

Step-by-Step Getting to Know The VR Worx: Creating a Multi-Node Scene

In this tutorial, you'll use The VR Worx to link together multiple QuickTime VR (QTVR) movies to create a new movie called a *multi-node scene*. Scenes contain clickable hot spots that allow users to navigate through a virtual tour. You will use the files included in the Tutorials folder on The VR Worx CD.

Adding nodes to a scene

- 1** Open The VR Worx.
- 2** Select Scene in the Welcome dialog box and click OK. (If necessary, first choose New from the File menu.) The Scene window appears with the Setup panel displayed.

In this tutorial, you will build a tour of the Coliseum in Rome.

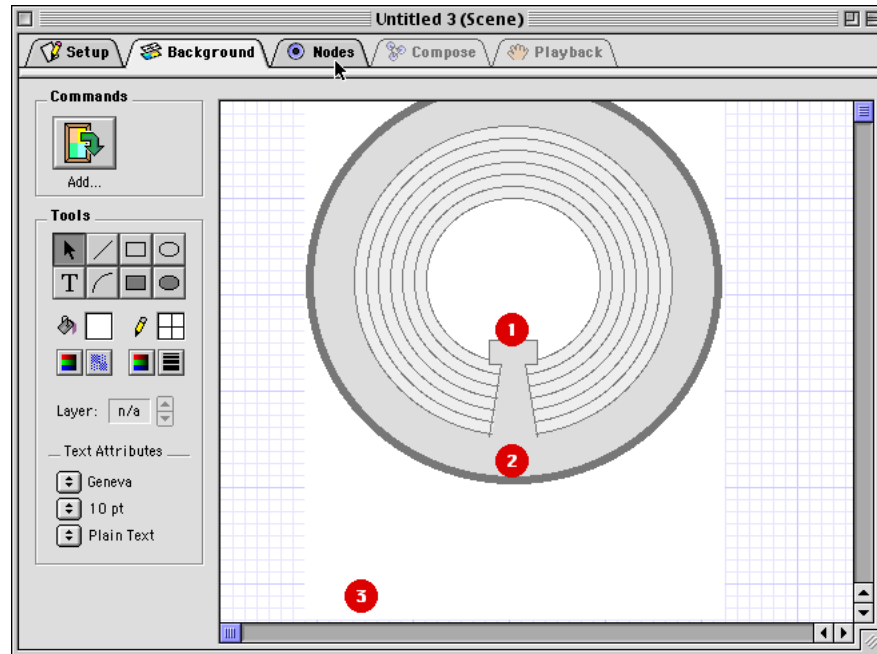
- 3** Under General Definition, replace the name "Untitled" with "Coliseum" or another descriptive title. You can leave the other settings at their default values.
- 4** Click the Background tab.

This step is optional but a background map is helpful for organizing your scene. The background map will not appear in your final movie. Maps can be drawn using the tools or added from an existing file.

- 5** Click the Add 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 S1.Scene folder, then open the Media folder. Select Background Map.pct and click Add.

A background map of the Coliseum appears on the Background panel.



- 7 Click the Nodes tab.

A node is an individual movie or graphic that, when combined with others, makes up a scene. Here you will identify and link three QTVR panoramas and a menu graphic to make the scene.

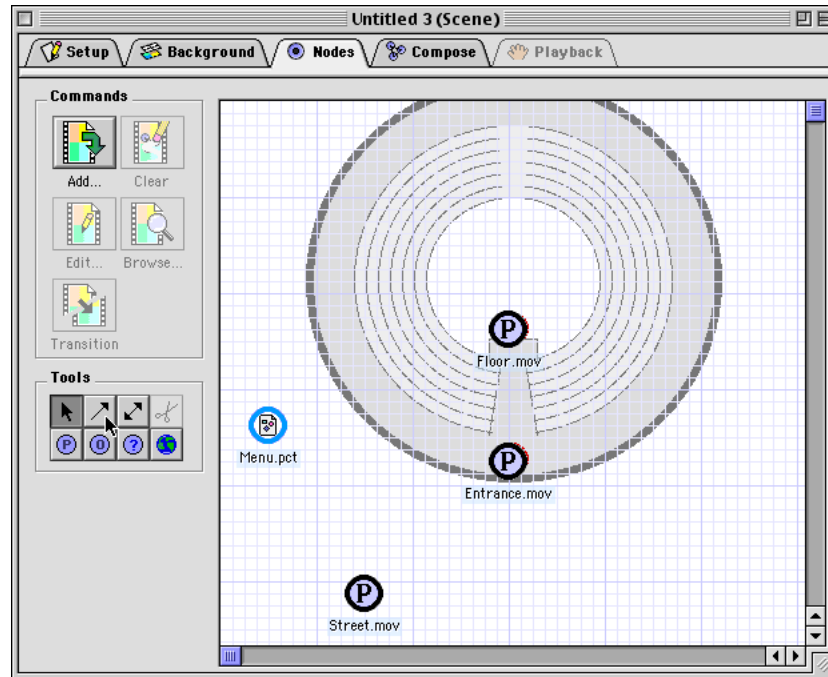
- 8 On the Nodes panel, click the Add button under Commands and add the file Menu.pct from the same Media folder you used in step 6.

Menu.pct appears as a node on the background map.




Tip: Virtually any type of visual media file that is recognized by QuickTime can become a node. In addition to QTVR panoramas and object movies, still images can be used as nodes.

- Repeat step 8, adding Floor.mov, Entrance.mov, and Street.mov in positions 1, 2, and 3 as shown below.



Linking nodes in a scene

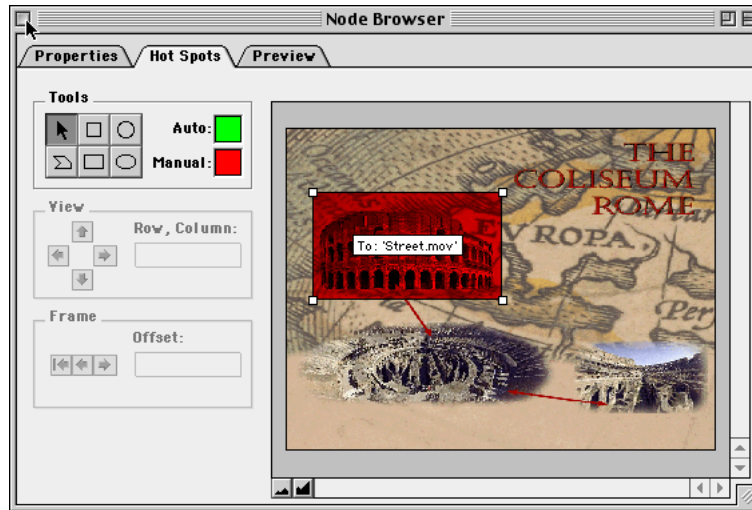
- Select the single arrow  tool and drag an arrow from Menu.pct to Street.mov, creating a hyperlink from the picture to the panorama.
- Select the pointer (the first tool) and double-click Menu.pct in the background map.

The Node Browser window appears. Here the node's properties can be viewed from each of three tabs. Make sure that Initial Node is selected. This ensures that Menu.pct is the first image displayed when the finished movie is opened.

- Click the Hot Spots tab in the Node Browser window.

When you created the link in step 1, a hot spot (hyperlink) was automatically created.

- 4 On the Hot Spots panel, reposition the hot spot to cover the picture of the Coliseum as shown below. The hot spot's color changes to red.



Tip: If you haven't already done so, save your project now.



Coliseum (Scene)

- 5 Double-click the hot spot.
The Hot Spot Properties dialog box appears.



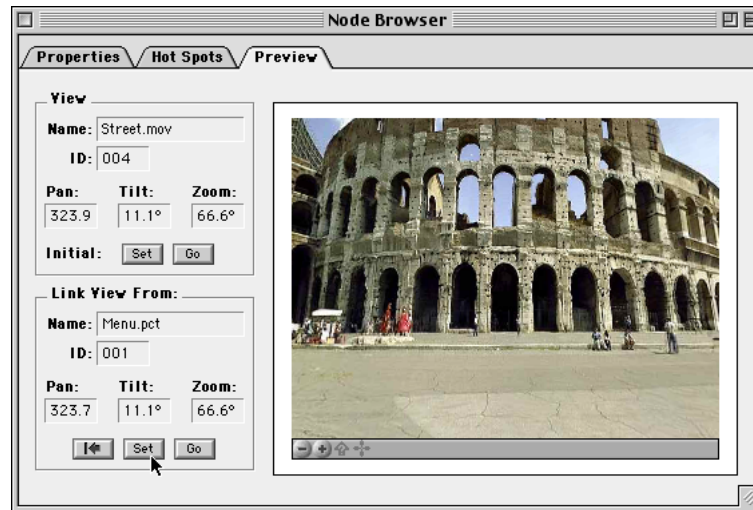
- 6 In the Name text box, replace To: 'Street.mov' with a more descriptive name, such as To: 'Street outside Coliseum,' then click OK.


- 7 Click the Preview tab and test the link by rolling the pointer over the Coliseum hot spot.

The pointer changes from a hand to an arrow and the name of the hot spot appears at the bottom of the preview window.

- 8 Click in the hot spot.

The target node appears in the preview window

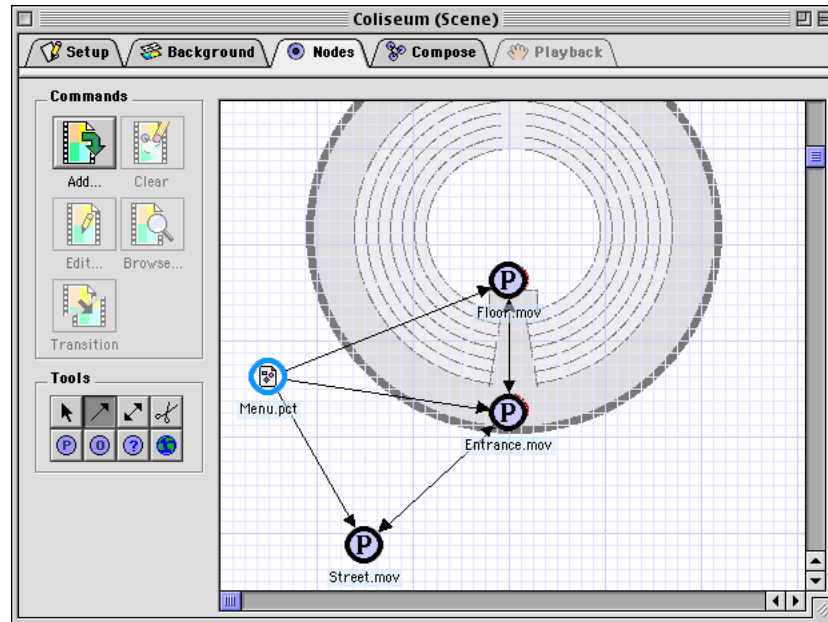


- 9 Drag in the preview window until the Coliseum is framed as shown above and click Set under Link View From. This ensures that the initial view of the new location is consistent with the link.
- 10 Close the Node Browser window and save your project.
- 11 Repeat steps 1 through 9, creating a one-way link from Menu.pct to Entrance.mov and Floor.mov, setting hot spots, hot spot names, and initial views appropriately.
- 12 Select the double-arrow tool  and drag a link from Street.mov to Entrance.mov. This creates a link that allows back-and-forth travel between nodes.
- 13 Select the pointer tool, then double-click Street.mov and click the Hot Spots tab in the Node Browser window.
- 14 Resize and reposition the hot spot over a central arch on the ground floor.
- 15 Double-click the hot spot and rename it to: 'Coliseum Entrance.' Click OK.
- 16 Drag the Node Browser window to the side so that the Nodes panel in the Scene window is also visible.
- 17 Click the Preview tab in the Node Browser window.

Note that Entrance.mov is highlighted in the Nodes window. Changes made in the Node Browser window now apply to this node.
- 18 Drag as necessary in the preview window so that the floor of the Coliseum is in view, matching the direction of the virtual travel. Click Set under Link View From.

- 19 Click the Hot Spots tab and use the slider to find the hot spot that was created when you linked Entrance.mov back to Street.mov.
- 20 Relocate and resize the hot spot to cover the passageway to the street.
- 21 Repeat steps 12 through 20, creating a two-way link between Floor and Entrance, substituting appropriate names and views. Pay special attention to setting Link View From selections logically.

Your finished map should look similar to this one:



Tip: The more complex your scene, the easier it is to become confused. Refer to the Nodes panel map frequently.

Completing the scene

- 1 With all other windows closed, click the Compose tab in the main Scene window.
Under normal circumstances, it is not necessary to recompress the media in your scene.
- 2 Click the Compose button under Commands.
The scene composition progress window appears.
- 3 Click the Playback tab.
A preview of the completed scene appears.
- 4 Test your scene to make sure that all links, views, and names perform as intended. You can make changes by returning to the Nodes panel. Changes will not take effect until you click Compose again (on the Compose panel).
- 5 When you are satisfied with your completed scene, click Export on the Playback panel.

- 6** Type a name ending in *.mov* and select a destination for the completed movie, then click Export.
The export progress window appears.
- 7** Open QuickTime Player and view your finished movie.



Coliseum.mov