Demo Script for VistaPro

Key Message:
PENTIUM (R) PRO processor provides high-performance necessary for exciting CPU-intensive multimedia authoring applications like VistaPro, cutting the time to render scenes in half compared to that on Pentium (R) processor based systems.

Running the Demo:
italics - note to the demo person, i.e., not an action or soundbyte.

Setup Actions:
These can be done before the start of the actual demo.
- Launch VistaPro for Windows (\PPRO_WS2\VISTAPRO\VPW3.EXE)
- Load/DEM
- Select LASSEN.DEM.
- Click OK.
- Image
- Select: 320x200
- Select: Enable 24-bit Image
- Select: Enable 24-bit Display
- Select: Render Viewing Options, set update rate to every 2 seconds.
- Quality
- Select: High

SoundByte:
VistaPro is a 32-bit 3-dimensional scenery rendering program. It renders realistic sceneries using U.S. Geological Survey Digital Elevation Model (DEM) files, which are essentially elevation data files. Here we will take a look at Mt. Lassen in California.   The realism is achieved by complex computations based on a branch of mathematics called fractal geometry.

Actions:
- Point out the different elevations in the view of Mt. Lassen.
- Click on **Render**

SoundByte:
We've chosen a small image size and lower quality intentionally. We wanted to show you where our camera and targets are positioned currently. We can create our own customized Mt. Lassen by adding lakes and rivers, changing the sea-level, or the tree and snow lines which determine at what elevations trees and snow appear on the landscape.
Let's add a lake.

Actions:
- Click on "Lake"
- Click on a point, preferably a green area indicating low elevation, in the topographical map of Maui.
- Click "Yes" if the lake fills the landscape as you wish it to. Otherwise, click "No" and repeat from start by clicking on "Lake" again.

SoundByte:
VistaPro has computed from the elevation data loaded what area a lake at the selected elevation would cover. Let's change our camera and targets so that when we render the scene, it will include our imaginary lake in the view.

Actions:
- Click on "Camera". Position the camera on the topographical map close to the lake by clicking on the map.

- Click on "Target". Position the target on the map on the lake somewhere.
- Click on "P" next to "Target" to view a wireframe version of our final rendering. Click on map to change camera's view of the landscape. Click on "P" again to revert back to topographical map mode.
- Change Camera, Target, or P positions as necessary to get the added lake within the view.

SoundByte:
Let's take a quick look at the scene.

Actions:
- Click on Render.

SoundByte:
The scene looks like we want it to. so we're ready to render our final scene. Let's make the picture larger and show more detail.

Actions:
- Image
- Select: 640x480 or preferred size
- Quality
- Select: Ultra
- Click on Render.

SoundByte:
Now you'll see the PENTIUM (R) PRO processor crunching away to calculate the color and intensity attribute of each pixel from the topographical data and our chosen parameters to create a stunningly realistic picture of the scene. Remember, this is happening twice as fast as on a Pentium (R) processor based system. *Emphasize the benefit of saving half the time in achieving the same result as one would on a Pentium processor system.*

Actions:
- Bring up VistaPro animation player \PPRO_WS2\VISTAPRO\WVIEWER.EXE.
- Open Video \PPRO_WS\VISTAPRO\ANIM\LASSEN.VAN.
- Play the clip.
You may resize the window arbitrarily using the options menu in the viewer window.

SoundByte:
VistaPro may also be used to create animations as if you were flying through the scene. With PENTIUM (R) PRO processor these renders become a task to run over lunch instead of overnight.

Actions:
- Click on File/Exit to exit application and demo.