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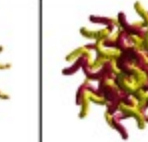
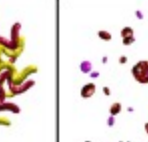
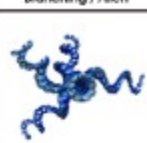
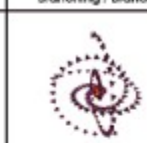
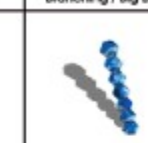





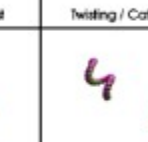








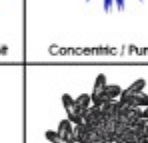



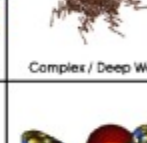




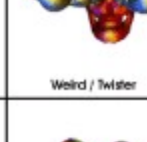

Backdrops I-Z

Lighting Models

Appendix 1 - Generators

Tip: If you are using a 256-colour screen mode, and the colours in the picture below do not look right, try minimising the help window, then restoring it, to reset the palette.








If you get the message "Unable to display graphic", it most likely means there isn't enough virtual memory free.

| | | | | |
|---|--|--|---|---|
|  Branching / Alien |  Branching / Branch |  Branching / Big Branch |  Branching / Double branch |  Branching / Variable Double branch |
|  Branching / Variable Rotating Branch |  Branching / Amulet |  Twisting / DNA Twist |  Twisting / Caterpillar |  Twisting / Double Caterpillar |
|  Twisting / Variable Caterpillar |  Twisting / Variable Double Caterpillar |  Twisting / Short Caterpillar |  Twisting / Short Double Caterpillar |  Trails / Alternate |
|  Trails / Spinner |  Trails / Spinner and Orbit |  Concentric / Pumpkin |  Concentric / Twisty Concentric |  Complex / Web |
|  Complex / Double Web |  Complex / Deep Web |  Complex / Deep Web 2 |  Complex / Talisman |  Spherical / Twisty Globe |
|  Spherical / Globe |  Weird / Twister |  Weird / Surface |  Other / Simple Talisman |  Other / Lifeform |
|  Other / Galaxy |  Other / Single |  Other / Title | | |

Appendix 2 - Meshes

Tip: If you are using a 256-colour screen mode, and the colours in the picture below do not look right, try minimising the help window, then restoring it, to reset the palette.

If you get the message "Unable to display graphic", it most likely means there isn't enough virtual memory free.

| | | | | | |
|--|---|---|---|---|---|
|  Armbone |  Branch |  Camera |  Cluster |  Cone |  Cone6 |
|  Cone6r |  Conecube |  Cross |  Crystal1 |  Crystal2 |  Cube |
|  Cyl12 |  Cyl6 |  Dodec |  Falcones |  Gamobj5 |  Gsph16 |
|  Gsph32 |  Heart |  Hemi12 |  Hemi12of |  Hemi16 |  Hemi8 |
|  Lsph12 |  Lsph16 |  Lsph8 |  Newface5 | <i>Organic Art</i> Organic | <i>Organics</i> Organics |
|  Orglogo |  Palmtree |  Petal |  Prims |  Rung |  Rypalm |
|  Skull |  Sqsphere |  Star3d |  Station1 |  Station2 |  Stella |
|  Tail9 |  Tetra |  Thin12 |  Thin16 |  Tor12-32 |  Tor6-8 |
|  Tor8-16 |  Torus |  Tri |  Twocon2 |  Twocones |  Viper |

Appendix 3a - Textures A-I

See also [Textures I-Z](#).

Tip: If you are using a 256-colour screen mode, and the colours in the picture below do not look right, try minimising the help window, then restoring it, to reset the palette.

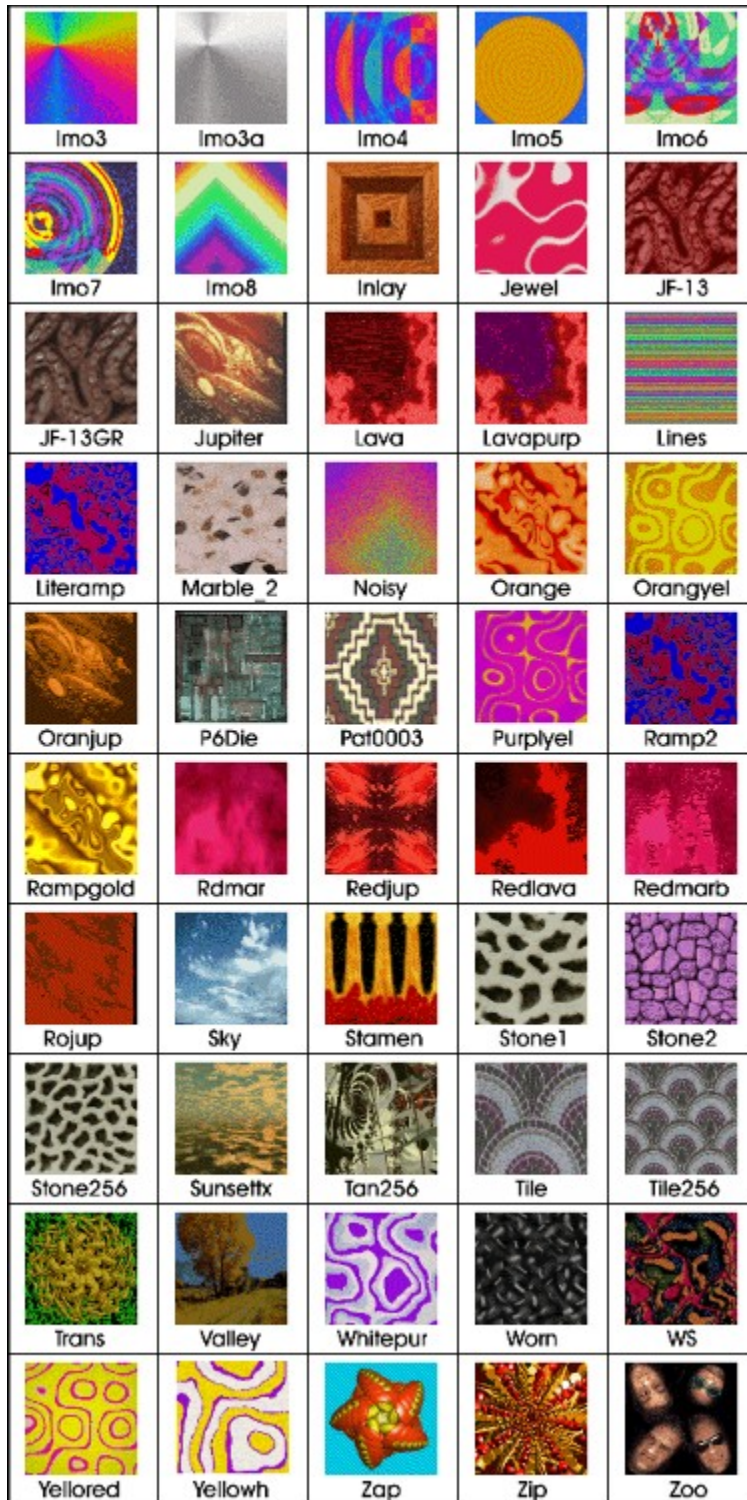
If you get the message "Unable to display graphic", it most likely means there isn't enough virtual memory free.

| | | | | |
|---|---|---|---|---|
|  |  |  |  |  |
| Alientex | Blueitfx | Bluey | Bump1 | Bumplite |
|  |  |  |  |  |
| Chaos1 | Chaos10 | Chaos11 | Chaos12 | Chaos13 |
|  |  |  |  |  |
| Chaos13b | Chaos14 | Chaos14b | Chaos15 | Chaos2 |
|  |  |  |  |  |
| Chaos3 | Chaos4 | Chaos5 | Chaos6 | Chaos6i |
|  |  |  |  |  |
| Chaos6r | Chaos7 | Chaos7i | Chaos8 | Chaos8i |
|  |  |  |  |  |
| Chaos9 | Clouds256 | Creature | Cthugha1 | Cthugha2 |
|  |  |  |  |  |
| Dave1 | Dave2 | Flare | Fourier1 | Fourier2 |
|  |  |  |  |  |
| Gold | Goldblur | Goldy | Granite | Granite2 |
|  |  |  |  |  |
| Grillblak | Grilldub | Grillwhit | Grillwind | Grnlava |
|  |  |  |  |  |
| Headwlfx | Iceblue | Icetwo | IMO1 | IMO2 |

Appendix 3b - Textures I-Z

Tip: If you are using a 256-colour screen mode, and the colours in the picture below do not look right, try minimising the help window, then restoring it, to reset the palette.

If you get the message "Unable to display graphic", it most likely means there isn't enough virtual memory free.



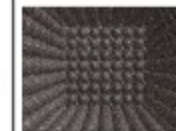
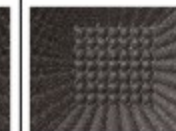
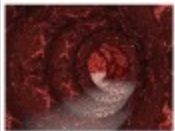
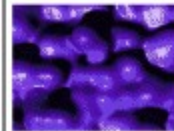
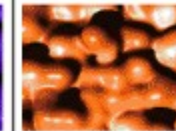
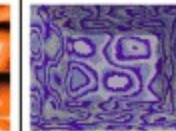

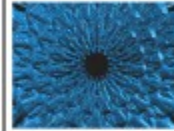
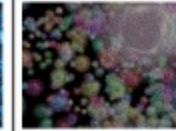
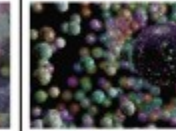


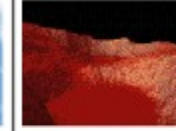
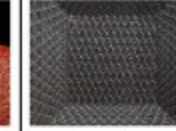









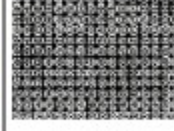


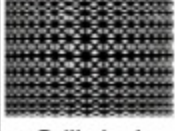
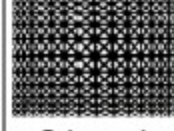
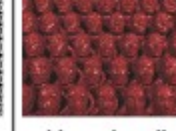
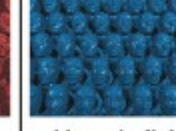






Appendix 4a - Backdrops A-I

See also [Backdrops I-Z](#).

Tip: If you are using a 256-colour screen mode, and the colours in the picture below do not look right, try minimising the help window, then restoring it, to reset the palette.




If you get the message "Unable to display graphic", it most likely means there isn't enough virtual memory free.

| | | | |
|---|---|---|---|
|  |  |  |  |
| Alienbg | Amowire | Ballroom | Ballsmal |
|  |  |  |  |
| Beefun | Blobblue | Bloborng | Blueroom |
|  |  |  |  |
| Bluetail | Bmanweb | Bubbles | Bubbles2 |
|  |  |  |  |
| Bwroom | Clouds | Craterbg | Darkroom |
|  |  |  |  |
| Daverdbg | Demobg2 | Escher | Escher2 |
|  |  |  |  |
| Escher3 | Escher4 | Escher5 | Gnmarbg |
|  |  |  |  |
| Greenroo | Grilldub | Grillout | Grilltri |
|  |  |  |  |
| Grillwind | Gripunch | Headwall | Headwbl |
|  |  |  |  |
| Imo2 | Imo6bg | Imo7bg | Imo8bg |

Appendix 4b - Backdrops I-Z

Tip: If you are using a 256-colour screen mode, and the colours in the picture below do not look right, try minimising the help window, then restoring it, to reset the palette.

If you get the message "Unable to display graphic", it most likely means there isn't enough virtual memory free.

| | | | |
|---|---|---|---|
|  |  |  |  |
| Lattice | Lavatube | Manscape | Marsbg |
|  |  |  |  |
| Newf0160 | Newf0170 | Newf0184 | Pods |
|  |  |  |  |
| Psxblue | Rdmarbg | Redroom | Redskull |
|  |  |  |  |
| Sereroom | Skelfog | Skullpip | Skullroo |
|  |  |  |  |
| Skyroo | Spinetun | Splodroo | Starscap |
|  |  |  |  |
| Stoneroo | Sunset | Tailsbg | Tailsbg2 |
|  |  |  |  |
| Tailsbw | Tailsred | Tangles | Titles |
|  |  |  |  |
| Transam | Tun256 | Tunnel6 | Twistpur |
|  |  | | |
| Twisty | Wateroom | | |

Appendix 5 - Lighting Models

Tip: If you are using a 256-colour screen mode, and the colours in the picture below do not look right, try minimising the help window, then restoring it, to reset the palette.

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