MULTIMEDIA DEVELOPMENT
WITH QUICKTIME VR

Description:
Learn to create the next generation of multimedia applications using QuickTime VR, Apple's award winning non-linear panoramic movie format. You'll use the tools, techniques, and production processes involved in creating QuickTime VR scenes. As part of a team, you plan scenes, photograph panoramas, activate your scenes, and use the QuickTime VR tools to create a finished product.

Facts:
>Leader-led
>3 days
>$900

Target Audience:
Multimedia applications developers or web site developers who are creating titles that would be enhanced by navigable panoramic scenes.

Prerequisites:
You should have experience in one or more of the following skill sets: multimedia production processes, photography, or scripting in Macromedia Director. MPW and Adobe Photoshop are used in class, however you do not need experience in them. User level Macintosh and basic word processing experience is required.

Course Outline:
I.   Overview of QuickTime VR
II. Planning a Scene
III. Capturing Source Images
>A. Photographing panoramas with 35mm cameras
>B. Photographing objects with video cameras
>C. Photographing with QuickTake digital cameras
IV. Using the QuickTime VR tools
>A. Creating a single node movie
>B. Creating a navigable object movie
>C. Adding object movie to single node movie
>D. Linking to create multi-node movies
>E. Using the Macromedia Director APIs
V. Putting it all together
>A. Creating a QTVR movie with photos taken earlier in class