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VR Object WORX™ T U T O R I A L



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VR ObjectWorx for Windows™ Tutorial Guide

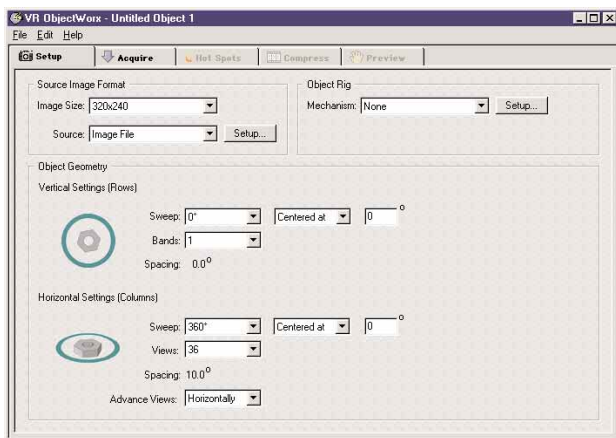
Welcome to the VR ObjectWorx™ Tutorial Guide. This guide presents an example of how to use VR ObjectWorx to compose QuickTime VR object movies. This lesson will expose you to the basics of composition as well as introduce you to some of the more advanced capabilities of VR ObjectWorx.

Accompanying this tutorial are several source image files which are referred to in the accompanying examples. If you do not have these files, you may download them from the VR Toolbox web site at <http://www.vrtoolbox.com>.

1) Open the “Sample Object Template.otx” file by double clicking its icon in Windows Explorer™.

This file is a “Stationery Template” and contains all the correct settings to compose the supplied source images into a QuickTime™ VR object.

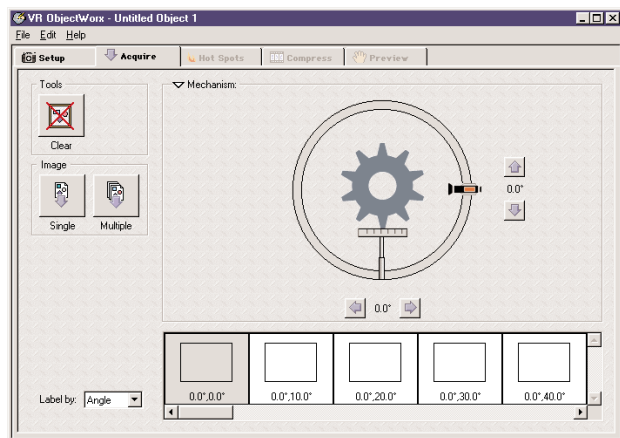
After the “Sample Template.otx” file opens, the following screen appears:



The “Setup” panel is where information about your object geometry and source images are specified. In this case we’ve photographed one row by 36 columns for a full 360° rotation. The images were digitized at 320 x 240 pixels.

2) Click on the “Acquire” tab at the top of the window.

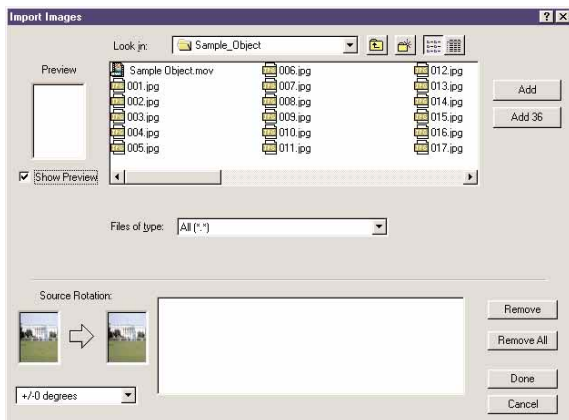
The following panel appears:



This panel is where the source images are loaded into the program (or “Acquired”). Notice how the folder tabs to the right of “Acquire” are dimmed. This is because you must fully complete the task required in the current panel before you may proceed to the next. In this case all the images must first be acquired.

3) Click the “Multiple” icon button.

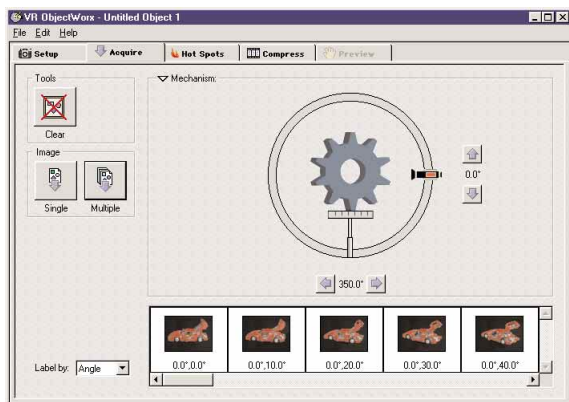
The following dialog appears.



If the “Sample Object” folder isn’t listed by default, navigate your hard disk until it appears.

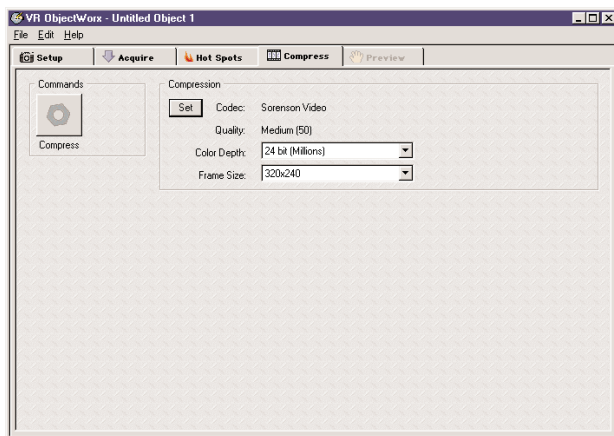
Click on the first image file listed (named “001.jpg”) then click the “Add 36” button. The 36 files beginning with “001.jpg” now appear in the lower list. Click the “Done” button. The 36 images will now be acquired into the program.

When acquisition is complete, the “Acquire” panel will appear as follows:



4)Click the “Compress” tab.

The following panel appears:

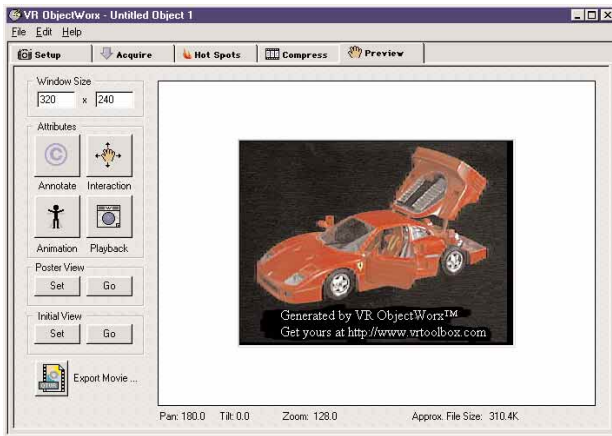


The primary purpose of this panel is to specify the compression settings that will be used when creating the QTVR movie. The image data you have acquired for the object is very large and would require several megabytes to store on disk. By compressing the image data, we can reduce the storage requirements down to a couple hundred kilobytes.

For this tutorial, we are sticking with the defaults, so go ahead and click the “Compress” icon button.

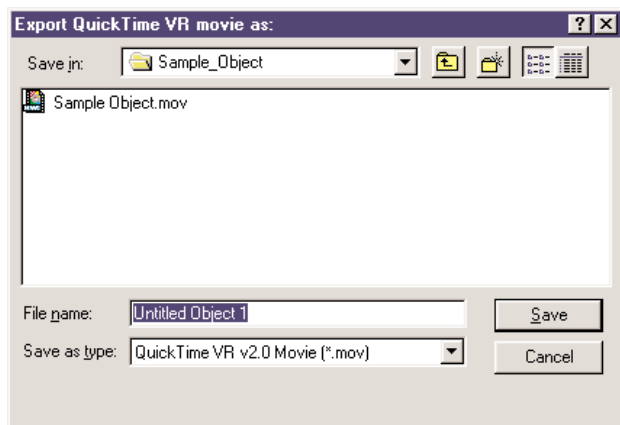
5)When compression completes, proceed to the final step by clicking “Preview”.

Here, in all its glory, is the QuickTime VR object movie you’ve just composed:



You may rotate the object by clicking and dragging the mouse over the image. Zooming in and out is accomplished by pressing the “Shift” and “Control” keys respectively.

Before exiting the program with an overwhelming sense of accomplishment, you should “Export” the QTVR movie as a stand alone file. This is done by clicking the “Export” button:



Use the standard file dialog to find the desired location on your hard drive to store the movie file. Type in a meaningful name and click “Save”. Your first VR ObjectWorx QuickTime VR object is now complete, ready to be viewed in any application that supports QuickTime.