

08258670-0

Stephen Obermeier

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REVISION HISTORY

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Chapter 1

08258670-0

1.1 X-RAYCD1

Welcome to X-Ray CD1

This guide is supposed to help you to use the CD efficiently. It is divided into two parts, Imagine and Lightwave. Direct access from the guide to the preview pictures of the objects is possible in both parts. The guide's pictures have been rendered by us to make sure that all the necessary data for the objects is available.

A B O U T T H E C D
D I R E C T O R Y T R E E

I~M~A~G~I~N~E

L~I~G~H~T~W~A~V~E

B~A~C~K~D~R~O~P~S

T~E~X~T~U~R~E~S

D~E~M~O~A~N~I~M~A~T~I~O~N~S

C~O~P~Y~R~I~G~H~T~S

In order to display the previews correctly, we recommend to select ←
a screenmode

with a minimum of 32, or even better, 256 colours, since the previews have been rendered in 32 colours.

1.2 ABOUTTHECD

What you should know about the X-Ray CD:

There is a simple reason for making this CD. CD's dealing with raytracing have been around for a while, but except the "Lightrom" they all have a huge disadvantage - they consist of a bunch of carelessly assembled data which makes them more inefficient than useful. The object's textures are missing, and certain necessary data is not accessible because all paths lead into Nirvana.

Thus I decided to do a better job. I tried to avoid the above mentioned problems and to make sure that the objects are of good quality.

I started to scan the internet and various BBS's for useful material. Having increased my phonebill considerably and having spent ages downloading, I have gathered the outcome on this CD. It took another couple of weeks of fiddling around until the data was ready to be recorded.

The only thing left to do was to find somebody who would be nuts enough to distribute the CD. In the daze following my bribe of a couple of beers and some bottles of wine, Ralf and Martin of the Software Store agreed to sign the distribution contract (keep that in mind if you ever want to make your own CD!).

Have fun

Stephen~Obermeier

Special thanks to:

Alexia~Angelopoulou	translations, IR
Manfred~Güntner	objects and beta-testing
Michael Wolf	objects and beta-testing
Jan Schmidwenzl	who provided his BBS as support box
Amtrade Metzinger	giving useful advices on how to release a CD
Thomas~Zahn	so this is how photoshop works!
Jay Miner	who else could design such a dream machine !
Phase 5	without my Cyberstorm it would have taken me one year longer

All the magazines which wrote positively about my CD. But just them!

And huge thanks to all those 3D-artists and modellers who released their objects as free- or share-ware.

BACK TO MAIN PAGE

1.3 IMAGINE

This part introduces all the objects which are available in the Imagine format. ←

To avoid confusion we have structured the objects in various categories.

AVIATION

COMPUTERS AND ELECTRONICS

HOUSEHOLD

LOGOS

MAN

MISC

NATURE

SHIPS

SPACE

VEHICLES

Imagine~texture examples

1.4 COPYRIGHTS

CD-Rom copyright info

Please note: although you own this CD, you do not own the programs and data recorded on it. The copyrights remain with the authors and artists that have contributed to the contents of the CD. Please check the ReadMe files which can be found in the according directories.

This CD may not be reproduced without our authorization.

If you wish to use the preview pictures for commercial purposes, please contact:

Media 1
Stephen Obermeier
Claudiusstraße 19

70193 Stuttgart

1.5 Demoanimations and Pictures

Here you can have a look at some demo animations and pictures

Slideshow

Birdy 2.5 MB
Lightwave Spaceanim by Thomas Zahn

Bladerunner 6.9 MB
Lightwave Demoanimation

Cavefire 1.2 MB
Lightwave Demoanimation

Deep-Sea 1.8 MB
Lightwave Demoanimation

Flare 2.1 MB
Lightwave Lens-Flare Demo by Lobster

Glamour 324 KB
Lightwave Logoanimation

Hummer 8.1 MB
Lightwave Demoanimation

Launch 3.5 MB
Lightwave SF-Animation

Off-World 609 KB
Lightwave Demoanimation

Partikel-Explode 661 KB
Imagine Partikel Demo

Partikel 667 KB
Imagine Partikel Demo

Shredder 471 KB
Imagine Shredder Effekt

Small-FX 1.0 MB
Verschiedene Imagine Effekte

SO-matic 3.0 MB
Lightwave Logoanimation

Sparks-Demo 2.0 MB
Sparks Demoanimation

Torpedo 569 KB
Sparks Demoanimation

Walker 2.3 MB

Lightwave SF-Animation

1.6 Imagine texture examples

On this page you can have a look at the various procedural Imagine ↔
textures

IM3Tex01

IM3Tex02

IM3Tex03

IM3Tex04

IM3Tex05

IM3Tex06

IM3Tex07

IM3Tex08

Readme

1.7 ImTexReadme

This archive contains pictures of all of the regular textures that come with Imagine 3.0. (Pictures of the light and fog textures, as well as the animated textures, are not included.) You may upload these pics to other online services as long as the archive is kept intact.

Steve Langguth s.langguth@genie.geis.com Steve created pages 1-7. I added page 8 with these textures: veneer, beammeup, dancsprk, crumpled, dripdrop, fakely, filnoiz, fireball spark, nebula, tiedie, and twinkle.

To make the collection complete we need: fogpaint, fogtop, ghost, metals, refnoiz2, zbuffer Ed Totman etotman@gort.ucsd.edu

1.8 COMPUTERS AND ELECTRONICS

COMPUTERS AND ELECTRONICS

68030

A3000

Chip-1

Chip-2

c64

Fax

Floppy

Joystick

VIC20

ZX-Spectrum

1.9 AVIATION

AVIATION

F18

F18-2

Fogger

ME-262

ME-109

Mig

Spitfire

Turboprop

1.10 VEHICLES

VEHICLES

32-Ford

Amor Car

Bronco

Bike

BMW

DeLorean

Ferrari

Flintcar

Formula 1

GT

Mack Truck

Rhino

Sedan

Williams~FW~14~b

1.11 HOUSEHOLD

HOUSEHOLD

Can

Coffeemaker

Cups

Bottle

Bowl

Espresso

Forks

Glasses

HiFi

Goblet

Knives

Match

Microwave

Office

Palette

Saucer

Speakerfon

Toilet

Wineglas

1.12 NATURE

NATURE

Coco Tree

Deer

D-Swim

Dino-VR

Dolphin1

Dolphin2

Frog

INSECTS

Jaws

Kaktus

Lemming

Mable Leave

Salamander

Snake

Tiger

Whale

1.13 IM-Misc

MISC

Barbwire

Cardhouse

Jazz

Pentax

Soccerball

1.14 INSECTS

INSECTS

Bee

Calliphora

Campylotes

Coccinella

Dinoponer

Doryphorella

Dragonfly

Heterorrhina

1.15 MAN

MAN

Brain

Body

Bodygirl

Bodyman

Femskelett

Footbone

Head

Hulkbody

Lex

Man

Maneqbdy

Skeleton

Sonic

Songoku

Spaceman~Spiff

Spike

1.16 IM-Logos

LOGOS

Amilogo

Sequest

1.17 SHIPPS

SHIPPS

Deep-Sub

Speedboat

1.18 SPACE

SPACE

A-Wing

Anastasia

Armoured~Walker~II

Angel

Babylon~5

Calypso

Dalek

Deltafighter

Dreadnought

Eagle

Earth

LS-Fighter

MK~9~Hawk

NCC1701a

NCC1701d

NCC1701d-2

Phoenix

Snowspeeder

Soulhunter

Spacedock

T17-Fighter

Warbird

XP-37

1.19 LIGHTWAVE

This part introduces all the objects which are available in the ↔
Lightwave
format. To avoid confusion we have structured the objects in various categories.

ARCHITECTURE

AVIATION

COMPUTERS~AND~ELEKTRONICS

HOUSEHOLD

MAN

MISC

NATURE

ROBOTS

SHIPS

SPACE

TOYS

VEHICLES

1.20 Misc

MISC

Airbrush

Artbrush

Lowtop

Screwdriver

Sunglasses

Sword

1.21 ARCHITECTURE

ARCHITECTURE

Beach~House

Complex

Eifel

Highrise

Palace

1.22 COMPUTERS AND ELECTRONICS

COMPUTERS AND ELECTRONICS

486-Modul

A4000

CD

Chips

Circuitboard

Laserprinter

Modem

Monitor-1960

Processors

Transputer

1.23 AVIATION

AVIATION

747

DC-10

Hint-24

Lazair

Smallplane

1.24 VEHICLES

VEHICLES

F4

Indycar

Lightcycle

Miata

Scudh

Steamer

Tank

Truck

Wagon

1.25 HOUSEHOLD

HOUSEHOLD

Beermug

Braslamp

Bulb

Candle

Chair1

Chair2

Chair3

Chair4

Chair5

Chair6

Cups

Desklamp

Gaslamp

Kerolamp

Lamp1

Lamp2

Lamp3

Lamp4

Lamp5

Luxo

Magiclamp

P-Table

Table

Tizio

1.26 NATURE

NATURE

Ant

Ant-2

Bee

Cow

D-Swim

Dolphin-1

Dolphin-2

Dolphin-3

Spider

Tricera

Virus

Whale

1.27 MAN

MAN

Bodygirl

DNA

Femur

Footbone

Hand

1.28 ROBOTS

ROBOTS

Bigrobot

Bughead

Clambot

Coolbot

Gunbot

Manrobot

Mantabot

Robodog

1.29 SHIPPS

SHIPPS

Deepsub

Torpedo

U96 U96-Preview~2

1.30 SPACE

SPACE

Cruiser-01
Cruiser-02
Cryptship
Eagle-99
Ingram
Jester
Klingon
Leven~2
Maxwell
NCC80E
Orka
Raider
Raygun
Red-Star
Reliant
Romulan~Preybird
Shanks
Soyuz
Stingray
Swiften
Tiefighter
Viper

1.31 TOYS

TOYS

Baseball

Chess-Pieces

Dart

Marble

Pogostick

Tricycle

Toywagon

1.32 BACKDROPS

Here you can have a look at the backdrops available

L~A~N~D~S~C~A~P~E

M~I~S~C

S K Y

S~P~A~C~E

1.33 SKY

SKY

Sky-01

Sky-02

Sky-03

Sky-04

Sky-05

Sky-06

Sky-07

Sky-08

Sky-09

Sky-10

Sky-11

1.34 SPACE

SPACE

Earth

Earth-2

Eclipse

Redplanet

Saturn

1.35 LANDSCAPE

LANDSCAPE

Desert

Great-Valley

Green

Maui

1.36 MISC

MISC

Leather-1

Leather-2

Stones-1

Stones-2

Stones-3

Stuck

Surreal-1

Surreal-2

1.37 TEXTURES

In this part of the guide you can have a look at the textures [↔](#)
available

A~N~I~M~A~T~I~O~N

B~R~I~C~K~S

B~U~M~P~M~A~P~S

L~O~B~S~T~E~R~'~S~R~E~P~E~A~T~S

M~A~T~H~R~E~P~E~A~T~M~A~P~S

M I S C

R~E~P~E~A~T~M~A~P~S

R~E~F~L~E~C~T~I~O~N~M~A~P~S

S~T~O~N~E

P~T~---~T~E~X~T~U~R~E~S

W~A~L~L~~T~I~L~E~S

W~O~O~D

1.38 BRICKS

BRICKS

Brick01
Brick02
Brick03
Brick04
Brick05
Brick06
Brick07
Brick08
Brick09
Brick10
Brick11
Brick12
Brick13
Brick14

1.39 BUMPMAPS

Bumpmaps

Bump01
Bump02
Bump03
Bump04
Bump05
Bump06
Bump07
Bump08
Bump09
Bump10
Bump11
Bump12

1.40 WOOD

WOOD

Wood01
Wood02
Wood03
Wood04
Wood05
Wood06
Wood07
Wood08
Wood09
Wood10
Wood11
Wood12
Wood13

1.41 REPEATMAPS

REPEAT MAPS

Repeat01	Repeat02	Repeat03	Repeat04
Repeat05	Repeat06	Repeat07	Repeat08
Repeat09	Repeat10	Repeat11	Repeat12
Repeat13	Repeat14	Repeat15	Repeat16
Repeat17	Repeat18	Repeat19	Repeat20
Repeat21	Repeat22	Repeat23	Repeat24
Repeat25	Repeat26	Repeat27	Repeat28
Repeat29	Repeat30	Repeat31	Repeat32
Repeat33	Repeat34	Repeat35	Repeat36
Repeat37	Repeat38	Repeat39	Repeat40
Repeat41			

1.42 REFLECTIONMAPS

Reflection maps

Reflect01
Reflect02

Reflect03

Reflect04

Reflect05

Reflect06

Reflect07

Reflect08

Reflect09

Reflect10

1.43 STONE

STONE

Stone01

Stone02

Stone03

Stone04

Stone05

Stone06

Stone07

Stone08

Stone09

Stone10

Stone11

Stone12

Stone13

Stone14

Stone15

Stone16

Stone17

Stone18

Stone19

Stone20

Stone21

Stone22

Stone23

Stone24

Stone25

Stone26

Stone27

Stone28

Stone29

1.44 MISC

MISC

Alien
Asphalt-1
Asphalt-2
Bark
Bronze
Colored-01
Colored-02
Colored-03
Corroded
Cotton
Daenicken
Dimple
Dirt-01
Dirt-02
Fiberglass
Gras
Green
Ironwork
Jupiter
Metal
Oldmetal
Ornament
Rough
Silver
Skin
Switch01
Switch02
Switch03
World

1.45 TX-Animation

ANIMATED TEXTURES

Caustic
an animated water surface consisting of 100 frames

Flame
an animated flame consisting of 125 frames

1.46 TX-Wall Tiles

WALL TILES

ReadMe~First
WT-a

WT-b

WT-c

WT-d

WT-e

WT-f

WT-g

WT-h

WT-i

WT-j

1.47 TX-Wall Tiles ReadMe First

```

*      *      ****      *      *
*      *      *      *      *      *
*      *      *      *      *      *
*      *      *      *      *      *
** **      *      *      *      *      *

*****      *      *      *      *      *
*      *      *      *      *      *
*      *      *      *      *      *
*      *      *      *      *      *
*      *      *      *      *      *

```

Version 1.0 August 1995

Authors of this package are Luca Guerri and Alessandro Boni
 Contact Luca Guerri at this internet address: MC0693@mclink.it

* * *

This archive contains 10 JPGs of scanned wall tiles...
 There are also an index JPGs (with all wall tiles together!) ...

You can use these tiles with any 3D raytracer on any
 kind of computer...

We used the scanner with a Mac, then we converted images
 using an Amiga...

* * *

These tiles are MAILWARE, so if you like these, you MUST send us a message at this Internet address: MC0693@mclink.it

If you create a good image using these floor tiles let me know, i would like to see it...

* * *

This package is Public Domain, that means you may copy and use it freely.

You can copy it on Floppy Disks, CDs, BBSs, FTP sites, Fred Fish collections, and so on...

If you copy it, you MUST copy the whole original archive.

1.48 LOBSTER`S REPEATS

Lobster`s repeatmaps.
ATTENTION - Not PD

Big	Small
L-Repeat-B-001.iff	L-Repeat-S-001.iff
L-Repeat-B-002.iff	L-Repeat-S-002.iff
L-Repeat-B-003.iff	L-Repeat-S-003.iff
L-Repeat-B-004.iff	L-Repeat-S-004.iff
L-Repeat-B-005.iff	L-Repeat-S-005.iff
L-Repeat-B-006.iff	L-Repeat-S-006.iff
L-Repeat-B-007.iff	L-Repeat-S-007.iff
L-Repeat-B-008.iff	L-Repeat-S-008.iff
L-Repeat-B-009.iff	L-Repeat-S-009.iff
L-Repeat-B-010.iff	L-Repeat-S-010.iff

1.49 PROCEDURAL REPEATMAPS

PROCEDURAL REPEATMAPS

Math02-10

Math11-19

Math20-28

Math29-37

Math38-46

Math47-55

Math56-64

Math65-73

Math74-77

1.50 PT--TEXTURES

Here you can have a look at the textures listed in the PT-Textures directory

M~I~S~C~~1

M~I~S~C~~2

M~I~S~C~~3

M~I~S~C~~4

S~T~O~N~E~~1

S~T~O~N~E~~2

S~T~O~N~E~~3

S~T~O~N~E~~4

S~T~O~N~E~~5

S~T~O~N~E~~6

S~T~O~N~E~~7

S~T~O~N~E~~8

W~O~O~D~~1

W~O~O~D~~2