

pp: Sample data with Camera primitive

<description>

This data shows how to set Camera(view point) parameter of equipment primitives.
A red paper plane and a blue one are going through six translucent rings.
Please use anim/animview in HMD sample program directory to run.

There are three data by the type of Camera.

1. pp_world
The camera is set on the WORLD coordinate, and projection is also set.
2. pp_fix
The camera is set on the coordinate of the red paper plane, and projection is also set.
2. pp_aim
The camera is set on the coordinate of the red paper plane in the direction to the blue one, and projection is also set.

The following steps create this data:

1. Based on the modeling data and the animation are created by Softimage 3D.
2. "xhmd" is used to dis-assemble.
3. Equipment primitive types are edited by text editor.
4. In conclusion, HMD files "pp_*.hmd" are generated by HMD assembler(labp).