Font4D-Tutorial

Hauke von Bremen

COLLABORATORS			
	TITLE : Font4D-Tutorial		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Hauke von Bremen	June 24, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Font4D-Tutorial

1.1 main

Welcome to Font4D...

Well, as you have started Font4D, you have already done the first step.

(If you have started this tutorial by clicking on it's icon, please start

the main program now, by double-clicking on the icon "Font4D".)

-*-

So you are interrested in making animations on your Amiga, well I can asure

you that it is not that difficult...

Lets see, there are 2 examples to be studied within this document.

They will only work, if you have followed the installation procedure!

OK, let me have it...

1.2 index

1. Example

2. Example

1.3 one1

-> Well, try to find the list on the main window, called "Predefined"

(It is located in the middle-left of the window)

You can use the scrollbar on the left of it to scroll the entries up- and

downwards. The entries in this list actually are the

>> predefined view-commands << available on your system.

(If this list is empty, recheck your installation)

-> Now find the view-command (entry) that is called "Simple Picture" and

click on it. The entry should now be selected (a different colour).

-> If the entry is selected press the button "ADD".

YES

1.4   one2

The list on the right-hand side, called "selected" should now have changed.

Instead of being empty, it should read "Simple Picture" in it.

(Total Frames now states '1' instead of '0')

(You could have archieved the same effect, by double-clicking on

"Simple Picture" in the >> predefined << list)

If you have accidentially selected "Simple Picture" twice, remove the extra

one by selecting it (in the >> selected << list) and press "Delete" or

double-click on it.

NOTE: You allready defined your first picture...!

But it has not been rendered...

Go on Back

1.5   one3

-> Now, click on "Generate" (in the bottom-left corner).

Yes? Back

1.6   one4

If everything went according to my plan (-; a new window opened, displaying

some stuff, and closed again. (Don't worry you haven't missed a thing)

A second window opened asking you wether to execute the 'script' or not.

You have actually created some files telling PovRay how to render one picture.

Font4D also generated a shell-script to start the editor.

-> Click on "OK"

And Now ? Back

1.7   one5

The last window closed, and a new shell-window has opened...

Well, PovRay is now generating your first picture, that may well take some

time...... depending on how fast your Amiga is.

Once finished, a request will be written at the bottom of this new

window asking you to press "return".

(make sure the window is active, when you do so)

Finished Back

1.8   one6

If you have defined a file-viewer in the render settings as described

in the installation, you can view the picture by clicking on

"View Picture..." (bottom-right side) and selecting "Pic00001.#?".

If the viewer does not work, choose another one (like viewtek) or

change the render-settings .

Nice Back

1.9   one6p1

To change the Render-Settings, you have to click on "Render Settings..."

(bottom middle).

A new window will open, ignore all this "rubish" (-; and look for the word

"Format:". On the left of this, you will find a cycle gadget, which will

give you a series of options once you click on it...

Choose the file-format you like (check on the installation on how to use

the external converter).

TIP: Use QRT/DUMP and externally load the picture with ADPRO.

or Use TIGA and set the external converter to tiga2iff (in the PD)...

or Use 'convert to I24' but make sure dump2i24 is in the path

or set the external converter to dump2iff (part of PovRay Distribution)

-> You can exit the window by clicking on " Ok " ... BUT if you want Font4D

to use this format permanently choose "Save As Default" from the menu first.

Go on then Start Again

1.10   one7

So the picture displayed "Hello" in a very bad quality... not satisfied?

Well, you can change the Hello to whatever you like by changing the "String"

gadget in the upper part of the main window (Be awair that not all

characters are supported), and restart the example to see the new word.

NOTE: You allways have to "generate" the changes before executing the script-

file, otherwise the changes made are not effective!

We will be looking on how to change the quality and the resolution of the

pictures later on, for now make yourself comfortable with what you know

so far...

OK Start Again

1.11 two1

Ok, here is the second example of this tutorial...

Check, if you have 'Simple Picture' in the right listview, called 'Selected'.

If you do not, restart with the first example.

Do the first example

Now, let's add some flavour to our 'one frame animation' (???).

-> Simply add 'Zoom In Origin 50%' from the 'Predefined' to the 'Selected'

listview, as you have learned in the first example.

So, the number of frames our 'great' animation has, has rissen to 11!

But, do we want to render all of them to get an idea of the result?

Well, lets just generate the last picture, to see where this path leeds us:

-> Press on 'Set Range'. Once the new window opened change From to 11 amd

Press 'Ok'...

Ok

1.12 two2

The three gadgets above the 'Set Range...' Button, should reflect your changes.

If not, redo the last step...

-> PRESS GENERATE ... so the changes will be made to the disk-files!!!

And 'Ok'...

Well, that took, allready some more seconds to generate, didn't it?

The time to render, will be exactly the same as before... so read on:

You have now learned how to render one frame out of a range of several,

this is important, so you have the means of previews...

OK Back

1.13 two3

-> View the picture (Note: the second one).

Well, you guessed it... your are halv way there...

Now remove 'Zoom In Origin 50%' and select another predefined View-Command...

Choose any one you like and repeat the rendering...

OK Back

1.14 two4

You might have checked 'connection command' out, with very little success...

But hey, lets do our first animation:

Make sure the 'Selected' listview looks like this:

'Simple Picture'

'Rotate Object 45° Backwards'

'Surround Object 360° Horizontal'

'Zoom In Origin 50%'

'Zoom In Origin 50%'

'Connection Command'

'Simple Picture'

The Animation defined here does pretty much what it says...

NOTE: The 'Connection Command' has only one function: Make sure, there is no

Jump during the animation. Putting 'Simple Picture' asures a LOOPING

animation, but we zoomed twice towards the origin! The 'Connection...'

makes sure, that the camera, lights and object are smoothly brought to the

positions defined in the next view-command...

-> Render it (all or partly) and enjoy...

Once you have found a nice routine... why don't you go to the 'Render-Settings'

and select a higher quality, or bigger picture size... BUT be warned the better

and bigger the picture, the longer takes it...

And Now ?? Back

1.15 two5

From now on... check it out by try and error...

Use 'Edit' to look at the predefined View-Commands, change them,

to make up your own ...

EXPERIMENT!!! It's EASY...

Remember to use the 'Help' key and all will be fine (I hope...).