

HOW TO MAKE QTVR A REALITY IN YOUR CLASSROOM

REQUIREMENTS:

- Hardware
 - Computer with video “in” capability
 - Video camera w / tripod
 - Lazy Susan
 - Protractor

- Software
 - Apple QTVR Object VR software (free)
 - Apple Video Player

Steps in Creating a QTVR Object Movie

Preparation -

- Using a protractor, measure off 10 degree increments around the outer edge of the Lazy Susan with a black marker. Since there are 360 degrees in a circle, you will end up with 36 marks.

- Set the object you will be viewing in the center of the Lazy Susan. You may want to experiment with backgrounds of different colors that highlight your object.

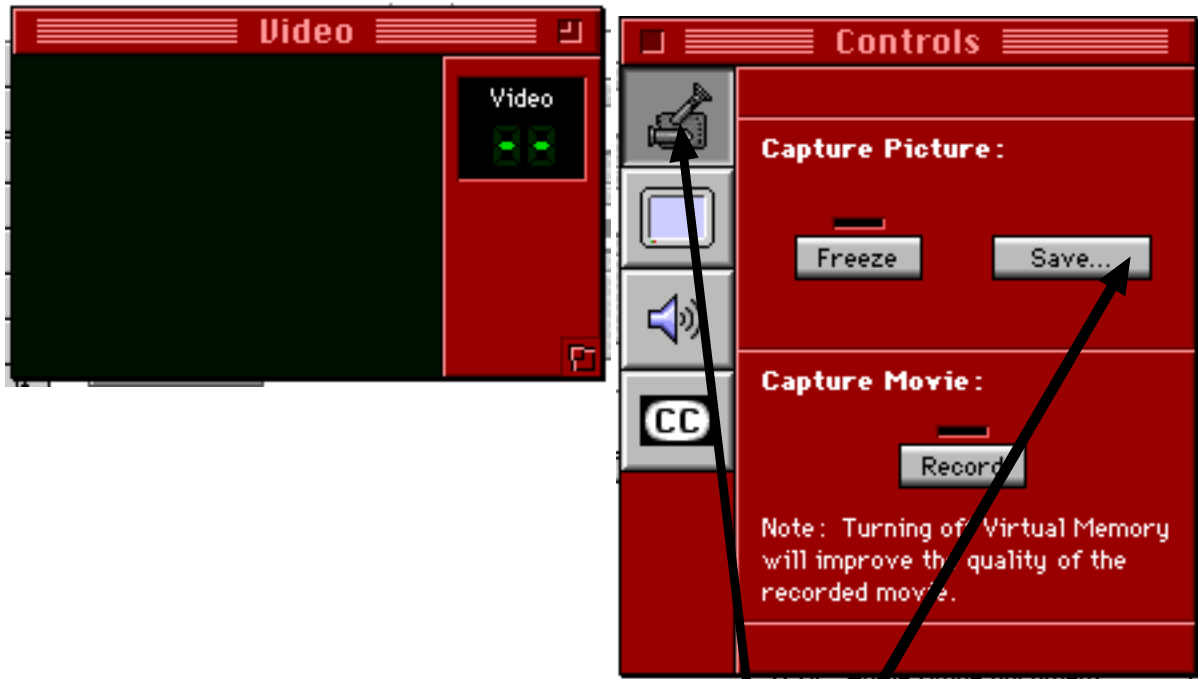
- Now set up the video camera on the tripod, with the camera focused on the object that you will be shooting. Do not put a video tape into the camera. Turn the camera ON. Make needed adjustments to the camera or to the object so that the very best view is seen of the object through the viewfinder of the camera.

- Using a standard RCA AV Coaxial Cable, connect the video camera to your video “in” connection on your computer.

Taking the Photos -

- You are now ready to take the still shots frames of the object that will make up the finished QTVR movie.

- Launch the Apple Video Player program. Many Power Mac's come with this program pre-installed and loaded under the Apple Menu items.
- The video window will appear. You will also need the Controls Window. If it doesn't show up automatically, you can find it by scrolling down under WINDOWS to CONTROLS WINDOW. When both of them appear on your screen, they will look like this:



- Be sure to click on the picture of the video cam so that **Capture Picture** feature shows up in the **Control Panel**.
- Focus the video camera on the object and when you have the view of the object you want, click on the **SAVE** button. **DO NOT CLICK ON "FREEZE"!**
- You will be given the window that will allow you to create a folder on the desktop where you will store your freeze frames. These freeze frames will be saved as PICT files, and because there are 36 increments on the Lazy Susan, you will be taking 36 freeze frames resulting in 36 PICT files. Be sure to give this folder a name that you will easily recognize. You have just taken your first of 36 PICT files.

- You have just taken your first of 36 PICT files. Name this file as:
File.01
- Now move the Lazy Susan **CLOCKWISE** 10 degrees (or one mark). Again, click on the **SAVE** button on the **Control Panel**. Name this file as:
File.02
- Continue moving the Lazy Susan in 10 degree increments, each time clicking on the **SAVE** button on the **Control Panel**. **Your files will be numbered from 01-36 (numbers 01-09 must have the zero in front of them).**

Create a Linear QT Movie -

Now it's time to take your PICT files and convert them into a linear quicktime movie

- Launch the application ConvertToMovie 2.0.
- Find the folder that contains your 36 PICT files, and **open** the PICT entitled **FILE.01**.
- Then go down to your final PICT file, **File .36** and **open** that file.
- A box with **Compression Settings** will appear. The only setting that needs to be set is "**Key frame every 1 frame.**" **Be sure the number in the blank is a one (1).**
- Now name the movie and **SAVE**. The finished linear movie should begin to spin. **BUT THIS IS NOT YET THE VR MOVIE!**
- **Quit** ConvertToMovie 2.0.

Create the QuickTime Virtual Reality Movie -

- Launch the **Make QTVR Object** software. Go to **FILE** and drag down to **OPEN**.
- Locate the folder that contains the linear movie you just made and **OPEN** the movie.
- Go up to **EDIT** and drag down to **ADD OBJECT DATA**.
- A chart will appear. For **NUMBER OF ROWS** (or times the camera moved) put in the number **1**. For **NUMBER OF COLUMNS** (or numbers of pictures) put in the number **36**. All the other information is

correct. Then click on **OK**.

- Your movie has now been changed to a QTVR movie. Take your pointer and put it on the image and hold down on the mouse. The pointer changes into a hand and you can turn the image to view it from all sides.