

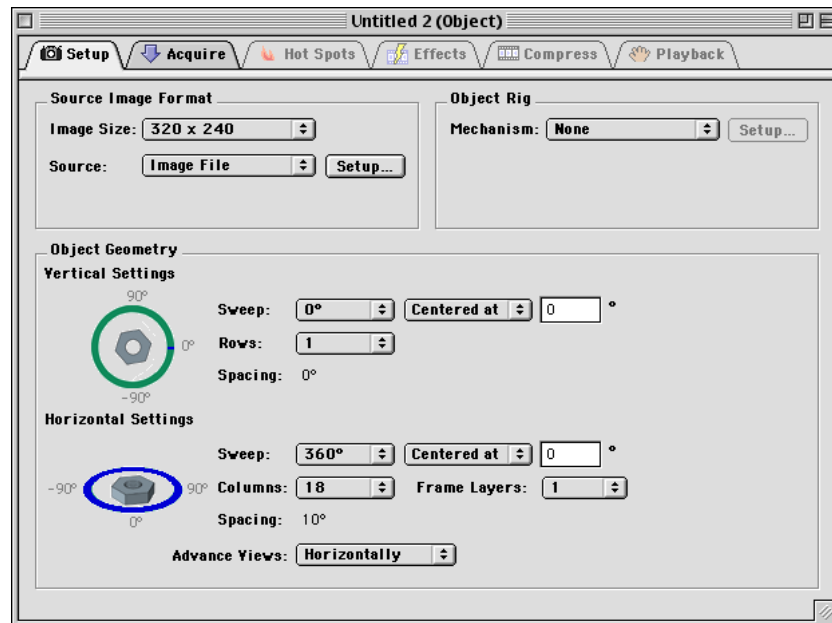
Step-by-Step

Creating a QuickTime VR Object Movie With The VR Worx

The VR Worx allows you to stitch together a series of photographs to make a QuickTime VR object movie. Object movies create the illusion that you are rotating an object when you drag the pointer around the movie. This Step-by Step Card describes how to make a QTVR object movie.

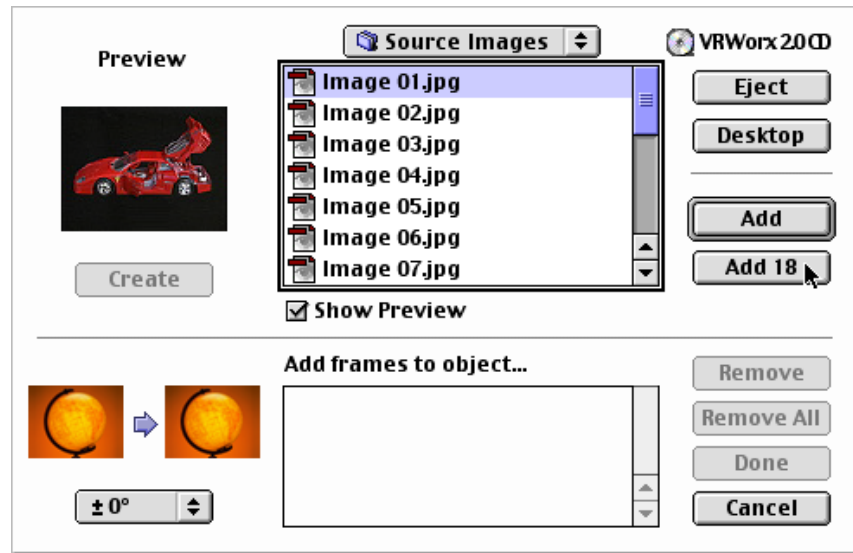
- 1 Open The VR Worx.
- 2 Select Object in the Welcome dialog box and click OK. (If necessary, first choose New from the File menu.)

The Object window appears with the Setup panel displayed.



- 3 You will build this example from 18 images measuring 320 x 240 pixels each. Confirm that the horizontal sweep is set to 360° and all other settings match the illustration shown above.
- 4 Click the Acquire tab.
- 5 On the Acquire panel, click the Multiple button under Commands.

- 6 In the dialog box that appears, locate and open the VR Worx CD on your desktop and open the Tutorials folder. Open the 01.Single folder, then open the Source Images folder. Select the first image (P0000745.JPG) and click Add 18.

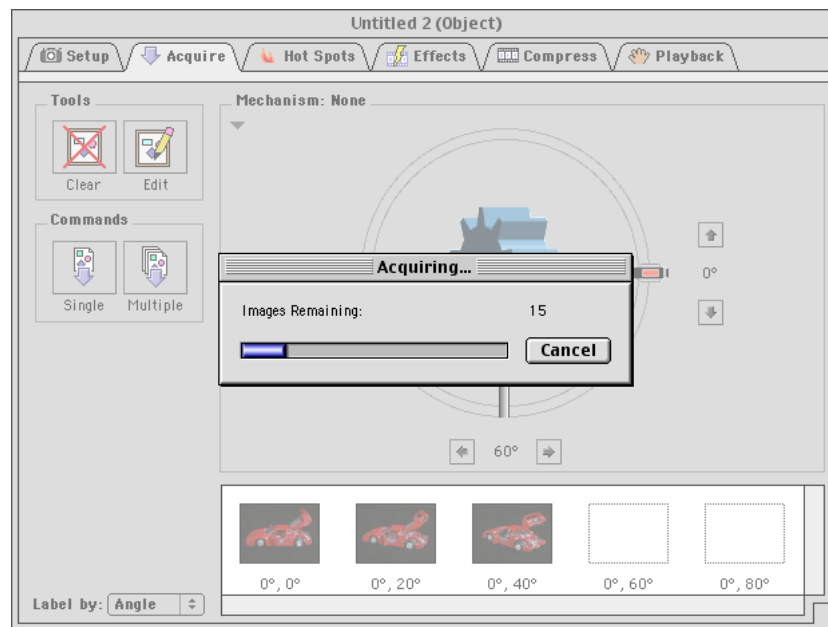


All 18 image files are now listed in the lower box.

Tip: It is important that your images are named in alphabetical or numeric order.

- 7 Click Done.

The Acquire panel displays a small copy of each of the images in the order they are loaded.



- 8 Click the Compress tab.

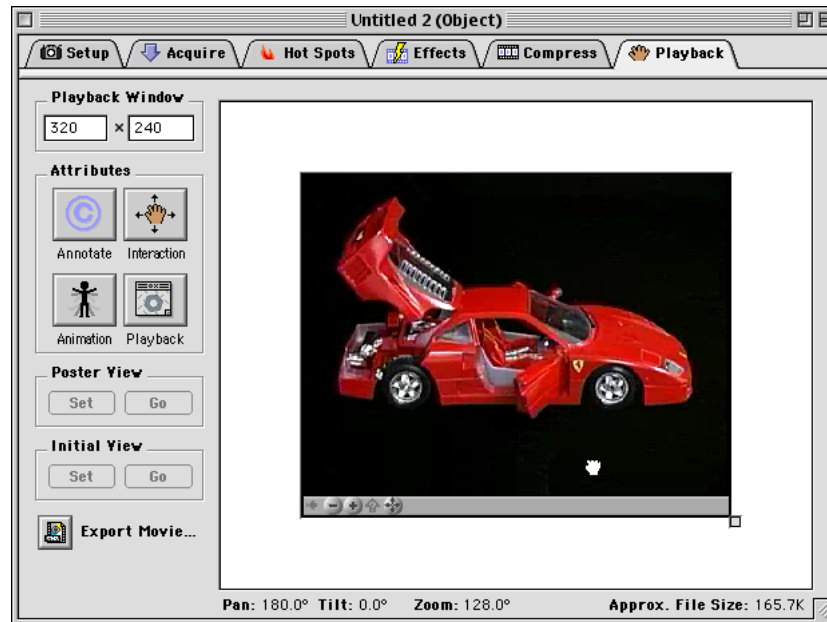
- 9 On the Compress panel, click the Set button under Compression. Choose Sorenson Video from the Compressor pop-up menu and click OK.



- 10 Click the Compress button under Commands.

The compression progress is displayed.

- 11 Click the Playback tab.



- 12 On the Playback panel, drag in the preview window to select an initial view, then click Set under Initial View.

- 13 Click Export Movie. Give your movie a name ending with *.mov* and save it on your hard disk.
An export progress window appears.

- 14 Open QuickTime Player and view your finished movie.



Ferrari F40.mov