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Avatar Grid dialog box

You use the Avatar Grid dialog box to establish the animation sequence for the SmoothMove avatar object.

Grid Dimensions

of Columns: Sets the number of different orientations for the avatar as a whole.

of Rows: Sets the number of possible states for the avatar's component objects.

Disable transparency check box: In general, you should leave this box unchecked. Avatars in panoramas don't look right unless you make them transparent.

OK: Click to accept your choices and close the dialog box.

Cancel: Click to discard your choices and close the dialog box.

Avatar Editor

You use the Avatar Editor to transform a sequence of images into an animated avatar object that you can associate with a hotspot area in your SmoothMove panorama. The buttons to the right and bottom of the image viewer allow you to control the sequence of images.

Up, Stop, Down: Control the viewing sequence by row.

Left, Stop, Right: Control the viewing sequence by column.

Reset: Returns your view to the initial default state (row 1, column 1).

Avatar Transparency Editor

You use the Avatar Transparency Editor to control the transparency and color saturation levels of your avatar object.

Remove All Transparency: Click to reset the transparency level to zero.

Sensitivity: Use this slider to control the level of transparency.

RGB Value: Set the color saturation levels for red, green, and blue. For each color, the saturation level must be in the range 0 to 255 (full saturation).

OK: Click to accept your choices and close the dialog box.

Cancel: Click to discard your choices and close the dialog box.

