

# WidgetIZER™

OBJECT EDITOR FOR QUICKTIME VR

## ■ Demo Tutorial

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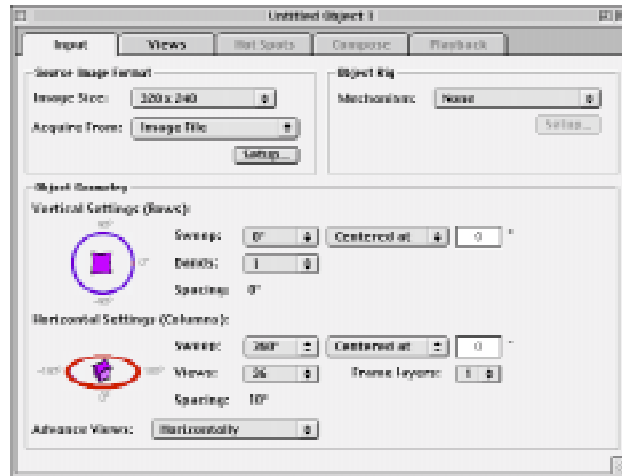


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## Step 1: Open the Sample Project Document

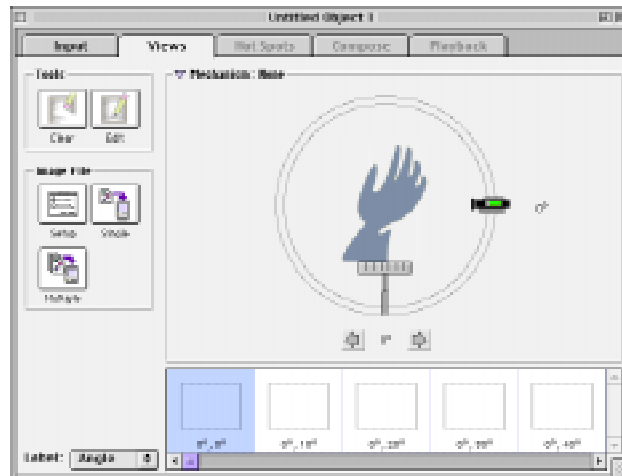
Double-click the file named “Sample Project” in the “Widgetizer 1.0 Demo” folder. The following project window will appear:



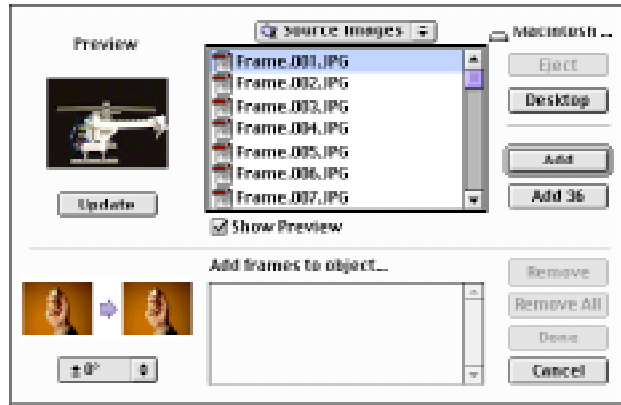
The sample project has been pre-configured with all the correct settings to process the object.

## Step 2: Acquire the Source Images

Click the “Views” folder tab at the top of the project window. The “Views” panel will become visible allowing you to acquire your source images:



To begin acquisition, click the “Multiple” button at the left-center of the project window. The following multi-file selection dialog will appear:



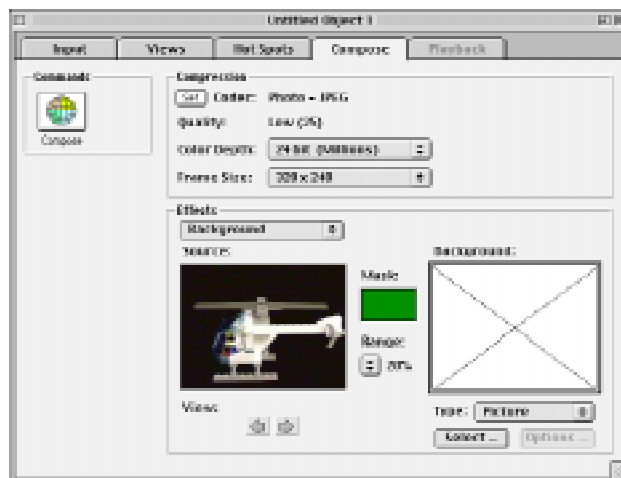
In the multi-file selection dialog, open the folder named “Source Images”. A thumbnail preview of the first image appears at the upper left. To load the series of images requires the following three steps:

- 1) Click the “Add 36” button on the middle-right side of the dialog. This moves the 36 files beginning with the highlighted file to the bottom list.
- 2) Click the “Done” button at the lower right of the dialog.

Widgetizer will now import the 36 images.

### Step 3: Compose the QTVR Movie

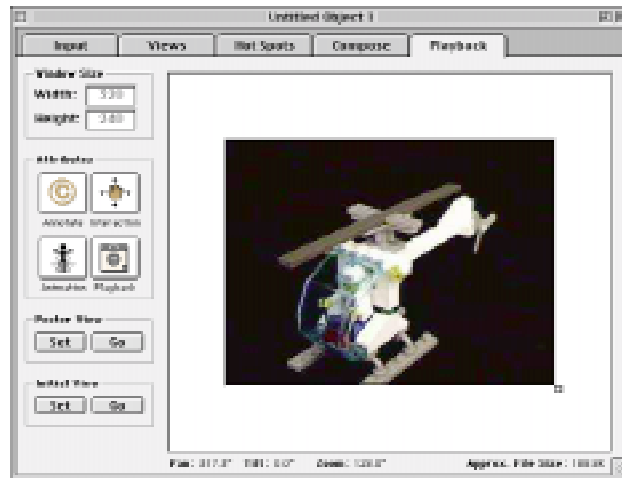
Once all the images have been acquired it is time to generate a QTVR movie. Click the “Compose” folder tab at the top of the project window. This takes you to the “Compose” panel:



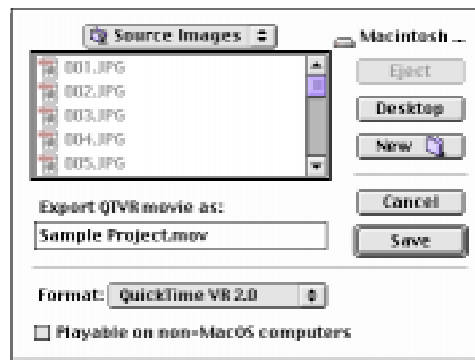
To perform the QTVR composition, click the “Compose” button at the upper left side of the project window.

### Step 4: Export the QTVR Panorama

With the composition process complete, click the “Playback” folder tab at the top of the project window. This takes you to the “Playback” panel:



You may interactively review the results of your work in the “Playback” panel. When ready to create a ‘stand-alone’ QTVR movie file, choose “Export” from the “File” menu. The following standard save file dialog appears:



You may give your movie file a name and select a folder where it will be saved. Once exported, the generated QTVR movie file can be played in any application that supports QTVR.

## **Mission Complete!**

You have now successfully generated your first QuickTime VR object movie!