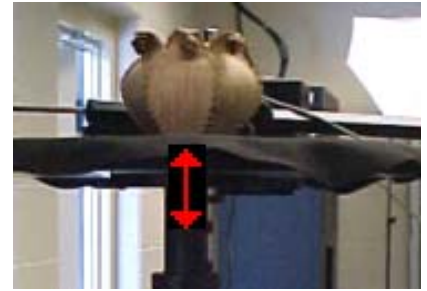


Creating a QTVR Object with the Kaidan Object Rig

1. Place the object in the center of the turntable.

One way to check if the object is centered is to line it up with the pedestal post.

Check centering with the post from 2 angles to see if the object is centered left to right AND front to back.



2. Move the camera to 270° on the Kaidan gear box dial.

Move the camera so it's centered horizontally in the frame of the camera.



3. Move the camera so the object is centered horizontally in the frame of the camera.



4. Zoom in or out so that the object fills the frame as much as possible.

5. If the object is not centered vertically in the frame of the camera, you can adjust the height of the turntable to center it vertically.

Use the LCD viewfinder to judge the framing. You can flip the viewfinder over so you can see the framing as you raise or lower the pedestal.



You may want to move the lights if part of your object is too bright.

6. To raise or lower the pedestal, loosen the 3-set screws in the pedestal to raise or lower the object so it is centered in the LCD viewfinder of the camera.

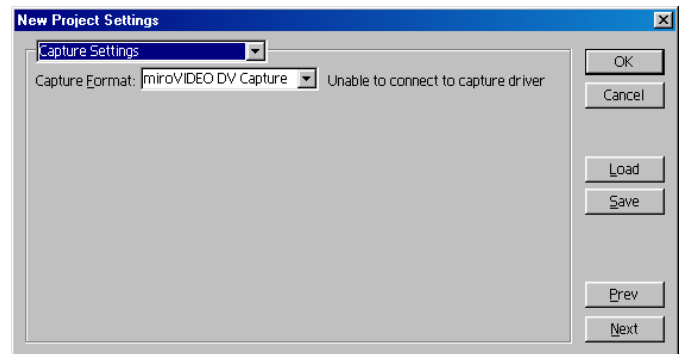


7. Make sure the camera is on and connected to the computer with the IEEE 1394 fire wire cable (also known as an iLink cable).

8. Turn on the computer and start Adobe Premiere.

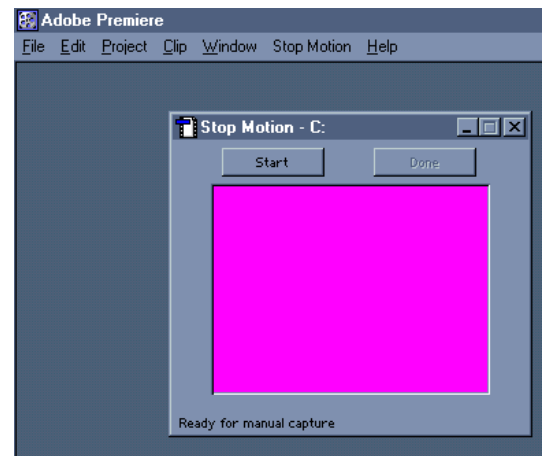
The New Projects Setting window appears.

- Scroll down the General Settings Menu to Capture Settings.
- Ensure Capture Format is MicroVideo DV Capture.
- Click OK.



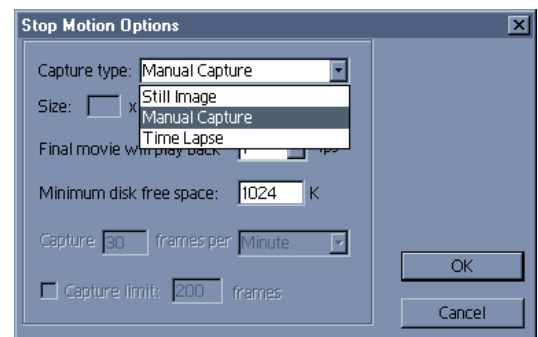
9. Under the File Menu, select File, Capture, Stop Motion. (Insert 0° picture into original scr #1)

10. Make sure the Stop Motion window is ready for manual capture (bottom left of the window).



11. If not, right click on the Stop Motion, Capture Options. Select Manual Capture from the Capture Type.

12. It's best to judge the exposure on the computer monitor rather than the LCD Display.



13. Crank the camera up to 0°, watching how the frame of the object changes as the camera moves up.

14. Adjust the lighting so the object is lit well and evenly on all sides.



15. Set the exposure manually. To do this, press the exposure button on the camera so that you can see a metering bar in the upper left corner on the ISD display.



16. Adjust the exposure by turning the wheel below the exposure button (move wheel up to lighten picture, down to darken). Judge the best exposure in the Stop Motion window on the computer.



17. You may want to zoom the object out a little if it goes out of the frame too much.



18. If the object is not centered vertically when looking straight down from 0° , you may have to move the support that the camera is on until it is centered.



Loosen the brackets as shown.

IMPORTANT! MAKE SURE YOU TIGHTEN THE BRACKET BEFORE LOWERING THE CAMERA!



19. If you make this move, you'll probably have to crank the camera to 270° to center the image up and down again.

You're now ready to shoot the QTVR project.

A team of 2 will photo shoot the object: one person to operate the rig and one to snap the pictures on the PC.

In this example we will shoot an object at 90° vertical rotation and 360° horizontal rotation shot with 18° increments.



20. Make sure the camera is set at the 0° position, looking straight down at the object.



21. Set the horizontal gear box dial to 0°. It's helpful if you use white paint to mark the gear box at 18° increments.



22. After the rig operator verifies that the horizontal gear box is set at 0°, he/she says "shoot," telling the PC operator to click on the Stop Motion button for the first shot.
23. The rig operator moves the dial clockwise to the next white mark (18°) and says "shoot." The PC operator clicks the Step Button to shoot the next picture (after the first shot, the Stop Motion button changes to Step).

The team repeats these actions until 20 shots are taken. The number of shots taken is shown at the bottom left corner of the Motion Window.

You've completed the first of 6 rows of shots.

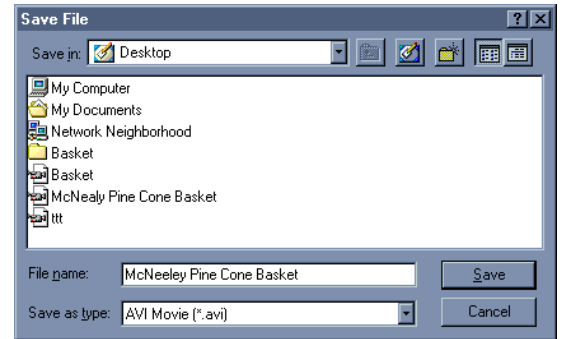
NOTE: The vertical (row) positions for the 6 rows are 0°, 342°, 324°, 306°, 288° and 270°.

24. Repeat step 24 until all 6 rows are shot, taking 20 shots per row.
25. After taking the 120 shots, click the Done button on the Stop Motion window.

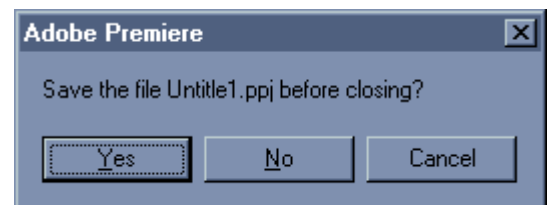
A new window with your Stop Motion AVI movie appears.

26. Select File, Save.

Enter the file name, browse to the location you want it to be saved to and click on Save.

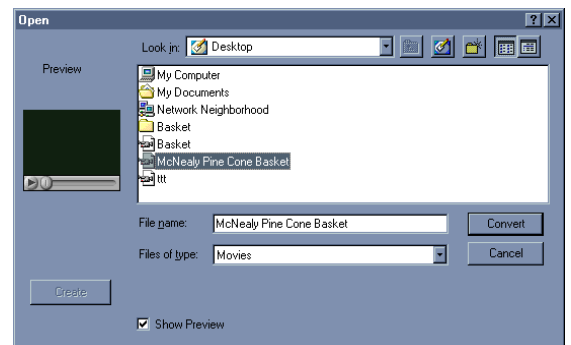


27. Quit Adobe Premiere without saving the project (click No).



28. Start Quick Time Player Pro.

Select File Menu, Open Movie, browse to the location of your movie, select it and click on Convert.



29. Once your movie appears, click on File, Export.

From the Export menu, select Movie to Image Sequence.

This export is going to export 120 pictures, so be sure to create a new folder for your pictures.

30. Open your newly created folder by double clicking on it.

Click on the Save button.

Quit QuickTime.

31. Start VR Worx.

Select Object Movie.

32. The Setup page appears.

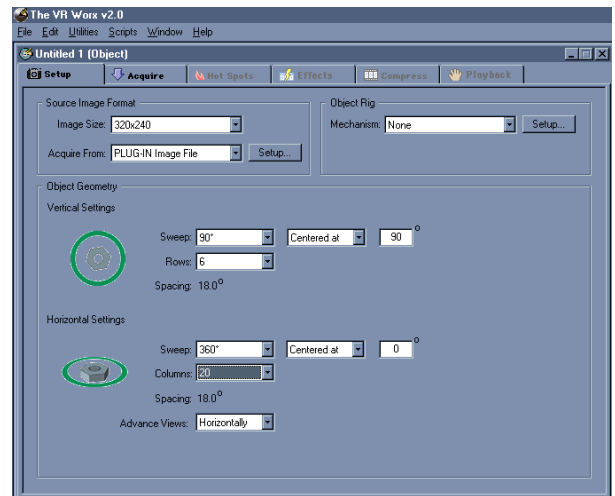
Under the Settings Tab, set the following options: Scr#12

Image Size: 320x240

Acquire From: Plug-in Image File

Vertical Settings: Sweep = 90° and Rows = 6

Horizontal Settings: Sweep = 360° and Columns = 20

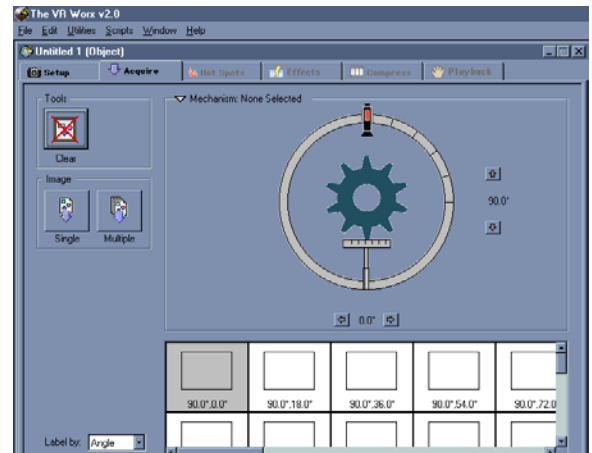


33. Click on the Acquire Tab

Click on the Multiple button. In the Look In **????** window, navigate to your folder. Make sure the first picture is highlighted.

Click on Add 120, then click on the Done button at the bottom right corner.

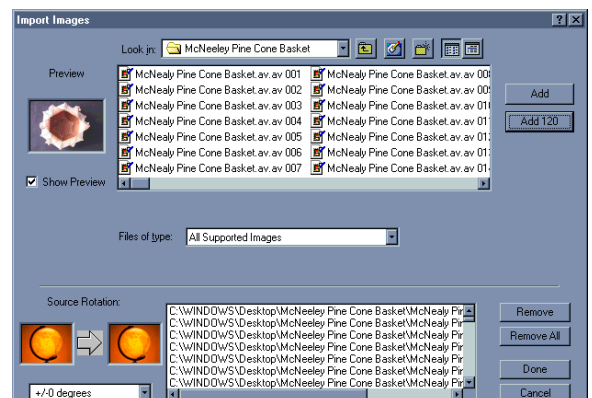
You'll see the program bringing in all the pictures, row by row.



34. When all the pictures are in, click on the Compress Tab

Click on the Compress button. This will create your QTVR movie.

When the compression is complete, click on the Playback tab and check out your QTVR!



35. ADVANCED OPTIONS

SETTING THE OPENING FRAME

Rotate the QTVR movie to the frame you would like to be the first frame of the movie and click the Set button under initial view.

ANIMATION

To animate movies (make them play automatically), click on the Animation button in the Animation Settings window.

Under View Animation, click Enable.

Adjust the speed and click OK.

If you don't like the animation, you can go back and change it.

ANNOTATE

Enter your name(s), a description of the QTVR and copyright information. This information should be entered for every movie you create and can be accessed when the movie is playing.

36. Save your Worx Project and export it.

Under the File menu, select Save.

Enter the name of your Worx project and click Save.

Click on the Export button in the lower right corner of the Play Back page.

Use the same name as your project name. Click on Save.

Your QTVR movie will be saved in the same folder as the rest of your project.

37. If creating movies over and over again with the same settings, save a template.

Before you save the template, clear all advance options.

Select Save As from the file menu.

Under Save as Type, select VR Worx Object Template.

Navigate to Program Files/VR Toolbox/VR Worx/Templates.

Give the template a unique name.

Click the Save button.

To use the template, select File, Open. Browse the templates folder and open your template.