

08681490-0

COLLABORATORS

	<i>TITLE :</i> 08681490-0		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		July 26, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	08681490-0	1
1.1	3D GFX Guide	1
1.2	Cinema4D	2
1.3	C4DAnims	2
1.4	C4DPics	2
1.5	Imagine	2
1.6	ImAnims	3
1.7	TexturesIFF	3
1.8	ImPics	4
1.9	Lightwave	9
1.10	LWAnims	9
1.11	LWPics	10
1.12	PovRay	11
1.13	PovAnims	11
1.14	PovPics	11
1.15	Real3D	14
1.16	R3DAnims	14
1.17	R3DPics	14
1.18	OurThanks	17
1.19	Other	27
1.20	cr	28
1.21	sw	28
1.22	tm	28
1.23	warranty	29
1.24	future	29
1.25	Readthis	30
1.26	TexturesJPG	30
1.27	Textures	31
1.28	Texturesjpg	31
1.29	Texturesjpg2	32
1.30	probs	32

Chapter 1

08681490-0

1.1 3D GFX Guide

3D~GFX

A Collection of 3D Objects, Pictures, Animations, Tutorials etc. for various 3D Packages

Copyright PeeJay 1995

Copyright

Cinema~4D

Imagine

Lightwave

PovRay

Real~3D

Textures

Other

Set~Up~Read~Me

Our~Thanks

Shareware~Notice

Problems

Trademarks

Warranty

The~Future

1.2 Cinema4D

Animations

Pictures

1.3 C4DAnims

KD_Erde.anm

KD_Erde.txt

1.4 C4DPics

Enterprise1
Enterprise2
Enterprise3
Enterprise4
1701D~Text

DS93
DS93.txt

Intel
Intel.txt

Orion
Orion.txt

Sommer
Sommer.txt

SOS
SOS.txt

Visitors
Visitors.txt

1.5 Imagine

Animations

Pictures

1.6 ImAnims

Ant
Ant.txt

Ganster~Shoot
Ganster~Shoot.txt

Space~Battle
Space~Battle.txt

Beach~Babe
Beach~Babe.txt

Devil's~Mine
Devil's~Mine.txt

Flame~Test
Flame~Test.txt

Flyby
Flyby.txt

Gallery
Gallery.txt

Lamp
Lamp.txt

Launch
Launch.txt

Meteor
Meteor.txt

Morph~Blob
Morph~Blob.txt

Neuron
Neuron.txt

Anim~Trace

Hearts~32

Space~Dock
Space~Dock.txt

Shredder
Shredder.txt

1.7 TexturesIFF

Textures

Asphalt

BadgerSK

Basket

Bronze

CardBoard

Ceiling

Cork

Embossed

Fabric

FibreGlass

Gyro~Ripple

Ice

Leather

Marble

Rope~Coil

Rust~Rock

Tin~Metal

Tree~Bark

Verdi

Sugar

White~Concrete

1.8 ImPics

Canopies

Corridor

Event~2

Event~Inside

Horn~Inside

Purple

Security

Ticket~Hall

At~At

Dalek~Patrol

Space~Dock
Space~Dock.txt

Imagine~1
Imagine~2
Imagine~3
Imagine~4
Imagine~5
Imagine~6
Imagine~7
Imagine.txt

Battle~Ship
Battle~Ship.txt

Fleet
Fleet.txt

Event~Structure

Horn~Blue

Horn~Above

Plan~32

Technical

Aqua~Flyer
Aqua~Flyer.txt

Beer

Beaver~Dam
Beaver~Dam.txt

Colour~Wave
Colour~Wave.txt

Cool~Water
Cool~Water.txt

Enterprise
F16
Falke
Halle
Schwert

Star~Wars

Dominoes~1
Dominoes~2
Dominoes~3
Dominoes~4
Dominoes~5
Dominoes~6
Dominoes~7
Dominoes~8
Dominoes~9
Dominoes~A
Dominoes~B
Dominoes~C
Dominoes~D
Dominoes~E

Dread
Dread.txt

Enterprise
Enterprise.txt

Fog~Trek
Fog~Trek.txt

Heart~Cage
Heart~Cage.txt

Kennis~1
Kennis~2
Kennis.txt

Louvre
Louvre.txt

Mid~Night
Mid~Night.txt

Museum~3
Museum~3.txt

Mystical
Mystical.txt

NCV~10~Years
NCV~10~Years.txt

2010

3~Wheeler

Alien

Banker

Bath~Room

Beer
Blob
CAmiga
CAmiga
Central
Discussion
DOF
Flower
Garden
How~To
Irashq
My~House
Room1
Space~Station
Tiger
VR~Love~1
VR~Love~2
VR~Love~3
Winter
Plaid
Plaid.txt
Presents
Presents.txt
Purge~Ball
Purge~Ball.txt
A~City
A~City.txt
Apache
Apache.txt
Delivery~1
Delivery~2
Delivery~3
Delivery.txt

Direct~Hit
Direct~Hit.txt

CanyonF
CanyonF.txt

Z~File~1
Z~File~1.txt

Z~File~2
Z~File~2.txt

Z~File~3
Z~File~3.txt

Z~File~4
Z~File~4.txt

Eyes
Eyes.txt

Galleon
Galleon.txt

Lochness
Lochness.txt

Mars
Mars.txt

Sadness
Sadness.txt

Satelite
Satelite.txt

Skid~Car
Skid~Car.txt

Castle~1
Castle~2
Castles.txt

No~Swim
No~Swim.txt

Unicycle
Unicycle.txt

R2~New~Car
R2~New~Car.txt

Radio~Activity
Radio~Activity.txt

Seamax
Seamax.txt

Skirmish
Skirmish.txt

ST~Bohica~Jelly
ST~Bohica~Jelly.txt

ST~Bug
ST~Bug.txt

Steinway
Steinway.txt

STFM
STFM.txt

ST~Neon
ST~Neon.txt

ST~NTX
ST~NTX.txt

Stogspew
Stogspew.txt

ST~Pyramid
ST~Pyramid.txt

Strtinfoy
Strtinfo.txt

The~Art
The~Art.txt

Tie~Fighter~1
Tie~Fighter~2
Tie~Fighter.txt

To~Night
To~Night.txt

Volvic
Volvic.txt

1.9 Lightwave

Animations

Pictures

1.10 LWAnims

APC~Rotate

UFO

1.11 LWPics

Mystic~Ritual
Mystic~Ritual.txt

Walker

B5~TNG

PentiUmm
PentiUmm.txt

Plan~Defs

Alma
Alma.txt

Artroom
Artroom.txt

Conspicuous
Conspicuous.txt

Cyber~1
Cyber~2
Cyber~3
Cyber~4
Cyber.txt

Frontier
Frontier.txt

Give~1
Give~2
Give~3
Give~4
Give.txt

Enterprise~Borg
Factory
Galatic
Helicon
MassBatt
XWing
Zen~202

PentiUmm~2
pentiUmm~2.txt

Earth~Stone

Squad
Iron~Pass
Mine~Field
Rat~Pics.txt

Mother~Ship
Sentinel~Gate
Whale~Squad
Rat~Pics1.txt

Space
Space.txt

Stevlog~1
Stevlog~1.txt
Stevlog~2
Stevlog~2.txt

Typhoon~11
Typhoon~12
Typhoon.txt

1.12 PovRay

Animations

Pictures

1.13 PovAnims

Andy~Hand
Andy~Hand.txt

Cool~Bean
Cool~Bean.txt

Cross
Cross.txt

Sol
Sol.txt

Tutorial
Tutorial.txt

1.14 PovPics

2~CD
2~CD.txt

3D~Glass
3D~Glass.txt

3D~SS~idx
3D~SS~idx.txt

Animal~1
Animal~1.txt

Animal~2
Animal~2.txt

A~Villa
A~Villa.txt

Holo~1
Holo~1.txt

Holo~2
Holo~2.txt

Holo~3
Holo~3.txt

Holo~4
Holo~4.txt

Holo~5
Holo~5.txt

Holo~6
Holo~6.txt

Holo~7
Holo~7.txt

Holo~8
Holo~8.txt

Holox~1
Holox~1.txt

Holox~2
Holox~2.txt

Space

Spike~Bush
Spike~Bush.txt

Squeezer
Squeezer.txt

Statcbox
Statcbox.txt

Sunset~9
Sunset~9.txt

Sword
Sword.txt

Tangle

Torland
Torland.txt

Torloid~8
Torloid~8.txt

Tree~1
Tree~1.txt

Tree~2
Tree~2.txt

Triaca
Triaca.txt

TX
TX.txt

USS~Day
USS~Day.txt

USS~Night
USS~Night.txt

Vase
Vase.txt

Vbath
Vbath.txt

View
View.txt

Watery
Watery.txt

Westsol~2

Windows
Windows.txt

Wirewave

Worm~1
Worm~1.txt

Worm~2
Worm~2.txt

Worm~4
Worm~4.txt

XW~Ship
XW~Ship.txt

1.15 Real3D

Animations

Pictures

1.16 R3DAnims

Ami~Tech
Ami~Tech.txt

CD~32
CD~32.txt

Cosy~Fire
Cosy~Fire.txt

Girl~TV
Girl~TV.txt

Monolith
Monolith.txt

Amber~Sea
Amber~Sea.txt

Magic~Box

1.17 R3DPics

Tenacle~1
Tenacle~1.txt

Alien~3
Alien~3.txt

Floater
Floater.txt

Sunflower

Sunflower.txt

Glass~House

X~Balls
X~Balls.txt

Amiga~CD
Amiga~Tech

Foggy
Foggy.txt

Garden
Garden.txt

How~To~Do
How~To~Do.txt

Living~Room

Merry
Merry.txt

MS~PacMan

Oops
Oops.txt

RC~Car
RC~Car.txt

Sad~Heart
Sad~Heart.txt

St~Engrm
St~Engrm.txt

Sunset
Sunset.txt

Tanker

TV~Dinner

Vectrex
Vectrex.txt

Vof
Vof.txt

Vof~2
Vof~2.txt

Ami~Tech

Apro~BBS

Apro~BBS.txt

Animals~2
Animals~2.txt

Billiard
Billiard.txt

Cyberscape
Cyberscape.txt

Engine~1
Engine~1.txt

Griffon~2
Griffon~2.txt

Hilbert
Hilbert.txt

Jeep
Jeep.txt

JJ~1
JJ~2
JJ~3
JJ~4
JJ~5
JJ~6

Letter
Letter.txt

Lizard
Lizard.txt

Orion~Station
Orion~Station.txt

Reflex~1
Reflex~1.txt

Rose
Rose.txt

Axis~1
Factory~4
Fish
madonna1
Real~3D~Demo
Room
Slide
S_ssigr
UK
V64

Animals

Animals.txt
Cog~Belt
Cog~Belt.txt
Daniel
Daniel.txt
Door
Door.txt
Fly
Fly.txt
Jelly~Monster
Jelly~Monster.txt
KB
KB.txt
Lost
Lost.txt
Micro
Micro.txt
Pedro
Pedro.txt
Mobile
Mobile.txt
Rubik
Rubik.txt
Tool~Table
Tool~Table.txt
Wind~Turbo
Wind~Turbo.txt
Taps~1
Taps~1.txt
Watch
Watch.txt

1.18 OurThanks

CREDITS:

Compilation:

Paul Hussey & Jim Hendry

Packaging and CD design:

Jim & Paul @ Peejay

Front cover design and artwork:

Paul Rance

Testing:

John & Gordon @ The 24bit club

Scotland

Jim & Paul @ Peejay

Gold CD:

Peejay

Film Proofs:

Centremedia & Studio 4

CD Replication:

Sonopress (UK) Ltd

We have made every effort to ensure that all the material on this CD is freely distributable and that we have the authors permission (if the the archive contained a contact address). Some material has come from the Activa Support BBS and we have had to rely on users uploading stuff complete. Please forgive us if you find any of your material on this CD that we have not gained permission for, as this will mean it has come into our hands minus your details.

We would like to thank the following people, who's help and work have made this CD possible. These are in no particular order. Most either granted permission for their work to be included or didn't require permission, some even gave me work never released before and made sure we got it before the deadline.

Ed Dumbill [Heddley] Author whose program we used to produce this AmigaGuide

Paul Jones

Andy Jones

Paul Rance

Anders Erlandsson

Andreas Maschke

Alexander Vilbig

Kelly R. Brock

Karl Ruben Pettersen

Maxim Savic

Matt Bell

Jarno Tuomainen

Steve Peruzzi

bsieker@techfak.uni-bielefeld.de

Vision 3

John Meggie

Grant Neisner

vilbig@informatik.tu-muenchen.de

Miles Finlay

Dylan Nelson

Alex Burmester

Rudy Poat

Paulo Kiefe

Anders Granli

Markus Moenig

Markus Hillenbrand

Volker Rodehorst

Philippe Banwarth

Sebastiano Vigna

Michael van Elst

kai_rode@pluribus.wupper.de

John Godley

Adrian SAURON Siemieniak

Miloslaw Smyk

Michiel den Outer

Rüdiger Hanke

Jürgen Pechmann

McPhoton -> Cool Software

Stefan Diener

Pat Walters and Matt Stahl

James Ianni

Edd Dumbill

Erik Simonson

Günther Röhrich

Roberto Ferorelli

Alexander Lehmann

Ben Discoe

Nicolas Mougel

Holger Bettag

Nico Francois

Fargo Electronics, Inc.

Jason Henegan

Dave Bowden

David Pipe

Gary Poore

Scott Tribbey

Christopher feck

John Hendrikx

Peter Mcgavin

Trefor Southwell

Fori Owurowa

Frank Boutell

Alex Matulich

Goncalves Gorges

Marzio De Biasi

Alexandros Loghis

Paul Kolenbrander

Dirk Farin

Rodrigo Reyes

Nico Schmidt

Thomas Lampart

Jason Henegan

Jason Brown

Michael De Outer

Joeri Alberty

Rodja Adolph

Carlsten Orthbandt

Ronald Peterson

Daniel Amor

Krzysztof Kobus

John Corigliano

Ole Andre Schistad

Ivan@zeta.org.av

waspy@cix.compulink.co.uk

Monte Ohrt

Andreas Heumann

Thomas Healy

Roman Faltyn

Steve Koren

Rowan Crawford

Frank Aalbers & Danny Braet & Bart De Smet

William E. Ashman

Kieron Robins

Jerry Cheung

John Gager

Gary Arlett & Terry Hill

Kenneth Jennings

Kris Elsen

Russell Vollners

Sergio Parada

Dean Scott

Stephen Bailey

Michael Crumpler

Gary Fenton

James Hastings-Trew

Simon Ihmig

Alasdair Whyte

R.Mcvey

Mark Thompson

Pitman Lee

Jeremy Moses

Pete Greci

Robert S.Boyd.Jnr

Nwt@Rain.org

adr930001@vconnvm.vconn.edu

G.H.Kviper

Conny Joensson

Rochard Max

Steve Jalim

Bart Janssens

Carsten Lotz

Robert Byrne

Danny Chrastina

Simon Embley

Michael Smith

Michael Hazlett

Dunc@eraser.demon.co.uk

John Robinson

Tom Woof

Nicolas Richard

Mark Wilkie

gmeggs@netcom.com

Segel Georges

Ivan Smith

Gordon & John of the 24bit club

Tim Nign

Jamie Cope

J.M.McCool

Carmen Rizzolo

Rainer Sproll

Darren Priestnall

Torsten Hiddessen

Andy Thomas

Tstethem@linknet.kitsap.lib.warus

Christoforo Bomissone

Ian Smith

Milan Potte

Eric Nixon

Peter Ocko

Aleksandar Pjorgimajkosmi

Seumas McNally

Eric Frotzler

Matt Casey

Trevor Morris

Andrew Nunn

Jeonars@ibm.net

David Grantham

Bil Graham

Myra Trochta

Graham Dean

D.Michaels

Ian Webb

Michael Bruyere

Michael Barnes

Vaughan Roberts

Greg Denby

Andy@osea.demon.co.uk

Jason Pratt

Mike Riley

Tore Nordstrand

Alexander Lazarevic

Mike Laughton

Tony Jones

Aleander Vilbig

Jose Arento

Glen Lewis

Andrey Zmievskiy

Nik Vukovljak

John Grieggs

A.Maschke

Shane Davison

Dan Farmer

Lex Van Der Sluijs

Andreas Overland

Mathias Sodomann

Eric Crampton

Boris Kuzmanovic

Kari Kivisalo

Chris Morris

Geoff Dutton

Mamus Watz

Oliver Warnier

Felix Coronado

Henrik Engstrom

Matt Kruse

Jason Formo

Ken Polsson

Leonard Krylor

Stefan Maes

Rob Lamoreaux

Jon Peterson

Douglas Otwell

Steven

Sergei Sauchenko

Bruce Nunnally

J.Christoper Bare

K.T & Michael Stutz

Hobbyware

Herbert Beilschmidt & Thomas Dorn

Peter Verswyvelen

Per-Olof Yliniemi

Ralf Treuherz

Thomas Radtke

Gunther Rohmich

Barnie Production

Steve Quarthy & Paul Huxhan

George L. Coulouris

Zach Williams

Joachim E. Deuban

Reinhard Haslbeck

Thomas Krehbren

Michael Heinz

Valle Christophe

Frank Mariak

Hank Jonas

Pawel hernik

Neil Taneja

Timothy B. Kreuzer

Christopher Naas

Mark Podlipec

Joop Van De Wege

Terje Pedersen

Cloantp Italia Srl

Ben Discoe

Nicholas Mougel

Holger Bettag

Frank Hoffmans

Nico Francois

I'm sure we have missed some people out and to those we have we also give our thanks

Jim & Paul

PeeJay 1995

1.19 Other

Jason Jordache

Read~Me~Now

Read~Me

3~Toons

Arrange

Blackbox

Cake

Camp~Fire

Cowcard

Dead~Slug

Decay

Dumb~Wolf

Fishing

Fluffy

Forest

Girl~Face

Girls

Gorm~Cake

Grin~Kids

Islander

Merry

My~Mate

Nerd~Type

Old~Young
Present
Purple
Sand~Girl
Shades
Shakes
Speed
Toons~2
Two~Toons
Vase~Flow
Warriors
Wizard

1.20 cr

This compilation is Copyright © 1995. Peejay - All Rights Reserved. Peejay except where explicitly stated makes no claim to the ownership of trademarks or copyrights of the individual programs on this disc.

Parts of this compilation are copyright to individual authors. All Rights Reserved.

1.21 sw

Some programs on this compilation have been made shareware by their authors.

This means that the author(s) require you to register after a certain evaluation period. PLEASE PLEASE honour this request if you use the software as MANY shareware authors have stopped programming due to lack of support. Future cd's and work of the quality on this cd could so easily cease if you fail to support shareware.

1.22 tm

Amiga and Amigados are registered trademarks of Amiga Technologies. LightWave, Imagine, Real 3D, Retina, MS-DOS, Windows and all other product names are trademarks or registered trademarks of their respective holders.

1.23 warranty

Peejay and/or individual authors of the software included in this disc make no warranty as to the quality, performance, or fitness for specific purposes. In no event will Peejay and/or the individual authors of the software be liable for any damage whatsoever allegedly resulted from any defect in the disc, or its contents.

This does not affect your statutory rights. If your disc is faulty in anyway, please contact the company who supplied you with this CD, who should supply you with a replacement CD. Peejay will not deal with any inquiries regarding software on the CD failing to run on your system, please contact the author[s] direct.

You can contact Peejay direct on +44 (0)181 985 3850 should you need information regarding any other products/services Peejay offer..

1.24 future

A note from PeeJay:

We have already begun a follow up to this CD. If you want your material included you can upload it direct to the BBS on +44 <0>81 986 5964 <all speeds up to 33.6k> and leave a mail to sysop. UUencoded E-mail <as long as its not too big> to Jim_hendry@actbbs.demon.co.uk.

You can also use:

FidoNet :2:254/516
AmigaNet :39:135/13
MercuryNet :240:101/1

To contact me for general info or chat. You can send it direct on disk(s) (hd) included to

Peejay,
33 Iveagh Close,
Victoria Park,
Hackney
London E9 7BW
ENGLAND

Space for the second CD will be tight, so those that grant EXCLUSIVE use of their work to our CD and OUR CD ONLY will get preference and a free CD depending on how much material you contribute. Those that grant us an exclusive and have a fair amount of work, will not only get a free CD but also a directory dedicated to their work Permission to convert objects/pics to different formats will also be desirable. Including objects/pics that have been converted to other formats yourself will be even better :-)

"Exclusive to our CD" does not automatically include your work not being released anywhere on any other media, or uploaded to BBS's. You are free to distribute your work as long as its not on CD and contains a ReadMe restricting its distribution on CD to any CD compiled by Peejay. You can of course give us a full exclusive by restricting distribution of your work to

our CD, whereby your work can not be distributed anywhere until its has been released on our CD. This definately gets you a free CD, named directory and maybe included in our advertising as well.

If you wish to contact any of the authors on this CD to commission their work, please contact them direct if they have a contact address/number in a ReadMe, or failing that contact me on any of the networks above and I'll pass on your details. There is a lot of top quality work on this CD and there must be some companies out there looking for quality authors/artists.

1.25 Readthis

Set Up

All pictures and animations are set up to be viewed by "VT" (ViewTek) which should be placed in the C directory of your own Workbench. A copy of Viewtek is available in the Amiga Utilities drawer of 3D GFX. If ViewTek is not your preferred viewer then you have a choice of either using some form of Tool Alias program or renaming your viewer as VT and placing it in your Workbench C directory.

All Guides are set up to use "Amigaguide" and should work correctly if you have either AmigaGuide or Multiview installed on your own Workbench.

Text read me files are set up for "More" which should be present in your own Workbench's Utility drawer. If your wish to changed this to another viewer then you have the same options as those on the pictures/animations above.

Although most objects and projects on 3D GFX should work from the CD some will need changing to meet the requirements of your own configuration.

1.26 TexturesJPG

Floor.Txt

Aindex1

Aindex2

Aus_Aga

Aus_enc

Aus_Gla

Aus_Mal

Bes_Far

Bes_Fla

Bes_Gre

Bes_Oli

Cau_Ele

Cau_Tra

Cor_Amb

Cor_Jad

Cor_Per

Cor_Ros

Dav_Ame

Dav_Sap

Iso_Che

Iso_Pal

Meg_bru

Meg_Cyp

Meg_Dor

Meg_Peu

Men_Aca

Men_Noi

Val_Bla

Val_For

Val_Noi

Val_Sab

1.27 Textures

IFF

JPEG

1.28 Texturesjpg

Floor~Tiles

Mixed

1.29 Texturesjpg2

Mixed~01

Mixed~02

Mixed~03

Mixed~04

Mixed~05

Mixed~06

Mixed~07

Mixed~08

Mixed~09

Mixed~10

1.30 probs

Due to the vast differences in machine configs and setups it is most likely that certain pics/anim8 may need tweeking or will not display properly if infact at all. For example ham8 anim8 will not work on ecs machines without a suitable display card. Object/projects etc may need paths changing to suit your system