

## **Others**

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**COLLABORATORS**

	<i>TITLE :</i> Others		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Carmen Rizzolo	January 7, 2023	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Contents

<b>1</b>	<b>Others</b>	<b>1</b>
1.1	Other stuff . . . . .	1
1.2	DCTV Demos . . . . .	1
1.3	Normal Demos . . . . .	2
1.4	Imagine Tutorials . . . . .	2
1.5	Imagine Objects . . . . .	3
1.6	Arexx Scripts . . . . .	3

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# Chapter 1

## Others

### 1.1 Other stuff

Other Stuff by Carmen Rizzolo for 3-D people:  
(Flat, 2-D people disregard)

DCTV Demos

Normal Demos

Imagine Tutorial

Imagine Objects

Arexx Scripts

### 1.2 DCTV Demos

-- DCTV DEMOS -----

Pointles.LZH Pointless! My premiere DCTV animation. And what a premiere it is! This is still my favorite of all of them, but I vow to out-do it! Done in FULL TRACE mode.

Yummies.LZH You'll LOVE Yummies! Yummies is a flirtation with Imagine's SLICE feature that deals with something other than 3-D text. Done in Scanline mode.

Magnify.LZH Magnify is a simple but slick animation using magnifying glass-type refraction. Done in FULL TRACE mode.

Point2.LZH Pointless 2 shows Pointless at a slightly different point (no pun intended) of view. Done in FULL TRACE mode.

Dizzy3D.LZH Don't stand on this checkered floor! Nothing too original, but done in good taste. Done in FULL TRACE mode.

HISPEED.LZH Interesting animation that emulates motion blurring effects. Fly down a trench at 30 frames a second (if you dare). Done in Scanline mode

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POOL2DCT.LHA Vivid example of the new Waves texture in Imagine v2.0. Comes with an in-depth tutorial on how to master this effect. Done in Ray Trace mode. DCTV required

POINT3.LHA Coming up in a month or so!

NEON.LHA Stylish animation of a rotating street sign with a blinking neon logo on it. Comes with 3 extensive tutorials!!

ODDBALL.LHA This animation is \*HUGE\*!! At least 5 MEGS recommended. Smooth and realistic motion for your visual enjoyment.

EntPhoDC.LHA KICK-ASS animation of Star Trek:NG Enterprise firing a photon torpedo, as the camera flies by to give you several great vantages.

### 1.3 Normal Demos

-- NORMAL DEMOS -----

POOL2HAM.LHA Vivid example of the new Waves texture in Imagine v2.0. Comes with an in-depth tutorial on how to master this effect. Done in Ray Trace mode. No special hardware req'd. HAM version (Ew!)

Veins-32.LHA Simplistic animation in 32 colours. Demonstrates how to morph Altitude maps. Comes with matching tutorial.

EntWarp.LHA Small animation (40K archive) of the Star Trek:NG Enterprise leaving mars orbit and jumping into warp. (32-colours)

EntPho32.LHA KICK-ASS animation of Star Trek:NG Enterprise firing a photon torpedo, as the camera flies by to give you several great vantages. (32-colours)

Swerve32.LHA 32 colour animation of a race car swerving down a track. Features smooth (read: spline) motion and rotation.

### 1.4 Imagine Tutorials

-- Imagine Tutorials -----

3D-FONT.LZH An in-depth tutorial with illustrations on creating professional quality 3-D logos in Imagine v1.1. This tutorial is out-of-date for Imagine 2.0 users.

IM\_ORG12.LHA The Imagine Organizer! The complete kuellection of Imagine tutorials and tricks by yours truly. Always updated...

3D-FONT2.LHA Coming one of these days!!!

## 1.5 Imagine Objects

-- Imagine Objects -----

OUTLET.LZH     Imagine (1.1) object of a wall outlet and matching plug.

A3000-IM.LZH    An object of an Amiga 3000 CPU.

A3002-IM.LHA    Update to A3000 CPU \*AND\* a matching keyboard! Yow!

CRUISER.LHA    Nearly 500k in size space cruiser object. Complete with windows and other details. Warning: This thing may require 5 megs or more to render! It was not built to conserve memory, it was built to look good! Imagine 2.0 only. Comes with tutorial on a new spline based rotations technique.

NCC-80E.LHA    Star Trek-like Shuttle craft. For Imagine 2.0 only. Comes with nifty tutorial that can help you speed up your animation creation.

Satrn5ob.LHA   The Saturn 5 rocket. Complete with decals. (Does not use brushes tho)

1701D-IM.LHA   The USS Enterprise 1701D Starship. It's a 1.65 meg object, and REALLY fine! This one may require a minimum of 12-14 megs of memory to render!! Uses no brushes to conserve RAM and make things simple.

SpeakrFON.LHA  Amazingly realistic looking modern speakerphone object. Comes with a tutorial on how to animate the cord.

1702D-IM.LHA   The USS Enterprise 1701D Starship. Now 1.42 megs. More efficient and faster to render. Only needs 8.4 actual RAM to render. Course, you'll need about 10 or 11 total to hold Imagine, etc. Still uses no brushes to conserve RAM and make things simple. Modular design for easy access to turning off windows and lights too!

Stingray.LHA   Slick, purple, fighter spacecraft. Only 150k small! Shareware.

## 1.6 Arexx Scripts

-- AREXX SCRIPTS -----

IFFJPGRX.LHA   Easy to use AREXX scripts to convert your Imagine 24-bit IFFs to JPEG and back. Designed to help newcomers use AREXX as well as help all automate your file conversions. PD JPEG release required to use (AUGJPEG.LZH).

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