Others

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COLLABORATORS

	TITLE : Others		
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REVISION HISTORY

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Chapter 1

Others

1.1   Other stuff

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



        DCTV Demos

      Normal Demos

    Imagine Tutorial

    Imagine Objects

   Arexx Scripts
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1.2   DCTV Demos

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-- 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 reccomended.
               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

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-- 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 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.
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1.6 Arexx Scripts

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-- AREXX SCRIPTS ----------------------------------------------------------

IFFJPGRX.LHA  Easy to use AREXX scripts to convert yout 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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