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cube: cubes with texture

<description>

This sample data shows a set of cubes.
Please use basic/tuto0 in HMD sample program directory to run.

This data is created by binary editor based on TMD/TIM data.

dino: T-rex

<description>

This sample data shows a T-rex.
Please use basic/tuto0 in HMD sample program directory to run.

This data is created by binary editor based on TMD/TIM data.

flag: shared polygon demo

<description>

This sample data shows a simple demo of shared polygon.
Please use basic/tuto1 in HMD sample program directory to run.

This data is created by binary editor.

ground: ground primitive

<description>

This sample data shows a demo of ground primitive.
Please use basic/tuto0 in HMD sample program directory to run.

This data is created by "xhmd" and "labp".

jimen: sub-division demo

<description>

This sample data shows a demo of polygon sub-division.
Please use basic/tuto3 in HMD sample program directory to run.

This data is created by binary editor.

shuttle: hierarchical coordinate structure demo

<description>

This shows a space shuttle that has hierarchical coordinate structure.
This space shuttle is known as TMD demo, but in the TMD version,
hierarchical coordinate information are written in C code.
In this HMD demo data, all of the hierarchical coordinate information
are just inside of data file.
Please use basic/tuto2 in HMD sample program directory to run.

This data is created by binary editor based on TMD data.

tile: tiled texture demo

<description>

This sample data shows a new capability of HMD format that supports "tiled texture".

Please use basic/tuto0 in HMD sample program directory to run.

This data is created by binary editor based on TMD/TIM data.

tri: one-skinned triceratops

<description>

This sample data shows a demo of one-skinned model.

Please use basic/tuto0 in HMD sample program directory to run.

This data is created by the following steps:

1. "rsdup" and "meshconv" are used to create new-RSD format files from old-RSD.
2. "rsd2hmd" created tri.hmd from the above created files and TIM files.

dice: yet another tiled texture demo

<description>

Please refer to "dice/readme_e.txt".