02
From: Charles Blaquiere <blaq@io.org>

> From: denryan@netcom.com
>
> Does DXF import/load/whatever definitely *not* work in
> the Imagine 2 version distributed with the book "3D Modelling Lab"
> by Shaddock? Thanks in advance for any authoritative response.

Imagine's DXF import wasn't very robust until version 3.1, when it was given a major overhaul. I'm sure others will interject with their own work experiences, but for now, just remember that versions 3.1 and above are what you really want.

Thread 698

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1.724 MSG-721 Subject: Re: Virtual Memory

Subject: Re: Virtual Memory
Date: Thursday, 27 July 1995 01:59:33
From: greggh@slip3.odyssey.apana.org.au (Gregory Helleren)

Hi Damon (Damon LaCaille), in <Pine.BSD/.3.91.950724174423.18699C-100000@hookomo.aloha.net> on Jul 24 you wrote:

> On Mon, 24 Jul 1995, Vance Schowalter wrote:
> ...
> I might as well reply to this message than create a new message. Does
> anybody know if Gigamem works very well w/ Imagine? I wanted to render a
> few objects, but most of them require at least 12-14 megs, and I
> unfortunately only have 10. And by the way, how much is Gigamem? And
> yet one more question put to you, how much is the PC version of Imagine?

Yes, Gigamem works very well with Imagine 2.x and 3.x. I find that it is best to disable VM during object loading/manipulation (or at least choose the "USE REAL MEMORY FIRST" option). Otherwise retrieving objects from VM can make the process a little tedious. Prior to rendering, I enable VM and sit back and wait :)

You need to be aware that Gigamem can use either a swap file or a swap partition for VM. If you use a swap file, it *must* be on a different logical partition to the application (Imagine) and any data you require (objects, textures...).

Love Peace and Aspirin
Gregg

```
--
+-----------------------------------------///\/\/\_Amiga Technologies_/\/\+
  Gregory Helleren      AMIGA is REBORN  /// Lecturer Information Technology
  Developer - LaseRage                  ///  SEMC TAFE Western Australia
  Ferndale W.A. Australia  ___/\___/\\///   greggh@odyssey.apana.org.au
  CBMNET:greggh@laserage.adsp.sub.org\XX/    greggh@laserage.DIALix.oz.au
+--------------------------------------------------------------------------+
```

Thread 606

-=> RETURN TO CONTENTS!<=-

1.725 MSG-722 Subject: Re: Imagine 2.0 Question. (DXF's)

```
                 Subject: Re: Imagine 2.0 Question. (DXF's)
Date:    Thursday, 27 July 1995 02:05:58
From:    Richard Heidebrecht <rheidebr@freenet.niagara.com>


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

On Wed, 26 Jul 1995 denryan@netcom.com wrote:

>
> I'd like to confirm or disconfirm something if I may:
>
> Does DXF import/load/whatever definitely *not* work in
> the Imagine 2 version distributed with the book "3D Modelling Lab"
> by Shaddock? Thanks in advance for any authoritative response.
>
> Denis B. Ryan
>

The version distributed with the book is the full version, unfortuneatly
it doesn't handle dxf's too well.  I hear this problem has been fixed in
3.2(someone let me know if I'm wrong).


   ~Rick Heidebrecht~






                           Thread          819

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

1.726 MSG-723 Subject: A message from Mike...

```
                 Subject: A message from Mike...
Date:    Thursday, 27 July 1995 02:09:46
From:    craigh@fa.disney.com


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


Even though I don't like to re-post private mail, Mike requested I post this.

This was written to me after a series of friendly correspondences and will shed
some light on Impulse and the man we now know as Crowbar Mike.  :)

On Jul 26,  6:07pm, 76004.1767@compuserve.com wrote:
>
```

> Craig
>
> Please post for eveyone to read, as well as yourself.
>
> We, like all of you want great software, with cool things to use and things
that
> make the work eaiser. There are some problems that many users dont
understand.
> Here is a list of them, read them, chew them up, throw them away, but they are

> the meat of the matter for Impulse.
>
>   We used to be in this nice warm fuzzy place call the Amiga, it died and
> with it we had to move to the nasty and not often easy to use PC. We were
real
> unhappy. We as a company must pay the bills, in order to do this we have
spent
> 3 years making our way over to the pc, mind you it has been at best an uphill
> battle. We blew the memory manager thing, we used the wrong compiler, we were
> just dumb. WE have however learned how to move on from this and maybe we are
> wiser for the mess up. It cost us a year.
>
>   We have only recently added to the programming staff, up until this
time,
> there was only one person doing the code for Imagine, Imagine that, one guy
has
> written all the code that you have seen for 5 years. He is still in charge of

> IMagine and he is not yet crazy.
>
>   Impulse wants to know, what you want, no kidding. Simple statements
like
>
>   Please put Soft edge shadows into Imagine. That is all it takes, things
> like "Render Macho 3D has it and it works great and why dont you do it," well

> that just irks the helll out of us. Why, becuase we have so many things that
> the others dont that it seems people only pick on the few items that we are
> missing, and these become the BIG issues.
>
>   Our goal has been and still is very simple, to bring you the user the
> best software for 3D rendering that we can write. We do our best, and some
> times we get in over our head. It seems like we have things well under
control
> for the moment, until a new OS comes over the horizion or Intel goes broke or
> who knows what.
>
>   Argument, slander, and bad attitudes only get people upset. If you feel
> strongly about something and want to really lobby for a feature, call me
direct.
> 612 425 0557, tell them that you are from the IML and want to speak to CROWBAR

> Mike (I like that name) and I will make myself available to you and will
listen
> as long as you want to talk. I wont promise that your requests will be
> implemented, but I will promise that we will listen and discuss the problem or

```
> feature that you feel strongly about.  I think that this is as direct as I can

> get.
>
>      We are comitted to your continued support and happiness with our
> software.  It is through a co-operative effort that this software will get
> better, it depends as much on you as it does on us.  We could make the best
> features of any software company and if we had no users it would be for
naught.
>
>      Buy the upgrades, use the software, tell us what you want and from time
> to time, it might not be a bad idea to let us know what kind of a job we are
> doing.  A pat on the back or a kick in the ass, both mean that you are using
> what we have done and appreciate it.
>
>      I will not be on the IML for that much longer, we are putting up our own
> web page with a area for mail suggestions,  This  IML will be an important
area
> for users to discuss and plan, I think it is better if you do so with out our
> input.  You will all be invited to visit our new area and get a handle on
whats
> going on with Impulse, Imagine, Digimax and other new products that we have
> planned for 95-96.
>
>      Thanks again for all of your support and criticism, we grow because you
> care, WE ARE STILL LISTENING>...
>
>
>      Michael C. Halvorson
>      President, Impulse, Inc
>
>
>
>      Keep on Tracin, it does the mind a world of good.
>
>-- End of excerpt from 76004.1767@compuserve.com
```

--

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

Thread 717

-=> RETURN TO CONTENTS!<=-

1.727 MSG-724 Subject: Looping Timeline

Subject: Looping Timeline
Date: Thursday, 27 July 1995 02:16:44
From: Charles Blaquiere <blaq@io.org>

Pantera, what you don’t understand is that you can only do a real looping sequence with textures that look exactly the same at the beginning and end of the sequence. Examples:

- Rotating any texture 360 degrees along an axis;

- Morphing a texture color from red to yellow and back to red;

- Changing an angle parameter, like the Essence Plasma phase angle, from n to n+(360 or a multiple of 360).

Things that do NOT repeat:

- Any fractal or noise texture. Seed or Time parameters of 0.000, 1.000, 2.000, etc. will NOT create the same appearance, quite the contrary.

If your texture falls into the first group, then yes, you can create a smoothly-looping sequence by setting things up so that the last frame looks exactly the same as the first, and rendering all but the last frame.

If your texture falls into the second group, you can _fake_ repeatable behaviour by cross-fading between two sets of attributes:

```
      FRAMES             1         1
                  123456789012345678901

      ACTOR       A-------------------B   "A" = 1-frame actor bar for
                                                  version "A" of object.
                                            "-B" = 20-frame actor bar for
                                                   version "B" of object.
                                                   Imagine creates 19
                                                   transition frames, 2-20.

      "A" TX TIME -1       -0.5       0
      "B" TX TIME 0         0.5       1

      "B" VISIBLE 100%      50%       0
                    |         |         |
All you see is _____|         |         |
an object textured            |         |
as per Time = 0.              |         |
                              |         |
You see an object textured ___|         |
with a mix of two textures,             |
one with Time = -0.5 and               |
the other with Time = 0.5.             |
Both textures are evolving             |
due to the variation in                |
their Time value.                      |
                                       |
You see an object textured as per_______|
Time = 0. The fact that this appearance
comes from texture B at Time = 0,
rather than Texture A at Time = 0 as
in frame 1, is immaterial. The object
looks the same, and that's what counts.
```

You have now created a sequence where the last frame looks exactly like the first, and everything is softly faded in and out; hopefully, the effect will look natural. You can now use the standard method: render all but the last frame. This is how to create a seamless looping sequence from things God Never Intended To Repeat. Got it?

Thread 685

-=> RETURN TO CONTENTS!<=-

1.728 MSG-725 Subject: Rendering speed

Subject: Rendering speed
Date: Thursday, 27 July 1995 02:23:04
From: Charles Blaquiere <blaq@io.org>

> From: pantera@voyager.com
>
> could someone with a 120 Pentium please render such a frame and let me
> know how long it took to render it in TRACE mode?

Pantera, there is a full comparison benchmark posted on the IML even as we speak. If you just subscribed to the IML, then maybe you missed it by a few hours; in that case, tell me in e-mail and I'll mail you a copy; I've kept it for reference.

The benchmark was pretty similar to the scene you describe. Basically, a Pentium 120 will trace any such simple in a minute or two. You really don't need an exact time, do you? (I guess not, since your description left the textures to be determined)

Thread 311

-=> RETURN TO CONTENTS!<=-

1.729 MSG-726 Subject: Re: Lights in raytrace.

```
                Subject: Re: Lights in raytrace.
Date:    Thursday, 27 July 1995 02:30:24
From:    Charles Blaquiere <blaq@io.org>
```

> From: Richard Heidebrecht <rheidebr@freenet.niagara.com>
>
> > It’s beacause light do not come from the surface of a "light"
> object, but
> > from it’s axis. Since in a sphere, the axis is inside the object, the
> > surface is blocking all the light. If you want to add a light source
> in your > scene, you can just add an axis and make it "light".
> >
> > Remember: polygon do not emit light; axis do, allway.
> >
> > -----
> > Patrick Sauvageau
> > (sauvp@citi.doc.ca)
> >
>
> But why would it work ok in scanline but not trace?

Because in scanline, Imagine doesn’t do _any_ shadow calculation,
remember? Lights shine _everywhere_, even <cough> Where The Sun Don’t
Shine. (As I previously said, the heroes of my "hearts" animation _do_
look like a pair of buttocks B^D)

Thread 728

-=> RETURN TO CONTENTS!<=-

1.730 MSG-727 Subject: Re: Inertia ??

```
                Subject: Re: Inertia ??
Date:    Thursday, 27 July 1995 03:08:19
From:    rbyrne@3dform.edex.edu.au (Robert Byrne)
```

Hello Mike, on Jul 26 you wrote:

> Hi all,
>   whilst rendering last night I managed to generate an inertia like
> effect even though I didn't want it. And I actually would like to get
> rid of it!
>   The Scene: I created a logo in the spline editor. I wanted to
> achieve the effect of the letters starting in the horizontal position and
> then one by one rotating up into the vertical, pivoting about the bottom
> of the character (clear?).

Bill Boyce gave a good explanation of your problem but perhaps you could try a different tack instead of using States.

For the simple rotations you require, try using the Rotate20 effect. If you wanted your first letter to reach the upright position after 30 frames you could begin the rotation of the next letter at frame 15 and so on for the remaining letters.

You might like to add the Sway effect at the same time and make your letters look drunk :-)

-- Bob

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

Thread 683

-=> RETURN TO CONTENTS!<=-

1.731 MSG-728 Subject: Re: Lights in raytrace.

Subject: Re: Lights in raytrace.
Date: Thursday, 27 July 1995 03:18:04
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Tom, on Jul 26 you wrote:

> I really don't understand why lights that work in scanline don't work in trace
.
>
> To be more specific, creating a sphere, giving it a 'light' attribute,
> seeing that it works fine in scan but throws no light in trace.
>
> Somone was kind enough to point out that a little bit of fog attribute will
> "let the light out", and that works well thank you.

Assuming you are using V3+ of Imagine -

Ever wondered why Impulse put wide blank margins in the V3 manual?
Great for adding tips like the above.

> But this seems very kludgy. Counterintuitive. Why do my lights need to be fogg
y?

Read page 166 of the manual and add the Fog tip.

-- Bob

Thread 737

-=> RETURN TO CONTENTS!<=-

1.732 MSG-729 Subject: Re: Imagine wrong Colours..Fixed!!!

Subject: Re: Imagine wrong Colours..Fixed!!!
Date: Thursday, 27 July 1995 03:45:08
From: Falko@aol.com

In a message dated 95-07-21 06:19:24 EDT, you write:

>Wow!! After two weeks of putting up with odd colours or even worse having to
>QR in 256 colours(YUK), It was that simple.
>
>Golly, I hope that button wasn’t there in 3.2. If it was I hope it was an
>undocumented feature (I feel like a bit of a dill).
>
>Regards
>BillD
>Don’t Ponder .... Imagine!
>
>

Your problem is still there. Yes this button exists in several earlier versions of Imagine. With this button on Imagine tries to use a 24bit VESA mode to display the render. With the button off Imagine uses a 8bit VESA mode and dithering to display the render. Your problem is reversed color chanels (BGR instead of RGB). I also have this problem with my ATI MACH32 card. And UNIVESA did fix this.

Falko

Thread 423

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1.733 MSG-730 Subject: Re: Hack wanted for PC screen size.

```
                 Subject: Re: Hack wanted for PC screen size.
Date:    Thursday, 27 July 1995 04:21:29
From:    Falko@aol.com


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

In a message dated 95-07-23 04:50:27 EDT, you write:

>Subj:        Hack wanted for PC screen size.
>Date:        95-07-23 04:50:27 EDT
>From:        dvwilson@tibalt.supernet.ab.ca (Dave Wilson)
>To:  Imagine@email.sp.paramax.com
>
>

There is no hack. I takes Imagine version 3.2 or 3.3 and a VESA compatible
display card.

Falko



                            Thread           16

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

1.734 MSG-731 Subject: Re: The bumps slide off my slug!

```
                 Subject: Re: The bumps slide off my slug!
Date:    Thursday, 27 July 1995 05:11:41
From:    "dunc@eraser.demon.co.uk" <dunc@eraser.demon.co>


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

> unsolicited comment! I almost fell off my chair. If he noticed my slug,
> it means that Conform To Path truly is, as I'd written, a low effort/high
> payback effect.
>
  i got a 'car' object to conform to a path by mastake it looked good until
it sunk under the 'ground' plane :( or is that ;) im not sure -ive deleted
the anim now :-|


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

Thread 631

-=> RETURN TO CONTENTS!<=-

1.735 MSG-732 Subject: Re: Crowbar Mike(sort of)

```
                 Subject: Re: Crowbar Mike(sort of)
Date:    Thursday, 27 July 1995 05:27:38
From:    "dunc@eraser.demon.co.uk" <dunc@eraser.demon.co>


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

> Hi there fellow thinker, Mike Vandersomme.
>
> I cant say how much I agree on your comment, and yes lets stop this stupid "I

> dont like Mike very much, bla bla"

 yep isnt this supposed to be the imagine mailing list you can always try
one of the flame news groups if you want to -some are pretty funny

 BTW-i read in a magazine about a '3d artist(e) who phoned impulse with a
question and he got answer of something like -gee that is a bit of problem
-but we are in the middle of a big table tennis game right now

 i thought this was pretty funny although the person who wrote the article
didnt (this is going back a bit)

 Duncan


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

Thread 607

-=> RETURN TO CONTENTS!<=-

1.736 MSG-733 Subject: Re: Realistic Glass!!!! (long)

```
                 Subject: Re: Realistic Glass!!!! (long)
Date:    Thursday, 27 July 1995 05:53:07
From:    bilboyce@iconz.co.nz (Bill Boyce)
```

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

>On Wed, 26 Jul 1995, Bill Boyce wrote:
>
>> >To: Lumbient@aol.com
>> >From: bilboyce@iconz.co.nz (Bill Boyce)
>> >Subject: Re: Realistic Glass!!!! (long)
>> >
-----
>> >>Yesterday I was sitting there with a plastic glass(is that possible?) and I

>> >>picked it up, stared in amazement. I said to myself, " thats why imagine
>> >>can't create glass".  What I had seen was specular spots from every
light in
>> >>the room cast on the material not in spots but rather linear, up and down
>> >>along the surface.  Well I know imagine can't do this, so I set out to
try to
>> >                       ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>> >Sure it can.
>> >Have you tried making sure the edges (ie where Rim and Base join the
>> >body) are 'Sharp' ie 'Make Sharp'. This is something I have recently
>> >discovered to make a huge difference on these type of objects, and
>> >you do end up with linear highlights, and great rim highlights. I've
>> >just finished an object using this and it looks great, without any
>> >special mapping tricks.
>> >
>> >The guts of it is, always analyse your object for edges which should be
>> >sharp and make them sharp! It makes a big difference to phong smoothing,
>> >too.
>> >
>> >Bill
>
>The problem with this is that, unless the glass has a LOT of sides, it's
>going to look faceted(or whatever), it won't look smooth and round
>anymore, like a glass should.
>
>
>   ~Rick Heidebrecht~
>
You misunderstand. Only the rim and base should have sharp edges ie not
phong shaded. The sides of the glass should be left 'soft' ie phonged
```

Thread 711

-=> RETURN TO CONTENTS!<=-

1.737 MSG-734 Subject: Re: Lensflare

```
                Subject: Re: Lensflare
Date:    Thursday, 27 July 1995 06:05:40
From:    bilboyce@iconz.co.nz (Bill Boyce)
```

>is it me or does the lensflare on lightwave look better than the one in
>Imagine, I was just curious, since they both seem very similar but i
>thought i noticed a slight difference. thanks!
>
>PANTERA
>pantera@voyager.com
>

Imagines is supposed to be physically accurate, where Lightwaves is aesthetically accurate (!?). Lightwave allows star filters and the like which give a 'richer' effect to the flare, and more sophisticated 'glow' to the light. Impulse - please spend some more time studying Lightwaves flares - network bosses love them.

Thread 780

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1.738 MSG-735 Subject: Help on Island Trace

Subject: Help on Island Trace
Date: Thursday, 27 July 1995 06:16:28
From: SGiff68285@aol.com

Recently I ran into a problem that made me think of a couple of things I would like to see in 4.0. I am creating an island like Myst except it looks nothing like Myst. After creating everything I needed to add a sky. However I knew that using a sphere and scaling it fairly large would slow down the trace. It did significantly. I would have been happy with just using a backdrop but unfortunately when animating the camera the backdrop bobs up and down in the ocean since it moves with the camera. I would have been happy with just creating a blend of orange to blue to dark blue but when you set your sky blend in globals, you don't see much of it unless your camera view extends from the horizon to the +horizon. The clouds texture is cool, but really slows down renders. The only solution I could come up with was to take everything out of the scene and render the animation of just the sky and camera movements. Then create a flic out of it and use that as a backdrop. Unfortunately, using a flic as a backdrop in globals is very costly, since the entire background of the sky would be animated when the camera moved. This would create an incredibly huge FLC file. In fact I don't think my computer would have enough ram. Any suggestions would be appreciated, but what I think would be great in a future version would be the ability to actually see the global brushmap. Also it would be nice if you could have more than 2 blends in the sky blending and adjust where the blends take place. At present the scene is taking about 30 minutes to render a 640 x 480 frame. I have a 486 - 66 w/ 20 meg ram, no doubt if I had a pentium things would be faster.

Stephen G.

Thread 810

-=> RETURN TO CONTENTS!<=-

1.739 MSG-736 Subject: Re: Pentium speed

Subject: Re: Pentium speed
Date: Thursday, 27 July 1995 06:24:48
From: datctva@primenet.com (DThompson)

At 12:55 AM 7/26/95 -0400, Richard Heidebrecht wrote:
>On Tue, 25 Jul 1995, DThompson wrote:
>
>> the work with adpro, fred, and my Par, but for less than $2,400 I got a 90
>> mhz machine with a Gig of hardrive space and 32 megs of ram. It's even
>
>Is the $2,400 a typo? Last time I checked, a 1gig hardrive was about
>$500 and 32 megs of ram is about $1,500. That means you only paid $400
>for everything else. If the $2,400 was not a typo, please tell me where
>you got your pentium(in other words, where I will be buying my next
>computer:)
>
>
> ~Rick Heidebrecht~
>

You're probably buying off the shelf from some large chain or from some business supply company to get those figures. 32 megs of ram was only about $900 and 1 gig of hard drive amounted to around $270. Buy from some small computer company who will build the machine you want. Unless ram prices have gone up, it should be less than that now. All you have to do is look.

Dave Thompson
>
>
>

Thread 608

-=> RETURN TO CONTENTS!<=-

1.740 MSG-737 Subject: Re: Lights in raytrace.

```
                Subject: Re: Lights in raytrace.
Date:    Thursday, 27 July 1995 07:36:43
From:    Scott F Tracy <sftracy@winternet.com>


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

> > scene, you can just add an axis and make it "light".
> >
> > Remember: polygon do not emit light; axis do, allway.
> >
> > -----
> > Patrick Sauvageau
> > (sauvp@citi.doc.ca)
> >
>
> But why would it work ok in scanline but not trace?
>
>
>    ~Rick Heidebrecht~
>
>
>

Light passes through objects in scanline thats why you don't get shadows.
In raytrace the solid objects stop the light ray.
```

Thread 843

-=> RETURN TO CONTENTS!<=-

1.741 MSG-738 Subject: Re[2]: Motion Blur Trick

```
                Subject: Re[2]: Motion Blur Trick
Date:    Thursday, 27 July 1995 09:42:46
From:    Drew_Perttula@altabates.com


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


     I must agree with Bill-- given a 2D image, there's no way that
     Lightwave could make any kind of accurate blur unless it used AI and
     fuzzy logic between frames! It would not know what objects are moving
     fast and which are holding still (correction- it would know that they
     are all holding still...)

______________________________ Reply Separator _________________________________
```

Subject: Re: Motion Blur Trick
Author: bilboyce@iconz.co.nz (Bill Boyce) at ALTERNET
Date: 7/26/95 6:56 PM

>Hi!
>
>I have come up with a good way doing motion blur for real, I think so anyway and
>shall test it when I get back from Siggraph.
>But having used Lightwave for a while as well as Imagine, I think it should
>work. Lightwave uses it's Antialiasing threshold to make motion blur. So I
>figured that if you took the finished rendered pictures into lightwave as a
>animated backdrop. Dont ad lights, just standard rendering setup, but with 8 or
>12 antialiasing steps, it will create real motion blur. And I dont think it
>would take up so much extra rendering time either. If this works I will start
>using Lightwave as my motion blur "plug in" for Imagine.
>
>Later!
>
>Tom Granberg (Renderbrandt)
>

Save yourself the time - it won't work. Well, I doubt it. What lightwave does is calculate the position of it's objects 'between frames' when doing multiple anti-aliasing passes. The backdrop won't move, won't be interpolated, and so won't show any motion blur. Sorry! And correct me (please!) if I'm wrong. It would be great if this worked, but I can't see it.

Thread 402

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1.742 MSG-739 Subject: Re: JPEG Pictures!!!

Subject: Re: JPEG Pictures!!!
Date: Thursday, 27 July 1995 10:23:58
From: aciolino@rrddts.donnelley.com

I seem to remember some debate about this topic last year, and the consensus was that posting unsolicited binaries to the IML was not a good thing. You could certainly post an enthusiastic message saying, "hey look at my great render", and send the file through e-mail to those who replied privately; this way, the people on the IML who didn't want to / couldn't handle large IML messages would be spared the aggravation.

It might be reasonable to send a small (10-15K) file through the list, as long as we tag the image in the subject line something consistent, like this format:

IMAGE: imagename.imageformat (optional description)

The subject line should be less than 72 characters. For example:

IMAGE: SPOTS.JPG, 10K (A render of several gold and black spots)

This way readers can see that the subject is in fact an image, and delete before downloading.

The big question is this: does a 10K image cause people to read in all 10K, or just the header? If you are paying for email service and you get stuck with a 10K download that you can't stop or control, yeah, I can see some really pissed off IML'ers out there. I know that there are programs that deliver just the headers, so hopefully by now everyone has one of these.

If people just grab thier headers, they can delete the images without downloading and looking at them. And let's be real, whenever there is a render, don't we all want to see something?

Another option: Sharky had at one point offered to showcase some Imagine (or whatever) renders on his homepage. Is that offer still good? If so, maybe we should flood SHARKY'S email box with images and he can post them.

I for one am happy to get images. If anyone want to flood ME with renders, go ahead, I burn CD's for a living, so I can handle SOME of the bandwidth. Too bad I can't run a mailing list on my machine, though (sniff...), or a web server to the world!! I'd love to run a server and display all your images next to mine!

-AC

Thread 844

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1.743 MSG-740 Subject: Re: Mr. Mike H

Subject: Re: Mr. Mike H
Date: Thursday, 27 July 1995 11:06:53
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Pantera, on Jul 26 you wrote:

> I am an Imagine user, I was wondering if it would be possible to
> purchase just the "manual" from Impulse since I had it stolen from me
> awhile ago at work...if so please let me know.

Contact Impulse, perhaps if you could send them your Master disk to prove ownership, they would ablige.

-- Bob

Thread 572

-=> RETURN TO CONTENTS!<=-

1.744 MSG-741 Subject: Re: Tear Drop Quickie

Subject: Re: Tear Drop Quickie
Date: Thursday, 27 July 1995 11:31:32
From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Fernando, on Jul 26 you wrote:

> > > Just found a QUICKY way to make a tear drop (water drop) shape. ...

> Well, do a drop is relatively easy. Hard to do is the effect of
> the drop hitting the water (at least in 2.0 version). :(. Could
> someone help me to create this easily?

There are some old tutorials called The Imagine Compendium by Steve Worley and others on the LightROM CD. One of them is a tutorial on the Forms Editor and as it happens he describes how to make a water splash.

I’ll email it to you. If anyone else wants it and there are no objections I can post it here in a couple of days. It’s about 4Kb uuencoded.

-- Bob

Thread 899

-=> RETURN TO CONTENTS!<=-

1.745 MSG-742 Subject: Re: Help on Island Trace

```
                Subject: Re: Help on Island Trace
Date:    Thursday, 27 July 1995 12:26:13
From:    Mike McCool <mikemcoo@efn.org>
```

Go back a couple of weeks in the archives, and find a great post by Tom Granberg, suggesting a way to actually trick your backdrop pic into 'keeping up with' your camera movements.

I haven't had a chance to try it yet, but it sounded damn logical to this little mind.

(I saved the post, so if you can't find it, lemme know).

Thread 776

-=> RETURN TO CONTENTS!<=-

1.746 MSG-743 Subject: Spline Int.

```
                Subject: Spline Int.
Date:    Thursday, 27 July 1995 12:30:26
From:    pantera@voyager.com
```

---

whats spline interpolation? what is it good for and whyt would you use it...sorry for the ignorance...

Thread 801

-=> RETURN TO CONTENTS!<=-

1.747 MSG-744 Subject: Virtual Memory

```
                Subject: Virtual Memory
Date:    Thursday, 27 July 1995 13:19:26
From:    Aki Laukkanen <alaukka@voimax.voima.jkl.fi>
```

> Yes, Gigamem works very well with Imagine 2.x and 3.x. I find that it is
> best to disable VM during object loading/manipulation (or at least choose
> the "USE REAL MEMORY FIRST" option). Otherwise retrieving objects from VM
> can make the process a little tedious. Prior to rendering, I enable VM and
> sit back and wait :)

Erhm, I find VMM 3.1 to be much more stabler and faster which even has much more features and no stupid fallbacks. Not to mention that it's shareware and not a commercial product.

.... I don't mind straight people, as long as they act gay in public.

* Offline Orbit 0.75a *

Thread 542

-=> RETURN TO CONTENTS!<=-

1.748 MSG-745 Subject: Object format

Subject: Object format
Date: Thursday, 27 July 1995 13:19:27
From: Aki Laukkanen <alaukka@voimax.voima.jkl.fi>

> I'm considering writing a programming utility that would allow imagine
> designed objects to be included in games.
> Does anyone know what the programming structure of the object files are?
> Has anyone done anything with the objects files before?

Better have look at the sources of TDDD3Dlib. It can convert TDDD objects to many formats including ttddd (an ascii format). Infact our own converter does read ttddd format and convert it to our private format.

.... Insufficient memory: add 4 megs and retry

* Offline Orbit 0.75a *

Thread 489

-=> RETURN TO CONTENTS!<=-

1.749 MSG-746 Subject: Imagine 2.0: What a Discovery!

Subject: Imagine 2.0: What a Discovery!
Date: Thursday, 27 July 1995 13:38:15
From: weiss@epx.cis.umn.edu

Hello,

I almost accidentally picked up Waite's "3d Modelling Lab" and am VERY impressed

with what appears to be a very full-featured, powerful package. This is the x386 version.

I AM finding it very difficult to come to speed on it, though, as the Waite book

is a very poor substitute for a manual.

Any suggestions?

The card in the back of the book allows one to upgrade to version 3 for
$300 but I'm afraid that this is beyond me :-(

Are there many PC users of Imagine?

Why is it such a secret?

__jeffrey weiss

```
::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
jeff weiss  weiss@epx.cis.umn.edu  TCP/IP 44.94.249.101 N0IRR  612.825.4746 H
:::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
```

Thread 845

-=> RETURN TO CONTENTS!<=-

1.750 MSG-747 Subject: 3.3 PC Bugs

Subject: 3.3 PC Bugs
Date: Thursday, 27 July 1995 14:10:09
From: Marc Reinig <72410.77@compuserve.com>

Here are two bugs in the 3.3 PC release.

1. "Ignore Lens Flair" option on Light attribute selector window kills

```
   directional attribute of a light:

   1. Create a light object in the detail editor (Controlled Falloff,
      Circular, Directional). Make sure the Ignore lens Flair is NOT checked.

   2. Shine it on a plane so the "cone" of the light only partially
      illuminates the plane.

   3. Quick Render the scene, turning off the quick render light so only the
      light you created provides illumination.

      You should get what you would expect.

   4. Now check the No Flare box.

      The light ceases to be directional and becomes omni directional when
      rendered in the stage editor.

      If the SoftEdge ITX is used, the penumbra works correctly over the
      defined region for that light, but the light is still omni directional
      (i.e. inside the defined cone, the light is correctly shaded, but
      outside the penumbra, it returns as omni). Weird!

2. Moving the axis of an object while constraining X is broken:

   1. In Detail Editor, create a sphere.

   2. Shift-M followed by X (to move the axis only, but prevent motion in the
      X direction.).

   3. Attempts to move the axis in either the Top or Front view in any
      direction fail. Motion in the side view is fine.
```

Thread 809

-=> RETURN TO CONTENTS!<=-

1.751 MSG-748 Subject: Re: JPEG Pictures!!!

Subject: Re: JPEG Pictures!!!
Date: Thursday, 27 July 1995 14:19:34
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Wed, 26 Jul 1995, Charles Blaquiere wrote:

> I seem to remember some debate about this topic last year, and the
> consensus was that posting unsolicited binaries to the IML was not a
> good thing. You could certainly post an enthusiastic message saying,
> "hey look at my great render", and send the file through e-mail to those

> who replied privately; this way, the people on the IML who didn't want
> to / couldn't handle large IML messages would be spared the aggravation.
>
> Of course, *I* should speak, right! I've sent UU files to the IML ohh, 3
> times this month? Sure, I felt it was For The Common Good, but why
> should my judgement be any better than that of other IML members who
> feel their render holds some cosmic value? Maybe it's time for another
> debate? After all, a year has passed, and the people on the List aren't
> all the same as last year. Whaddya say?
>
> (My opinion: TINY demo images showing features of upcoming, unreleased
> versions of Imagine are OK. Anything else, well... let me see what
> everybody else thinks first)

Somebody (Fernando, I think) had a good idea, just limit the size to about 10-12k per picture. If, in conjuction with this, we also limited the number of pictures posted to about 3 or 4 per day, I hardly think this would be too much to handle for anybody's e-mail account. I for one would like to see what you guys are doing on a regular basis, it spawns creativity. If anybody has a problem with an extra 45k in their mailbox, let the IML know. We could take a survey, but I don't think everybody wants their mailbox filled with an extra hundred letters about "I do or don't want pictures posted on a regular basis".

~Rick Heidebrecht~

Thread 739

-=> RETURN TO CONTENTS!<=-

1.752 MSG-749 Subject: Re: Imagine 4.0 Questions

Subject: Re: Imagine 4.0 Questions
Date: Thursday, 27 July 1995 14:21:14
From: RobSampson@aol.com

In a message dated 95-07-27 02:07:00 EDT, you write:

>Not that I know of. They never said 4.0 would be the last Imagine, just
>that they would sit down and think real hard about the product's
>direction once 4.0 is done.

Actually I believe I saw on CIS that 4.0 is the last Imagine version for DOS. I also remember in a post from (Crowbar) Mike that the Windoze version when released would get an initial bug squashing but I gathered from the message that they wanted to work on some new products for awhile. This was brought up because I had asked him about a constant update program for the windoze

version. I think (my opinion, not based on actual knowledge of what is planned) they will get the windoze version out and take a break for a bit while they work on the new toys they want to publish. I think it could be good for Imagine in the long run because I realize the value of putting down an ongoing project after years of work and trying for a fresh perspective. I just would really like to know what the new products are going to be:)))))
Bob...........

Thread 760

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1.753 MSG-750 Subject: Re: Imagine 2.0 Question. (DXF's)

Subject: Re: Imagine 2.0 Question. (DXF's)
Date: Thursday, 27 July 1995 14:21:16
From: RobSampson@aol.com

In a message dated 95-07-27 06:34:57 EDT, you write:

>Imagine's DXF import wasn't very robust until version 3.1, when it was
>given a major overhaul. I'm sure others will interject with their own
>work experiences, but for now, just remember that versions 3.1 and above
>are what you really want.

I can say for sure that Imagine does not want to import dxf files from AcadR13 (although acad will import dxf from Imagine). But dxf is so large a file it really doesnt matter that much to me anyway. Acad will export to 3ds format and Andrey's program 3ds2im does a very nice job of converting all 3ds objects to Imagines format. It has helped me out quite a bit since there are some very nice solid modeling features in the new acad and it compliments the Imagine modler quite nicely.
Bob............

Thread 792

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1.754 MSG-751 Subject: Re: Metaballs

Subject: Re: Metaballs
Date: Thursday, 27 July 1995 14:21:39
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Thu, 27 Jul 1995, Charles Blaquiere wrote:

> > From: Mike Vandersommen <mike.vandersommen@caddy.uu.silcom.com>
> >
> > A little birdy (with a crowbar) told me Metaballs will be implimented
> > in Imagine as an FX that will work both in Detail and Stage editors.
>
> Oh yeah, right -- this reminds me of another upcoming 4.0 feature:
> you’ll be able to use Action editor F/X modules in Detail. Saves you all
> that setup work currently needed just to snapshot the object as deformed
> by the F/X.

That’s great, but it begs the question "Where do you find out all this stuff?"

~Rick Heidebrecht~

Thread 594

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1.755 MSG-752 Subject: Mr. Mike H

Subject: Mr. Mike H
Date: Thursday, 27 July 1995 14:24:48
From: pantera@voyager.com

Mr. Mike H:

I’m sorry if I keep bringing up the glow around the lgith effect thingie, I’m just curious if you guys will implement these light effects in 4.0...i know its a very over-done effect but it doesnt hurt to have it accessible to Imagine users, and I’m pretty sure its not very much (i hope not) complicated to add to imagine.

Another is the haze effect, is there a way to eliminate the PIXEL # parameter, its very awkward to think that you’d need to change this if you’re changing your rendering resolution as well as if there is less haze on one object that the other.

Thanks,
PANTERA
pantera@voyager.com

p.s. i also sent another e-mail asking you if i could purchse the 3.0 manual since i had it stolen from me a few months ago...please let me know. =)

Thread 512

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1.756 MSG-753 Subject: Re: Lights in raytrace.

Subject: Re: Lights in raytrace.
Date: Thursday, 27 July 1995 14:27:29
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Wed, 26 Jul 1995, Charles Blaquiere wrote:

> 2) You're in trace mode, _and_ the lightsources have the "cast shadows"
> button activated. Light rays will stop at the first opaque face they
> encounter, so a default sphere will shed no light... except inside
> itself. Move the camera inside the sphere and you'll see it with your
> own eyes.

Why not just turn off the shadow casting on the axis in the attributes requestor? Shouldn't it then behave like a light in scanline mode(go through objects)?

~Rick Heidebrecht~

Thread 667

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1.757 MSG-754 Subject: Re: Imagine 2.0 Question. (DXF's)

Subject: Re: Imagine 2.0 Question. (DXF's)
Date: Thursday, 27 July 1995 14:48:20
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Thu, 27 Jul 1995 RobSampson@aol.com wrote:

> I can say for sure that Imagine does not want to import dxf files from
> AcadR13 (although acad will import dxf from Imagine). But dxf is so large a
> file it really doesnt matter that much to me anyway. Acad will export to 3ds
> format and Andrey's program 3ds2im does a very nice job of converting all 3ds
> objects to Imagines format. It has helped me out quite a bit since there are
> some very nice solid modeling features in the new acad and it compliments the
> Imagine modler quite nicely.
> Bob............

Would you kindly let us know where this program can be found? I know
somebody mentioned it before, but at the time I didn't need it so I
wasn't really paying attention(I know, I'm a moron:).

~Rick Heidebrecht~

Thread 750

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1.758 MSG-755 Subject: Re: Re[2]: Radiosity

Subject: Re: Re[2]: Radiosity
Date: Thursday, 27 July 1995 15:00:38
From: RIX JAMES <99rix@lab.cc.wmich.edu>

On Wed, 26 Jul 1995 Drew_Perttula@altabates.com wrote:

>
> I think I would like radiosity, too. My understanding of the speed is
> that you can specify how many recursions you want and the time goes up
> exponentially (or faster!) with the level of quality you ask for. But
> after the radiosity calculations are done, all the objects have their
> magic numbers and you can rapidly render as many camera views as you

> want (like walk-throughs) and you can add ray-tracing for shadows and reflections and whatever else you need.
>
> So it radiosity were implemented such that you go to the stage or project editor and ask for "level 3" radiosity calculations before doing a rendered walk-through, it would not actually take up inordinate amounts of time.
>

The big problem with this approach is if you were to move the objects. Whenever an object is moved radiosity will have to recalculated.

Thread 162

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1.759 MSG-756 Subject: Virtual memory in Imagine.

Subject: Virtual memory in Imagine.
Date: Thursday, 27 July 1995 15:56:37
From: wilkinso@cambridge.scr.slb.com (Simon Wilkinson)

Hi.

Having noted some of the impressive features in Imagine 3.3 (bones, lense flares

etc..) I am considering buying it for the PC. There is, however, one thing left still bugging me. Memory. When using Imagine 2.0, I have noticed some disconcerting phenomena occuring with complex model renderings. Basically, parts start to disappear. Taking a typical example, when I tried to render the honey-bee included with the 3D Modelling Lab book, legs, wings and other assorted body parts were omitted. Having only 8Mb (yes, very sad), I attributed this to lack of memory. What I'm worried about, is that even if I expanded to 24 or 32 Mb, with the current trend I expect only 2 or 3 bees would render fully in the same scene before the above occured again. Although I appreciate that this bee is an incredibly complex single object (25,000 polygons I think), I'm still worried that whole scenes with many objects would fail to render effectively, even with 32 Mb of RAM.

So, after all that verbal diahorrea my question is, does 3.3 utilise a swap file arrangement to solve this problem, akin to 3DStudio's solution. (I know, 3DStudio is much more expensive, but Imagine seems so well kitted out in other areas - as above - why not here).

If you can understand my meaning here, please email me.

Thanks.

Si.

Thread 832

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1.760 MSG-757 Subject: Stuff from Aminet

Subject: Stuff from Aminet
Date: Thursday, 27 July 1995 16:28:01
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

You probably wouldn't have guessed it from the subject heading, but this question goes out to you guys using PC's. I recently got some files related to Imagine off Aminet. Somebody once mentioned that LHA.exe could be used to decompress lha-compressed files on the PC, which was good, because I have LHA.exe, and the files from Aminet where LHA compressed. However, when I tried to decompress the files I got some kind of error message(broken file, or something like that). Do I need a different decompression program?

Also, is there a difference between Imagine objects on the Amiga and PC? I'm guessing that most of the Imagine objects on Aminet where done on the Amiga, and I'd like to know if they will work on my PC(assuming I can get them decompressed first).

~Rick Heidebrecht~

Thread 770

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1.761 MSG-758 Subject: Re: Fuzz texture tip...

Subject: Re: Fuzz texture tip...
Date: Thursday, 27 July 1995 16:37:07
From: jprusins@cybergrafix.com (John Prusinski)

>John, thanks for that insight! Luxurious fabric backgrounds (silk,

>velvet...) can be just the thing needed for some projects. Your message
>is going straight to my archive directory.
>
>

I'm honored! :-=)> Incidentally, I had a brain spasm and after a bit of experimenting discovered that the same technique, with a very fine "grain" and very close color tolerances (and no specularity) can be used to create a perfect simulation of the surface of a pool table. Billiards animation, here we come!

John

Thread 257

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1.762 MSG-759 Subject: Re: JPEG Pictures!!!

Subject: Re: JPEG Pictures!!!
Date: Thursday, 27 July 1995 17:35:42
From: Valleyview@aol.com

I would love to see small jpegs of the work people are doing.

But, with one stipulation!

If someone posts a small jpeg (maybe we could set a limit) they should include a short description of the steps taken to build it. (techniques, short-cuts, textures, effects, etc.) That way these become tutorials to learn from, and that's why I'm here.

Rick

PS - I'm suprised after the endless posts about Amiga vs PC, "Crowbar Mike", a Russian prostitute, and so on, that anyone would gripe about someone posting a good example of a new rendering technique.

Thread 748

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1.763 MSG-760 Subject: Re: Imagine 4.0 Questions

Subject: Re: Imagine 4.0 Questions
Date: Thursday, 27 July 1995 17:39:19
From: Valleyview@aol.com

> And what of the talk (and hint in the 3.3 install sheet) about 4.0
> being the last Imagine? Has Impulse elaborated/explained?

I’ve been told there will be an Imagine 5.

Rick

Thread 424

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1.764 MSG-761 Subject: Re: I need a Job!!

Subject: Re: I need a Job!!
Date: Thursday, 27 July 1995 18:33:49
From: craigh@fa.disney.com

On Jul 27, 1:16am, SGiff68285@aol.com wrote:
>

> How did you get in the door if you don’t mind me asking?
> You must be a good illustrator or artist. Do you use Imagine with any of
> your work at Disney?
>
> Stephen
>-- End of excerpt from SGiff68285@aol.com

Since I seem to get asked this by a lot of people, I figured that I would post my story to the list. This may help some of you who dream of making 3D animation their career. Just keep in mind that from the time I started using Imagine to the time I started at Disney took about 4 years, so be patient.

Okay- here is my background. In college I majored in Physics and minored in art. After working as a programmer for NASA for a couple of years I saw Pixar’s

"Tin Toy" and decided 3D animation is what I wanted to do.

After much research, I bought a (then new) Amiga 3000 and a recently released version of Imagine 1.1. I did some demos, joined my local SigGraph charter and met up with a guy who was art director for a CD ROM company. He liked my demos (done to VHS with DCTV) and hired me to do some animations for a CD ROM called "Shark Alert".

After showing my animations after one of the meetings, the lead animator for the biggest post production house in Washington DC, asked me if I would like to train on an SGI (using Prisms software) and freelance to relieve him of some of his burden since he liked my Amiga stuff. As I was learning Prisms, he got hired by Rhythm & Hues in L.A. and the post production facility that I was training at bought another facility out and brought over their animators, leaving no positions for me (who still didn't have real production experience).

I later trained some on WaveFront at another facility and sent out demo reels everywhere. I was now in my 6th year as a programmer for NASA.

My reel got noticed at Disney and I got hired as a TD (technical director) since I didn't have real production experience. I am more of a programmer here, but hope to some day work my way into CG animation.

Sorry to say, but it is very unlikely that anyone would get hired here (or at practically any high-end facility) as a CG (computer graphics) animator without SGI experience and proficiency with packages like Alias, SoftImage and Prisms, unless they have some serious work experience and an extremely impressive demo reel.

It is far easier to get in through the technical door. If you are a strong C and C++ programmer on the UNIX platform AND have animation experience, then there are a lot of facilities looking for TD's with such experience.

However, a great way to break in as an animator is a lot of the new games companies popping up. Impressive animations using Imagine will get noticed at such companies and it can be a great start and a great place to get started on high-end packages such as Alias and SoftImage. These facilities pay a lot less than the big special effects and film houses, but are great places to start.

And no, we don't use anything except SGI's at work.

Anyway, good luck to everyone!

Craig

--

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

Thread 795

-=> RETURN TO CONTENTS!<=-

1.765 MSG-762 Subject: Don't kill me if this don't work

```
                Subject: Don't kill me if this don't work
Date:    Thursday, 27 July 1995 19:09:45
From:    Torgeir Holm <torgeirh@powertech.no>


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

On 25-Jul-95 17:29:16, CausticLum wrote:

>Here it is in all its glory!  This is is my first try and did it in about an
>hour or two.

Wow, almost looked like a real 3D render :)

I'll have to try that tutorial of yours.


Torge!r
```

Thread 708

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1.766 MSG-763 Subject: Motion Blur Trick

```
                Subject: Motion Blur Trick
Date:    Thursday, 27 July 1995 19:09:47
From:    Torgeir Holm <torgeirh@powertech.no>


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

On 26-Jul-95 13:56:02, Granberg Tom wrote:

>I have come up with a good way doing motion blur for real, I think so anyway
>and  shall test it when I get back from Siggraph. But having used Lightwave
>for a while as well as Imagine, I think it should  work. Lightwave uses it's
>Antialiasing threshold to make motion blur. So I  figured that if you took
>the finished rendered pictures into lightwave as a  animated backdrop. Dont
>ad lights, just standard rendering setup, but with 8 or
>12 antialiasing steps, it will create real motion blur. And I dont think it
>would take up so much extra rendering time either. If this works I will start
> using Lightwave as my motion blur "plug in" for Imagine.
```

Lightwave renders the object several times, in different positions, and then combines them to create the motion blur. The anti aliasing setting decides how many positions the object is rendered in (it is moved slightly before each anti-aliasing pass).

The best way to create motion blur in imagine, is to render your animation with too many frames (slow motion anim..), and compose groups of images to create individual, motion blurred, frames. It is a lot slower than the LW motion blur though, because you have to render everything for each frame, and not just the moved objects.

BTW: anyone else remember Steve Worley's Motion blurred bowling picture that came with understanding imagine 2.0? That was created using this technique.

Torge!r

Thread 681

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1.767 MSG-764 Subject: RE: Realistic Glass(long)

Subject: RE: Realistic Glass(long)
Date: Thursday, 27 July 1995 19:24:41
From: Lumbient@aol.com

==O snip O==
>Have you tried making sure the edges (ie where Rim and Base join the
>body) are 'Sharp' ie 'Make Sharp'. This is something I have recently
>discovered to make a huge difference on these type of objects, and
>you do end up with linear highlights, and great rim highlights. I've
>just finished an object using this and it looks great, without any
>special mapping tricks.
==O snip O==

Making the edges sharp won't help. The phong algorithm makes spots only. Never will it make a strip. In order to make a strip that runs up and down you have to fake it. I've tried it your way and it didn't work.

---Lum

Thread 43

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1.768 MSG-765 Subject: RE-Motion blur(p)

Subject: RE-Motion blur(p)
Date: Thursday, 27 July 1995 19:28:09
From: Granberg Tom <tom.granberg@TV2.no>

Hi!

I guess I hoped for to much?
My glorious idea didnt work, shit! It would have been nice tough.

Later!

Tom Granberg (Renderbrandt)

Thread 259

-=> RETURN TO CONTENTS!<=-

1.769 MSG-766 Subject: How about...

Subject: How about...
Date: Thursday, 27 July 1995 19:46:40
From: Lumbient@aol.com

Hi Mike first I’d like to say...sorry. I really feel bad for you taking all
this shit. Now here is my nice suggestion:
I’d like a light that the beams curve inward. Kind of like a lens. The
farther you get from the light the brighter and smaller the spot gets. This
would also help for planet shading.
DIAGRAM:

```
|---_____\
|--------------\   <--Thats the focal point.
|--------------/  ^
|------------/
```

Me and my bad ASCII drawings!

---LUM

Thread 793

-=> RETURN TO CONTENTS!<=-

1.770 MSG-767 Subject: Pallete Generation

```
                Subject: Pallete Generation
Date:    Thursday, 27 July 1995 19:50:15
From:    Garry61@aol.com


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

Why is there a pallette generation for 24 bit images in Imagine PC version?

If the subproject is set to 24 bit - why does Imagine have to generate a
pallette?

I could understand if the subproject were set to 256 colors.

The good thing is that after I render the first image in detail or any other
editor, I just set the requestor to use previous pallette and all renders
come out fine because there is no pallette in a 24 bit picture.

If I am wrong let me know.



                           Thread          453

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```

1.771 MSG-768 Subject: Re: Imagine 2.0 Question. (DXF's)

```
                Subject: Re: Imagine 2.0 Question. (DXF's)
Date:    Thursday, 27 July 1995 19:59:06
From:    zmievski@herbie.unl.edu (Andrey Zmievskiy)


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

> Would you kindly let us know where this program can be found?  I know
> somebody mentioned it before, but at the time I didn't need it so I
> wasn't really paying attention(I know, I'm a moron:).

You can get it from my homepage at http://www.websharx.com/~silicon.

Andrey



                           Thread          754

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

1.772 MSG-769 Subject: Re: Imagine 2.0 Question. (DXF's)

```
                Subject: Re: Imagine 2.0 Question. (DXF's)
Date:    Thursday, 27 July 1995 20:06:09
From:    RobSampson@aol.com


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

In a message dated 95-07-27 13:50:38 EDT, you write:

>Would you kindly let us know where this program can be found? I know
>somebody mentioned it before, but at the time I didn't need it so I
>wasn't really paying attention.

I know Andrey has it posted on CIS in the Imagine library. Where else he has it located I'm not sure. I see his name on the list here frequently so I'm sure he will jump in and get you some good info on where you might best pick the file up.

Bob...................

Thread 768

-=> RETURN TO CONTENTS!<=-

1.773 MSG-770 Subject: Re: Stuff from Aminet

```
                Subject: Re: Stuff from Aminet
Date:    Thursday, 27 July 1995 20:53:15
From:    Roger Straub <straub@csn.net>


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

On Thu, 27 Jul 1995, Richard Heidebrecht wrote:

>
>
> You probably wouldn't have guessed it from the subject heading, but this
> question goes out to you guys using PC's. I recently got some files
> related to Imagine off Aminet. Somebody once mentioned that LHA.exe
> could be used to decompress lha-compressed files on the PC, which was
> good, because I have LHA.exe, and the files from Aminet where LHA
> compressed. However, when I tried to decompress the files I got some
> kind of error message(broken file, or something like that). Do I need a
> different decompression program?
>

Some Amiga users have encountered this problem. When you download the
*.lha files from an FTP site, set the transfer mode to binary - type
'bin' w/o the quotes.

>
> Also, is there a difference between Imagine objects on the Amiga and PC?
> I'm guessing that most of the Imagine objects on Aminet where done on the
> Amiga, and I'd like to know if they will work on my PC(assuming I can get
> them decompressed first).
>

The file format is the same. The only thing that isn't compatible with
both versions (Amiga & PC) is the procedural textures. Ok, and the
brushmaps, but those can be converted. I think there were two textures
that were included in the PC version and not in the Amiga version;
Caustics, and something else.

>
> ~Rick Heidebrecht~
>
>
>

That'll be $0.02, please.

See ya,
Roger

Thread 804

-=> RETURN TO CONTENTS!<=-

1.774 MSG-771 Subject: CityBuilder and Space Essentials

Subject: CityBuilder and Space Essentials
Date: Thursday, 27 July 1995 21:44:18
From: Cedric Georges Chang <changc9@rpi.edu>

Select Solutions, a mail order company, is selling CityBuilder and Space
Essentials for Imagine. I have never heard of these products. Can anyone
comment on them?
Thanks

Cedric

```
--
---------------------------------------------------------------------------
Cedric Chang             Mechanical Engineer            // Amiga 3000 '040
changc9@rpi.edu    Rensselaer Polytechnic Institute   \X/  CgFx/EGS Piccolo
```

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

```
                            Thread          886

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

1.775 MSG-772 Subject: Re: Video boards

```
                Subject: Re: Video boards
Date:    Thursday, 27 July 1995 21:58:35
From:    Garry61@aol.com
```

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

Your ideas are really what I had intended. That is, for users of Imagine to relate experience with their boards and let everyone else know what works. We really are on the same wavelength.

```
                            Thread          176

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

1.776 MSG-773 Subject: Re: Professional vs. ?Amateur

```
                Subject: Re: Professional vs. ?Amateur
Date:    Thursday, 27 July 1995 22:05:01
From:    craigh@fa.disney.com
```

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

On Jul 26, 12:50pm, imagine-relay@email.sp.paramax.com wrote:

```
>

> >
> > On Mon, 24 Jul 1995, Kent Marshall Worley wrote:
> >
> > >
> > > The Mighty Morphin Power Rangers looked raytraced to me!
> > >
> >
> > Nah, raytraced characters usually have better acting skills! :)
> >
>
> A friend of mine did the Scorpion animations for that movie - he was using
> Prisms.  Whatever Prisms uses, that's what it is in the movie I guess.
>
```

> Lucky b*****d - he has a couple of Indigo 2 Extremes in his living room,
> works from home...
>
> j.
>
>-- End of excerpt from imagine-relay@email.sp.paramax.com

Prisms does both- it has a raytracer and a scanline mode (I believe that it has shadow mapping now).

My co-worker said that her husband did the Scorpion animation for the Power Ranger movie and that he works from home. Small world, eh?

Craig

--

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

Thread 555

-=> RETURN TO CONTENTS!<=-

1.777 MSG-774 Subject: Re: JPEG Pictures!!!

Subject: Re: JPEG Pictures!!!
Date: Thursday, 27 July 1995 22:07:21
From: Roger Straub <straub@csn.net>

On Fri, 28 Jul 1995, Bill Boyce wrote:

>
> I for one use an offline reader. I'm already getting 50 odd massages a day
> just from IML and don't really want the images - I haven't even investigated
> decoding them yet. Well, I want the images, but not as mail. This sounds
> like a great solution. It gets my vote, and thanks for the offer!

```
>

Would it be feasible to set up another mailing list, for those of us who
want the images? The IML Images Mailing List?

>
> Bill
>
>

That'll be $0.02, please.

See ya,
      Roger
```

Thread 759

-=> RETURN TO CONTENTS!<=-

1.778 MSG-775 Subject: Re: Render speeds

```
                Subject: Re: Render speeds
Date:    Thursday, 27 July 1995 22:07:47
From:    DAVEH47@delphi.com


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


(Excerpts from recently posted results of the renderme survey on
compuserve 6/25/95 - 7/2/95)

>                SCANLINE    TRACE     IMAGINE VERSION
>                 mm:ss      mm:ss

>COMPUTER TYPE

>  AMIGA

>    AMIGA 2500   03:10       08:14          V3.2
>    (68040/33)
                         ...

>    AMIGA 3000   14:57       47:30          V3.2

>    AMIGA 4000   05:35       15:47          V3.2

>    AMIGA 4000   02:07       05:45          V3.2
>    (68040/40)


>  PC
```

```
                          ...


>    PENTIUM 60   00:49       02:24          V3.2


>    PENTIUM 75   00:33#      01:57#         V3.2


>    PENTIUM 90   00:35       01:42          V3.2
>                 00:36       01:44
>                 00:35       01:52
>                 NONE        01:53
>                 00:28#      01:37#


>    PENTIUM 100  00:25#      01:28#         -


>    PENTIUM 120  00:23#      01:20#         -
```

************ GET THE LEAD OUT ESCOM!!!!!!!!!! ************

(Sorry, I just had to get that out of my system) -- Dave

Thread 820

-=> RETURN TO CONTENTS!<=-

1.779 MSG-776 Subject: Re: Help on Island Trace

Subject: Re: Help on Island Trace
Date: Thursday, 27 July 1995 22:08:29
From: bilboyce@iconz.co.nz (Bill Boyce)

>Recently I ran into a problem that made me think of a couple of things I
>would like to see in 4.0. I am creating an island like Myst except it looks
>nothing like Myst. After creating everything I needed to add a sky. However
>I knew that using a sphere and scaling it fairly large would slow down the
>trace. It did significantly. I would have been happy with just using a
>backdrop but unfortunately when animating the camera the backdrop bobs up and
>down in the ocean since it moves with the camera. I would have been happy
-SNIP-
>Stephen G.

If a backdrop was O.K., how about something I often do to get around this problem. Stick your backdrop image on a simple (2 poly) plane and put that in the background. Use Newmode in the stage editor to size and position it in the camera view so the edges never show in the animation, and away you go. Oh, and align it to the camera to get the initial alignment.

Bingo Bango! The same effect as a backdrop, but wihout the movement. Great for star scapes, too. Not sure on the rendering time effect, but it shouldn't be to bad.

Bill

Thread 233

-=> RETURN TO CONTENTS!<=-

1.780 MSG-777 Subject: Sorry Could Not Find Subject!

Date: Thursday, 27 July 1995 22:08:38
From: DAVEH47@delphi.com

>>I might as well reply to this message than create a new message. Does
>>anybody know if Gigamem works very well w/ Imagine? I wanted to render a
>>few objects, but most of them require at least 12-14 megs, and I
>>unfortunately only have 10. And by the way, how much is Gigamem? And
>>yet one more question put to you, how much is the PC version of Imagine?

>Try VMMV31.lha from Aminet. Don't know the exact path and can't look it up
>while composing this message (I'm on a PC :( ).

Do any of these virtual memory programs work on an Amiga 3000 that has no ROM chip and so loads Kickstart into Fast RAM? Someone told me that they couldn't work on such machines for reasons that have to do with the MMU...

-- Dave

Thread 658

-=> RETURN TO CONTENTS!<=-

1.781 MSG-778 Subject: My Spline Editor/Metaballs preference flip-flops :)

Subject: My Spline Editor/Metaballs preference flip-flops :)
Date: Thursday, 27 July 1995 22:10:15

From: DAVEH47@delphi.com

>A little birdy (with a crowbar) told me Metaballs will be implimented
>in Imagine as an FX that will work both in Detail and Stage editors.

As an FX??? On second thought, I think I'd rather have a
spline modeller...

-- Dave

Thread 64

-=> RETURN TO CONTENTS!<=-

1.782 MSG-779 Subject: Re: Re:Mike H

Subject: Re: Re:Mike H
Date: Thursday, 27 July 1995 22:26:57
From: Torgeir Holm <torgeirh@powertech.no>

On 26-Jul-95 13:21:30, Dave Rhodes wrote:

> When I first joined this list, not so long ago, one of the first personal
>mails I got was from Mike H. It was about two lines long, and was only a
>jokey comment about my sense of humour (!) , but boy, was I thrilled to
>get personal mail from the guy who owns the company that makes my favourite
>software, all those miles away...

Hey, I've also gotten private emails from Mike H., and they have never been rude or unpolite. Some have just been jokey comments like the one you received, and others have been questions asking for more details about subjects I was discussing on the list at the time.

I guess he gives you your attiude right back to you :)

Torge!r

Thread 693

-=> RETURN TO CONTENTS!<=-

1.783 MSG-780 Subject: Re: Lensflare

```
                Subject: Re: Lensflare
Date:    Thursday, 27 July 1995 22:26:59
From:    Torgeir Holm <torgeirh@powertech.no>
```

On 27-Jul-95 17:05:40, Bill Boyce wrote:

```
>>is it me or does the lensflare on lightwave look better than the one in
>>Imagine, I was just curious, since they both seem very similar but i
>>thought i noticed a slight difference.  thanks!
>Imagines is supposed to be physically accurate, where Lightwaves is
>aesthetically accurate (!?). Lightwave allows star filters and the
>like which give a 'richer' effect to the flare, and more sophisticated
>'glow' to the light. Impulse - please spend some more time studying
>Lightwaves flares - network bosses love them.
```

Is it just me, or does it seem strange that we're all (well, at least the majority of 3D artists) trying to replicate an effect that motion picture directors try hard to avoid?

And by the way: I prefer the flares in imagine over the lightwave ones.. You just have to work a little more to set them up correctly. Using flares in lightwave is like putting up a big billboard saying "Look everyone!! I am using lightwave!"

Torge!r

Thread 688

-=> RETURN TO CONTENTS!<=-

1.784 MSG-781 Subject: Re: 3.3 PC Bugs

```
                Subject: Re: 3.3 PC Bugs
Date:    Thursday, 27 July 1995 22:39:40
From:    bilboyce@iconz.co.nz (Bill Boyce)
```

```
>Here are two bugs in the 3.3 PC release.
>
>1. "Ignore Lens Flair" option on Light attribute selector window kills
```

Cool - Lens flares with flair. Why hasn't the Amiga version got this flag! Imagines flares could use more flair :)

Thread 459

-=> RETURN TO CONTENTS!<=-

1.785 MSG-782 Subject: Re: Motion Blur Trick

```
                Subject: Re: Motion Blur Trick
Date:    Thursday, 27 July 1995 22:54:06
From:    bilboyce@iconz.co.nz (Bill Boyce)
```

>On 26-Jul-95 13:56:02, Granberg Tom wrote:
>
>The best way to create motion blur in imagine, is to render your animation
>with too many frames (slow motion anim..), and compose groups of images to
>create individual, motion blurred, frames. It is a lot slower than the LW
>motion blur though, because you have to render everything for each frame, and
>not just the moved objects.
>
>BTW: anyone else remember Steve Worley's Motion blurred bowling picture that
>came with understanding imagine 2.0? That was created using this technique.
>
>
>Torge!r

The latest (?) DV magazine has a great article on using an old cel animators trick
of only animating that which moves (like that makes sense). What I mean is, you
only render the moving objects, and composite in objects that don't move, which
you render seperately, and only once. This makes no sense, even to me. Yes,
English is my first language. Hmm. an example is in order.

If you had a scene where a plane flew towards some buildings, and the buildings
didn't move and the camera didn't move, then you render one frame with just the
buildings, then render the animation with the plane and no buildings, then
composite the two together. That's the generic description. In Imagine in practice
you use layers to set what is and isn't rendered, then render the buildings first
and use them as a backdrop image in the plane rendering. Comprendez?

In programs which have alpha channels you can render a foreground frame as well
and use compositing software, so the plane could fly behind some buildings
and in front of others. Roll on Imagine 4.

The upshot of this is, you save big time on rendering because imagine only has to
render the buildings once.

And they took a whole article to explain this! Actually, it’s worth getting. At
least read it in the shop.

Bill Boyce

Thread 799

-=> RETURN TO CONTENTS!<=-

1.786 MSG-783 Subject: Re: Virtual memory in Imagine.

Subject: Re: Virtual memory in Imagine.
Date: Thursday, 27 July 1995 22:59:40
From: bilboyce@iconz.co.nz (Bill Boyce)

>
>> So, after all that verbal diahorrea my question is, does 3.3 utilise a swap
>> file arrangement to solve this problem, akin to 3DStudio’s solution. (I know,

>> 3DStudio is much more expensive, but Imagine seems so well kitted out in
other
>> areas - as above - why not here).
>>
>> If you can understand my meaning here, please email me.
>>
>
>I too have had this problem with Imagine - in fact it’s one of the things
that’s
\>preventing me from using it right away for some stuff I’m doing (using
Truespace
\>instead).
>
>A few days ago I saw a post from someone that stated how to make Imagine
\>work under Win95 - is it possible that Win95’s virtual memory scheme would
\>be used by Imagine if run that way? I know that Win95 makes it’s VM available
\>to apps run in a DOS box - i.e. 16 Megs of real memory + 24 Megs of Win95 VM
>= 40 Megs of RAM to a DOS application run in DOS box.
>
\>If that were the case, then problem solved. Otherwise, I too would like to
\>cast my vote for some sort of Virtual Memory scheme for Imagine. Until then,
>I’m a little unwilling to use it in case I get into a "my scene is too big
\>for Imagine" bind - which I am apt to do.
>
>j.

Is the problem linear though? ie if it won’t render in 8Mb then 3 bees won’t
render
in 24 Mb?? The best solution, virtual memory being as slow as it is, is slicing
the render in as many slices as it takes a la Lightwave. This would incur less

of a performance penalty, wouldn't it?

And wouldn't it be nice if it told you it didn't have enough memory, rather than

just dropping bits out? I once render sveral hundred frames over several weeks just in time for a deadline, and found my tablecloth dissapeared in several frames.
The only option was to paint it back in. That was a nightmare :(

Thread 690

-=> RETURN TO CONTENTS!<=-

1.787 MSG-784 Subject: Re: Your mail

Subject: Re: Your mail
Date: Thursday, 27 July 1995 23:15:36
From: Mike McCool <mikemcoo@efn.org>

>
> Do any of these virtual memory programs work on an Amiga 3000 that has
> no ROM chip and so loads Kickstart into Fast RAM? Someone told me
> that they couldn't work on such machines for reasons that have to do
> with the MMU...
>
> -- Dave
>

Not confirmed on my home machine,--but I have a friend at club who runs VMM all the time on his A3000. To my knowledge, the only limitation was that you have to have WB 3.x. (I made the mistake of trying Gigamem. Should have spent my money upgrading workbench, instead).

-=> RETURN TO CONTENTS!<=-

1.788 MSG-785 Subject: Re: JPEG Pictures!!!

Subject: Re: JPEG Pictures!!!
Date: Thursday, 27 July 1995 23:44:43
From: bilboyce@iconz.co.nz (Bill Boyce)

```
>
>> Of course, *I* should speak, right! I've sent UU files to the IML ohh, 3
>> times this month? Sure, I felt it was For The Common Good, but why
>> should my judgement be any better than that of other IML members who
>> feel their render holds some cosmic value? Maybe it's time for another
>> debate? After all, a year has passed, and the people on the List aren't
>> all the same as last year. Whaddya say?
>>
>

>Now, using the mailing list is obviously a pain in the butt for some members
>of the list - those that pay for their mail by the article, etc.  Also,
>those with off-line readers are probably not too happy with having to sit
>through a 15 minute download just for one message.
>
>So, why not set up an easily accessible ftp site that people can use to swap
>images?  <ahem> This is where I step in.  I run an Internet Presence Provider
>here in Los Angeles, and I personally own over 7 hosts on my network.  I would
>be more than happy to set up an image swapping site if it were needed and
>wanted - and I may even be able to turn it into a Web gallery if it were big
>enough and used often enough to justify the effort.
>

>jay@phxmedia.com
>
I for one use an offline reader. I'm already getting 50 odd massages a day
just from IML and don't really want the images - I haven't even investigated
decoding them yet. Well, I want the images, but not as mail. This sounds
like a great solution. It gets my vote, and thanks for the offer!

Bill
```

Thread 788

-=> RETURN TO CONTENTS!<=-

1.789 MSG-786 Subject: Re: Virtual memory in Imagine.

```
                Subject: Re: Virtual memory in Imagine.
Date:    Friday, 28 July 1995 00:08:18
From:    Valleyview@aol.com

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

In a message dated 95-07-27 12:30:30 EDT, wilkinso@cambridge.scr.slb.com
(Simon Wilkinson) writes:

>does 3.3 utilise a swap file

Imagine doesn't and DOS doesn't but Windows does and WinImagine is coming.
```

Rick

Thread 783

-=> RETURN TO CONTENTS!<=-

1.790 MSG-787 Subject: Re: Imagine 2.0: What a Discovery!

Subject: Re: Imagine 2.0: What a Discovery!
Date: Friday, 28 July 1995 00:11:59
From: Valleyview@aol.com

In a message dated 95-07-27 17:20:16 EDT, weiss@epx.cis.umn.edu writes:

>I almost accidentally picked up Waite's "3d Modelling Lab" and am VERY
>impressed

It sounds as though you may be fairly new to this list. If you are I recommend you keep reading the posts and hold on. You'll learn plenty right here. No matter how new you are to Imagine if you have any questions, ask them and they will be answered. From what I here about 2's manual you're not missing much.

Don't worry, there are plenty of PC Imagine users out here. And I don't know if Imagine is such a secret. Most 3D graphic mags make reference to Imagine on a fairly regular basis. Now remember Impulse is not the size of the likes of Autodesk so not much money is spent on advertising, so no, you don't see many ads.

Don't throw that card away! After you're comfortable with 2 and read on this list what people are doing with 3 and up, you'll be looking in the couch cushions for change to upgrade. Another option, if they still have it, is Imagine Lite for $99. It's Imagine 3 without bones and cycle editor. Of course Imagine 4 is coming, and it has a whole program's worth of new features over 3!

Have fun.

Rick

Thread 295

-=> RETURN TO CONTENTS!<=-

1.791 MSG-788 Subject: Re: JPEG Pictures!!!

```
                Subject: Re: JPEG Pictures!!!
Date:    Friday, 28 July 1995 00:13:46
From:    Valleyview@aol.com
```

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

```
In a message dated 95-07-27 17:51:56 EDT, imag-l@phx.phxmedia.com (Imagine
Users Mailing List) writes:

>So, why not set up an easily accessible ftp site that people can use to swap
>images?

Plenty of us from America Online (including Lum who always starts this) that
can't upload files to the net.

Time to look for a new server, I guess.

Rick

PS - 15 minute download? Time for a new modem.  Lum's took me about 15
seconds.  Good reason though for a size limit.
```

Thread 794

-=> RETURN TO CONTENTS!<=-

1.792 MSG-789 Subject: Re: Motion Blur Trick

```
                Subject: Re: Motion Blur Trick
Date:    Friday, 28 July 1995 00:39:20
From:    RobSampson@aol.com
```

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

```
In a message dated 95-07-27 18:43:54 EDT, you write:

>The best way to create motion blur in imagine, is to render your animation
>with too many frames (slow motion anim..), and compose groups of images to
>create individual, motion blurred, frames. It is a lot slower than the LW
>motion blur though, because you have to render everything for each frame,
and
>not just the moved objects.
>
>BTW: anyone else remember Steve Worley's Motion blurred bowling picture that
>came with understanding imagine 2.0? That was created using this technique.

There is an flc on Compuserve called prop.flc done by GreG tsadillas with a
beta of Imagine 4.0 and it is in a word outstanding.  Not only does it have
```

great motion blur but provides the reverse strobing as well. It is to drool for, but we should all have it soon.

Bob...........

Thread 782

-=> RETURN TO CONTENTS!<=-

1.793 MSG-790 Subject: Re: JPEG Pictures!!!

Subject: Re: JPEG Pictures!!!
Date: Friday, 28 July 1995 00:42:52
From: RobSampson@aol.com

In a message dated 95-07-27 17:51:56 EDT, you write:

>So, why not set up an easily accessible ftp site that people can use to swap
>images? <ahem> This is where I step in. I run an Internet Presence
Provider
>here in Los Angeles, and I personally own over 7 hosts on my network. I
>would
>be more than happy to set up an image swapping site if it were needed and
>wanted - and I may even be able to turn it into a Web gallery if it were big
>enough and used often enough to justify the effort.
>
>Thing is - isn't there something like this already? Keep in mind that I
have
>no limits to disk space, access time, etc (they're my machines after all)
and
>we're connected via redundant T1 to the 'net. So, if there's any interest
>in this, I'll gladly set it up for the Imagine mailing list.

I think a site like this would be great. I would very much like to see what everyone else is doing with Imagine. Actually seeing an image would provoke allot of "how did you get that effect" type questions which would be informative for everyone I think. I hope it happens.

Bob.........

Thread 791

-=> RETURN TO CONTENTS!<=-

1.794 MSG-791 Subject: Re: JPEG Pictures!!!

```
                Subject: Re: JPEG Pictures!!!
Date:    Friday, 28 July 1995 01:03:01
From:    Steven M Powell <afn27231@freenet.ufl.edu>


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

> >So, why not set up an easily accessible ftp site that people can use to swap
> >images?  <ahem> This is where I step in.  I run an Internet Presence
> Provider

You have my vote for a common site to display Imagine pics.
Render on!!!!!!!!!!!!!

                       Phoenix




                           Thread          774

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

1.795 MSG-792 Subject: Re: Imagine 2.0 Question. (DXF's)

```
                Subject: Re: Imagine 2.0 Question. (DXF's)
Date:    Friday, 28 July 1995 01:22:47
From:    Sharky <sharky@websharx.com>


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



On Thu, 27 Jul 1995, Richard Heidebrecht wrote:

> On Thu, 27 Jul 1995 RobSampson@aol.com wrote:
>
> > I can say for sure that Imagine does not want to import dxf files from
[snip]

> Would you kindly let us know where this program can be found?  I know
> somebody mentioned it before, but at the time I didn't need it so I
> wasn't really paying attention(I know, I'm a moron:).
>

Hiya!

Try checking Andrey's homepage at http://www.websharx.com/~silicon, I
believe it's linked there and may also be available via anonymous ftp as
well.
```

Aloha,
      Sharky

Thread 722

-=> RETURN TO CONTENTS!<=-

1.796 MSG-793 Subject: Re: How about...

Subject: Re: How about...
Date: Friday, 28 July 1995 01:49:09
From: Richard Heidebrecht <rheidebr@freenet.niagara.com>

On Thu, 27 Jul 1995 Lumbient@aol.com wrote:

```
> Hi Mike first I'd like to say...sorry.  I really feel bad for you taking all
> this shit. Now here is my nice suggestion:
> I'd like a light that the beams curve inward.  Kind of like a lens. The
> farther you get from the light the brighter and smaller the spot gets.  This
> would also help for planet shading.
> DIAGRAM:
> |---_____\
> |--------------\   <--Thats the focal point.
> |--------------/  ^
> |------------/
>
> Me and my bad ASCII drawings!
>
>                                                ---LUM
```

Kind of like an inverse spotlight?

~Rick Heidebrecht~

Thread 443

-=> RETURN TO CONTENTS!<=-

1.797 MSG-794 Subject: Re: JPEG Pictures!!!

Subject: Re: JPEG Pictures!!!
Date: Friday, 28 July 1995 03:06:13

From: rbyrne@3dform.edex.edu.au (Robert Byrne) (Robert Byrne)

Hello Charles, on Jul 26 you wrote:

> I seem to remember some debate about this topic last year, and the
> consensus was that posting unsolicited binaries to the IML was not a
> good thing. ....

> <deleted>

> (My opinion: TINY demo images showing features of upcoming, unreleased
> versions of Imagine are OK. Anything else, well... let me see what
> everybody else thinks first)

I have a uucp account with virtually no restrictions on incoming mail, but I can see a problem with masses of jpegs coming in for no apparent reason. If someone is providing a tutorial and needs to add a descriptive pic or even an Imagine screen grab then that would be great.

I think an ideal solution would be a site for IML.art which could be accessed via ftp but I don't know what would be involved in setting this up. Pics could be held for a limited time then deleted, similar to Aminet/pub/private.

-- Bob

Thread 691

-=> RETURN TO CONTENTS!<=-

1.798 MSG-795 Subject: Re: I need a Job!!

Subject: Re: I need a Job!!
Date: Friday, 28 July 1995 03:38:06
From: craigh@fa.disney.com

As far as Imagine goes, I do know a guy who got a job with Industrial Light and Magic with a demo reel consisting only of 5 minutes of Imagine animation.

So anything is possible!!

--

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

Thread 885

-=> RETURN TO CONTENTS!<=-

1.799 MSG-796 Subject: Re: Stuff from Aminet

Subject: Re: Stuff from Aminet
Date: Friday, 28 July 1995 05:01:46
From: SGiff68285@aol.com

Amiga Imagine files are the same as PC versions. I use Winzip 5.6 for Windows and have LHA.EXE (dated 1991) It has always worked for me. Once in a while I have had problems extracting things due to the long filenames, but usually it will truncate the filename and extract fine.

s.g.

Thread 833

-=> RETURN TO CONTENTS!<=-

1.800 MSG-797 Subject: Upload - Download Sites

Subject: Upload - Download Sites
Date: Friday, 28 July 1995 09:07:43
From: dvwilson@supernet.ab.ca (Dave Wilson)

Hi, I'm just wondering if there is a common site for Picture and Object Ups and Downs? I have some stuff I would like to share and I would like to see stuff that everyone else has done. If there isn't one, shouldn't we make one?

```
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
{}                                                             <   President
```

```
- BrainWave Productions     {}
{}   Dave Wilson - Imagineer and More  >   Keyboards, Grafx, And Animations
{}
{}     dvwilson@tibalt.supernet.ab.ca     <            For State Of Affairs.
{}
{}                                                              > "t e C h n
o L O g y   i S   g o D !"        {}
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
```

Thread 129

-=> RETURN TO CONTENTS!<=-

1.801 MSG-798 Subject: How To make a SUN?

```
                Subject: How To make a SUN?
Date:    Friday, 28 July 1995 09:16:29
From:    dvwilson@supernet.ab.ca (Dave Wilson)
```

I know this has been covered several times but I'm a twit. I'm trying to make a good SUN object and I'm having a real tough time. The sun is not going to be viewed close up at all but I need it in my solar system. The closest I would get to it would be about Venus so I'll need to get enough detail for that kind of distance. I can get decent surface features but all the corona effects are really hard to get. there was a demo put up way back that showed something about using a layered object which was real nice (if I remember correctly).

I'm using 3.0 on a dx4/100 with 16 megs ram.
Thanks in advance.

```
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
{}                                                              <   President
- BrainWave Productions     {}
{}   Dave Wilson - Imagineer and More  >   Keyboards, Grafx, And Animations
{}
{}     dvwilson@tibalt.supernet.ab.ca     <            For State Of Affairs.
{}
{}                                                              > "t e C h n
o L O g y   i S   g o D !"        {}
{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
```

Thread 812

-=> RETURN TO CONTENTS!<=-

1.802 MSG-799 Subject: Re: Motion Blur Trick

Subject: Re: Motion Blur Trick
Date: Friday, 28 July 1995 09:28:38
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Bill, on Jul 28 you wrote:

> The latest (?) DV magazine has a great article on using an old cel animators
> trick
> of only animating that which moves (like that makes sense). What I mean is, you
> only render the moving objects, and composite in objects that don't move, which
> you render seperately, and only once. This makes no sense, even to me. Yes,
> English is my first language. Hmm. an example is in order.
>
> If you had a scene where a plane flew towards some buildings, and the buildings
> didn't move and the camera didn't move, then you render one frame with just the
> buildings, then render the animation with the plane and no buildings, then
> composite the two together. ......

I've used this technique myself when animating on a highly textured ground plane. Just render the ground once and use compositing. The down side is when you have to have shadows you need the background in every frame.

-- Bob

Thread 712

-=> RETURN TO CONTENTS!<=-

1.803 MSG-800 Subject: The last suggested Imagine improvement

Subject: The last suggested Imagine improvement
Date: Friday, 28 July 1995 09:37:22
From: jacob@altair.csustan.edu (Dave Jacob)

Here is my idea--why not include a seperate module that will allow the Imagine users themselves to construct their own add-ons? Kinda like a Imagine Toolbox, built into a GUI along the lines ala KAI ? The combinations would be infinite and we could share the best on the list.

Dave

Thread 592

-=> RETURN TO CONTENTS!<=-

1.804 MSG-801 Subject: Re: Spline Int.

Subject: Re: Spline Int.
Date: Friday, 28 July 1995 09:57:09
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello pantera, on Jul 27 you wrote:

> whats spline interpolation? what is it good for and whyt would you use
> it...sorry for the ignorance...

It’s explained in the manual, but I understand yours was stolen. :-(

Basically, if you have set an object to move to two absolute positions (B,C) over 10 frames, spline interpolation will create a smooth arc that tweens between these positions.

```
A,B,C  =  Key frames
 / \   =  Discontinuous Knot
.....   =  Spline Interpolation



              .B.
           .  / \  .
         .  /     \  .
        .  /       \  .
       . /           \ .
       A/             \C
```

-- Bob

Thread 215

-=> RETURN TO CONTENTS!<=-

1.805 MSG-802 Subject: Render speeds

Subject: Render speeds
Date: Friday, 28 July 1995 11:04:54
From: Aki Laukkanen <alaukka@voimax.voima.jkl.fi>

```
> >    AMIGA 4000   02:07       05:45          V3.2
> >    (68040/40)
```

No times for the Cyberstorm 060 board?

.... This message has been cruelly tested on cute furry little animals.

* Offline Orbit 0.75a *

Thread 775

-=> RETURN TO CONTENTS!<=-

1.806 MSG-803 Subject: Image Mailing List Idea

Subject: Image Mailing List Idea
Date: Friday, 28 July 1995 11:06:06
From: aciolino@rrddts.donnelley.com

So, why not set up an easily accessible ftp site that people can use to swap images? <ahem> This is where I step in. I run an Internet Presence Provider here in Los Angeles, and I personally own over 7 hosts on my network. I would be more than happy to set up an image swapping site if it were needed and wanted - and I may even be able to turn it into a Web gallery if it were big enough and used often enough to justify the effort.

> As far as I know, there isn't an "image exchange" site. Yes, AmiNet has some pix, but we are talking about fast turnaround, 10K images to detail a question that we are having ("Why does my glass look plastic? Here's a render of it right now") and to solve problems.
>
> Based on the last day's mail, here's my suggestions:
>
> 1) Use jay's offer and set up a small IML for just images. Anyone who doesn't want images doesn't have to get them. Anyone does want them, well, every day there are some.

2) Posting Images to a Web Page. This was, users, such as AOL users, can access the page and view an image if they are trying to help solve a problem. Bandwidth would only then be the requested picture.

3) Allowing either jay or some kind user to uudecode/un-MIME images sent by users who are using providers that "filter" them from easily sending binaries (AOL again). A user could e-mail an image to a mailserv on jay’s machine that would automagically uudecode the image and place it in the "inbox" on the web server.

4) (Optional) Allowing users of the mailing list (Image Mailing List) to mail to a common user "postpic", who would be the same as #3, so that users can upload binaries either though FTP or e-mail.

5) Verify that jay’s server will be up for a while and that the service that is being offered isn’t a "fair weather" service; i.e., it will be around for a while.

6) Credit to users on the IML and the new IML for each image. A one-line caption will do, or the option to "gallery" a user’s work. This could be done with some fancy PERL scripts to auto-build a web page.

Lucky 7) Ask some users to help administer the New IML. I would volunteer for that!

Person problems/opinions with/of this? Send to me!

New ideas: send to the mailing list.

Flames: Cook some marshmallows and chill out!

-AC

Thread 3

-=> RETURN TO CONTENTS!<=-

1.807 MSG-804 Subject: Re: Stuff from Aminet

Subject: Re: Stuff from Aminet
Date: Friday, 28 July 1995 11:17:05
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

>However, when I tried to decompress the files I got some
>kind of error message(broken file, or something like that). Do I need a
>different decompression program?
Nope, but you need to transfer them in 8bit binary mode.
If you’re using an ftp program do this on the commandline:
type bin

If you're using WWW to get them from Aminet then you should configure you're brower to handler *.lha as an binary just like .zip .mpg etc.
Other possiblity is that once in a while Wuarchive is having problems and sends *.lha as 7bit. On the Amiga you can run a nice program called 'Fixlha', which also works for other 7bit transferred files, to repair the archive.

>Also, is there a difference between Imagine objects on the Amiga and PC?
>I'm guessing that most of the Imagine objects on Aminet where done on the
>Amiga, and I'd like to know if they will work on my PC(assuming I can get
>them decompressed first).
Pure objects should be fine.
Watch out with whole projects because the staging file will hold AmigaDOS filenames (looooong) and paths, '/' instead of '\'.

Joop

Thread 817

-=> RETURN TO CONTENTS!<=-

1.808 MSG-805 Subject: RE: Realistic Glass(long)

Subject: RE: Realistic Glass(long)
Date: Friday, 28 July 1995 11:23:01
From: bilboyce@iconz.co.nz (Bill Boyce)

>==O snip O==
>>Have you tried making sure the edges (ie where Rim and Base join the
>>body) are 'Sharp' ie 'Make Sharp'. This is something I have recently
>>discovered to make a huge difference on these type of objects, and
>>you do end up with linear highlights, and great rim highlights. I've
>>just finished an object using this and it looks great, without any
>>special mapping tricks.
>==O snip O==
>
>Making the edges sharp won't help. The phong algorithm makes spots only.
> Never will it make a strip. In order to make a strip that runs up and down
>you have to fake it. I've tried it your way and it didn't work.
>
> ---Lum
I tested it again this afternoon and it worked fine. Note that the position of the highlight changes (actually becomes more accurate) so if you set up a glass without sharp edges and there is a spot, there probably won't be one after you make them sharp - it's 'there', its just shifted. Try setting up a scene with the light beside the glass and spin the glass end over end so you catch the highlight. If you still don't get it, you may have misconstrued my original post - let me know how you get on.

Repeat - I tried it this afternoon and it worked fine!

Bill

Thread 764

-=> RETURN TO CONTENTS!<=-

1.809 MSG-806 Subject: Re: VMM

Subject: Re: VMM
Date: Friday, 28 July 1995 11:26:35
From: Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)

>Do any of these virtual memory programs work on an Amiga 3000 that has
>no ROM chip and so loads Kickstart into Fast RAM? Someone told me
>that they couldn't work on such machines for reasons that have to do
>with the MMU...
Yes, as plain and simple you can get.

I have an A3000 and used to have a bootrom which loaded Kickstart.
Now I do have 3.1 and won't go back. Its worth it for me because I have a gfxcard.
Just to be sure I'll look it up in the docs of VMM.

Joop

Thread 26

-=> RETURN TO CONTENTS!<=-

1.810 MSG-807 Subject: Re: Lensflare

Subject: Re: Lensflare
Date: Friday, 28 July 1995 11:29:28
From: bilboyce@iconz.co.nz (Bill Boyce)

>On 27-Jul-95 17:05:40, Bill Boyce wrote:
>
>>>is it me or does the lensflare on lightwave look better than the one in
>>>Imagine, I was just curious, since they both seem very similar but i

```
>>>thought i noticed a slight difference.  thanks!
>>Imagines is supposed to be physically accurate, where Lightwaves is
>>aesthetically accurate (!?). Lightwave allows star filters and the
>>like which give a 'richer' effect to the flare, and more sophisticated
>>'glow' to the light. Impulse - please spend some more time studying
>>Lightwaves flares - network bosses love them.
>
>Is it just me, or does it seem strange that we're all (well, at least the
>majority of 3D artists) trying to replicate an effect that motion picture
>directors try hard to avoid?
>
>And by the way: I prefer the flares in imagine over the lightwave ones.. You
>just have to work a little more to set them up correctly. Using flares in
>lightwave is like putting up a big billboard saying "Look everyone!! I am
>using lightwave!"
>
>
>Torge!r
>
Probably because most people set everything on in lightwave and get the
'billboard' effect you describe. You can actually switch on and off all
the constituent parts - like Imagine, only there are a lot more parts - thus
allowing some subtlety. I've heard someone say the Lightwave 4 lens flare
requester fills the screen! It's always nice to have options, even if you
don't always use them.

On the subject of everyone overusing them, most of my clients like the stuff
to look like computer graphics - realistic, but with little hints like
flares to say 'this was done on a computer'. Some sort of ego thing on the
art directors part, I suppose.

We all know flares went out in the '70's.

Bill
```

Thread 734

-=> RETURN TO CONTENTS!<=-

1.811 MSG-808 Subject: Re: VMM

```
                Subject: Re: VMM
Date:    Friday, 28 July 1995 11:30:29
From:    Joop.vandeWege@MEDEW.ENTO.WAU.NL (joop van de wege)
```

```
>Not confirmed on my home machine,--but I have a friend at club who runs
>VMM all the time on his A3000.  To my knowledge, the only limitation was
>that you have to have WB 3.x.  (I made the mistake of trying Gigamem.
>Should have spent my money upgrading workbench, instead).
```

Not true anymore. It was a mistake in the distribution archive (3.0) which was solved in 3.1, that is if I’m correct. And it needed 2.1 instead of 2.04, had todo with locale.library support.
What you do need is MUI(2.x), but go for 2.3 which is also on Aminet.

Joop

Thread 806

-=> RETURN TO CONTENTS!<=-

1.812 MSG-809 Subject: Re: 3.3 PC Bugs

Subject: Re: 3.3 PC Bugs
Date: Friday, 28 July 1995 11:33:24
From: bilboyce@iconz.co.nz (Bill Boyce)

>>Here are two bugs in the 3.3 PC release.
>>
>>1. "Ignore Lens Flair" option on Light attribute selector window kills
>
>Cool - Lens flares with flair. Why hasn’t the Amiga version got this flag!
>Imagines flares could use more flair :)
>
>
Replying to my own message. Cool.

Just for the team at Impulse - I do like Imagines flares. Thanks guys. Don’t want you getting the wrong impression, or being depressed all weekend (grossly overating the importance and effects of my messages)

Thread 781

-=> RETURN TO CONTENTS!<=-

1.813 MSG-810 Subject: Re: Help on Island Trace

Subject: Re: Help on Island Trace
Date: Friday, 28 July 1995 11:38:33
From: bilboyce@iconz.co.nz (Bill Boyce)

```
>In a message dated 95-07-27 20:45:38 EDT, you write:
>
>>If a backdrop was O.K., how about something I often do to get around this
>>problem. Stick your backdrop image on a simple (2 poly) plane and put that
>in the background.
>>Bill
>
>Thanks for the tip, I have used that many times for stills however in an
>animation where you are moving all over the island and the camera is
>rotating, the backdrop method doesn't work because you would eventually see
>the edge of it when the camera rotated.  This is an Island like Myst where
>you are going all over the island and seeing the landscape from different
>viewpoints.
>
>stephen g.
>
Can you get you hands on, or make, a 360 degree backdrop? Cylinder map, and
away you go. As long as you don't look up ...
```

Thread 742

-=> RETURN TO CONTENTS!<=-

1.814 MSG-811 Subject: Re: How To make a SUN?

```
                 Subject: Re: How To make a SUN?
Date:    Friday, 28 July 1995 11:45:34
From:    bilboyce@iconz.co.nz (Bill Boyce)


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

>                I know this has been covered several times but I'm
>a twit.  I'm trying to make a good SUN object and I'm having
>a real tough time.  The sun is not going to be viewed close up
>at all but I need it in my solar system.  The closest I would get
>to it would be about Venus so I'll need to get enough detail for
>that kind of distance.  I can get decent surface features but
>all the corona effects are really hard to get.  there was a demo
>put up way back that showed something about using a layered
>object which was real nice (if I remember correctly).
>
>                I'm using 3.0 on a dx4/100 with 16 megs ram.
>Thanks in advance.
>{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}{}
>{}                                                           <   President
>- BrainWave Productions     {}
>{}   Dave Wilson - Imagineer and More  >   Keyboards, Grafx, And Animations
>{}
If you can wait for Essence for PC (due soon I believe) it has a great
cylindrical fractal transition texture that's just the bees knees for
a corona. Not sure if there is a substitute in the Imagine textures that
```

this suggests as a replacement. It even animates great. Wack it on a disk, align to camera and away you go.

Thread 864

-=> RETURN TO CONTENTS!<=-

1.815 MSG-812 Subject: Re: How To make a SUN?

Subject: Re: How To make a SUN?
Date: Friday, 28 July 1995 12:10:12
From: Roger Straub <straub@csn.net>

I have a copy of the object which I made from the tutorial. I'll send it to you. If anyone else wants it, just mail me.

See ya,
Roger

Thread 811

-=> RETURN TO CONTENTS!<=-

1.816 MSG-813 Subject: Re: JPEG Pictures!!!

Subject: Re: JPEG Pictures!!!
Date: Friday, 28 July 1995 12:18:05
From: gregory denby <gdenby@bach.helios.nd.edu>

It would be great to have a site devoted to Imagine technicalities. Just little samples of tricks people have found and such. This is opposed to sites like aminet/pix/trace/imagi where one can put one's pride and joy 3 day mega render. Perhaps Impulse's site may begin to feature monthly competitions ala POV, where one can see really fine work. But for those of us thrashing through problems here on the IML, a common place to load illustrations would be most welcome.

If "jay@phxmedia.com" were so kind as to host one, I'm sure we'd all be thankful.

Greg Denby

Thread 824

-=> RETURN TO CONTENTS!<=-

1.817 MSG-814 Subject: Two Tiny Wishes

```
                Subject: Two Tiny Wishes
Date:    Friday, 28 July 1995 12:53:09
From:    Stuart Hogton <stuarth@bournemouth.ac.uk>
```

Here are a couple of things I think would be very useful in Imagine. I am only using 3.0, so I do not know if they have been implemented in later versions. Well, here goes :

When you use Set Zone, it would be nice if a coloured box was displayed in the Perspective window to show you it was there.

When rendering a scene and you press cancel, I would like to see a confirmation box appear. This would allow me to effectively pause mid-render and quickly do something else that was urgent.

That was it! Keep up the good work Impuse. I have great pleasure using 3.0 and I will upgrade in a few weeks as soon as I get some cash.

Stu.

Thread 840

-=> RETURN TO CONTENTS!<=-

1.818 MSG-815 Subject: Help on Island Trace

```
                Subject: Help on Island Trace
Date:    Friday, 28 July 1995 13:00:19
From:    Charles Blaquiere <blaq@io.org>
```

> From: SGiff68285@aol.com
>

```
> nothing like Myst.  After creating everything I needed to add a sky.
> However I knew that using a sphere and scaling it fairly large would
> slow down the trace.  It did significantly.
....
> The only solution I could come up with was to take everything out of the
> scene and render the animation of just the sky and camera movements.
> Then create a flic out of it and use that as a backdrop. Unfortunately,
> using a flic as a backdrop in globals is very costly, since the entire
> background of the sky would be animated when the camera moved.
> This would create an incredibly huge FLC file.  In fact I don't think my
> computer would have enough ram.  Any suggestions would be appreciated, but

Why do you have to create the background layer as a FLC? Why not simply
render it as a series of individual frames? You could then import this
into the backdrop layer, no sweat.
```

Thread 735

-=> RETURN TO CONTENTS!<=-

1.819 MSG-816 Subject: Re: I need a Job!!

```
                Subject: Re: I need a Job!!
Date:    Friday, 28 July 1995 13:09:37
From:    Charles Blaquiere <blaq@io.org>
```

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

> From: craigh@fa.disney.com
>
> As far as Imagine goes, I do know a guy who got a job with Industrial
> Light and Magic with a demo reel consisting only of 5 minutes of
> Imagine animation.

And I know a guy who became an animator on Robocop, the TV series, from
his all-Imagine demo reel. The reel showed real animation talent, and
that's what the Robocop people wanted.
```

Thread 851

-=> RETURN TO CONTENTS!<=-

1.820 MSG-817 Subject: Re: Stuff from Aminet

```
                Subject: Re: Stuff from Aminet
Date:    Friday, 28 July 1995 13:15:14
From:    RIX JAMES <99rix@lab.cc.wmich.edu>
```

On Thu, 27 Jul 1995, Richard Heidebrecht wrote:

```
>
>
> You probably wouldn't have guessed it from the subject heading, but this
> question goes out to you guys using PC's.  I recently got some files
> related to Imagine off Aminet.  Somebody once mentioned that LHA.exe
> could be used to decompress lha-compressed files on the PC, which was
> good, because I have LHA.exe, and the files from Aminet where LHA
> compressed.  However, when I tried to decompress the files I got some
> kind of error message(broken file, or something like that).  Do I need a
> different decompression program?
>
> Also, is there a difference between Imagine objects on the Amiga and PC?
> I'm guessing that most of the Imagine objects on Aminet where done on the
> Amiga, and I'd like to know if they will work on my PC(assuming I can get
> them decompressed first).
>
>
>    ~Rick Heidebrecht~
>
>
>
```

The only difference between Amiga and PC objects is the path used to obtain textures and brushes. On Amiga the directories are deperated byu '/', on the PC they are seperated by '\'.

Jim Rix

Thread 796

-=> RETURN TO CONTENTS!<=-

1.821 MSG-818 Subject: Resolution vs. aspect ratio

```
                Subject: Resolution vs. aspect ratio
Date:    Friday, 28 July 1995 13:19:59
From:    bosuch@l1.conline.com (Bill Osuch)
```

I'm trying to render some images for ouput as slides. I'm using 1/4

Kodak Photo CD res - 1536 x 1024, but when I render, the image is stretched vertically when compared to a 640x480 pic; i.e. a small section of the top and bottom are cut off. anyone have an idea what aspect ratio I can use to correct this?

- Bill

Thread 825

-=> RETURN TO CONTENTS!<=-

1.822 MSG-819 Subject: Imagine 2.0: What a Discovery!

Subject: Imagine 2.0: What a Discovery!
Date: Friday, 28 July 1995 13:27:38
From: Charles Blaquiere <blaq@io.org>

Welcome to the wonderful world of Imagine! Like some roller coasters, it’s a wild ride, but some of us just keep getting on time after time.

> From: weiss@epx.cis.umn.edu
>
> I AM finding it very difficult to come to speed on it, though, as the
> Waite book is a very poor substitute for a manual.

Surprise -- the Waite book is head and shoulders above the original manual. Sorry to say, but what you have in your hands is one of the best pieces of documentation available. It does concentrate on modelling, and therefore is light on animation, but a new book by Philip Shaddock is due out this year; presumably, it would pick up where this one left off: animation features, and functions added after 2.0.

> Any suggestions?

For readability and completeness, the bible has always been Steve Worley’s "Understanding Imagine 2.0", which is unfortunately out of print. You might be lucky and get a used copy if you ask on the newsgroup comp.graphics.packages.lightwave -- lots of ex-Imagine users over there. In my mind, digging around until you find Steve’s book is the single best thing you can do for yourself.

This forum is also a great source of information, as are its archived offshoots: "Dare to Imagine", a collection of tips from IML users, available online and in print form from Impulse ($20, call for availability); and the IML FAQ, now in its 7th edition, also available online. I don’t have the exact locations for you, but others will jump in.

> The card in the back of the book allows one to upgrade to version 3 for
> $300 but I’m afraid that this is beyond me :-(

I'm unsure whether this steep upgrade price is still valid; better call Impulse and ask them. We all have a different budget to work with; for some people, even $100 is too much to ask and if so, I'm afraid you're stuck with 2.0. However, if you decide you like this 3-D stuff, and that with the help of the additional documentation I've mentioned you enjoy working with Imagine, then by all means do yourself a favor and get on the upgrade train! We're up to 3.3 and quite frankly, I wouldn't be caught dead using 3.0, much less 2.0. The number of features that have been added, and the interface improvements, are quite mind-boggling. 3-D software is a very competitive business, and for Imagine to still be alive in 1995, means that Impulse has had to add _a lot_ to their old 2.0 version.

> Are there many PC users of Imagine?

Currently, the user ratio is 10 Amiga copies sold for every PC copy; but the constant upgrade program, which to me would indicate current/srious/dedicated users, runs 4:1 in favor of the PC.

> Why is it such a secret?

Go fig. Also-ran programs sometimes offer incredible value for the dollar, but may not get press coverage for a varity of reasons. Perhaps Impulse doesn't advertise as much as other companies; perhaps reporters are too lazy, or genuinely too busy, to look further than "the big 3" or whatever. Black Belt's WinImages, for example, is a graphics powerhouse, and it retails for $99 US; but have you ever seen it pitted against other image-processing bigwigs in a magazine roundup? Noooooo, not that I've seen.

To me, this topic is wide-open to conjecture and conspiracy theories alike. Perfect for online debate, dontcha think? ;^)

Thread 746

-=> RETURN TO CONTENTS!<=-

1.823 MSG-820 Subject: Re: Render speeds

Subject: Re: Render speeds
Date: Friday, 28 July 1995 13:35:36
From: RIX JAMES <99rix@lab.cc.wmich.edu>

On Fri, 28 Jul 1995, Aki Laukkanen wrote:

```
>
> > >    AMIGA 4000   02:07       05:45          V3.2
> > >    (68040/40)
>
> No times for the Cyberstorm 060 board?
>
>
> ... This message has been cruelly tested on cute furry little animals.
>
> * Offline Orbit 0.75a *
>
I wiull have a Cyberstorm very shortly.  Will the person who made the
test image please send it to me so I obtain times.

Jim Rix
99rix@grog.lab.cc.wmich.edu
```

Thread 332

-=> RETURN TO CONTENTS!<=-

1.824 MSG-821 Subject: Re: Resolution vs. aspect ratio

```
                Subject: Re: Resolution vs. aspect ratio
Date:    Friday, 28 July 1995 13:40:33
From:    RIX JAMES <99rix@lab.cc.wmich.edu>
```

```
On Fri, 28 Jul 1995, Bill Osuch wrote:

> I'm trying to render some images for ouput as slides. I'm using 1/4
> Kodak Photo CD res - 1536 x 1024, but when I render, the image is
> stretched vertically when compared to a 640x480 pic; i.e. a small
> section of the top and bottom are cut off. anyone have an idea what
> aspect ratio I can use to correct this?
>
>      - Bill
>
>
The aspect ratio you want to use for anything NOT presented on a
computer's screen is 1:1.

Jim Rix
```

Thread 891

-=> RETURN TO CONTENTS!<=-

1.825 MSG-822 Subject: RE: Lens Flares

```
                Subject: RE: Lens Flares
Date:    Friday, 28 July 1995 15:16:09
From:    Granberg Tom <tom.granberg@TV2.no>
```

Hi!

I do agree, with the one that said "it’s like puting up a billboard sayin, I’m using lightwave" But it would be usefull with some additional controll over the

Imagine lensflares. Here is som ideas:

1. fade behind objects! A must, realy!
2. Noise edge on the glow. Kind of like the texture controll.
3. A percentage value on the glow, so you could controll the "power" of your glow point.
4. This would be cool but not necesary, Lensflares as a lite texture, and not a

global effect. The same goes for the haze effect!

Later!

Tom Granberg (Renderbrandt)

Thread 687

-=> RETURN TO CONTENTS!<=-

1.826 MSG-823 Subject: RE: Sun with corona

```
                Subject: RE: Sun with corona
Date:    Friday, 28 July 1995 15:34:10
From:    Granberg Tom <tom.granberg@TV2.no>
```

Hi there!

I’ve made such a sun once way back in Im2.0, but I think it should work now as well!?

Here goes.
Make the sun a basic sphere, put on some good textures that makes a good moving

sun surface (Agate works fine). Now for the corona you will need a disk that is

bigger than the sphere, when I made this I used Essence textures but you could probably use the fireball texture. Scale the texture so it reaches the disk edges, make the inner coolor the same as your sun. The outer color should be redish and fully filtered. Now comes the cool part, even if you are not making an anim you should do this anyway. Make sure your disk have their axis pointing

the way it did when you added it. load it to stage, and place it exactly where your sun is. Go to action editor and delete the disks alignment bar, then add a

track to object bar, where you type in "camera". Thats all folks. To animate the

corona you could make some states and maybe use another texture as your base on

your disk (Wormvein is cool) and use the Fireball as the last texture to fade out the edges with a raged edge, just remember to cancel the inner color, so it

doesnt cancel out the Wormvein textures color,do this by typing in a negative value in the color box.

Later!

Tom Granberg (Renderbrandt)

Thread 488

-=> RETURN TO CONTENTS!<=-

1.827 MSG-824 Subject: Re: JPEG Pictures!!!

Subject: Re: JPEG Pictures!!!
Date: Friday, 28 July 1995 15:34:28
From: Douglas Smith <doug@defocus.demon.co.uk>

Imagine Users Mailing List wrote in a Mail about "Re: JPEG Pictures!!!":
IUML :So, why not set up an easily accessible ftp site
[snip]
IUML :I'll gladly set it up for the Imagine mailing list.

WOW, what a great offer !

Thanks 2M

This is the correct way to do things, I remember when Lum's cups were bouncing around, that certainly shouldn't be allowed to happen again.

Also using an FTP site will allow Images of a reasonable quality and size to be exchanged.

Of course, we can always say, "I have this problem with depth of field,
this is what I did, look at ftp://???????"

I would hope that the only images posted to IML are ones that all the
subscribers are interested in, as was said before, new features etc.

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 785

-=> RETURN TO CONTENTS!<=-

1.828 MSG-825 Subject: Re: Resolution vs. aspect ratio

Subject: Re: Resolution vs. aspect ratio
Date: Friday, 28 July 1995 18:44:30
From: bosuch@l1.conline.com (Bill Osuch)

>
>
>On Fri, 28 Jul 1995, Bill Osuch wrote:
>
>> I'm trying to render some images for ouput as slides. I'm using 1/4
>> Kodak Photo CD res - 1536 x 1024, but when I render, the image is
>> stretched vertically when compared to a 640x480 pic; i.e. a small
>> section of the top and bottom are cut off. anyone have an idea what
>> aspect ratio I can use to correct this?
>>
>>   - Bill
>>
>>
>The aspect ratio you want to use for anything NOT presented on a
>computer's screen is 1:1.
>
>Jim Rix
>
>

That's the problem - obviously, I CAN'T use 1:1, because that setting is
distorting
the image (I'm on the PC, BTW).

- Bill

Thread 821

-=> RETURN TO CONTENTS!<=-

1.829 MSG-826 Subject: Stuff from Aminet

Subject: Stuff from Aminet
Date: Friday, 28 July 1995 19:25:15
From: cdhall@cityscape.co.uk (Chris Hall)

[hack]
>You probably wouldn't have guessed it from the subject heading, but this
>question goes out to you guys using PC's. I recently got some files
>related to Imagine off Aminet. Somebody once mentioned that LHA.exe
>could be used to decompress lha-compressed files on the PC, which was
>good, because I have LHA.exe, and the files from Aminet where LHA
>compressed. However, when I tried to decompress the files I got some
>kind of error message(broken file, or something like that). Do I need a
>different decompression program?
>
>Also, is there a difference between Imagine objects on the Amiga and PC?
>I'm guessing that most of the Imagine objects on Aminet where done on the
>Amiga, and I'd like to know if they will work on my PC(assuming I can get
>them decompressed first).

I recently downloaded the enterprise object from aminet to use on my PC. I had no error messages when decompressing the file but did get a 'special flag. Skipped' message if the amiga file name had more than one '.' in it. I also noticed that if the first 8 characters of the amiga filename where the same for a few objects/imagemaps in would over write them. What I did was to print out a list of the archive and check the file sizes to see which I had missed. The image files are in LBM format on the pc.

I also had to check through the entire object to change all the image map file locations. This took a while but worked. I don't know about textures because there were none on the enterprise.

Hope this helps.
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/index.html       ||
|                                                       ||
| Today’s lucky lottery numbers are :-                  ||
|             16 37 38 15 27 05                         ||
|-------------------------------------------------------||
 \-------------------------------------------------------\
```

Thread 757

-=> RETURN TO CONTENTS!<=-

1.830 MSG-827 Subject: Re: Lights in raytrace.

Subject: Re: Lights in raytrace.
Date: Friday, 28 July 1995 20:00:00
From: yrod@ozemail.com.au

Are the speres transparent? The fog gives a nice glow around a light as well.

Rod Macey: yrod@ozemail.com.au - Pre-press/Graphic Designer
Home: A2000/30 FPU 4MB RAM [soon to be 12 8-)] Imagine 3.0
Work: Power Macs, Sun Sparc & Pee Cees too.
"Sometimes the hard way is the only way!"

Thread 713

-=> RETURN TO CONTENTS!<=-

1.831 MSG-828 Subject: Re: Inertia ??

Subject: Re: Inertia ??
Date: Friday, 28 July 1995 21:45:59
From: Charles Blaquiere <blaq@io.org>

> From: Robert Byrne <rbyrne@3dform.edex.edu.au>
>
> For the simple rotations you require, try using the Rotate20 effect. If
> you wanted your first letter to reach the upright position after 30
> frames you could begin the rotation of the next letter at frame 15 and so
> on for the remaining letters.

```
....and once you've defined the timing for that rotation, you could use
the Action editor Cut/Paste function to add this bar to all other
letters, suitably staggered in time. Your situation just CRIES OUT for
Cut/Paste.
```

Thread 700

-=> RETURN TO CONTENTS!<=-

1.832 MSG-829 Subject: Re: Metaballs

```
                Subject: Re: Metaballs
Date:    Friday, 28 July 1995 21:57:00
From:    Charles Blaquiere <blaq@io.org>


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

> From: Richard Heidebrecht <rheidebr@freenet.niagara.com>
>
> That's great, but it begs the question "Where do you find out all this
> stuff?"

On the IML, Mike Halvorson is read-only. On CompuServe, he's read/write. B^)
```

Thread 751

-=> RETURN TO CONTENTS!<=-

1.833 MSG-830 Subject: Pallete Generation

```
                Subject: Pallete Generation
Date:    Friday, 28 July 1995 22:01:25
From:    Charles Blaquiere <blaq@io.org>


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

> From: Garry61@aol.com
>
> The good thing is that after I render the first image in detail or any
> other
> editor, I just set the requestor to use previous pallette and all renders
```

> come out fine because there is no pallette in a 24 bit picture.

One way would be to leave an image called "Palette.pic" in your project directory, and to select "Specify File", rather than "Generate 1st". I assume Imagine would then skip the spurious palette generation step, instead taking its cue from the image on disk.

Thread 767

-=> RETURN TO CONTENTS!<=-

1.834 MSG-831 Subject: The last suggested Imagine improvement

Subject: The last suggested Imagine improvement
Date: Friday, 28 July 1995 22:14:44
From: Charles Blaquiere <blaq@io.org>

> From: Dave Jacob <jacob@altair.csustan.edu>
>
> Here is my idea--why not include a seperate module that will allow the
> Imagine users themselves to construct their own add-ons? Kinda like a
> Imagine Toolbox, built into a GUI along the lines ala KAI ? The
> combinations would be infinite and we could share the best on the list.

Interesting idea. Mind fleshing it out a bit?

Thread 800

-=> RETURN TO CONTENTS!<=-

1.835 MSG-832 Subject: Virtual memory in Imagine.

Subject: Virtual memory in Imagine.
Date: Friday, 28 July 1995 22:30:19
From: Charles Blaquiere <blaq@io.org>

> From: Simon Wilkinson <wilkinso@cambridge.scr.slb.com>
>
> parts start to disappear. Taking a typical example, when I tried to

> render the honey-bee included with the 3D Modelling Lab book, legs, wings
> and other assorted body parts were omitted. Having only 8Mb (yes, very
> sad), I attributed this to lack of memory. What I'm worried about, is
> that even if I expanded to 24 or 32 Mb, with the current trend I expect
> only 2 or 3 bees would render fully in the same scene before the above
> occured again. Although I appreciate that this bee is an incredibly
> complex single object (25,000 polygons I think), I'm still worried that
> whole scenes with many objects would fail to render effectively, even
> with 32 Mb of RAM.

Simon,

we all have different ambition levels, from the overeager "Yay! I got Imagine installed. Now let's duplicate the Star Wars Death Star battle scene before going to bed" type, to the hand-wringing "Oh my, this logo is over a thousand faces! What shall I do?". I myself am overly conservative, so my instant reaction is...

25,000 POLYGONS? IS HE _NUTS_??

But that's just me. I've tended to be very meek when it comes to Imagine projects; you may be more ambitious. All I can say is, Imagine is one of the smallest programs you can imagine, for all that it does. I'm sure you could pare down the primitives to recreate Alan Henry's honeybee with 10,000, or even 2,500 polygons. With 32M, you'd then have enough memory for a whole swarm of bees. Remember, if only one or two bees will ever come close to the camera, you only need to model those in detail. All other bees can be much more crude.

WARNING: incredibly neat tip follows!

Or, you can render your project in groups of objects, defining each group in a different Action/Stage frame. You'd then use the Globals Backdrop feature to pick up the previous frame as a backdrop, and render all frames in the Project editor. (For example, frame 1 has a sky sphere, and a mountain range; frame 2 uses "pic0001" as its backdrop, and has a grassy plane and trees; frame 3 uses "pic0002" as its backdrop, and has a few bees; and so on, defining objects from back to front) When the last frame is done, it would contain the single image you were attempting to build. This way, you only need to define in each frame as many objects as your RAM will allow, but you can still create very complex images in the end.

This tip is not mine; it comes from the creative mind of a CompuServe user, whose name I have forgotten.

Thread 786

-=> RETURN TO CONTENTS!<=-

1.836 MSG-833 Subject: Re: Stuff from Aminet

```
                Subject: Re: Stuff from Aminet
Date:    Friday, 28 July 1995 23:21:34
From:    Fredster <fredster@sapphire.netrix.net>


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

-- [ From: Fredster * EMC.Ver #2.5.02 ] --

> I recently downloaded the enterprise object from aminet to use on my PC. I
had
> no error messages when decompressing the file but did get a 'special flag.
> Skipped' message if the amiga file name had more than one '.' in it. I
also
> noticed that if the first 8 characters of the amiga filename where the
same for

When you get that "special file skipped" message you have to extract the
file with the /a1 switch. This forces LHA to extract all the files in the
archive.

--------------------
Fred Aderhold
fredster@netrix.net

Brownies - not just for breakfast anymore!
--------------------
```

Thread 823

-=> RETURN TO CONTENTS!<=-

1.837 MSG-834 Subject: Image Exchange

```
                Subject: Image Exchange
Date:    Friday, 28 July 1995 23:29:58
From:    NEWKIRK@delphi.com


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

I think the idea of an Image Exchange page is great.  Divide into two portions:
hints/tips/questions images ("check my image 'blahblah.jpg' and see if you
can tell me what I screwed up") and gallery images ("check out my mega-render!")

This way the IML stays as a true mailing list of questions, answers, and comment
s,
and we have image transfer available only as needed or desired.
Joel
```

Thread 803

-=> RETURN TO CONTENTS!<=-

1.838 MSG-835 Subject: Beyond Imagination

```
                Subject: Beyond Imagination
Date:    Saturday, 29 July 1995 00:19:34
From:    Andrew@Herbert.Netkonect.Co.UK (Andrew Herbert)
```

*** Public Announcement to all PC Imagine Users !!! ***

Beyond Imagination is a On-Line help system for Imagine and includes hints, tips
, and tutorials
on just about everything.

Beyond Imagination runs under Windows and is totally free, it can be downloaded from
http://uptown.turnpike.net/H/Herbert

Thank you for your time.

- Herbert

>> Email: Andrew@Herbert.Netkonect.Co.UK <<
>> HTTP://uptown.turnpike.net/H/Herbert/ <<

Thread 859

-=> RETURN TO CONTENTS!<=-

1.839 MSG-836 Subject: Re: How To make a SUN?

```
                Subject: Re: How To make a SUN?
Date:    Saturday, 29 July 1995 00:48:23
From:    rbyrne@3dform.edex.edu.au (Robert Byrne)
```

Hello Dave, on Jul 28 you wrote:

> I know this has been covered several times but I’m
> a twit. I’m trying to make a good SUN object and I’m having
> a real tough time. ....

> I'm using 3.0 on a dx4/100 with 16 megs ram.

There's a tip in Dare2Imagine and the FAQ called Solar Corona that uses the FireBall, Nebula and Ghost textures.

-- Bob

Thread 91

-=> RETURN TO CONTENTS!<=-

1.840 MSG-837 Subject: Tools

Subject: Tools
Date: Saturday, 29 July 1995 00:50:54
From: yrod@ozemail.com.au

Hi all,

We all have our preference for one platform or another. Some of us use only one, others use two or more platforms. What I would like to do is compile a short, trivial survey to see what the IMLers are using for 3D modelling/rendering only. I know many of you might use other platforms for other types of work or entertainment, but as the IML is about 3D, I think this survey should only relate to this subject.

Send the replies to me privately, with the subject line in this format:

Re:Tools_platform/platforms

Where platform/platforms is either;
ami for Amiga only
pc for PC only
amipc for Amiga and PC
amiother for Amiga and another platform
pcother for PC and another platform, or
amipcother for Amiga, PC and another

Don't bother sending any content, as I will be just tallying up the subject lines, then deleting the message.

The deadline is August 8, as I have a week of between leaving my old job and starting my new one. I'll publish the results shortly after. Please note, this is not the start of any kind of war. It might be interesting to see just who is using what.

Rod Macey: yrod@ozemail.com.au - Pre-press/Graphic Designer
Home: A2000/30 FPU 4MB RAM [soon to be 12 8-)] Imagine 3.0
Work: Power Macs, Sun Sparc & Pee Cees too.

"Sometimes the hard way is the only way!"

Thread 141

-=> RETURN TO CONTENTS!<=-

1.841 MSG-838 Subject: Re: Resolution vs. aspect ratio

```
                Subject: Re: Resolution vs. aspect ratio
Date:    Saturday, 29 July 1995 01:29:10
From:    rbyrne@3dform.edex.edu.au (Robert Byrne)
```

Hello Bill, on Jul 28 you wrote:

```
> I’m trying to render some images for ouput as slides. I’m using 1/4
> Kodak Photo CD res - 1536 x 1024, but when I render, the image is
> stretched vertically when compared to a 640x480 pic; i.e. a small
> section of the top and bottom are cut off. anyone have an idea what
> aspect ratio I can use to correct this?
>
>      - Bill
```

Try 2:3. 512 is a common denominator for both measurements.

-- Bob

Thread 520

-=> RETURN TO CONTENTS!<=-

1.842 MSG-839 Subject: Re: How To make a SUN?

```
                Subject: Re: How To make a SUN?
Date:    Saturday, 29 July 1995 01:29:14
From:    Darryl_Lewis@comlink.mpx.com.au (Darryl Lewis)
```

```
>a twit.  I’m trying to make a good SUN object and I’m having
>a real tough time.  The sun is not going to be viewed close up
>at all but I need it in my solar system.  The closest I would get
>{}
```

BB> If you can wait for Essence for PC (due soon I believe) it has a
BB> great
BB> cylindrical fractal transition texture that’s just the bees knees for
BB> a corona. Not sure if there is a substitute in the Imagine textures
BB> that
BB> this suggests as a replacement. It even animates great. Wack it on a
BB> disk,
BB> align to camera and away you go.

Having both an Amiga and PeeCee, I find that an acceptable effect can be made using a primative sphere set to be a light source. Then add the attributes ghost and fog. Play with the values a bit until your happy with the size of the corona and the glow. Oh yes, also set it’s colour to a yellow, if it’s our sun in the attributes.
I still have not come up wih sunspots of solar flares, but give me time :-)

Notes:
I’m trying to build a model of the Ringworld (for the non Sci Fi people :it’s a book by Larry Niven about a ’planet’ that is a flat ring that encircles the sun. It’s diameter is approximatly the orbit of the earth, with peole living on the inner surface facing the sun. They are held there by centrifugal force).
I use the PeeCee to do all the modelling and test renders (because [sob! :-(] it’s faster than the amiga), then I do the final renders on the amiga, because ,in my opinion, it produces better pictures. It also has essence and a lot of other utilities that can be used to manupulate the images that aren’t available (or cost tooo much) on the PeeCee.
Darryl

-- Via DLG Pro v1.0

```
               #####\             _             /#####
               #( )# |          _( )___        | #( )#
               ##### |         /_    /         | #####
               #" "# |     ___m/I_ //_____     | #" "#
               # O # |____#-x.\ /++m\ /.x-#____| # O #
               #m.m# |   /" \ ///###\\ / "\   | #m.m#
               #####/    ######/     \######    \#####
```

Thread 836

-=> RETURN TO CONTENTS!<=-

1.843 MSG-840 Subject: Re: Two Tiny Wishes

Subject: Re: Two Tiny Wishes
Date: Saturday, 29 July 1995 02:01:23
From: rbyrne@3dform.edex.edu.au (Robert Byrne)

Hello Stuart, on Jul 28 you wrote:

> When you use Set Zone, it would be nice if a coloured box was
> displayed in the Perspective window to show you it was there.

And where it is too, otherwise you could just have a flag in the title bar.

> When rendering a scene and you press cancel, I would like to see
> a confirmation box appear. This would allow me to effectively pause mid-
> render and quickly do something else that was urgent.

You’ve got my vote. Two excellent suggestions.

--Bob

Thread 366

-=> RETURN TO CONTENTS!<=-

1.844 MSG-841 Subject: Re: Beyond Imagination

Subject: Re: Beyond Imagination
Date: Saturday, 29 July 1995 03:35:40
From: Al Nehl <nehla@transport.com>

Andrew,

I just pulled "Beyond Imagination" from your site. What a nice piece of work. You have truly rendered a great service to the community. Thank you.

At 11:19 PM 7/28/95 PDT, you wrote:
>*** Public Announcement to all PC Imagine Users !!! ***
>
>Beyond Imagination is a On-Line help system for Imagine and includes hints, tips, and tutorials
>on just about everything.
>
>Beyond Imagination runs under Windows and is totally free, it can be downloaded from
>http://uptown.turnpike.net/H/Herbert
>
>Thank you for your time.
>
>- Herbert
>
>
>>> Email: Andrew@Herbert.Netkonect.Co.UK <<
>>> HTTP://uptown.turnpike.net/H/Herbert/ <<
>

>
>

--
Sincerely,

Al Nehl

Steer by the stars above, not the lights of each passing ship.

Thread 869

-=> RETURN TO CONTENTS!<=-

1.845 MSG-842 Subject: One minor bug.

Subject: One minor bug.
Date: Saturday, 29 July 1995 04:16:11
From: kit@vianet.net.au (Chris)

---

the info button in the project screen always shows SUNDAY as the rendering day even though the rest of the time and date info is correct. been around since version 2 to 3.3.

it’s the little things that annoy me :)

Thread 868

-=> RETURN TO CONTENTS!<=-

1.846 MSG-843 Subject: Re: Lights in raytrace.

Subject: Re: Lights in raytrace.
Date: Saturday, 29 July 1995 04:31:18
From: tome@next.com.au (Tom Ellard)

>> > scene, you can just add an axis and make it "light".
>> > Remember: polygon do not emit light; axis do, allway.
>> But why would it work ok in scanline but not trace?

>Light passes through objects in scanline thats why you don't get shadows.
>In raytrace the solid objects stop the light ray.

I have a conceptual problem with this, as the other attributes are applied to the surface of the object. Consider fog - this alters the opacity of the surface, enough for the light to "get out."

So when I give my sphere the 'light' attribute I'm following the general useage of the attributes requester, expecting the entire sphere to be a light.

But no problem, I'll leave the concepts behind. :-)

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

Thread 753

-=> RETURN TO CONTENTS!<=-

1.847 MSG-844 Subject: Re: JPEG Pictures!!!

Subject: Re: JPEG Pictures!!!
Date: Saturday, 29 July 1995 06:24:01
From: "dunc@eraser.demon.co.uk" <dunc@eraser.demon.co>

Hi Douglas,

> Imagine Users Mailing List wrote in a Mail about "Re: JPEG Pictures!!!":
> IUML :So, why not set up an easily accessible ftp site
> [snip]
> IUML :I'll gladly set it up for the Imagine mailing list.
>
> WOW, what a great offer !
>
>
> This is the correct way to do things, I remember when Lum's cups were
> bouncing around, that certainly shouldn't be allowed to happen again.
>
> Also using an FTP site will allow Images of a reasonable quality and
> size to be exchanged.
>

and objects could put here too

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

Thread 849

-=> RETURN TO CONTENTS!<=-

1.848 MSG-845 Subject: Re: Imagine 2.0: What a Discovery!

```
                Subject: Re: Imagine 2.0: What a Discovery!
Date:    Saturday, 29 July 1995 08:41:00
From:    ronsa@cix.compulink.co.uk (Ron Saggers)


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

In-Reply-To: <Pine.BSI.3.91.950728121221.28393C-100000@wink.io.org>

> We're up to 3.3 and quite frankly, I wouldn't be
> caught dead using 3.0, much less 2.0. The number of features that have
> been added, and the interface improvements, are quite mind-boggling. 3-D
> software is a very competitive business, and for Imagine to still be
> alive in 1995,

Is there an upgrade path from a /second user/ imagine 3.0?
I bought the version 3.0 a few months back complete with disks and
manual, but no reg card :}
Ron
```

Thread 787

-=> RETURN TO CONTENTS!<=-

1.849 MSG-846 Subject: Why

```
                Subject: Why
Date:    Saturday, 29 July 1995 11:46:28
From:    pantera@voyager.com


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

why have i stopped receving mail from the IML?
PANTERA
pantera@voyager.com
```

Thread 31

-=> RETURN TO CONTENTS!<=-

1.850 MSG-847 Subject: Stuff from Aminet

```
                Subject: Stuff from Aminet
Date:    Saturday, 29 July 1995 15:07:00
From:    mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)


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

-> From: Richard Heidebrecht <rheidebr@freenet.niagara.com>->-> compressed.  How
ever, when I tried to decompress the files I got s=ome-> kind of error message(b
roken file, or something like that).  Do I =nee-> different decompression progra
m?I seem to remember someone else having this problem a while back.What version
of IBM LHA do you have? I have v2.13 and never seemto have any problems extracti
ng Amiga LZH or LHA files.-> Also, is there a difference between Imagine objects
 on the Amiga a=nd-> PC?Nope...no difference.  Only problems you run into is bru
shes thatare sometimes associated with the attributes. The filenames anddirector
ies can be a pain, since Amiga uses longfilenames. However,now that 3.3 includes
 a file browser, that problem has been finallyaddressed.-> I’m guessing that mos
t of the Imagine objects on Aminet where done= on-> Amiga, and I’d like to know
if they will work on my PC(assuming I =can-> them decompressed first).Yep...they
 work just ducky.   /------------------------------           ____   ____  ____   ____ ↩
      | 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 826

-=> RETURN TO CONTENTS!<=-

1.851 MSG-848 Subject: Re: Video boards

```
                Subject: Re: Video boards
Date:    Saturday, 29 July 1995 15:14:00
From:    mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)


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

-> From: Garry61@aol.com->-> Your ideas are really what I had intended.  That is
, for users of =Ima-> relate experience with their boards and let everyone else
know wha=t w->  We really are on the same wavelength.For those on a budget, the
Diamond SpeedStar Pro (ISA) works greatwith Imagine on the PC. However, in order
```

```
 to get all graphics modesyou must use the UniVesa driver.   /------------------
------------           ____   ____  ____   ____  | 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 666

-=> RETURN TO CONTENTS!<=-

1.852 MSG-849 Subject: Re: JPEG Pictures!!!

Subject: Re: JPEG Pictures!!!
Date: Saturday, 29 July 1995 15:24:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

```
-> >we're connected via redundant T1 to the 'net.  So, if there's any= in-> >in
this, I'll gladly set it up for the Imagine mailing list.->-> I think a site lik
e this would be great.  I would very much like t=o s-> everyone else is doing wi
th Imagine.  Actually seeing an image wou=ld-> allot of "how did you get that ef
fect" type questions which would =be-> informative for everyone I think.  I hope
 it happens.You got my vote! I'd love an Imagine FTP and Web depository that doe
s=n'trequire me to access wuarchive.wustl.edu. I NEVER get through....   /------
------------------------           ____   ____  ____   ____  | Mike van der Sommen
                   / __  /__/ /__/  /_   \ /  | Santa Barbara, Ca.
       /___/ / \  /  /  /     / \  | mike.vandersommen@caddy.uu.silcom.com     H
AUS BBS (805-683-1388)  |          "Irony can make revenge a welcome alternativ
e"   \_______________________________________________________--- =FE Inter
Net - GraFX Haus BBS - Santa Barbara, Ca - (805) 683-1388
```

Thread 325

-=> RETURN TO CONTENTS!<=-

1.853 MSG-850 Subject: My Spline Editor/Metaball

Subject: My Spline Editor/Metaball
Date: Saturday, 29 July 1995 15:34:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: DAVEH47@delphi.com->-> >A little birdy (with a crowbar) told me Metaballs will be implime=nte-> >in Imagine as an FX that will work both in Detail and

Stage edito=rs.->-> As an FX??? On second thought, I think I'd rather have a->
spline modeller...=2E..don't shoot me, I'm just the messenger. I'm still trying
toconceive how you'd use an FX in the Detail editor. But thenchrome spheres over
a checkered ground still turn me on. :) /------------------------------
___ ___ ___ ___ | 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 B
arbara, Ca - (805) 683-1388

Thread 778

-=> RETURN TO CONTENTS!<=-

1.854 MSG-851 Subject: Re: I need a Job!!

Subject: Re: I need a Job!!
Date: Saturday, 29 July 1995 15:44:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: craigh@fa.disney.com->-> As far as Imagine goes, I do know a guy who go
t a job with Industr=ial-> Lights and Magic with a demo reel consisting only of
5 minutes of-> Imagine animation.-> So anything is possible!!I know a guy here a
t GTE who hired in 25 years ago and is about ascompetent as a chimpanzee on acid
.I'd rather be LUCKY than GOOD anyday. :) /------------------------------
___ ___ ___ ___ | 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 761

-=> RETURN TO CONTENTS!<=-

1.855 MSG-852 Subject: Re: Upgrade paths

Subject: Re: Upgrade paths
Date: Saturday, 29 July 1995 17:52:00
From: gareth.qually@tinder.iaccess.za (Gareth Qually)

> From: Charles Blaquiere <blaq@io.org>
>
> It’s much better than the Amiga version. You get all these independent
> windows, and an enhanced interface that includes a ridiculously easy
> timeline interface. Open the timeline, open the file requester,
> multi-select an entire directory’s worth of image files, and boom, there
> they are one one row of your timeline. Then, drag & drop an effects
> button from the toolbox into the timeline; that’s how you add processing
> to your images. Double-click on the effect, and up pop all the
> parameters, which you can change at will -- you can even adjust spline
> curves to vary any parameter over time. This is POWERFUL and EASY stuff.
> I don’t think you’d miss ARexx one bit. Finally, add some render icons
> to save your work, and set the timeline into motion.
>

It sounds like an amazing package, I can’t wait to recieve it.
It will open so many doors for different effects.

The amiga packages on that have crossed to the pc, have done a great service to the computer community. They have come from a platform that had compact yet powerful programs. They are now going to give those fat bloated pc corporations a run for their money. Their massive programs with lots of dormant code and slow routines, are going to have problems when with some luck the amiga packages woo lots of pc users. Also making major changes to existing packages involves a lot of money, work and time. But the best reason why I think amiga packages will do well, is their low price.

Chow...

gareth.qually@tinder.iafrica.com

* AmyBW v2.11 *
.... And where were YOU on 29 Jul 1995 around 18:52:12?

Thread 156

-=> RETURN TO CONTENTS!<=-

1.856 MSG-853 Subject: Vmm/mui

Subject: Vmm/mui
Date: Saturday, 29 July 1995 20:21:05
From: Mike McCool <mikemcoo@efn.org>

Some nice sould recommended a mui update. In the process of checking/moving my mui files, I lost the main program.

I just got off a half hour wander through Aminet, found everthing pertinent to Mui except mui itself.

Could someone with tighter grey cells point me in the right direction:
where can I find the latest version of MUI?

Thanks insufferably.

Thread 882

-=> RETURN TO CONTENTS!<=-

1.857 MSG-854 Subject: Making textures 'stick'

Subject: Making textures 'stick'
Date: Saturday, 29 July 1995 20:24:04
From: ALorence@aol.com

Is there an easy way (or ANY way) to keep a texture or brush from changing as parts of the object move?

An example: Using the HAND.BON object and applying any texture or brush (dithcirc or bathtile are dramatic ones), bending one of the fingers causes the texture or brush to change on the finger as it bends.

I can guess what's happening: the texture for any given face of an object is calculated based upon the face's relation to the texture axis, so as the faces move with respect to the axis, the texture changes.

How can I make the texture 'stick' so it looks like 'skin'?

Thanks.

Alan.

Thread 865

-=> RETURN TO CONTENTS!<=-

1.858 MSG-855 Subject: Question for PC users

Subject: Question for PC users
Date: Saturday, 29 July 1995 20:27:43
From: ALorence@aol.com

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

Question for PC users: Has anyone noticed a 'problem' with mouse movement in

v3.2 and 3.3? The 'problem' I'm seeing is the cursor pauses and skips. This

did not happen in v3.0.

(Before you say it, NO, THE MOUSE IS NOT DIRTY. I can run v3.0 with no skipping, then immediately go to v3.2 or v3.3 and see the problem.)

I am using a Logitech MouseMan Sensa with driver v6.43.

HAS ANYONE ELSE SEEN THIS?

Thanks.

Alan.

Thread 895

-=> RETURN TO CONTENTS!<=-

1.859 MSG-856 Subject: This is getting old!

```
                Subject: This is getting old!
Date:    Sunday, 30 July 1995 06:12:44
From:    Lumbient@aol.com
```

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

Anyone how has PharLaps DOS extender I NEED to talk to you!

---Lum

Thread 160

-=> RETURN TO CONTENTS!<=-

1.860 MSG-857 Subject: Phong errors, rotoscoping

```
                Subject: Phong errors, rotoscoping
Date:    Sunday, 30 July 1995 06:28:56
From:    Tom Ross <rosst@unvax.union.edu>
```

Hi y'all!

Can anyone explain the error message "setup phongs:weight error"? It occurs when I put my object (which has a brushmap sequence) more than once on the same timeline in the Action Editor, to have the sequence repeat again. I can get around this by putting the object in only once for the same amount of frames, but I'd rather not since this makes the sequence slow and jerky. The message suggests I could revise the object somehow to fix this?. . .

Also, the manual, or an addendum after 3.0, mentions rotoscoping with backdrops. I understand this concept for 2D, but what is it in 3D? and how could I use it?

Thanks

Baby Shoeless

Thread 285

-=> RETURN TO CONTENTS!<=-

1.861 MSG-858 Subject: Ftp to amiga

Subject: Ftp to amiga
Date: Sunday, 30 July 1995 07:10:50
From: Tom Ross <rosst@unvax.union.edu>

I'm a beginner at ftp'ing. I can find stuff and download it as far the VAX cluster here at Union College, but how can I get it from there to my Amiga at home?

Thanks

Tom R.

Thread 152

-=> RETURN TO CONTENTS!<=-

1.862 MSG-859 Subject: Re: Beyond Imagination

Subject: Re: Beyond Imagination
Date: Sunday, 30 July 1995 07:31:22
From: bsmith@sunbelt.net

Since IMAGINE-PC does not run under windows and requires the /NOEMS switch for mem-managment could this "HELP" be written for DOS. Or is there a trick to get IMAGINE under windows? I think an on-line help is a good idea as long as Idon't have to reboot to use it.

>
>Beyond Imagination runs under Windows and is totally free,

Thread 871

-=> RETURN TO CONTENTS!<=-

1.863 MSG-860 Subject: PC animation playback?

Subject: PC animation playback?
Date: Sunday, 30 July 1995 08:24:33
From: bsmith@sunbelt.net

I think IMAGINE is one of the more powerful packages available (wish it would be marketed for better visability) but I have a question for anyone that may have a solution.

The problem is that I would like the animation to be 24bit true color (high color would be OK. The playback on a PC with a standard SVGA card (DIAMOND STEALTH) shows color distortions (flashes / bad colors / etc.) which makes it unusable. IMPULSE says use 256 colors and lock the pallete. This is no solution. If IMAGINE can generate 24bit animation it should be able to play it back. Anyway, IMPULSE also said they are working on an expensive hardware fix for this and couln't give me anymore info.

The color flashing is due to color pallete updates frame to frame. Each individual frame can be displayed with no problem. What I've been doing is generating the frames in TGA format (24bit), then going to a program called VFD to make an FLC animation. I use VFD because the pallete generation and dither is much better than IMAGINE's 256 color renders. I've also tried DTA but this reverses the color triad (Red <-> Blue) and DFV for playback. Playback of the 24bit FLC's with DFV with my ISA video card was not fast enough. Another program I've tried is CMPEG but this gives a ''MALLOC' error when I try to generate MPEG (first I have to filter the frames through PaintShop Pro to convert to uncompressed TGA).

Does anyone know about this hardware that IMPULSE has mentioned or anything other method that will interface with IMAGINE to playback 24bit 640x480 (if not larger) animations as 24bit?

VFD continues to be upgraded with new features. For the latest version, GO GRAPHSUP on CompuServe and download VFD.ZIP from the Format Conversion library section.

VFD support is provided on CompuServe in the Graphics Support forum (GO GRAPHSUP). Leave a message in the Format Conversion section for prompt response. Direct support is also provided from Internet at:

76570.2752@compuserve.com

The author of VFD may be reached at the following address:
(For credit card registration orders, see below.)

Bob Williamson
PO Box 172349
Arlington, TX
76003-2349
U.S.A.

DTA Support:

"David Mason" on "The Graphics Alternative", (510) 524-2780,
and on "Channel 1" BBS, (617) 354-8873.
"76546,1321" on Compuserve.

Paint Shop Pro Technical Support

Technical support for Paint Shop Pro can be obtained from:

USA
---------

JASC, Inc.
10901 Red Circle Drive
Suite 340
Minnetonka, MN 55343 USA

Tele: (9am to 5pm USA central time)
(612) 930-9171

CIS: GO JASC

CMPEG support:

This program is copyrighted (C) Stefan Eckart, 1993. You can use, copy and distribute this program at no charge but you may not modify or sell it. I don’t take any responsibility regarding its fitness, usefulness etc. (#include <your_favourite_disclaimer>). Comments, bug reports, questions to:

Stefan Eckart

Kagerstr. 4
D-81669 Muenchen
Germany

email: stefan@lis.e-technik.tu-muenchen.de

Thread 870

-=> RETURN TO CONTENTS!<=-

1.864 MSG-861 Subject: Re: PC animation playback?

Subject: Re: PC animation playback?
Date: Sunday, 30 July 1995 11:26:59
From: Damon LaCaille <nomad@aloha.net>

On Sun, 30 Jul 1995 bsmith@sunbelt.net wrote:

> Does anyone know about this hardware that IMPULSE has mentioned or anything
> other method that will interface with IMAGINE to playback 24bit 640x480 (if
> not larger) animations as 24bit?

I think what you need is a PAR, or personal animation recorder. Or get an amiga with a toaster :)

As far as I can tell, and I'm no knowledgable person on this subject, you need a separate piece of hardware that stores these pictures onto a hard drive, then sends them frame by frame to a specialized VCR with a controller on it. Then you can play back the animation. I don't think ANY computer is fast enough to read in a 24-bit 640x480 picture (if GIF file, usually what, 500k+?) 30 times a second to play it back in realtime. That seems a bit much even for a pentium doesn't it? I don't hard drive speeds are quite that fast yet. You're looking at a minimum of 15mb/second transfer rate (and that's for the smaller 24-bit color files at 640x480). Do you think your graphics card could handle 15mb/sec viewing rate? That's an aweful lot to ask on a card.

Like I said, I don't know much on the subject, but this is definitely the right place to post it for those types of questions. If someone could correct me, I'd be glad to read it. I'd like to know more about this too.

Also, doesn't a video toaster do this too? I have a 3000 and was wondering which type of Toaster I could buy to fit in here. I've heard only a certain kind will fit... is that true? Also will it do about the same thing as a PAR with a VCR? Any help is appreciated, thanks!

Damon

Thread 880

-=> RETURN TO CONTENTS!<=-

1.865 MSG-862 Subject: Re: Vmm/mui

```
                Subject: Re: Vmm/mui
Date:    Sunday, 30 July 1995 11:30:46
From:    Damon LaCaille <nomad@aloha.net>
```

On Sat, 29 Jul 1995, Mike McCool wrote:

> Could someone with tighter grey cells point me in the right direction:
> where can I find the latest version of MUI?
>
> Thanks insufferably.

Mike,
are you sure you didn't find a file called MUI23usr.lha ? I believe that's the file I downloaded from aminet. Also for all you people who absolutely HATE using ftp.wustl.edu, I have an alternate site that is FAST!!! (i dunno, should I say this? Might slow down my own rate :)

If you have Mosaic or Netscape access, try

http://www.eunet.ch/~aminet

I'm not sure if there's an FTP version out there for it, but I don't see why there wouldn't be. Trust me, this is almost a sure bet for logging on everytime (I've never been denied yet, and it's been more than a month) and it's always FAST, no matter what time of day/night it seems.

Thought y'all might want to know :)

Thread 863

-=> RETURN TO CONTENTS!<=-

1.866 MSG-863 Subject: Re: Vmm/mui

```
                Subject: Re: Vmm/mui
Date:    Sunday, 30 July 1995 11:30:46
From:    Damon LaCaille <nomad@aloha.net>
```

```
On Sat, 29 Jul 1995, Mike McCool wrote:

> Could someone with tighter grey cells point me in the right direction:
> where can I find the latest version of MUI?
>
> Thanks insufferably.

Mike,
 are you sure you didn't find a file called MUI23usr.lha ?  I believe
that's the file I downloaded from aminet.  Also for all you people who
absolutely HATE using ftp.wustl.edu, I have an alternate site that is
FAST!!! (i dunno, should I say this? Might slow down my own rate :)

If you have Mosaic or Netscape access, try

http://www.eunet.ch/~aminet

I'm not sure if there's an FTP version out there for it, but I don't see
why there wouldn't be.  Trust me, this is almost a sure bet for logging
on everytime (I've never been denied yet, and it's been more than a
month) and it's always FAST, no matter what time of day/night it seems.

Thought y'all might want to know :)
```

Thread 808

-=> RETURN TO CONTENTS!<=-

1.867 MSG-864 Subject: Re: How To make a SUN?

```
                Subject: Re: How To make a SUN?
Date:    Sunday, 30 July 1995 12:34:28
From:    Dylan Neill <dylann@pcug.org.au>
```

```
On Fri, 28 Jul 1995, Dave Wilson wrote:

>                 I know this has been covered several times but I'm
```

> a twit. I'm trying to make a good SUN object and I'm having
> a real tough time. The sun is not going to be viewed close up
> at all but I need it in my solar system. The closest I would get
> to it would be about Venus so I'll need to get enough detail for
> that kind of distance. I can get decent surface features but
> all the corona effects are really hard to get. there was a demo
> put up way back that showed something about using a layered
> object which was real nice (if I remember correctly).
>
> I'm using 3.0 on a dx4/100 with 16 megs ram.

I have one that I kept along with pictures of it (Hmm, I wonder if I should put them on the list! :) Anyway the effect used some essence textures to create flares off the surface of the sun, I tried it and it didn't look too bad without the flares. If you want I'll send it to you and anyone else who wants 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 877

-=> RETURN TO CONTENTS!<=-

1.868 MSG-865 Subject: Re: Making textures 'stick'

Subject: Re: Making textures 'stick'
Date: Sunday, 30 July 1995 14:17:45
From: Roger Straub <straub@csn.net>

On Sat, 29 Jul 1995 ALorence@aol.com wrote:

>
> How can I make the texture 'stick' so it looks like 'skin'?
>

All you have to do is set the 'LockState' field in the texture requester. Type 'open' into this field and your texture will be "tacked" to the triangles so that when they move and squish and ooze around, your texture will go with them.

```
> Thanks.
>
> Alan.
>
>

That'll be $0.02, please.

See ya,
      Roger
```

Thread 881

-=> RETURN TO CONTENTS!<=-

1.869 MSG-866 Subject: ANIMATION PLAYER

```
                Subject: ANIMATION PLAYER
Date:    Sunday, 30 July 1995 14:47:38
From:    pantera@voyager.com
```

```
could someone tell me please what is the CHEAPEST animation recorder for
the PC since I'm hoping to get a pentium pretty soon and do some good
stuff on it.  Something that of course campres to the PAR in quality of
the picture...we're talking about 736 by 482 (I think) in 24bit, 30
fraMES PER second.

PANTERA
pantera@voyager.com
```

Thread 73

-=> RETURN TO CONTENTS!<=-

1.870 MSG-867 Subject: Imagine OBJS

```
                Subject: Imagine OBJS
Date:    Sunday, 30 July 1995 14:50:08
From:    pantera@voyager.com
```

----

couls someone tell me where i could find some EXCELLENT imagine specific
objects...most of the objects i've downloaded from the time i got my
amiga, ,most are merly just IMPORTED from another format...so forexample
the object is not correctly phonged...I'm looking for objects with the
right colors applied to various parts, so its READY to be
rendered...thanks

PANTERA
pantera@voyager.com

Thread 892

-=> RETURN TO CONTENTS!<=-

1.871 MSG-868 Subject: One minor bug.

Subject: One minor bug.
Date: Sunday, 30 July 1995 16:05:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

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

-> the info button in the project screen always shows SUNDAY as the r=end-> day
even though the rest of the time and date info is correct. bee=n a-> since versi
on 2 to 3.3.What happens if you actually render on SUNDAY? Will it change toMOND
AY? :)-> it's the little things that annoy me :)=2E..it's those kind of things t
hat give Imagine it's charm. <g>  vrooooom, vroooooooom.   /--------------------
----------          ___   ___  ___   ___  | Mike van der Sommen
     / __  /__/ /__/  /_   \ /  | Santa Barbara, Ca.                   /___/ /
 \  /  /  /     / \  | mike.vandersommen@caddy.uu.silcom.com     HAUS BBS (805-6
83-1388)  |           "Irony can make revenge a welcome alternative"   \________
_____________________________________________________--- =FE InterNet - GraFX Ha
us BBS - Santa Barbara, Ca - (805) 683-1388
```

Thread 114

-=> RETURN TO CONTENTS!<=-

1.872 MSG-869 Subject: Re: Beyond Imagination

Subject: Re: Beyond Imagination
Date: Sunday, 30 July 1995 16:29:00
From: mike.vandersommen@caddy.uu.silcom.com (Mike Vandersommen)

-> From: bsmith@sunbelt.net->-> Since IMAGINE-PC does not run under windows and
requires the /NOEM=S s-> for mem-managment could this "HELP" be written for DOS.
Or is ther=e a-> to get IMAGINE under windows? I think an on-line help is a goo
d id=ea-> as Idon't have to reboot to use it.Actually, Beyond Imagination is a n
ice piece of work. Even thoughyou have to be in Windows to use it. I doubt it wo
uld be quite asuseful in DOS format. However I would sugguest 2 features for the
author to add.1. A search/keyword routine.2. A print out option. It would be ver
y handy to print out   a tip or tutorial you'd like to play with.=2E..otherwise,
nice job Andrew Herbert! Thanks alot!   /-----------------------------

```
   ___   ___  ___   ___  | 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 497

-=> RETURN TO CONTENTS!<=-

1.873 MSG-870 Subject: Re: PC animation playback?

Subject: Re: PC animation playback?
Date: Sunday, 30 July 1995 17:31:29
From: Cedric Georges Chang <changc9@rpi.edu>

On Jul 30, 7:24am, bsmith@sunbelt.net wrote:

> it unusable. IMPULSE says use 256 colors and lock the pallete. This is no
> solution. If IMAGINE can generate 24bit animation it should be able to play
> it back.

IMHO, Impulse should spend their time improving the renderer and the various editors. There are 3rd party solutions to take a series of 24bit images and convert it into animations.

> Does anyone know about this hardware that IMPULSE has mentioned or anything
> other method that will interface with IMAGINE to playback 24bit 640x480 (if
> not larger) animations as 24bit?

For 640x480x24 anims at decent quality, I agree with Impulse that you need extra hardware (please correct me if I'm wrong). What I have been looking into are Motion JPEG cards. DPS PAR, DPS Perception, Fast Movie Machine Pro w/MJPEG, Miro miroVIDEO DC1, and Quandrant Q-Motion are all MJPEG cards for the PC. They range in price from around $500 to $2000. Most of these cards are sold as video non-linear editors and I'm not sure if any of them will output to your computer monitor. They will playback to a NTSC/PAL monitor, TV, or VCR, which I prefer because you can then record your animations to show off to your friends :)

If you need to play back your anims on your computer monitor, you may want to look at SVGA cards with video accelerator chips. I'm not too familiar with them, but I believe that they accelerate AVI's which use Indeo or Cinepak compression. I also understand that AVI's tend to be low resolution and the quality isn't that great.

Cedric

```
--
---------------------------------------------------------------------------
Cedric Chang             Mechanical Engineer            // Amiga 3000 '040
changc9@rpi.edu    Rensselaer Polytechnic Institute   \X/  CgFx/EGS Piccolo
---------------------------------------------------------------------------
```

Thread 861

-=> RETURN TO CONTENTS!<=-

1.874 MSG-871 Subject: Re: Beyond Imagination

Subject: Re: Beyond Imagination
Date: Sunday, 30 July 1995 17:43:00
From: jprusins@cybergrafix.com (John Prusinski)

>Beyond Imagination is a On-Line help system for Imagine and includes hints, tips, and tutorials
>on just about everything.
>

Just downloaded your software, and I must say I'm very impressed with the time and effort you obviously put into it. Although I've kept my own archives and FAQs from the IML, it's great to have them easily accessible all in one place. Thanks!

Since you asked for comments, I must say that the one thing that would make it even more useful than it already is would be some kind of search function. Being able to find every reference to, say, "glass" at the click of a button would be great!

Not complaining though... I really appreciate what you've done!

Thanks again,

John Prusinski
CyberGrafix

```
|  "The next great step toward a planetary holism is a     |
|    partial merging of the technologically transformed    |
|    human world with the archaic matrix of vegetable     |
|    intelligence that is the Overmind of the planet."        |
|                                                     -Terence McKenna         |
|________________________________________________|
```

Thread 841

-=> RETURN TO CONTENTS!<=-

1.875 MSG-872 Subject: Re: Complete answer to metaballs.

```
                Subject: Re: Complete answer to metaballs.
Date:    Sunday, 30 July 1995 18:04:42
From:    Gerard Menendez <gpm@netcom.com>
```

The articles I read seemed to have metaballs working this way.

The modeller made a spline, and then in a requester added generated metaballs along it so that he had nice rows of these guys at regular intervals. The balls in the ball view were of four different colors each color indicating how smoothly the surface would flow between balls. In this manner a dinosaurs neck was built up quickly with excellent muscular cording that would be easily bent for animation using the splines. I'm assuming that individual balls could also be placed where you want but I read the article quickly and haven't got back to it. I'll re-read it and see if I'm missing anything.

Gerard

Thread 508

-=> RETURN TO CONTENTS!<=-

1.876 MSG-873 Subject: Re: Motion Blur Trick

```
                Subject: Re: Motion Blur Trick
Date:    Sunday, 30 July 1995 19:41:53
From:    Torgeir Holm <torgeirh@powertech.no>
```

```
>>BTW: anyone else remember Steve Worley's Motion blurred bowling picture that
>>came with understanding imagine 2.0? That was created using this technique.
>There is an flc on Compuserve called prop.flc done by GreG tsadillas with a
>beta of Imagine 4.0 and it is in a word outstanding.  Not only does it have
>great motion blur but provides the reverse strobing as well.  It is to drool
>for, but we should all have it soon.
```

Is it possible for us non compu$erve members to get this flc?

If Jay sets up that ftp site he offered to, maybe some kind compu$erve member would upload all these goodies there, so the rest of the Imagineers can drool over them as well..

Torge!r

Thread 789

-=> RETURN TO CONTENTS!<=-

1.877 MSG-874 Subject: Complete answer to metaballs.

Subject: Complete answer to metaballs.
Date: Sunday, 30 July 1995 20:26:29
From: Lumbient@aol.com

Since all of you seem to know the animation part of Metaballs you are forgetting th modeling part. From what I undertand in the detail editor you'll have a menu item called metaball or something. If yo make a 6 vertex box, then click on metaball it will be smoothed slowly turning into a sphere. Every time you click on the metaballs button the shape will be refined, getting smoother. In the action editor you'll be able to add a global(? maybe object) FX that will cause the joining together in your animation. Kinda like bubbles or drops of water.

---LUM

Thread 878

-=> RETURN TO CONTENTS!<=-

1.878 MSG-875 Subject: Metaballs/Blobs

```
                Subject: Metaballs/Blobs
Date:    Sunday, 30 July 1995 23:08:06
From:    NEWKIRK@delphi.com
```

BY what I’ve been reading and finding out about metaballs, it seems as though metaballs are a modelling technique, while blobs are an object type. If I see this correctly, each has it’s onw strengths, but metaballs seems to be a higher-level approach, helping to isolate the user from the actual mechanics/mathematics of the components. The only blobs I know (I’ll be nice here 8^) are in POV-Ray, which seem to be a fairly powerful but awkward object type, while it seems that metaballs are a system used by some software to allow automated "Organication" of objects defined previously through other primitives.
Just my .02 worth,
Joel

Thread 876

-=> RETURN TO CONTENTS!<=-

1.879 MSG-876 Subject: Re: Metaballs

```
                Subject: Re: Metaballs
Date:    Monday, 31 July 1995 00:27:37
From:    zmievski@herbie.unl.edu (Andrey Zmievskiy)
```

> On the IML, Mike Halvorson is read-only. On CompuServe, he’s read/write. B^)

Now we just need to find the command to set the flags right.. :)

Andrey

Thread 829

-=> RETURN TO CONTENTS!<=-

1.880 MSG-877 Subject: Re: How To make a SUN?

```
                Subject: Re: How To make a SUN?
Date:    Monday, 31 July 1995 00:31:32
From:    zmievski@herbie.unl.edu (Andrey Zmievskiy)
```

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

> I use the PeeCee to do all the modelling and test renders (because [sob!
> :-(] it’s faster than the amiga), then I do the final renders on the amiga,
> because ,in my opinion, it produces better pictures.

Shouldn’t be happening.  After all, Imagine for Amiga is the same as
for PC.

Andrey
```

Thread 839

-=> RETURN TO CONTENTS!<=-

1.881 MSG-878 Subject: Re: Complete answer to metaballs.

```
                Subject: Re: Complete answer to metaballs.
Date:    Monday, 31 July 1995 00:46:07
From:    zmievski@herbie.unl.edu (Andrey Zmievskiy)


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

> Since all of you seem to know the animation part of Metaballs you are
> forgetting th modeling part.  From what I undertand in the detail editor
> you’ll have a menu item called metaball or something.  If yo make a 6 vertex
> box, then click on metaball it will be smoothed slowly turning into a sphere.
> Every time you click on the metaballs button the shape will be refined,
> getting smoother.  In the action editor you’ll be able to add a global(?
> maybe object) FX that will cause the joining together in your animation.
>  Kinda like bubbles or drops of water.

You are wrong.  Metaballs are not like it.  What you are describing is
a feature of Lightwave called Metaform.

Andrey
```

Thread 872

-=> RETURN TO CONTENTS!<=-

1.882 MSG-879 Subject: Animation Contests

```
                Subject: Animation Contests
Date:    Monday, 31 July 1995 04:43:13
```

From: Broctune@aol.com

I am an up and coming animator and I would like to enter an animation contest or something. Are their any currently going on or is their a place where I can find out about some.

Thread 893

-=> RETURN TO CONTENTS!<=-

1.883 MSG-880 Subject: Re: PC animation playback?

Subject: Re: PC animation playback?
Date: Monday, 31 July 1995 07:37:10
From: "dunc@eraser.demon.co.uk" <dunc@eraser.demon.co>

Hi Damon,

>
>
> On Sun, 30 Jul 1995 bsmith@sunbelt.net wrote:
>
> > Does anyone know about this hardware that IMPULSE has mentioned or anything
> > other method that will interface with IMAGINE to playback 24bit 640x480 (if
> > not larger) animations as 24bit?
>
> I think what you need is a PAR, or personal animation recorder. Or get
> an amiga with a toaster :)
>

i dont know if there is a ’port’ to the pc but clariSSA does a very good job of playing back at speeds of towards 25 fps(ham8) on the amiga also the anim7 format is pretty fast though like i said i dont know if there is an equivelent on the pc

dunc@eraser.demon.co.uk

Thread 573

-=> RETURN TO CONTENTS!<=-

1.884 MSG-881 Subject: Re: Making textures 'stick'

```
                Subject: Re: Making textures 'stick'
Date:    Monday, 31 July 1995 07:56:56
From:    "dunc@eraser.demon.co.uk" <dunc@eraser.demon.co>
```

Hi ALorence,

```
>
> How can I make the texture 'stick' so it looks like 'skin'?
>
```

sorry to all the people who know this

ok you have 2.9+ ???

right then load an object or primative add a texture (qrender if you like to make sure youre happy with it) now create a state call it 'one' and check the shape and texture/brush options and maybe the prop option (i dont know what this does -anyone ??) now go back to your texture (attributes menu) and in the lockstate box type 'one' now deform the object and create a new state called 'two' checking the same boxes (do all of them in both states if you want) and save the object

now create an animation in the stage/action editors render and hopefully you will see the texture 'tacked' (impulse talk) to the object as it changes through the animation
that should do it

Duncan

dunc@eraser.demon.co.uk

Thread 5

-=> RETURN TO CONTENTS!<=-

1.885 MSG-882 Subject: Vmm/mui

```
                Subject: Vmm/mui
Date:    Monday, 31 July 1995 09:49:13
From:    Aki Laukkanen <alaukka@voimax.voima.jkl.fi>
```

> I just got off a half hour wander through Aminet, found everthing
> pertinent to Mui except mui itself.

ftp://ftp.luth.se/pub/aminet/dev/gui/mui23usr.lha or such. You can use any other aminet site as well. It should be warned that mui V3 is just around the corner (in beta testing).

.... "Zooropa... Vorsprung durch Technik" -- U2

* Offline Orbit 0.75a *

Thread 862

-=> RETURN TO CONTENTS!<=-

1.886 MSG-883 Subject: Layers

Subject: Layers
Date: Monday, 31 July 1995 11:01:55
From: Mike McCool <mikemcoo@efn.org>

I'm such a know-all, I ignored the recent string about layers. Is there a way to hide layers in the Project Editor?

Thanks.

Thread 290

-=> RETURN TO CONTENTS!<=-

1.887 MSG-884 Subject: Re[2]: lensflare

Subject: Re[2]: lensflare
Date: Monday, 31 July 1995 12:26:29
From: Drew_Perttula@altabates.com

I don't think it's so ironic that we like to create lensflares on our digital images. While they may have come from iris/lens errors, they serve to show that something is a light, and how bright it is. It's like that distortion you get when air is very warm. True, it distorts the image, but it is another element of the picture just like everything else.

In short, I think that the addition of lens flares in 3D software just lets us make -better- pictures.... (Remember when we gained the ability to make one object reflect another object? That was pretty weird, too. But it simulates real life, and that's often the idea)

Thread 738

-=> RETURN TO CONTENTS!<=-

1.888 MSG-885 Subject: I'd Say Similar or Same

Subject: I'd Say Similar or Same
Date: Monday, 31 July 1995 12:49:41
From: Dave Rhodes <dave@darhodes.demon.co.uk>

Hi
Darryl Lewis wrote:

> I use the PeeCee to do all the modelling and test renders (because [sob!
> :-(] it's faster than the amiga), then I do the final renders on the amiga,
> because ,in my opinion, it produces better pictures. It also has essence

I too have both PC and Amiga, but I find no difference in picture quality between the two, so I do it the other way round, because of the render speed difference. Some pictures, (noticably lo res ones) seem to _look_ better on my Amiga because of the natural anti-aliasing of the lower resolution monitor which I use. A low res pic seen on the PC's crisper and non-flickery hi-res display looks like lego. (..is lego universal ?)

Of course, having the extra speed of the PC means you can crank up the res, AA, pallette, etc. etc. and not suffer as much.

Also, I don't think the new texture playground in 3.3 looks as ultimately useful as the wonderful TextureStudio, but as there's no PC equivalent, it's nearly worth keeping the Amiga for that alone.

1.25 UK pence

--

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

Thread 517

-=> RETURN TO CONTENTS!<=-

1.889 MSG-886 Subject: Re: Complete answer to metaba...

```
                Subject: Re: Complete answer to metaba...
Date:    Monday, 31 July 1995 15:13:20
From:    Lumbient@aol.com

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

Oppps :(  Sorry, I thought that was metaballs!  Why does lightwave have the
right to use the prefix meta_ ? They should know better.

                                                      ---Lum
```

Thread 874

-=> RETURN TO CONTENTS!<=-

1.890 MSG-887 Subject: Imagine versions

```
                Subject: Imagine versions
Date:    Monday, 31 July 1995 15:38:40
From:    wilkinso@cambridge.scr.slb.com (Simon Wilkinson)

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

Hello folks.

I wonder if someone could tell me exactly what I would need to buy (and how
much it would cost) to obtain the latest version of Imagine for the PC, with
all the latest FX.  I already have version 2, so would upgrading from there.
I heard there was a separate add-on called Imagine Lite that was
necessary to get lense flares etc...

My understanding is..

Upgrade to version 3 (I can get a deal for 133 english pounds)
Upgrade to 3.3 (I don't know if I can do this in one step or how much it is)
Buy add-on effects like lense flare via Imagine Lite? (again, no idea of cost)


If this is wrong, then please correct me.

Thanks,

Si.
```

Thread 132

-=> RETURN TO CONTENTS!<=-

1.891 MSG-888 Subject: Re: Layers

```
                Subject: Re: Layers
Date:    Monday, 31 July 1995 16:30:43
From:    Jim Shinosky <tracker@en.com>
```

No.

On Mon, 31 Jul 1995, Mike McCool wrote:

```
> I'm such a know-all, I ignored the recent string about layers.  Is there
> a way to hide layers in the Project Editor?
>
> Thanks.
>
```

Thread 890

-=> RETURN TO CONTENTS!<=-

1.892 MSG-889 Subject: Re: Lensflare

```
                Subject: Re: Lensflare
Date:    Monday, 31 July 1995 17:00:20
From:    Torgeir Holm <torgeirh@powertech.no>
```

On 28-Jul-95 22:29:28, Bill Boyce wrote:

```
>Probably because most people set everything on in lightwave and get the
>'billboard' effect you describe. You can actually switch on and off all
>the constituent parts - like Imagine, only there are a lot more parts - thus
>allowing some subtlety. I've heard someone say the Lightwave 4 lens flare
```

>requester fills the screen! It’s always nice to have options, even if you
>don’t always use them.

True, the sad thing is, as you said, people turn them all on. I guess if it’s there people will use it, most of the time..

>On the subject of everyone overusing them, most of my clients like the stuff
>to look like computer graphics - realistic, but with little hints like
>flares to say ’this was done on a computer’. Some sort of ego thing on the
>art directors part, I suppose.

Kind of funny that lensflares, originally being an unwanted camera error, has become that hint. Seems like DGI and Film are moving in opposite directions, CGI moving towards the imperfect look, while film is moving toward perfect imagery. Eventually I think they will be equally imperfect/perfect, whenever that may be.

Torge!r

Thread 807

-=> RETURN TO CONTENTS!<=-

1.893 MSG-890 Subject: RE: Lens Flares

Subject: RE: Lens Flares
Date: Monday, 31 July 1995 17:00:28
From: Torgeir Holm <torgeirh@powertech.no>

On 28-Jul-95 16:16:09, Granberg Tom wrote:

>I do agree, with the one that said "it’s like puting up a billboard sayin,
>I’m using lightwave" But it would be usefull with some additional controll
>over the Imagine lensflares. Here is som ideas:

>1. fade behind objects! A must, realy!

NewFlare has this (although it could be better..)

>2. Noise edge on the glow. Kind of like the texture controll.
>3. A percentage value on the glow, so you could controll the "power" of your
>glow point.
>4. This would be cool but not necesary, Lensflares as a lite texture, and not
>a global effect. The same goes for the haze effect!

Totally agree with you on these three Tom. I would also like to see Hexagonal flares, amd more color control. Maybe a preview window (like the one in photoshop)

Torge!r

Thread 822

-=> RETURN TO CONTENTS!<=-

1.894 MSG-891 Subject: Re: Resolution vs. aspect ratio

```
                Subject: Re: Resolution vs. aspect ratio
Date:    Monday, 31 July 1995 17:00:30
From:    Torgeir Holm <torgeirh@powertech.no>
```

On 28-Jul-95 12:44:30, Bill Osuch wrote:

>>The aspect ratio you want to use for anything NOT presented on a
>>computer's screen is 1:1.
>That's the problem - obviously, I CAN'T use 1:1, because that setting is
>distorting
>the image (I'm on the PC, BTW).

Maybe on your screen, but the film recorder demands 1:1, at least the Solitaire and Opal at work do.

Torge!r

Thread 838

-=> RETURN TO CONTENTS!<=-

1.895 MSG-892 Subject: Re: Imagine OBJS

```
                Subject: Re: Imagine OBJS
Date:    Monday, 31 July 1995 17:31:34
From:    Roger Straub <straub@csn.net>
```

On Sun, 30 Jul 1995 pantera@voyager.com wrote:

> couls someone tell me where i could find some EXCELLENT imagine specific

> objects...most of the objects i’ve downloaded from the time i got my
> amiga, ,most are merly just IMPORTED from another format...so forexample
> the object is not correctly phonged...I’m looking for objects with the
> right colors applied to various parts, so its READY to be
> rendered...thanks
>

Sure. Check Aminet (ftp.netnet.net under /pub/aminet) under gfx/3dobj.
There’s loads of .iobs just waiting to be rendered. Beware, though - most
are Amiga files, and may use long filenames.

> PANTERA
> pantera@voyager.com
>
>
>

That’ll be $0.02, please.

See ya,
Roger

Thread 894

-=> RETURN TO CONTENTS!<=-

1.896 MSG-893 Subject: Animation Contests

Subject: Animation Contests
Date: Monday, 31 July 1995 19:08:12
From: cdhall@cityscape.co.uk (Chris Hall)

>>From imagine-relay@email.sp.paramax.com Mon Jul 31 05:23:29 1995
>Date: Sun, 30 Jul 1995 23:43:13 -0400
>From: Broctune@aol.com
>To: imagine@email.sp.paramax.com
>Subject: Animation Contests
>
>I am an up and coming animator and I would like to enter an animation
>contest or something. Are their any currently going on or is their a place
>where I can find out about some.
>

There is a modelling contest held by someone on the povray server but it is
not restricted to povray. Try http://www.povray.org/ and see for yourself.
This month (August) the theme is alien worlds. I have a copy of the rules
and can post them to you if you wish.

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/index.html      ||
|                                                       ||
| Today's lucky lottery numbers are :-                  ||
|              16 37 38 15 27 05                        ||
|-------------------------------------------------------||
 \-------------------------------------------------------\
```

Thread 866

-=> RETURN TO CONTENTS!<=-

1.897 MSG-894 Subject: Imagine versions

Subject: Imagine versions
Date: Monday, 31 July 1995 19:08:18
From: cdhall@cityscape.co.uk (Chris Hall)

>Hello folks.
>
>I wonder if someone could tell me exactly what I would need to buy (and how
>much it would cost) to obtain the latest version of Imagine for the PC,=
with=20
>all the latest FX. I already have version 2, so would upgrading from=
there.
>I heard there was a separate add-on called Imagine Lite that was
>necessary to get lense flares etc...
>
>My understanding is..
>
>Upgrade to version 3 (I can get a deal for 133 english pounds)
>Upgrade to 3.3 (I don't know if I can do this in one step or how much it=
is)
>Buy add-on effects like lense flare via Imagine Lite? (again, no idea of=
cost)
>
>
>If this is wrong, then please correct me.
>
>Thanks,
>
>Si.

```
Version 3 contains lens flare without the need for extra add-on effects. I
got on the upgrade plan by faxing impulse with my credit card details and
address. It cost about =A366 or $100. You have to buy 3 then upgrade to=
 3.3>.

Hope this helps.
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/index.html       ||
|                                                        ||
| Today's lucky lottery numbers are :-                   ||
|             16 37 38 15 27 05                          ||
|--------------------------------------------------------||
 \--------------------------------------------------------\
```

Thread 887

-=> RETURN TO CONTENTS!<=-

1.898 MSG-895 Subject: Re: Question for PC Users

```
                Subject: Re: Question for PC Users
Date:    Monday, 31 July 1995 20:13:29
From:    Broctune@aol.com


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

YES,yes,

   This happens to me too. It's like when I use drag box as my pick method, I
can't see the box until a second or two after I click. Also sometimes it
stall with Constraints turned on.
```

Thread 450

-=> RETURN TO CONTENTS!<=-

1.899 MSG-896 Subject: Re: Lensflare

Subject: Re: Lensflare
Date: Monday, 31 July 1995 21:37:29
From: bilboyce@iconz.co.nz (Bill Boyce)

>On 28-Jul-95 22:29:28, Bill Boyce wrote:

>True, the sad thing is, as you said, people turn them all on. I guess if it’s
>there people will use it, most of the time..
>
>>On the subject of everyone overusing them, most of my clients like the stuff
>>to look like computer graphics - realistic, but with little hints like
>>flares to say ’this was done on a computer’. Some sort of ego thing on the
>>art directors part, I suppose.
>
>Kind of funny that lensflares, originally being an unwanted camera error, has
>become that hint. Seems like DGI and Film are moving in opposite directions,
>CGI moving towards the imperfect look, while film is moving toward perfect
>imagery. Eventually I think they will be equally imperfect/perfect, whenever
>that may be.
>

Options! That’s all I ask. Much like the availability of star filters and the like for traditional film and photo, it’s always nice to have the option when you need it. I guess when star filters came out the were pretty over-used as well.

Bill Boyce

Thread 889

-=> RETURN TO CONTENTS!<=-

1.900 MSG-897 Subject: Re: Layers

Subject: Re: Layers
Date: Monday, 31 July 1995 21:42:10
From: bilboyce@iconz.co.nz (Bill Boyce)

>I’m such a know-all, I ignored the recent string about layers. Is there
>a way to hide layers in the Project Editor?
>
>Thanks.
>
No, But...

I believe if you have set which layers are visible in the stage editor, this is carried over to the project editor for rendering.

Someone correct me if I’m wrong, but I’m pretty sure that’s right. My Imagine machine is elsewhere.

Bill Boyce

Thread 370

-=> RETURN TO CONTENTS!<=-

1.901 MSG-898 Subject: Bug. Amiga 3.2/3.3

Subject: Bug. Amiga 3.2/3.3
Date: Monday, 31 July 1995 21:50:36
From: bilboyce@iconz.co.nz (Bill Boyce)

Hi all. Found a bug (i think) in Version 3.3 & 3.2 for Amiga.

Bump maps get ’cropped’ when rendered in Stage/Project, but are fine in Detail. Lost two hours yesterday before I figured out the work-around. Tiling the map fixes the problem, so make the background of the brush so big it doesn’t matter if it’s tiled.

The fault could be something to do with the brush overlapping the edges of the object ie the brush is bigger than the object/faces it’s on, I’m not sure. I didn’t have time to investigate further.

When I say cropped, I mean only a part of the map shows up. And no, it’s nothing to do with subgroups, alignment or anything like that. It only does it in stage and project rendering.

If someone is on AOL, could they forward this to Impulse/’Crowbar’ Mike. I’m not sure when I’ll get time to fax it to them.

Bill Boyce

Thread 636

-=> RETURN TO CONTENTS!<=-

1.902 MSG-899 Subject: Re: Tear Drop Quickie

Subject: Re: Tear Drop Quickie
Date: Monday, 31 July 1995 22:59:46
From: Mike McCool <mikemcoo@efn.org>

Hey Bob,

Thanks, you, for that reminder about the Imagine Compendium. I’ve had that one in the drawer for years, and I forgot what a wealth of helpful info it contains.

Thread 699

-=> RETURN TO CONTENTS!<=-