

DGAS

Dave G's Animation System 0.95
for POV-Ray 3.0

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A system to help with the creation
of complex animations within POV-Ray
without external programs.

Installation

Welcome to Dave G's Animation System for POV-Ray (DGAS). This is a FREE collection of utilities for POV-Ray. It is made up of five include files for POV-Ray. These files are:

DGTL.INC	- Dave G's TimeLine System
DGPAS.INC	- Dave G's Particle System
DGBZ.INC	- Dave G's Bezier Curve System
DGMBZ.INC	- Dave G's Multiple Curve System
DGBZINT.INC	- Internal file for DGBZ.INC and DGMBZ.INC

To install the files you have two choices:

- 1) Copy the 5 include files to the POV-Ray include directory.
- 2) Make POV-Ray aware of where these files are located.

You can use either the `+L<path>` command or the `Library_Path=` command in `POVRAY.INI`

In either case you should be able to use the files immediately.

Documentation for the files, and explanations of the demo files is in the following documentation:

DGTL.PDF

Explanation and demonstrations of Dave G's TimeLine System. Details on how to break an animation into segments.

DGPAS.PDF

Step by step tutorial and explanation of Dave G's Particle Animation System. Explanation of my concept of particles.

DGBZ.PDF

Explanation of Dave G's Bezier Curve System and Dave G's Multiple Curve System. Full documentation on curves and paths within POV-Ray.

If you want to distribute these files, or use these files within another product or program, please see the `README.TXT` file for details.

Acknowledgements and Credits

First and foremost I must give credit to the entire POV-Ray team. Without your hard effort I wouldn't be able to burn so many FPU cycles. For helping me waste so much of my computers time I thank you.

www.povray.org

And to Neil Clark of the Tackle Box BBS who not only let me use his POV-Ray BBS as a resource for this project but who also was one of the few people to say "cool" when I explained my idea.

Tackle Box BBS (405) 359-3301

www.ionet.net/~clark/bbs.html

History

DGAS started as a concept just as POV-Ray 3 went into beta. Reading over the early documentation I realized that all the animation functions I wanted could be accomplished within POV-Ray's parser. No stand alone programs, no multiple pov files, nothing. Just POV-Ray.

I didn't sit down to write the code until 1997.

Version 0.95 - March 1997

First public release of DGAS. I know it works, but I'm sure there are a few bugs just lurking under the surface.

-Documentation exists, but probably needs a complete rewrite. Documentation is available only in PDF format. Text files will be coming when the documentation is more complete.

-While there are full tutorials for each system (all with pov scene files that are ready to render) there are no advanced demonstrations or show-off scenes yet.