

RayStorm Documentation

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Contents

1	RayStorm Documentation	1
1.1	indexnode	1
1.2	RayStorm Documentation	3
1.3	Introduction	3
1.4	General	4
1.5	Octree	4
1.6	Antialiasing	5
1.7	Depth of field	5
1.8	Soft shadows	6
1.9	Surfaces	6
1.10	Internals	7
1.11	Virtual Memory	8
1.12	Blur	8
1.13	Requirements	8
1.14	Features	9
1.15	Installation	9
1.16	ARexx Interface	10
1.17	General ARexx-commands	12
1.18	antialias	13
1.19	brushpath	13
1.20	cleanup	13
1.21	display	13
1.22	distrib	14
1.23	geterrorstr	14
1.24	objectpath	14
1.25	pointlight	15
1.26	quit	15
1.27	savepic	15
1.28	setcamera	16
1.29	setscreen	16

1.30	setworld	17
1.31	spotlight	17
1.32	startrender	18
1.33	texturepath	18
1.34	wintofront	18
1.35	ARexx-commands for creating objects	19
1.36	loadobj	19
1.37	plane	19
1.38	sphere	20
1.39	triangle	20
1.40	ARexx-commands for setting attributes	21
1.41	ambient	21
1.42	brush	22
1.43	difftrans	23
1.44	diffuse	23
1.45	foglen	23
1.46	imtexture	24
1.47	newsurface	24
1.48	refexp	24
1.49	reflect	25
1.50	refrindex	25
1.51	spectrans	26
1.52	specular	26
1.53	transexp	27
1.54	transluc	27
1.55	transpar	27
1.56	ARexx-commands for animation control	28
1.57	alignment	28
1.58	newactor	28
1.59	position	29
1.60	size	29
1.61	ARexx-errors	29
1.62	Examples	32
1.63	Tutorials	33
1.64	Simple scene	33
1.65	Bouncing ball	35
1.66	Tips&Tricks	38
1.67	Textures	38
1.68	Bump	38

1.69	Checker	39
1.70	Linear	39
1.71	Wood	40
1.72	Marble	40
1.73	Radial	41
1.74	Stars	41
1.75	Known Bugs	41
1.76	Legal Stuff	42
1.77	Credits	42
1.78	Register	42
1.79	Author	43
1.80	History of Changes	43
1.81	PC-version	45
1.82	Homepage	45
1.83	Future	45

Chapter 1

RayStorm Documentation

1.1 indexnode

-A-
ALIGNMENT
Altitude brush
AMBIENT
ANTIALIAS
Antialiasing
Author

-B-
Backdrop
BRUSH
BRUSHPATH
Bump

-C-
Checker
CLEANUP
Color brush
Credits
Cylinder mapping

-D-
Depth of Field
DIFFTRANS
DIFFUSE
DISPLAY
DISTRIB

-E-
Errors
Examples

-F-
Features
Filter brush
Flat mapping
FOGLEN
Future

-G-
GETERRORSTR

-H-
History
Homepage

- I-
 - IMTEXTURE
 - Installation
 - Internals
 - Introduction
- L-
 - Legal Stuff
 - Linear
 - LOADOBJ
- M-
 - Marble
 - Motion Blur
- N-
 - NEWACTOR
 - NEWSURFACE
- O-
 - OBJECTPATH
- P-
 - PC-Version
 - PLANE
 - POINTLIGHT
 - POSITION
- Q-
 - QUIT
- R-
 - Radial
 - REFEXP
 - REFLECT
 - Reflect brush
 - Reflection map
 - REFRINDEX
 - Register
 - Requirements
- S-
 - SAVEPIC
 - SETCAMERA
 - SETSCREEN
 - SETWORLD
 - SIZE
 - Soft shadows
 - SPECTRANS
 - SPECULAR
 - Specular brush
 - SPHERE
 - Sphere mapping
 - SPOTLIGHT
 - Stars
 - STARTRENDER
 - Surface
- T-
 - TEXTUREPATH
 - Textures
 - Tips&Tricks
 - TRANSEXP
 - TRANSLUC
 - TRANSPAR
 - TRIANGLE

[Tutorials](#)
[-V-](#)
[Virtual Memory](#)
[-W-](#)
[WINTOFRONT](#)
[Wood](#)
[WWW](#)

1.2 RayStorm Documentation

12 January 1996

R a y S t o r m v1.16
 Demoversion
 by Andreas Heumann and Mike Hesser

Introduction	What is RayStorm?
Requirements	What do I need to run it?
Features	What can RayStorm do?
Installation	How can I install it?
ARexx interface	Which commands doe it have?
Examples	How do I use the examples?
Tutorials	Some tutorials
Tips&Tricks	Useful tips,tricks and hints
Textures	How do I use textures?
Known bugs	Bugs
Legal Stuff	Legal stuff
Register	What must I do to register?
Credits	Thanks go to...
Authors	Who had written it?
PC-Version	Where can I get the PC-version?
Homepage	Where to find us on the World Wide Web
History	What happened in the past?
Future	What is planned for the future?

1.3 Introduction

INTRODUCTION

RayStorm has been written to be as fast as possible, and use as less memory as possible. Thus we have implemented a octree algorithm, and optimized all calculations as much as we could.

Originally, RayStorm has been developed on Amiga using Maxon C++ 3.0 Developer.

The PC version has been compiled with WATCOM C++ 10.5.

This demo version is limited to a resolution of 160x128.

The full version is unlimited. See {"register" link Register} how to register.

FUNDAMENTALS ABOUT RAYTRACING


```

General
Octree
Antialiasing
Depth of field
Soft shadows
Surfaces
Internals
Virtual Memory
Motion Blur

```

1.4 General

GENERAL

Raytracing makes it possible to generate fotorealistic pictures of objects.

A raytracer casts a ray form the position of the viewer through a scene and calculates the intersections with the objects in that scene. If a intersection is found, the raytracer decides which color the object at this position has. If the object is reflective or transparent, the raytracer casts new rays from this positon and tests the intersections again and so on.

To make the surfaces of the objects more realistic, textures which simulate marble or clouds or water or other surfaces can be used.

1.5 Octree

OCTREE

Simple raytracers determine the intersections with objects by testing all objects. This can lead to long rendering times if there are a lot of objects in the scene.

One solution of this problem is the Octree algorithm. This algorithm divides the scene in eight child-cells and every child-cell again in eight cells and so on until there are less than one objects in the cell or the maximum depth of the tree is reached.

Division of space with the octree algorithm:

```

      /| z
     /
  /-----/-----/
^ y/      /      / |
| / left / right / b|
|/      /      / |a| |
|-----/-----| f|c|
|          | r|k|
|      up  | o| /
|-----| n|/

```

```
|          | t |
|   down   | /  x
|-----| /-->
```

1.6 Antialiasing

ANTIALIASING

RayStorm uses a algorithm called 'Adaptive Supersampling' to do antialiasing. This algorithm cast for each pixel with a high contrast against it's four neighbours new rays which are close to the ray used for the pixel itself. The new color of the pixel is calculated with the supersampled pixels and the gaussian filter.

Supersampling is also used to do depth of field and soft shadows. So if you want to use this features you have to set a antialiasing value greater than one. (-> ANTIALIAS)

Example:

Settings: squareroot of number of samples per pixel: 3

```
|-----|-----|-----|
| super- | super- | super- |
| sampled| sampled| sampled|
|         |         |         |
|-----|-----|-----|
| super- |         | super- |
| sampled| pixel  | sampled|
|         |         |         |
|-----|-----|-----|
| super- | super- | super- |
| sampled| sampled| sampled|
|         |         |         |
|-----|-----|-----|
```

```
|- Gaussian filter width -|
```

The rendering time increases dramatically if you use antialiasing. The values below depend on the contrast of the picture.

Samplesetting	rendering time
1	x1
2	x4
3	x9
4	x16
...	...

Setting higher than 3 are not leading to significant better results.

1.7 Depth of field

DEPTH OF FIELD

Objects in computer graphics are normally rendered in an image plane using a pinhole camera model. That is to say, no matter how far or how near the objects are from the camera, they are always in sharp focus. Depth of field means that only objects at a certain distance from the camera lens are in sharp focus. Further and nearer objects produce a blurred image on the film plane.

[From 'Advanced Animation and Rendering Techniques']

To use depth of field you have to set ANTIALIAS to a value bigger than one.

Example for DOF

1.8 Soft shadows

SOFT SHADOWS

Real Light sources never have a zero size, therefore the shadows behind objects are never hard edged, they are soft. RayStorm generates this shadows by jittering the position of the light source. To use soft shadows you have to set DISTRIB to a value bigger than one.

1.9 Surfaces

SURFACES

Ambient (set with AMBIENT)

This determines the color of the object in sections which are in shadow.

Diffuse reflection (set with DIFFUSE)

The diffuse reflection falls off as the cosine of the angle between the normal and the ray to the light. Diffuse reflection determines the main color of the object (color in Imagine).

Specularly reflected highlights (set with SPECULAR)

Specularly reflected highlights fall off as the cosine of the angle between the reflected ray and the ray to the light source (specular in Imagine)

Specular reflection exponent (set with REFEXP)

Determines the size of the specularly reflected highlights, the higher the smaller the highlight (hardness in Imagine)

Diffuse transmission (set with DIFFTRANS)

Same as diffuse reflection, but only used if the lightsource is on opposite side of surface. Only applied if tranlucency is not 0.

Specular transmission (set with SPECTRANS)

Same as specular reflection, but only used if the lightsource is on opposite side of surface. Only applied if tranlucency is not 0.

Specular transmission exponent (set with TRANSEXP)

Same as specular reflection exponent, but only used if the lightsource is on opposite side of surface.

Specular transmittance (set with TRANSLUC)

Specular transmittance.

Transparency (set with TRANSPAR)

Transparent color (filter in Imagine).

Reflectivity (set with REFLECT)

Reflective color (reflect in Imagine).

Fog lenght (set with FOGLEN) (fog in Imagine).

Index of refraction (set with REFRINDEX)

Determines how the ray through transparent objects is refracted, the higher the more (index of refraction in Imagine).
Is calculated with the formula

$$\text{index} = \frac{\text{lightspeed in vacuum}}{\text{lightspeed in object}} .$$

1.10 Internals

INTERNALS

Memory requirements

Triangle:	156 Bytes (flat shaded)
	192 Bytes (Phong shaded)
Sphere:	70 Bytes
Plane:	78 Bytes
Surface:	122 Bytes + length of name
Screenbuffer:	4 Bytes per pixel

Memory requirements of the octree depends on the scene.

1.11 Virtual Memory

VIRTUAL MEMORY

RayStorm has been tested successfully with VMM 3.1 from Martin Apel. If you want use RayStorm with virtual memory notice following hints:

- set Minimum VM allocation to 100 bytes if you define large scenes with many objects, because RayStorm only allocates small pieces of memory for single objects (less then 200 bytes). If you're loading Imagine objects RayStorm allocates big blocks of memory so you don't have to set Minimum VM allocation to 100.
- use a partition or a pseudo-partition for VMM, this is faster

1.12 Blur

MOTION BLUR

Motion blur is temporal anti-aliasing. In animated sequences, the normal rendering process functions like a camera that possesses an infinitely short exposure time and this eliminates the blurring of the image due to relative motion between an object and the film plane. When a series of images, generated without motion blur, is displayed as an animated sequence, the illusion of smooth motion is diminished by strobing effects. As human beings we expect to see loss of detail in moving images.

Motion blur is accounted for in distributed ray tracing by extending the distributed sampling and jittering into the time domain and computing a solution that extracts information from the scen over the duration of the shutter exposure time. Objects are moved as required in the time period and visibility consequently changes over this time intervall. This method ensures that highlights and shadows are blurred or not, depending on the nature of the motion.

[From 'Advanced Animation and Rendering Techniques']

1.13 Requirements

REQUIREMENTS

- (1) You will need at least Kickstart 2.0.
- (2) 020+-version: 68020 processor and a mathematical coprocessor (68881/882 or internal 68040/060 version).
- (3) 000-version: 68000 processor (should even run on a Amiga 500 (not tested))
- (4) 512KB RAM minimum
- (5) RayStorm was written using MUI . So you need muimaster.library V2.0+ or later to run RayStorm.

recommended: 68030, 68882, Harddisk, GFX-Board

The faster the better :-).

Tested with:

A1200 68030/50, 6MB, 200MB HD

A2000 68040/30, 9MB, 250+250MB HD, Merlin Gfx-board

A2000 68030/14, 68882/20, 4MB, 730+52MB HD

A4000 68030/25, 68882/57, 4MB, 730+80MB HD

1.14 Features

FEATURES

- Up to 30% faster than Imagine (in trace mode).
- ARexx-port. RayStorm can be used by all programs with ARexx-port.
- Imagine compatible. RayStorm is designed to be almost compatible to Imagine. It can load Imagine objects and use Imagine textures.
- Octree algorithm used for rendering.
- Color, reflectivity, filter, altitude and specular mapping.
- Flat, cylinder and sphere mapping.
- Soft brush mapping.
- Mathematical textures: wood, marble, bumps, checker, linear, radial, stars.
- Transparency and physically correct refractions.
- 8 levels of antialiasing (adaptive supersampling).
- Rendering box.
- Three builtin object types: sphere, plane and triangle.
- Three light types: ambient, point and spot.
- Depth of field with adjustable focal distance and aperture.
- Soft shadows.
- Backdrop picture.
- Global fog and foggy objects.
- Material attributes for realistic objects: ambient color, diffuse color, specular color, specular reflection exponent, diffuse transmission color, specular transmission color, specular transmission exponent, specular transmittance, transparent color, reflective color, index of refraction, foglength.
- Bright objects.
- Motion blur for realistic animations.
- Quick rendering.
- Global reflection map.
- Image formats: IFF-ILBM, PNG, TGA.
- Object format: Imagine-TDDD
- New image- and object-formats can be easily included because of the modular concept.

1.15 Installation

INSTALLATION

There is a installation script included in the archive which uses the Commodore Installer. Run it to install RayStorm.

1.16 ARexx Interface

AREXX INTERFACE

Introduction

RayStorm is completely controled through it's ARexx interface. We recommend that you have a look at the example script files in the 'ARexx' directory. These examples cover most of the features of RayStorm. We encourage you to create your own files and make them available for the public. You can send them to us and we might add them as an example files in the next version of RayStorm or we include them to our Homepage. In one of the next versions of RayStorm we'll create a more powerful language, which has a similar syntax to C++.

It's the same if you write the the commands in upper case or lower case. But it's important to enclose all commans in quotes because ARexx tries to interpret the line before it sends it to ARexx. It may happen that the line is changed and RayStorm don't do this what you want.

A typical structure of a scene file is:

```
/* title, comments, ... */

/* setting resolution, world, camera, lightsources */
'SETSCREEN 160 128'
'SETWORLD [0,0,0] [40,40,40]'
'SETCAMERA <0,0,80> <0,0,0> <0,1,0> 25 20'
'POINTLIGHT <10,-10,100> [255,255,255] SHADOW'

/* define surfaces and actors */
'NEWSURFACE TEST1'
'AMBIENT [255,0,0]'
'DIFFUSE [255,0,0]'
'SPECULAR [255,255,255]'

'NEWSURFACE TEST2'
'AMBIENT [0,0,255]'

/* creating objects */
'SPHERE TEST1 <0,0,0> 10'
'SPHERE TEST2 <0,0,0> 10'

/* finally start to render the scene */
'STARTRENDER'

/* save the image */
'SAVEPIC "test.iff"'

'CLEANUP'
```

The parameters of a command can be FLOATs, INTEGERs, VECTORs, COLORs,

STRINGS, and IDENTIFIERS.

FLOAT An FLOAT is a floating point number with single precision

NUMBER A NUMBER is a simple integer number

VECTOR A VECTOR is embedded in '< ' >' and consists of three FLOATs

COLOR A COLOR is embedded in '[' ']' and consists of three INTEGERS with a range of 0 to 255

STRING A STRING consists of characters

KEYWORD An KEYWORD is a switch and consists of uppercase characters

Address

The ARexx-address of RayStorm is 'RAYSTORM'.

Parameter conventions:

/S - Switch.

/N - Number.

/A - Required.

All other numeric parameters are floating point numbers.

ARexx commands

General

Objects

Attributes

Animation

Errors

Alphabetically sorted

-A-

ALIGNMENT

AMBIENT

ANTIALIAS

-B-

BRUSH

BRUSHPATH

-C-

CLEANUP

-D-

DIFFTRANS

DIFFUSE

DISPLAY

DISTRIB

-F-

FOGLEN

-G-

GETERRORSTR

-I-

IMTEXTURE

-L-

```
LOADOBJ
-N-
NEWSURFACE
-O-
OBJECTPATH
-P-
PLANE
POINTLIGHT
POSITION
-Q-
QUIT
-R-
REFEXP
REFLECT
REFRINDEX
-S-
SAVEPIC
SETCAMERA
SETSCREEN
SETWORLD
SIZE
SPECTRANS
SPECULAR
SPHERE
SPOTLIGHT
STARTRENDER
-T-
TEXTUREPATH
TRANSEXP
TRANSLUC
TRANSPAR
TRIANGLE
-W-
WINTOFRONT
```

1.17 General ARexx-commands

GENERAL AREXX-COMMANDS

ANTIALIAS	sets antialiasing parameters
BRUSHPATH	sets brush path
CLEANUP	cleanups scene
DISPLAY	displays scene
DISTRIB	sets parameters for distributive sampling
GETERRORSTR	gets a error string for a given number
OBJECTPATH	sets object path
POINTLIGHT	creates point lightsource
QUIT	quits RayStorm
SAVEPIC	saves rendered picture
SETCAMERA	sets camera parameters
SETSCREEN	sets screen parameters
SETWORLD	sets world parameters
SPOTLIGHT	creates spot lightsource
STARTRENDER	starts rendering
TEXTUREPATH	sets texture path

WINTOFRONT brings window to front

1.18 antialias

ANTIALIAS

Template:

SAMPLES/N/A,WIDTH,CONTRIB

Arguments:

NUMBER SAMPLES

 squareroot of number of samples per pixel (max. 8)

FLOAT WIDTH

 width of gaussian filter

COLOR CONTRIB

 max. allowed contrast

Description:

 Sets antialiasing parameters (see Antialiasing)

Default:

ANTIALIAS 1 1.3 [51,38,76]

1.19 brushpath

BRUSHPATH

Template:

PATH/A

Arguments:

STRING PATH

 pathname (format: 'path1;path2;...;pathn')

Description:

 Defines the path where to search brushes.

1.20 cleanup

CLEANUP

Template:

none

Arguments:

none

Description:

 Deletes all defined objects, lightsources, surfaces and actors

1.21 display

DISPLAY

!!! CAUTION !!!
THIS COMMAND ISN'T RELEASED IN THIS VERSION YET
!!! CAUTION !!!

Template:
FLOYD/S
Arguments:
KEYWORD FLOYD/S
dither with Floyd-Steinberg algorithm
Description:
Displays rendered pic on screen

1.22 distrib

DISTRIB

Template:
SAMPLES/N,SOFTSHADOW/N
Arguments:
NUMBER SAMPLES/N
squareroot of number of samples per pixel for motionblur
NUMBER SOFTSHADOW/N
squareroot of number of samples per pixel for softshadows
Description:
Sets number of samples per pixel for distributive sampling (used for
and)
Default:
DISTRIB 1,1

1.23 geterrorstr

GETERRORSTR

Template:
ERRNUM/N/A
Arguments:
NUMBER ERRNUM
error number
Description:
Returns the error string for the given error number

1.24 objectpath

OBJECTPATH

Template:
PATH/A

Arguments:
PATH
 pathname (format: 'path1;path2;...;pathn')
Description:
 Defines the path where to search Imagine objects.

1.25 pointlight

POINTLIGHT

Template:
POS, COLOR, SIZE, SHADOW/S, ACTOR, FALLOFF

Arguments:
VECTOR POS
 position
COLOR COLOR
 color of light
VECTOR SIZE
 size of light source (used for soft shadows)
KEYWORD SHADOW/S
 cast shadows if keyword given
STRING ACTOR
 name of actor
FLOAT FALLOFF
 distance where the brightness of the light is zero

Description:
 Creates a point lightsource

Default:
POINTLIGHT <0,0,0> [255,255,255] 0 ?? ?? 0

1.26 quit

QUIT

Template:
none

Arguments:
none

Description:
 Quits Raystorm

1.27 savepic

SAVEPIC

Template:
NAME/A,FORMAT

Arguments:
STRING NAME
 name of file to save

STRING FORMAT
image format (default ILBM)
Description:
Saves rendered picture. If an error occurs the command returns an error string.

1.28 setcamera

SETCAMERA

Template:
POS/A,VIEWPOINT,VIEWUP,FOVX,FOVY,FOCALDIST,APERTURE,POSACTOR,VIEWACTOR
Arguments:
VECTOR POS
position
VECTOR VIEWPOINT
viewpoint
VECTOR VIEWUP
viewupvector
FLOAT FOVX, FOVY
field of view (in degree) (20 degree creates camera like Imagine
default camera)
FLOAT FOCALDIST
distance from eye to focal plane
FLOAT APERTURE
aperture width (0 = pinhole) (-> depth of field)
STRING POSACTOR
name of position actor
STRING VIEWACTOR
name of point of view actor
Description:
Sets the parameters of the camera
Default:
SETCAMERA <0,0,-10> <0,0,0> <0,1,0> 45 45 1. 0.

1.29 setscreen

SETSCREEN

Template:
RESX/N/A,RESY/N/A,COLORS/N
Arguments:
NUMBER RESX, RESY
resolution
NUMBER COLORS
number of colors (not yet implemented)
Description:
Sets the screen parameters. Note that in the demo-version the resolution is limited to 160x128!
Default:
SETSCREEN 128 128 32

1.30 setworld

SETWORLD

Template:

BACK/A, AMBIENT, RANDJIT/S, BACKDROP, FOGLEN, FOGHEIGHT, FOGCOLOR, REFLMAP

Arguments:

COLOR BACK

backgroundcolor

COLOR AMBIENT

ambientcolor

KEYWORD RANDJIT

use random jitter for depth of field and soft shadows

STRING BACKDROP

name of backdrop picture

FLOAT FOGLEN

global fog length

FLOAT FOGHEIGHT

highest fog y-coordinate

COLOR FOGCOLOR

fogcolor

STRING REFLMAP

name of reflection map

Description:

Sets world parameters

Default:

SETWORLD [0,0,0] [0,0,0] ?? 32 0 [255,255,255]

1.31 spotlight

SPOTLIGHT

Template:

POS, COLOR, LOOKPOINT, ANGLE, SIZE, SHADOW/S, ACTOR, LOOKP_ACTOR, FALLOFF

Arguments:

VECTOR POS

position

COLOR COLOR

color

VECTOR LOOKPOINT

lookpoint

FLOAT ANGLE

opening angel (in degree max. 180)

FLOAT SIZE

size of light source (used for soft shadows)

KEYWORD SHADOW

cast shadows if keyword given

STRING ACTOR

name of position actor

STRING LOOKP_ACTOR

name of lookpoint actor

FLOAT FALLOFF

distance where the brightness of the light is zero

Description:

Creates a spot lightsource. The rays emitted from a spotlight are constrained by a cone. The LOOKPOINT vector gives the center of the illuminated area.

Default:

```
SPOTLIGHT <0,0,0> [255,255,255] <0,0,1> 45 0 ?? ?? ?? 0
```

1.32 startrender

STARTRENDER

Template:

```
QUICK/S,DEPTH/N,FROM,TO/N,LEFT/N,TOP/N,RIGHT/N,BOTTOM/N
```

Arguments:

KEYWORD QUICK

render quick (no shadows, reflections and transparency)

NUMBER DEPTH

depth of generated octree (default 3)

FLOAT FROM,TO

time code (default 0,0). If you want motion blur you have to set FROM and TO to different values, if not only set FROM.

NUMBER LEFT,TOP,RIGHT,BOTTOM

coordinates for rendering box. Picture is rendered only inside of rectangle.

Description:

Starts rendering process. If you set QUICK shadows, reflections and transparency are not calculated. In very complex scenes it is useful to increase the octree depth in order to reach a better performance during the rendering process. But this can only be done with enough memory!

1.33 texturepath

TEXTUREPATH

Template:

```
PATH/A
```

Arguments:

PATH

pathname (format: 'path1;path2;...;pathn')

Description:

Defines the path where to search textures.

1.34 wintofront

WINTOFRONT

Template:

```
none
```

Arguments:

```
none
```

Description:

Brings RayStorm window in front

1.35 ARexx-commands for creating objects

AREXX-COMMANDS FOR CREATING OBJECTS

LOADOBJ loads an Imagine TDDD-file
PLANE creates a plane (ground in Imagine)
SPHERE creates a sphere
TRIANGLE creates a triangle

1.36 loadobj

LOADOBJ

Template:

NAME/A, POS, ALIGN, SCALE, ACTOR

Arguments:

STRING NAME

filename

VECTOR POS

position

VECTOR ALIGN

alignment (in degrees)

VECTOR SCALE

scaling

STRING ACTOR

name of actor

Description:

Loads an Imagine TDDD-file object with attributes, brushes and textures.

Where to get Imagine object files?

Look on FTP-servers which support AMINET. For example try out

ftp.uni-paderborn.de

Path: ftp/aminet/pub/gfx/3dobj/

Default:

LOADOBJ ??? <0,0,0> <0,0,0> <1,1,1>

1.37 plane

PLANE

Template:

SURF/A, POS, NORM, ACTOR

Arguments:

STRING SURF

surface name

VECTOR POS

position

VECTOR NORM

normal


```
STRING ACTOR
    name of actor
Description:
    Creates a infinite plane
Default:
    PLANE ??? <0,0,0> <0,1,0>
```

1.38 sphere

```
SPHERE

Template:
    SURF/A, POS/A, RADIUS/A, ACTOR
Arguments:
    STRING SURF
        surface name
    VECTOR POS
        position
    FLOAT RADIUS
        radius
    STRING ACTOR
        name of actor
Description:
    Creates a sphere
```

1.39 triangle

```
TRIANGLE

Template:
    SURF/A, P1/A, P2/A, P3/A, N1, N2, N3, ACTOR
Arguments:
    STRING SURF
        surface name
    VECTOR P1
        first point
    VECTOR P2
        second point
    VECTOR P3
        third point
    VECTOR N1
        first normal
    VECTOR N2
        second normal
    VECTOR N3
        third normal
    STRING ACTOR
        name of actor
Description:
    Creates a triangle with corners at position P1, P2 and P3. If you specify
    the normals, a phong shaded triangle otherwise a flat triangle is created.
    Computing the normals by hand is a difficult task, and should be done by
```

utility programs.

1.40 ARexx-commands for setting attributes

AREXX-COMMANDS FOR SETTING ATTRIBUTES

Every object must have a surface definition. With the following commands you can set the attributes of a surface. First you have to define the current surface with 'NEWSURFACE <name>'. Raystorm will set the attributes of the new surface to default values. Every following command such as AMBIENT or DIFFTRANS refers to the current surface and will override the corresponding default values.

The following examples define two surfaces:

```
NEWSURFACE RED
AMBIENT [255,0,0]
DIFFUSE [255,0,0]
```

```
NEWSURFACE WATER
DIFFUSE [0,0,255]
REFRINDEX 1.333
```

List of surface commands:

NEWSURFACE	creates a new surface
AMBIENT	sets ambient color
BRUSH	adds a brush
DIFFTRANS	sets diffuse transmission color
DIFFUSE	sets diffuse color
FOGLEN	sets the foglength
IMTEXTURE	adds a Image texture
REFEXP	sets the specular reflection exponent
REFLECT	sets the specular reflectivity
REFRINDEX	sets the index of refraction
SPECTRANS	sets the specular transmission
SPECULAR	sets the specular color
TRANSEXP	sets the specular transmission exponent
TRANSLUC	sets the specular transmittance
TRANSPAR	sets the diffuce transmittance

1.41 ambient

AMBIENT

Template:

COLOR/A

Arguments:

STRING COLOR
color

Description:

Sets the ambient color of surface

Default:

AMBIENT [255,255,255]

1.42 brush

BRUSH

Template:

NAME/A, TYPE/A, WRAP/A, POS/A, ALIGN/A, SIZE/A, REPEAT/S, MIRROR/S, SOFT/S, ACTOR

Arguments:

STRING NAME

name of brush file

KEYWORD TYPE [COLOR|REFLECT|FILTER|ALTITUDE|SPECULAR]

Brush type

KEYWORD WRAP [FLAT|WRAPX|WRAPY|WRAPXY]

Brush wrapping method

VECTOR POS

position

VECTOR ALIGN

alignment

VECTOR SIZE

size of brush

KEYWORD REPEAT

if set brush is repeated like a tile

KEYWORD MIRROR

if set brush is mirrored

KEYWORD SOFT

if set brush color is softly interpolated

STRING ACTOR

name of actor

Description:

Adds a brush to surface. A brush is a bitmap which is wrapped around an object. The specified file will be searched for in the current directory. If not found and a brushpath is given, the file will be searched there. If an error occurs the command returns an error string.

Constants for type:

COLOR

Replaces the surface color of the object with the image (sets DIFFUSE and AMBIENT).

REFLECT

Map covers the surface and reflects environment (see REFLECT)).

FILTER

Uses the white color to pass colors and the black area to hold back color with a variance between two colors (see TRANSPAR).

ALTITUDE

The red values of the brush are used to give the surface an appearance of bumpiness.

SPECULAR

The rgb values set the specular color of the surface (see SPECULAR).

Constants for wrap :

FLAT

The brush is projected to X-Y plane, the axis is in the middle of the brush area, length is the distance from the middle to the border.

WRAPX

The brush is wrapped around the x-axis, like on a cylinder. The left edge of the brush begins at the positive X axis and wraps the brush around the cylinder from 'west' to 'east'.

WRAPY

Same as WRAPX, but wrapping is around the y-axis.

WRAPXY

Wrapping both: around X and Y axis. It is assumed, that the object is a sphere. The Y axis is the north/south pole of the spherical mapping. The left edge of the brush begins at the positive X axis and wraps the brush around the sphere from 'west' to 'east'. The brush covers the sphere exactly once.

1.43 difftrans

DIFFTRANS

Template:

COLOR/A

Arguments:

COLOR COLOR

color

Description:

Sets the diffuse transmission color of surface. Same as diffuse reflection, but only used if the lightsource is on opposite side of surface. Only applied if tranlucency is not set to zero.

Default:

DIFFTRANS [0,0,0]

1.44 diffuse

DIFFUSE

Template:

COLOR/A

Arguments:

COLOR COLOR

color

Description:

Sets the diffuse color of surface. The diffuse reflection falls off as the cosine of the angle between the normal and the ray to the light. Diffuse reflection determines the main color of the object (color in Imagine).

Default:

DIFFUSE [255,255,255]

1.45 foglen

FOGLEN

Template:

VALUE/A
 Arguments:
 FLOAT VALUE/A
 foglength
 Description:
 Sets the foglength of the surface. Fog color is set with TRANSPAR.
 Default:
 FOGLEN 0

1.46 imtexture

IMTEXTURE

Template:
 NAME/A, POS, ALIGN, SIZE, P1, P2, P3, P4, P5, P6, P7, P8, P9, P10, P11, P12, P13, P14, P15, P16, ↵
 ACTOR

Arguments:
 STRING NAME
 name of Image texture file
 VECTOR POS
 position
 VECTOR ALIGN
 alignment
 VECTOR SIZE
 size of texture axis
 FLOAT P1, P2, P3, P4, P5, P6, P7, P8, P9, P10, P11, P12, P13, P14, P15, P16
 texture parameters
 STRING ACTOR
 name of actor

Description:
 Adds a Image texture to surface

Default:
 defaults are taken from texture if not all paramters are given

1.47 newsurface

NEWSURFACE

Template:
 NAME/A, BRIGHT/S

Arguments:
 STRING NAME
 name
 KEYWORD BRIGHT
 if set the brightness of the surface is everywhere the same

Description:
 Creates a new surface with name 'NAME'

1.48 refexp

REFEXP

Template:

VALUE/A

Arguments:

FLOAT VALUE

specular reflection exponent

Description:

Sets the specular reflection exponent of surface. Determines the size of the specularly reflected highlights, the higher the smaller the highlight (hardness in Imagine).

Default:

REFEXP 12.

1.49 reflect

REFLECT

Template:

COLOR/A

Arguments:

COLOR COLOR

color

Description:

Sets the specular reflectivity of surface

Default:

REFLECT [0,0,0]

1.50 refrindex

REFRINDEX

Template:

VALUE/A

Arguments:

FLOAT VALUE

index of refraction

Description:

Sets the index of refraction of surface. Determines how the ray is refracted through transparent objects, the higher the more (index of refraction in Imagine).

Default:

REFRINDEX 1.

Examples:

MATERIAL	Index
Vacuum	1.00000 (exactly)
Air (STP)	1.00029
Acetone	1.36
Alcohol	1.329

Amorphous Selenium	2.92
Cal spar1	1.66
Cal spar2	1.486
Carbon Disulfide	1.63
Chromium Oxide	2.705
Copper Oxide	2.705
Crown Glass	1.52
Crystal	2.00
Diamond	2.417
Emerald	1.57
Ethyl Alcohol	1.36
Flourite	1.434
Fused Quartz	1.46
Heaviest Flint Glass	1.89
Heavy Flint Glass	1.65
Glass	1.5
Ice	1.309
Iodine Crystal	3.34
Lapis Lazuli	1.61
Light Flint Glass	1.575
Liquid Carbon Dioxide	1.20
Polystyrene	1.55
Quartz 1	1.644
Quartz 2	1.553
Ruby	1.77
Sapphire	1.77
Sodium Chloride (Salt) 1	1.544
Sodium Chloride (Salt) 2	1.644
Sugar Solution (30%)	1.38
Sugar Solution (80%)	1.49
Topaz	1.61
Water (20 C)	1.333
Zinc Crown Glass	1.517

1.51 spectrans

SPECTRANS

Template:

COLOR/A

Arguments:

COLOR COLOR

color

Description:

Sets the specular transmission color of surface. Same as specular reflection, but only used if the lightsource is on opposite side of surface. Only applied if tranlucency is not 0.

Default:

SETSPECTRANS [255,255,255]

1.52 specular

SPECULAR

Template:

COLOR/A

Arguments:

COLOR COLOR

color

Description:

Sets the specular color of surface. Specularly reflected highlights fall off as the cosine of the angle between the reflected ray and the ray to the light source (specular in Imagine).

Default:

SPECULAR [255,255,255]

1.53 transexp

TRANSEXP

Template:

VALUE/A

Arguments:

FLOAT VALUE

specular transmission exponent

Description:

Sets the specular transmission exponent of surface. Same as specular reflection exponent, but only used if the lightsource is on opposite side of surface.

Default:

TRANSEXP 12.

1.54 transluc

TRANSLUC

Template:

VALUE/A

Arguments:

FLOAT VALUE

specular transmittance

Description:

Sets the specular transmittance of surface

Default:

TRANSLUC 0

1.55 transpar

TRANSPAR

Template:

COLOR/A
Arguments:
COLOR COLOR
color
Description:
Sets the diffuse transmittance of surface
Default:
TRANSPAR [0,0,0]

1.56 ARexx-commands for animation control

AREXX-COMMANDS FOR ANIMATION CONTROL

ALIGNMENT sets alignment
NEWACTOR creates a new actor
POSITION sets position
SIZE sets size

1.57 alignment

ALIGNMENT

Template:
FROM/A, TO/A, ALIGN/A, TYPE
Arguments:
FLOAT FROM, TO
time code
VECTOR ALIGN
alignment at time 'TO'
KEYWORD TYPE [LINEAR]
interpolation type (currently only linear)
Description:
Sets the alignment of the object. 'TYPE' can be one of the following identifiers:
LINEAR the interpolation is done in a straight way.
SPLINE the interpolation is done in a spline curve way. (NOT IMPLEMENTED YET)

1.58 newactor

NEWACTOR

Template:
NAME/A, POS, ALIGN, SIZE
Arguments:
STRING NAME
name of new actor
VECTOR POS
axis position
VECTOR ALIGN

```

    axis alignment (in degrees)
VECTOR SIZE
    axis size
Description:
    Creates a new actor
Default:
    NEWACTOR ??? <0,0,0> <0,0,0> <1,1,1>

```

1.59 position

POSITION

```

Template:
    FROM/A, TO/A, POS/A, TYPE
Arguments:
    FLOAT FROM, TO
        time code
    VECTOR POS
        position at time 'TO'
    KEYWORD TYPE [LINEAR]
        interpolation type (currently only linear)
Description:
    Sets the position of the object. 'TYPE' can be one of the following
    identifiers:
        LINEAR the interpolation is done in a straight way.
        SPLINE the interpolation is done in a spline curve way. (NOT
            IMPLEMENTED YET)

```

1.60 size

SIZE

```

Template:
    FROM/A, TO/A, SIZE/A, TYPE
Arguments:
    FLOAT FROM, TO
        time code
    SIZE
        size at time 'TO'
    KEYWORD TYPE [LINEAR]
        interpolation type (currently only linear)
Description:
    Sets the size of the object. 'TYPE' can be one of the following
    identifiers:
        LINEAR the interpolation is done in a straight way.
        SPLINE the interpolation is done in a spline curve way. (NOT
            IMPLEMENTED YET)

```

1.61 ARexx-errors

AREXX-ERRORS

These values are returned when something went wrong, you can get the error string with the command GETERRORSTR.

Application and parser errors

Here are the errors returned from the command parser and the application itself.

- 10 Wrong screen resolution
Both components of the screen resolution have to be higher than one.
 - 11 Actor not defined
The specified actor name does not exist.
 - 12 Surface not defined
The specified surface name does not exist.
 - 13 Not enough memory
Allocation of memory failed.
 - 14 Limitations of demo version reached
The demo version is limited to a resolution of 160x128.
 - 15 Unknown brush mapping type
You specified a unknown mapping method for the BRUSH command.
 - 16 Unknown brush wrapping method
You specified a unknown wrapping method for the BRUSH command.
 - 17 Depth of octree too big (max. 6)
The octree depth is limited to a depth of 6.
 - 18 Invalid time intervall
One component of a time intervall was negative or the beginning time was later than the end.
 - 19 Antialiasing value too big (max. 8)
The value of the ANTIALIAS command is limited to 8.
 - 20 Distribution value too big (max. 8)
The value of the DISTRIB command is limited to 8.
 - 21 Unknown interpolation method
You specified a unknown interpolation method for the POSITION, ALIGNMENT or SIZE command.
 - 22 No picture renderd
There is no picture for SAVEPIC to save because you renderd none or called CLEANUP before.
 - 23 Can't open screen
The DISPLAY command was unable to open the screen
(!!! THIS COMMAND ISN'T RELEASED IN THIS VERSION YET !!!).
 - 24 Can't open iffparse.library
RayStorm failed to open iffparse.library (at least version 37 is needed)
 - 25 Can't open graphics.library
RayStorm failed to open graphics.library (at least version 33 is needed)
 - 26 Can't open intuition.library
RayStorm failed to open intuition.library (at least version 37 is needed)
 - 27 Can't open window
RayStorm failed to open the window.
 - 28 Can't open muimaster.library
RayStorm failed to open muimaster.library (at least version 8 is needed)
-

- 29 Invalid vector definition
The specified vector has the wrong format (must be '<x,y,z>').
- 30 Invalid color definition
The specified color has the wrong format (must be '[r,g,b]').
- 31 Invalid region definition
The specified region is out of range.

Internal errors

This are errors of the renderer.

- 101 Not enough memory
Allocation of memory failed.
 - 102 Error in triangle definition
It's impossible to generate a triangle with the specified coordinates (see TRIANGLE).
 - 103 The view and up directions are identical?
You specified a view-up-vector for the CAMERA command which is identical to the view direction.
 - 104 Not enough memory for screen buffer
The allocation of the screen buffer failed.
 - 105 The backdrop picture has the wrong size
The backdrop picture must have the same resolution as the with SETSCREEN specified screen resolution.
 - 106 Can't open Imagine TDDD file
RayStorm failed to open the specified Imagine TDDD file, check filename and path.
 - 107 Error reading TDDD file
An error occurred while RayStorm read a Imagine TDDD file, maybe it was no TDDD file.
 - 108 Can't open Imagine texture file
RayStorm failed to open the specified Imagine texture file, check filename and path.
 - 109 Can't open brush file
RayStorm failed to open the specified brush file, check filename and path.
 - 110 Error initializing Imagine texture
An error occurred as RayStorm tried to initialize a Imagine texture.
 - 111 Can't open picture
RayStorm failed to open the specified picture file, check filename and path.
 - 112 Error reading picture
An error occurred while RayStorm read a picture file.
 - 113 Can't open typefile
RayStorm failed to open the typefile. The typefile is needed to identify the filetypes of the pictures and objects. The file 'modules/pictures/types' or 'modules/objects/types' can't be opened.
 - 114 Error reading typefile
An error occurred while RayStorm read a typefile, maybe the file is damaged.
 - 115 Unknown picture format
RayStorm was unable to recognize the format of the picture file.
 - 116 An error occurred while invoking picture handler
The used picture handler returned a error.
-

1.62 Examples

EXAMPLES

We have included several demos in the directories 'rexx' and 'examples' to show how to use RayStorm.

In the 'arexx' directory are examples scripts which show the usage of RayStorm with ARexx. Start them simply by typing 'rx ??? ray' in a shell (??? ray is the name of the script).

Attrtest ray

Several examples for attributes.

Attrtest1 ray

Several examples for attributes.

Backdrop ray

Demonstrates usage of backdrop picture.

Bounce ray

Tutorial.

Brush ray

Demonstrates usage of brush mapping.

Bump ray

Test of bump texture.

Checker ray

Test of checker texture.

Chess ray

Chess scene.

Coin ray

Jumping coin with motion blur.

Dof ray

Test of depth of field.

Eight ray

Billard scene.

Fog ray

Fog demonstration.

Fogl ray

Fog demonstration.

Im_texture ray

Example for usage of Imagine textures.

Marble ray

Test of marble texture.

Randomsphere.ray
Randomly colored sphere.

Simple.ray
Tutorial.

Supersample.ray
Demonstrates adaptive supersampling.

Title.ray
Renders the RayStorm title.

Title1.ray
Renders the RayStorm title.

Wood.ray
Test of wood texture.

In the 'examples' directory are C-programs which show the usage of RayStorm directly with a program. They can only be run from a shell. These programs are producing a couple of pictures no animation, which must be glued together with a utility like MainActor.

Sphanim

Animation of several spheres which jump over a checker board. Camera follows them.

Worldanim

Rotating world.

1.63 Tutorials

TUTORIALS

Simple scene
Bouncing ball

1.64 Simple scene

Tutorial: Simple scene

Now we will create a very famous scene. A sphere over a checkerboard! This might be boring, but it's good for the absolute beginner to get an impression of building a scene.

Here we go:

1. In the drawer 'ARexx' of the RayStorm directory there is a file named 'default.ray'. This is a default form for RayStorm ARexx scripts. You can use this form to write your own scripts.

We'll use this file as a default for our animation script. Copy this file to the file 'simple.ray'. After this load the file 'simple.ray' to your favorite text editor (e.g GoldEd or CygnusEd).

2. To view the scene, we need a camera. Insert after the command 'ADDRESS RAYSTORM' the lines:

```
'SETCAMERA <6,1.5,-1.5> <0,0,0> <0,1,0>'
```

This sets the camera to position $\langle 6, 1.5, -1.5 \rangle$. The camera points to $\langle 0, 0, 0 \rangle$ and the view-up vector is $\langle 0, 1, 0 \rangle$. Note that you don't have to specify every single parameter. Every command has default values. Refer to the description of a command to find out the default values.

3. Nothing can be seen without a lightsource.
Type:

```
'POINTLIGHT <0,50,0> [255,255,255] SHADOW'
```

The sphere is illuminated from above with white light.

4. Before placing the objects in the scene, you have to define their surfaces.
Type:

```
'NEWSURFACE planesurf'
```

This creates a surface with name planesurf. The plane has a checkered surface, so type:

```
'IMTEXTURE /textures/checker.itx <0.1,0.1,0.1> <0,0,0> <2,2,2>'
```

5. That was the plane texture. Let 's go over to sphere texture.
Type:

```
'NEWSURFACE spheresurf'
```

The sphere has a mirrored surface. To simulate a perfect mirror, type

```
'REFLECT [255,255,255]'
```

6. Now we can add the objects to the scene:

```
'SPHERE spheresurf <0,0.5,0> 1'
```

This creates a sphere on position $\langle 0, 0.5, 0 \rangle$ and radius 1.
Add the plane:

```
'PLANE planesurf'
```

The default values for the position and the normal vector fit to our scene, so we can take them over.

7. Let's make an end to the definitions and render the scene!
Type:

```
'STARTRENDER'
```

8. Finally we may not forget to save the picture, so add:

```
'SAVEPIC simple.iff'
```

which will save the rendered picture in the current directory as a IFF-ILBM file.

The last step is to free all the memory with the command 'CLEANUP'. Add:

```
CLEANUP'
```

9. Start the script from a shell-window with the sequence 'rx simple.ray'. RayStorm will now generate your picture. When RayStorm finished the work start your favourite viewer-program, load the file and have a look at it.

Looks very monochrome!!

To make the world colorful, we make a red checker and set the sky to blue. A blue sky can be done by setting the world's background color.

10. Before 'SETCAMERA' type:

```
'SETWORLD [30,30,255]'
```

Add

```
'DIFFUSE [155,0,0]'
```

to the surface planesurf (this defines one checker color), the other one must be set in the 'IMTEXTURE' command, so change it to

```
'IMTEXTURE checker.itx <0.1,0.1,0.1> <0,0,0> <2,2,2> 255 0 0'
```

(Note that '255 0 0' describes a color, but is not embedded in < >, because the checker color belongs to the texture parameters which are all floats.)

11. Render the scene once again, and view it.

That's the end of the tutorial! Make some changes to the scene file and play around with the parameters to see their effects.

1.65 Bouncing ball

Tutorial: Bouncing ball

The goal of this tutorial is to show you how to generate little animations. At the end of this tutorial you'll have a animation where the earth rotates and bounces on a rotating plane with a white checker texture on the top and a red checker on the bottom. If you have a fast computer you can also generate the animation with motion blur.

O.k. here we go:

1. In the drawer 'ARexx' of the RayStorm directory there is a file named 'default.ray'. This is a default form for RayStorm ARexx scripts. You can use this form to write your own scripts.

We'll use this file as a default for our animation script. Copy this file to the file 'bounce.ray'. After this load the file 'bounce.ray' to your favorite text editor (e.g GoldEd or CygnusEd).

2. First we define some values: the acceleration of the ball and the amount of frames to generate.

RayStorm has three commands to set the paths where it searches the files it needs. We use a brush for the surface of the ball and a texture for the surface of the ground.

To do this we have to insert after the command 'ADDRESS RAYSTORM' the lines:

```
g = .2
frames = 17

'BRUSHPATH /brushes'
'TEXTUREPATH /textures'
```

It's the same if you write the the commands in upper case or lower case. But it's important to enclose all commans in quotes because ARexx tries to interpret the line before it sends it to ARexx. It may happen that the line is changed and RayStorm don't do this what you want.

3. Next we set the screen resolution. For the first experiments we choose a low resolution of 160x128 pixels. Insert the line:

```
'SETSCREEN 160 128'
```

4. Now we set the camera parameters. The first three values determine the position of the camera. We want to place it so that we can see the ball all over the time. The next values set the viewpoint of the camera, this is the point the camera aims to. The next values determine the view up vector. And the last two values determine the field of view. To get a pixel aspect of 1:1 we have to set them to 25 and 20 degree.

```
'SETCAMERA 0 10 40 0 5 0 0 1 0 25 20'
```

5. We want to have a bright blue background for our animation. The background and the global ambient color is set with the 'SETWORLD' command. We want to set the ambient color to a dark gray, if this color is to bright the scene will look washed out and the objects appear flat. Insert the line:

```
'SETWORLD 10 30 200 10 10 10'
```

6. The illumination is an important part of a scene. We want to place a pointlight near the camera. Add the line:

```
'POINTLIGHT 5 10 50'
```

7. Now we define the actor for the plane. We want to rotate it around the Z-axis. Insert the lines:

```
'NEWACTOR groundactor'
'ALIGNMENT 0 ' frames+2 ' 0 0 360'
```

7. Now we define the surface for the plane and the plane itself. We make it

a little reflective and apply a checker texture. The surface 'groundtop' is for the top of the plane and the surface 'groundbottom' is for the bottom of the surface. The plane itself consists of four triangles. Two for the top and two for the bottom. Insert the lines:

```
'NEWSURFACE groundtop'
'DIFFUSE 255 255 255'
'SPECULAR 0 0 0'
'REFLECT 50 50 50'
'IMTEXTURE checker.itx 0 -1 0 0 0 0 10 10 10 ACTOR groundactor'

'NEWSURFACE groundbottom'
'DIFFUSE 255 0 0'
'SPECULAR 0 0 0'
'REFLECT 50 50 50'
'IMTEXTURE /checker/checker.itx 0 -1 0 0 0 0 1.5 1.5 1.5 ACTOR groundactor'

'TRIANGLE groundtop -2 0 -2 2 0 -2 2 0 2 ACTOR groundactor'
'TRIANGLE groundtop -2 0 -2 -2 0 2 2 0 2 ACTOR groundactor'
'TRIANGLE groundbottom -2 -.01 -2 2 -.01 -2 2 -.01 2 ACTOR groundactor'
'TRIANGLE groundbottom -2 -.01 -2 -2 -.01 2 2 -.01 2 ACTOR groundactor'
```

8. Next we define the motion of the ball. It starts at a height of 10 and accelerates until it bounces on the plane, changes its direction and the motion ends as the ball is back at the start point. Additionally the ball rotates around the Y-axis. Add the following sequence to your script:

```
speed = -g
pos = 10
'NEWACTOR ballactor 0 'pos' 0'
do i=0 to frames
  'POSITION ' i i+1 0 pos 0
  pos = pos+speed
  if pos<=1 & speed<0 then
    speed = -speed
  else
    speed = speed-g
  end
'ALIGNMENT 0 ' frames+2 ' 0 360 0'
```

9. Now we define the surface for the ball and the ball itself. The only thing we must do is to map a earth styled brush map to a sphere. To reach this goal the position of the brush must be set to the middle of the sphere and the size must be small enough to be completely inside the sphere. These are the lines to define the ball:

```
'NEWSURFACE ball'
'BRUSH earth.iff COLOR WRAPXY 0 0 0 0 0 0 .1 .1 .1 ACTOR ballactor'

'SPHERE ball 0 10 0 1 ACTOR ballactor'
```

10. If your computer is fast enough you can insert the following lines:

```
'ANTIALIAS 1'
'DISTRIB 1'

'ANTIALIAS' improves the quality of the picture; 2 or 3 are normal values,
```

higher values don't improve the quality significant.

A value higher than one for 'DISTRIB' switches {"motion blur" link Motion Blur} ← on.

11. At this the we have finished the definitions and now can render the single frames. If you want the reflections of the ball on the plane you have to delete the keyword 'QUICK', because RayStorm renders no reflections in quick mode. The frame time is set with 'FROM' and 'TO'. We save the frames as IFF-ILBM pictures with the names 'bounce0001.iff' ... 'bounceXXXX.iff'. The last step is to free all the memory with the command 'CLEANUP'. Add these lines:

```
do i=0 to frames
  'STARTRENDER QUICK FROM 'i' TO 'i+1
  'SAVEPIC bounce' || RIGHT(i,4,0) || '.iff'
end

'CLEANUP'
```

12. Start the script from a shell-window with the sequence 'rx bounce.ray'. RayStorm will now generate your frames. When RayStorm finished the work you must glue the pictures together to get the animation.

That's all. Have fun!

1.66 Tips&Tricks

Tips&Tricks

- It's faster not to use planes in scenes with motion blur.

1.67 Textures

TEXTURES

Textures are mathematical generated patterns which can be applied to the surface of a object.

There are several textures in the directory 'textures'.

```
Bump
Checker
Linear
Marble
Radial
Stars
Wood
```

1.68 Bump

BUMP

This texture applies a bumps to the surface.
Size of texture determines size of bumps.

Parameters:

X bump size - Y bump size - Z bump size
Sets the 'depth' of the bumps.

Example:

```
IMTEXTURE bump.itx <0,0,0> <0,0,0> <.002,.002,.002> 1 1 1
```

Picture

1.69 Checker

CHECKER

This texture applies a normal checks pattern to the surface.

Attention!

If you apply a checker texture to a plane, the plane may not be at the same position on which the checker changes its color. Otherwise you get a noisy texture due to rounding errors.

Parameters:

Color Red - Color Green - Color Blue
Color of the checks, other color is taken from object.

Reflect Red - Reflect Green - Reflect Blue
Reflect color of the checks.

Filter Red - Filter Green - Filter Blue
Filter color of the checks.

Example

1.70 Linear

LINEAR

This texture varies the color of the object in the y-direction of the texture.

Parameters:

Color Red - Color Green - Color Blue
Color to interpolate to.

Reflect Red - Reflect Green - Reflect Blue

Reflect to interpolate to.

Filter Red - Filter Green - Filter Blue
Filter to interpolate to.

Example

1.71 Wood

WOOD

This texture applies a wood like texture to the surface.
Size of texture determines size of wood.

Parameters:

Color Red - Color Green - Color Blue
Color. Other color is taken from object.

Reflect Red - Reflect Green - Reflect Blue
Reflect color.

Filter Red - Filter Green - Filter Blue
Filter color.

Octave
The higher the octave the noisier are the wood rings.

Frequency
The higher the frequency the smaller the wood rings.

Example

1.72 Marble

MARBLE

This texture applies a marble like texture to the surface.
Size of texture determines size of bumps.

Parameters:

Color Red - Color Green - Color Blue
Color. Other color is taken from object.

Reflect Red - Reflect Green - Reflect Blue
Reflect color.

Filter Red - Filter Green - Filter Blue
Filter color.

Octave

The higher the octave the noisier is the texture.

Example

1.73 Radial

RADIAL

This texture varies the color of the object radial around the texture axis.

Parameters:

Start radius

Interpolation start radius.

End radius

Interpolation end radius.

Color Red - Color Green - Color Blue

Color to interpolate to.

Reflect Red - Reflect Green - Reflect Blue

Reflect to interpolate to.

Filter Red - Filter Green - Filter Blue

Filter to interpolate to.

Example

1.74 Stars

STARS

This texture applies randomly stars to the surface.

Parameters:

Color Red - Color Green - Color Blue

Color of the stars.

Density

Star density. The higher the more stars (0. - 1.).

Example

1.75 Known Bugs

KNOWN BUGS

- Bump doesn't work properly.

- Problems to animate Imagine objects with brushes on them.

1.76 Legal Stuff

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1.77 Credits

CREDITS

We want to thank the following persons:

- Stephan Dorenkamp & Marcus Ritter - for testing

1.78 Register

REGISTER

If you like RayStorm use the registration programm to register.

Fill out the registration form and press the Print button.
If the printer is installed correctly, the registration is printed out.
You can get information about the current agreements by pressing the Info button.

1.79 Author

AUTHORS

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1.80 History of Changes

HISTORY

version 1.0 (09-July-95)

- first release.

version 1.01 (15-August-95)

- added soft shadows
- added random jitter
- added brush repeat and mirror

version 1.02 (16-August-95)

- bugfix: altitude mapping -> black object: fixed
- bugfix: loading of TDDD-objects with brushes crashed: fixed
- added backdrop picture
- added BRIGHT-flags for surface
- added fog
- deleted TRANSATTU

version 1.03 (17-August-95)

- bugfix: sphere intersection test: fixed

version 1.04 (21-August-95)

- added global fog

version 1.05 (28-August-95)

- added animation commands

version 1.06 (01-September-95)

- added motion blur

version 1.07 (10-September-95)

- added specular brush mapping

version 1.08 (11-September-95)

- added rendering box

version 1.081 (08-October-95)

- added listview for history
- added global reflection map
- changed error messages

version 1.082 (11-October-95)

- improved memory management for Imagine objects

version 1.083 (12-October-95)

- changed spotlight direction to lookpoint and added actor for lookpoint
- new form for vectors '<x,y,z>'
- new form for colors '[r,g,b]'

version 1.1 (18-October-95)

- next official release

version 1.11 (19-October-95)

- bugfix: Imagine fog objects are now loaded properly
- added parameter check for field rendering

version 1.12 (21-October-95)

- speedup of motion blur

version 1.13 (01-November-95)

- now more than one path with PATH-commands possible
- bugfix: spotlight look point changed camera view point
- added soft interpolation of colors for brushmapping
- bugfix: objects behind light sources casted shadows

version 1.14 (03-November-95)

- changed default gaussian filter width from 1.8 to 1.3
- bugfix: problem with global fog
- plane can now be animated
- changed axis position in flat brush mapping
- added 'Time spend' and 'Time left'

version 1.15 (28-November-95)

- added PNG- and ILBM-modules
- added radial texture

version 1.16 (09-January-96)

- bugfix in PNG-module: had problems with palette pictures
 - bugfix motion blur: had a problem with voxel calculations
 - bugfix motion blur: had no motion blur in scenes with planes
-

- added TGA-module
- added 'SOFTSHADOW' to 'DISTRIB'
- optimized octree (up to 10% faster)
- added 'FALLOFF' for 'POINTLIGHT' and 'SPOTLIGHT'
- bugfix can now load plane
- bugfix can now load multiple planes or perfect spheres

1.81 PC-version

PC-VERSION

The PC version is available on the Internet.

The most import differences between the PC-Version and the Amiga-Version are:

- the Amiga-Version is able to load Imagine texture-files
- the PC-Version uses its own script language, whereas the Amiga-Version uses ARExx

1.82 Homepage

HOMEPAGE

Come and visit our RayStorm-Homepage! There you can always get the latest version of RayStorm and can see some example pictures.

The address:

<http://sol.wohnheim.uni-ulm.de/~calvin/raystorm.html>

1.83 Future

FUTURE ADDITIONS

- modeler
 - more objects (torus, cylinder, ...)
 - JPEG-saver
 - use Imagine staging files
 - animation language (ALAN)
 - shadow caching
 - more textures
 - don't allocate whole picture buffer at once
 - diffuse reflectivity
 - diffuse transparency
 - better light FX
 - log file
 - apply post-2D-FX
 - spline interpolation
 - load Lightwave format
 - load 3DS format
-

- CSG (Constructive Solid Geometry)