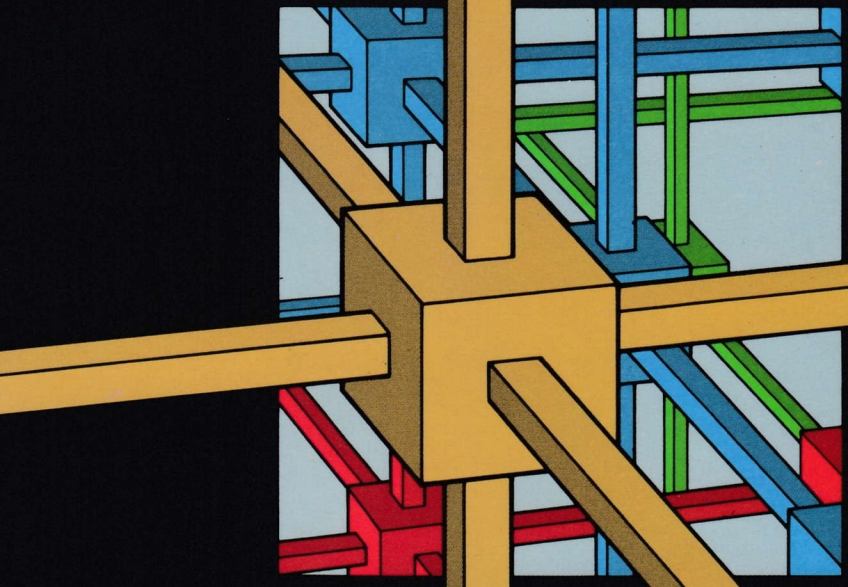
BUILD YOUR OWN VIRTUAL REALITY

3D CONSTRUCTION KIT™





AMSTRAD CPC
DISK

incentive
The Award Winners

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3D CONSTRUCTION KIT™

This box contains one excellent reason for you to own a home computer.

It holds a piece of software that has been developed by the award-winning INCENTIVE team, who for the last four years have produced hit after hit with their amazing FREESCAPE 3D graphics system.

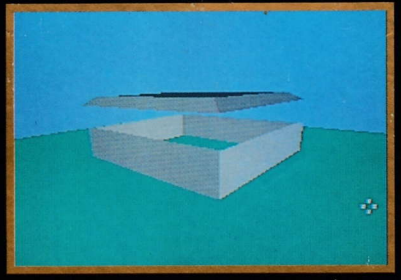
Now that unique system is available for you to "play around with". It's been designed for easy use – mouse/icon driven controls that require no programming skills at all.

You can design a car, house, aeroplane (or whatever you want!) and then walk around it. See what it looks like from any angle. Change it. Add colour, detail, animation. The possibilities are endless.

And it's ideal for creating games. If you're not artistic, don't worry – there are lots of objects already included in the kit for you to use in your plans, but it's simple to create your own if you want.

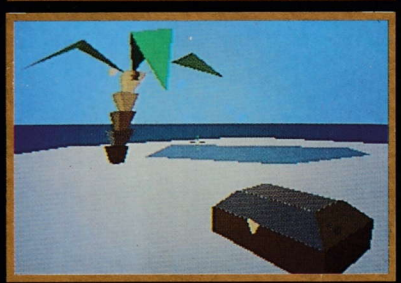
So, if you enjoy playing games, but want to use your computer's real capabilities for a change, this is a perfect opportunity.

VIRTUAL REALITY – you've heard about it, read about it, and now it's here at your fingertips.

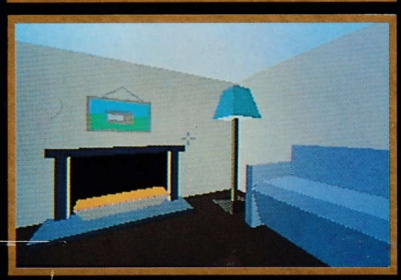














We know how frustrating it is to buy a piece of software and have to wade through a huge instruction manual just to get started. So we've included a short tutorial video to get you up and running quickly and give you a taste of what 3D Construction Kit is all about. Starting from scratch, the tape will show you how to create, manipulate and join objects, design landscapes and even make your own game! You'll also get a glimpse of some of the fantastic results that can be achieved once you've had a bit of practice.

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Amiga & Atari ST Screenshots

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3D CONSTRUCTION KIT™

BUILD YOUR OWN VIRTUAL REALITY

It's a simple, effective way to design a detailed environment (house, garden, village, ship, car etc. etc.) and then look around it to make sure you like the look of it from every angle.

There are environments through environments. For instance, the house has rooms, the rooms have furniture, a chest of drawers has compartments, the compartments have secret boxes, the boxes have ..... etc. etc.

It's up to you. The limit is your imagination. Use it for school – or to show Mum how to re-arrange the living room. Dad might be interested in how the garden would look if it were laid out differently – with a new pool? And how would the neighbours see it from their angle? It's easy! Just spin it round!

This is probably one of the most expensive pieces of software you'll buy this year – but *at last* you can make your computer really show it's potential.

"There's no doubt about it, this could be the most impressive game creation utility ever released.

Not only does it allow you to create run-time modules complete with animation, shoot-em-up compatibility, puzzle solving, and maze exploration – but it enables you to do it in solid 3D, using a system that's even better than Freescape!"

ACE FEB

"3D Construction Kit gives newcomers and non-programmers the power to create solid 3D objects that can be stretched, rotated, suspended, stacked and even given animation effects. Yet the whole system is so user-friendly that it makes most simple art packages look cumbersome."

ST FORMAT FEB

"Build your own virtual reality, but don't be misled. This is **not** a boffins only product. I've produced a special video included in the pack which shows you how to do it – and helps get you off to a flying start. After that it's simple and in no time you'll be impressing everyone with 'magical' designs on your computer!"

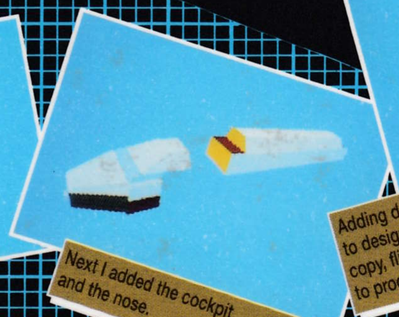
IAN ANDREW, INCENTIVE

PIERRE TAYLOR (28) – PORTSMOUTH.

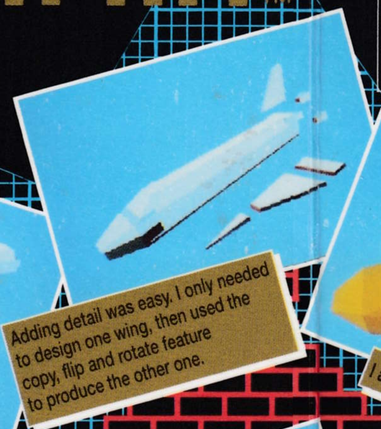
I own a car company, but my real love has always been the idea of space travel. I've often played around with art packages but what I really wanted to do was to design a spacecraft once, then bring it to life and walk around it. This incredible package allows someone like me, who knows very little about computers, to do it easily!



First I put together a couple of blocks to make the fuselage.



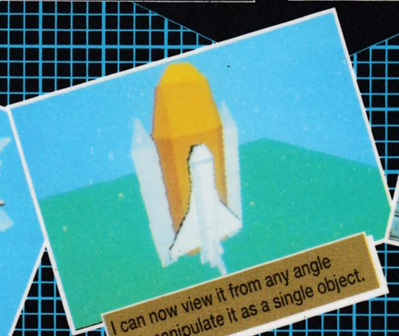
Next I added the cockpit and the nose.



Adding detail was easy. I only needed to design one wing, then used the copy, flip and rotate feature to produce the other one.



I added the fuel tank and boosters.



I can now view it from any angle and manipulate it as a single object.



This is a head on view, showing the control panel which enabled me to do it. Not bad eh? Pretty good for a beginner.

PAUL BUCHANAN (22) – EALING – TRANSPORT ECONOMIST.

I've always wanted to design my own house, but I could never really visualise what it would look like once it was built. What would it look like from above? Or from the side? Or what if I wanted to walk through the front door and arrange the furniture? With this marvellous software package, I can do all the things and make my dream house come true.



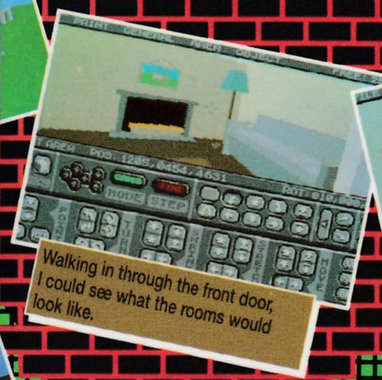
To start with I put up three simple walls.



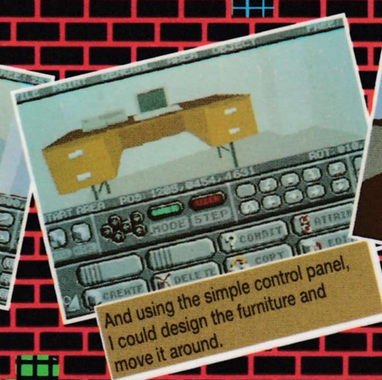
Then I made a roof and lowered it down.



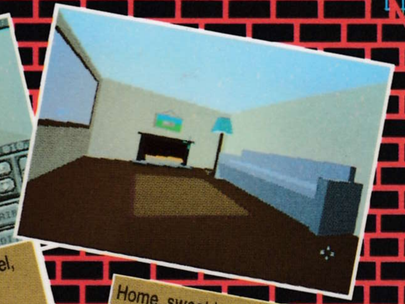
I added windows, a picket fence and the first tree in my garden. But the interesting bit was yet to come...



Walking in through the front door, I could see what the rooms would look like.



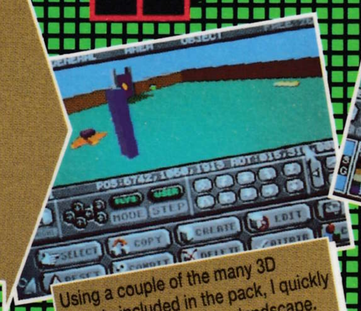
And using the simple control panel, I could design the furniture and move it around.



Home, sweet home!

CHRIS HALL (15) – STUDENT – YORKSHIRE.

I loved Castle Master and wanted to make a similar game myself. I had plenty of ideas but no way of bringing them to life. After all I'm not a programmer.



Using a couple of the many 3D objects included in the pack, I quickly designed my own game landscape.



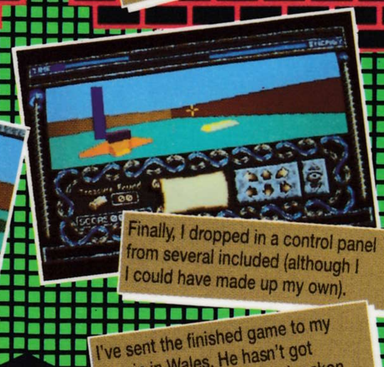
I wanted to give the game a particular style. This was easily done by using the excellent colouring and shading facilities.



Then I set up some of the conditions which could make the game truly interactive.

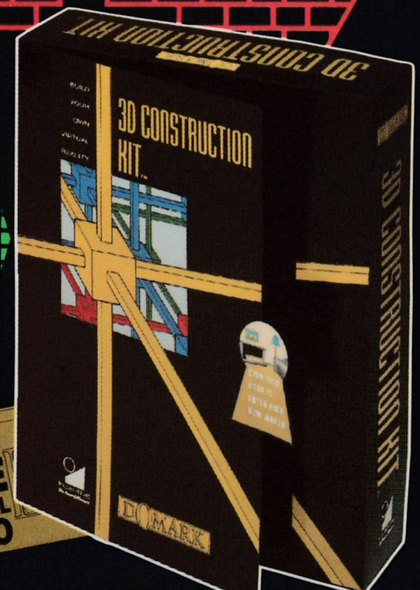


Using the simple pull down menus and on screen prompts designing a great game was a doddle – I could even have strength and time bars!



Finally, I dropped in a control panel from several included (although I could have made up my own).

I've sent the finished game to my cousin in Wales. He hasn't got 3D Construction Kit yet ... I reckon it won't be long before he gets a copy.





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The Award Winners

Available on
Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk)
Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128.

Amiga Screenshots Designed and Programmed by Incentive Software

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