

Step-by-Step

Exporting an Interactive Physics Simulation as a Movie

Using Interactive Physics, you can create simulations that represent real-life scenarios in physics. If you save your simulations as movies, you can then add them to AppleWorks presentations or Web pages. This Step-by-Step Card shows you how to export a simulation as a movie with Interactive Physics.

- 1** Open the Interactive Physics application.
- 2** Choose Open from the File menu. Locate and select the file for the simulation you want, then click Open.
- 3** Choose Export from the File menu. You do not have to run your simulation yet; the software automatically starts it when it begins recording.
- 4** In the dialog box that appears, name your simulation and choose an export location.
- 5** Choose QuickTime Movie from the Type pop-up menu.
- 6** In the First Frame text box, type the frame at which you want the recording to begin. If you want there to be a pause for a specified time after the simulation begins, increase this number.
- 7** In the Last Frame text box, type the frame at which you want the recording to end. The greater the number, the longer the movie. Remember that as the movie length increases, so does the amount of disk space that it requires.
- 8** Click Export Options. Select the record interval in the text box after “Export every.” Increasing this number creates a time lapse between recorded frames.

- 9 Enter the playback rate in that text box. Though a high number here creates smooth video, it also increases the movie's file size.



- 10 Click OK, then click Save.

Interactive Physics begins recording your simulation as a QuickTime movie.

Once the export is complete, you can add the resulting movie file to AppleWorks presentations or to Web pages.

- 11 Quit Interactive Physics.