

ICT Notes

Complete instructions for setting up the ICT 2.0 program are contained in Appendix B.

Here are a few additional comments.

Software Documentation

A Microsoft Access database is included on the CD-ROM that contains approximately 250 pages of software level documentation. Each ICT 2.0 software function is described, along with each argument, and any returned values. If Microsoft Access is available to you, the information can be sorted by filename, C++ class, or function name.

If you do not have access to Microsoft Access, this information is also provided in comma separated value (.csv) text format.

Limitations

The 3D morph tool accepts 8 bit or 24 bit images but the morphed results are always 8 bits, that is, black and white.

Morph sequences are generated separately from the scene preview/scene render software and cannot be incorporated into a scene file.

Other

A model name of '.' will not be displayed during scene preview.

Two planar warp functions can be found on the accompanying CD-ROM:

Function `iwarpz` implements a very fast inverse mapping warp. `iwarpz` is great for any 2 dimensional warps or 3 dimensional warps where angles are less than 30 degrees. Under certain conditions, when compound angles of 30 degrees or more are used with `iwarpz`, some bowing of interior pixels can occur with `iwarpz`. Function `fwarpz` implements a forward mapping warp that executes more slowly than `iwarpz`. Despite its slower speed, this function correctly warps any image regardless of the input angles. Regardless of which approach you use, best results are achieved by using larger images and scale factors less than one. The code is setup to use the forward warp algorithm by default. To change ICT to use the inverse warp algorithm, change the value of variable `forwardWarp` to `FALSE` in the function `iRenderZ` that is located in the file `iwarp.cpp` and recompile the application. Doing this will cause models of type `IMAGE` to be texture mapped using the inverse warp method (`iwarpz`) during effect rendering.

Shape File Names

During effect preview, ICT will display the outline of a rotoscoped visual element if it can find a shape file that contains a boundary to be displayed. ICT looks by default in the `ict\shape\` directory for a shape file with the same name as the model image less the last character. For example, if the model image name is `myModelc.bmp`, ICT looks for `ict\shape\myModel.shp`. If ICT cannot find this shape file, it simply displays a rectangular outline for the model and continues. Thus you may see messages in the ICT log file that indicate that a shape file was not

found. For models that are of type IMAGE, this message just means that a shape file describing the boundary of the visual element could not be found.