

Becoming A Computer Animator

by Mike Morrison

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Most of the working demos on this CD-ROM must be copied to your hard drive before they can be run. Drag a demo's folder to your desktop or hard drive icon to copy it.

□ The following demos require an FPU (arithmetic co-processor):

- form•Z
- MacroModel
- Zoom
- Infini-D

□ If QuickTime is not on your Mac, you need to install it before you can run the Animation Stand demo. Open the [QuickTime™ 1.6.1](#) folder (inside the [Animation Stand Demo](#) folder), and drag these items to your System folder:

- [QuickTime™](#)
- [Scrapbook](#)
- [MoviePlayer](#)

□ You'll find sample rendered images in these folders:

- [form•Z Rendered Images](#)
- [Rendered Images](#) (within [ViewPoint DataSets](#))

□ In addition to the sample textures from Pixar One Twenty Eight and Artbeats, you'll find samples in the Blocks & Materials folder.

□ Some of these demos require large amounts of memory to run or run properly. Systems with inadequate memory may not be able to run some of the software.