

Tutorial 4 - Creating a Single Row Object

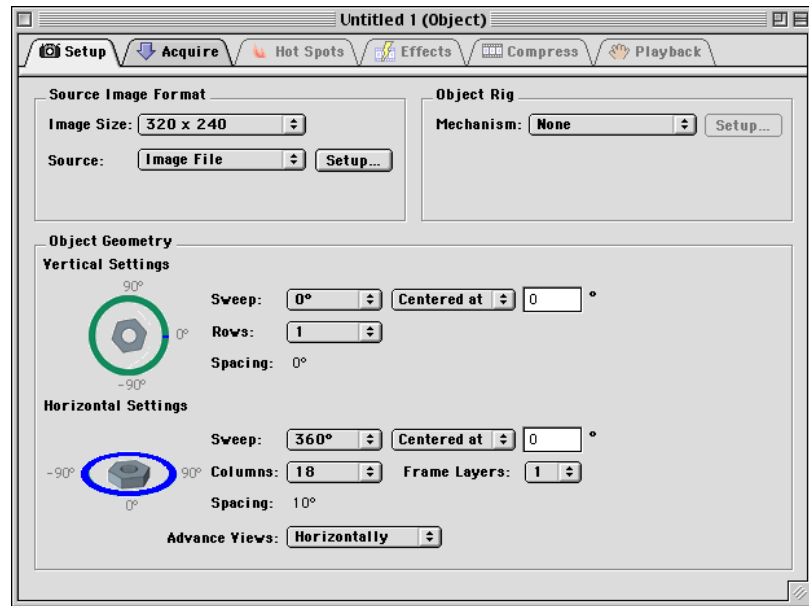
This tutorial explains how to:

- Specify input settings for a 1 x 18 object
- Acquire the Source Images
- Enable view animation
- Specify the initial view
- Export a QTVR object movie

Step 1 - Create a Project Document

Launch The VR Worx application. If the program is already running, choose **New** from the **File** menu. When the document selector dialog appears, click on the **Object** radio button and choose **OK**. A blank object project document window will appear.

Figure 14.4.1
A new project document, ready to build an object.

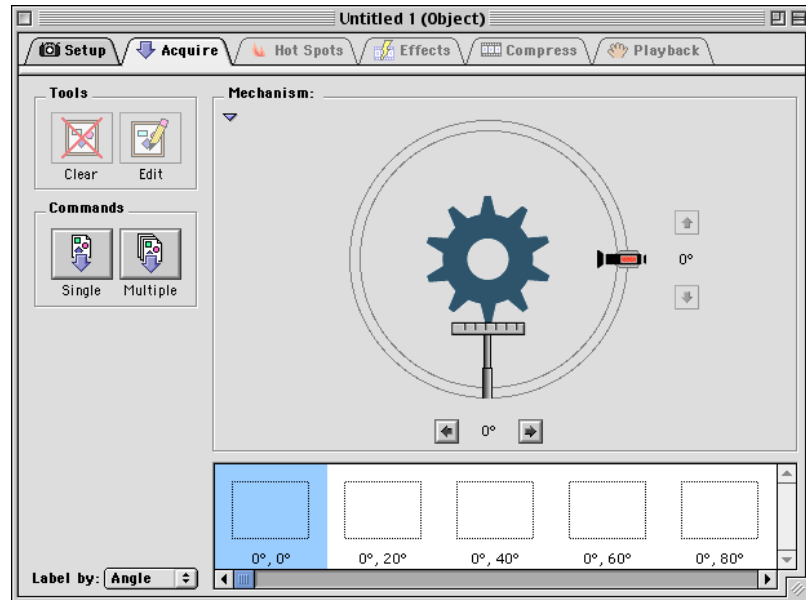


The project defaults to a single row, 1 x 36 object. To specify a 1 x 18 object, choose **18** from the **Columns** menu in the **Horizontal Settings** group.

Step 2 - Acquire the Source Images

All the input parameters for a simple 1 x 18 object are now specified. Click on the **Acquire** folder tab, at the top of the project document window.

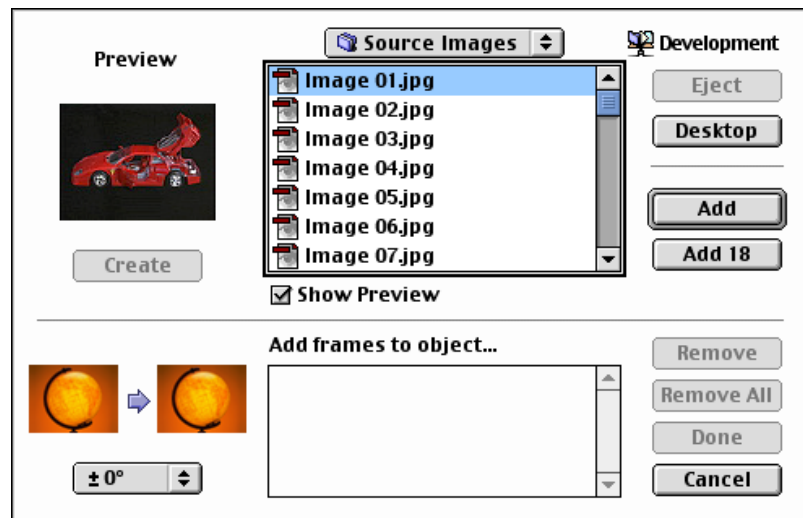
Figure 14.4.2
The Acquire panel,
where source
images are
acquired.



When the input parameters were specified, the **Acquire From** setting was left at its default, which is **Image File**. This indicates that the **Image File** plug-in will be used to load images from disk. To acquire the source images, perform the following steps:

1. Click the command button labeled **Multiple**. The following window appears.

Figure 14.4.3
The Image File
plug-in's multiple
file selection
dialog.



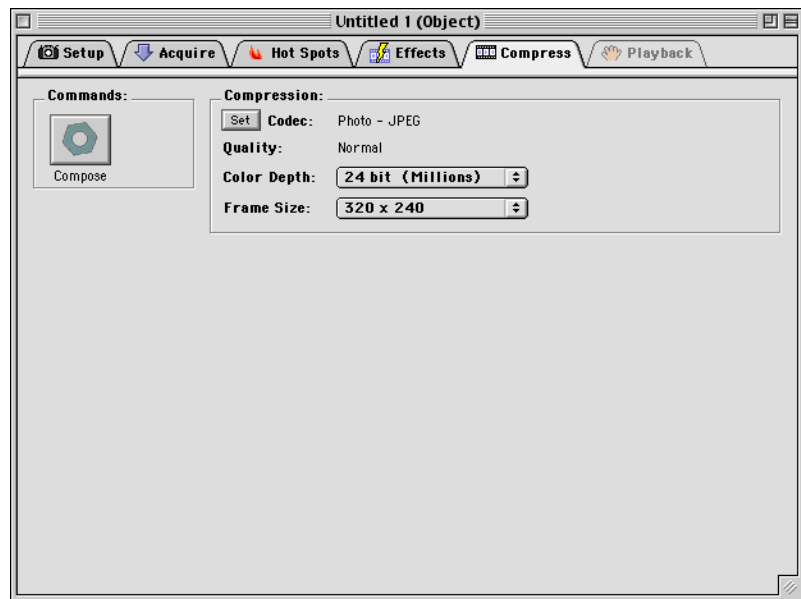
2. If necessary, navigate to the path “/Tutorials/O1 Single/Source Images” on the VR Worx CD. A list of image files will appear. Click on the first image file, “Image.01.jpg”.
3. Click the **Add 18** button, on the right side of the dialog. Notice all the file names appear in the lower list.
4. Click the **Done** button.

The images are now being imported. This process is called acquisition. Notice that a thumbnail for each image appears in the view array list, as it is loaded. Note also, the highlighted cell and how it advances ahead of each image acquired. This is the target view, in the view array list. Acquisition always occurs at the target view.

Step 3 - Compress the Object

With the acquisition of source images out of the way, click the **Compress** tab, at the top of the window. This displays the **Compress** panel.

Figure 14.4.4
Compress the QTVR
movie in the
Compose panel.

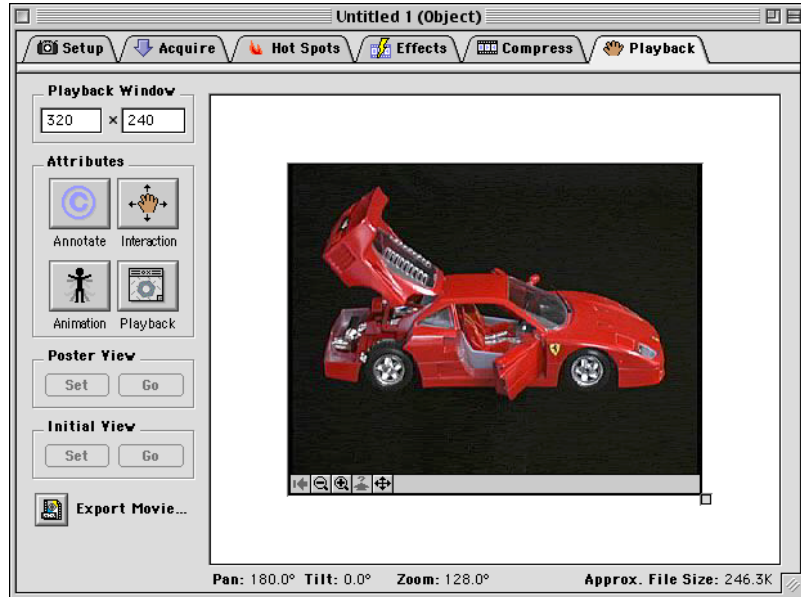


Click the **Compose** command button to build the movie. When composition is complete, advance to the next step, by clicking the **Playback** folder tab.

Step 4 - Set Playback Options & Export the QTVR Movie

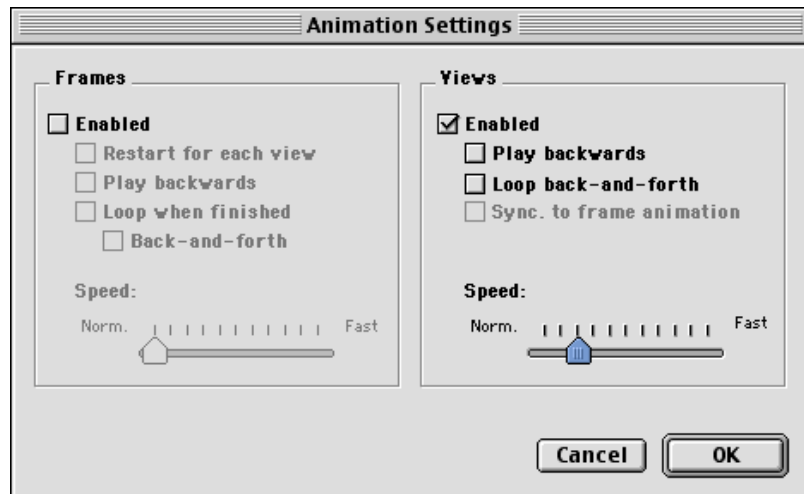
The **Playback** panel allows interaction with the created movie. Click and drag the cursor on the QTVR image, and see how the view of the object changes.

Figure 14.4.5
The Playback panel allows interaction with the object.



1. Rotate the object, until a view is reached that is desired to appear, when the object is first displayed. Now click the **Set** button that appears in the **Initial View** group of the window. The current view of the object has been set to be the initial view, when the movie is first opened.
2. Click the **Animation** command button, on the left side of the window in the **Attributes** group. The following dialog appears.

Figure 14.4.6
The Animation Settings dialog.

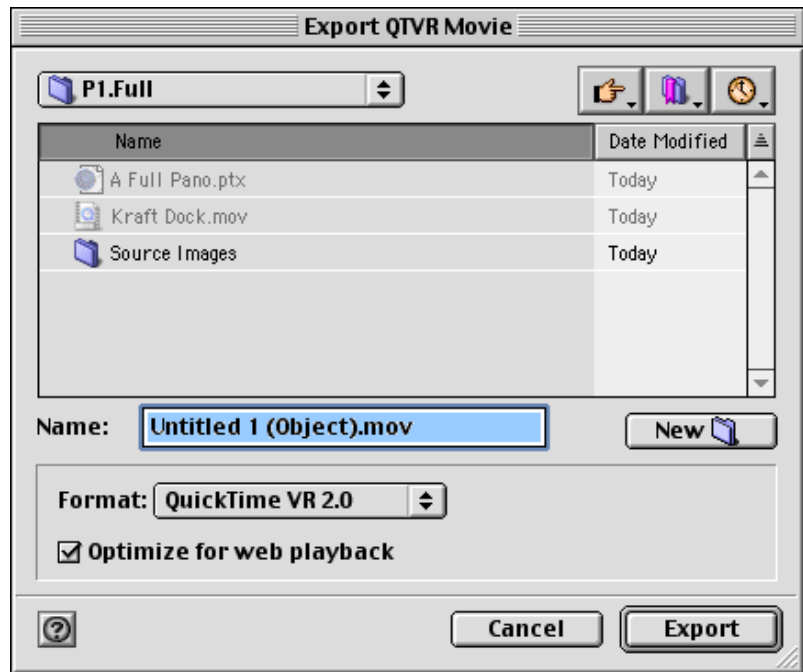


This dialog controls many aspects of frame or view animation. In the **View Animation** group, click the **Enabled** check box, and then move the slider 2 “notches” to the right. Click the **OK** button to accept the changes.

Notice how the object is now rotating. This is called view animation, since QTVR is cycling through all views of the object. This technique is useful for presenting a dynamic view of the object, when it is first opened. The viewer can stop the animation, by clicking on the object and interacting with it.

3. Click the **Export Movie** button. The following dialog appears.

Figure 14.4.7
The QTVR Export dialog.



Navigate the hard disk, to find the desired location for the QTVR movie. It can be named anything desired, but it is standard to verify that the file ends with “.mov.”

For this example, type in the name “First Object.mov” then click **Save**. This creates a QTVR movie file named “First Object.mov.” If this file is double-clicked, the MoviePlayer application will launch and display the QTVR object. The single-row QuickTime VR object is now complete!