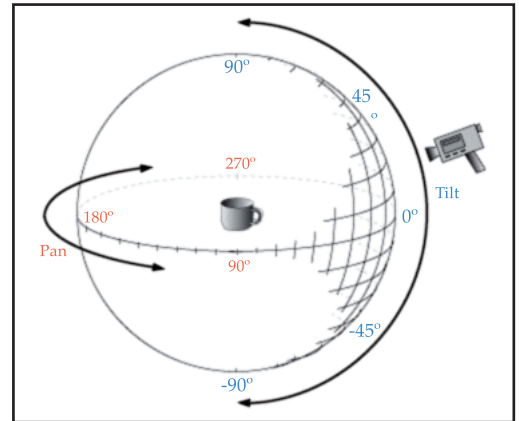


To make a Quicktime VR object or panorama, a snapshot of object is rendered at a given coordinate on the surface of a sphere at a given keyframe. The only difference between the two "types" of QTVR movies (as in regard to rendering them) is the location of camera, and the sequence at which the "snapshots" are keyframed.

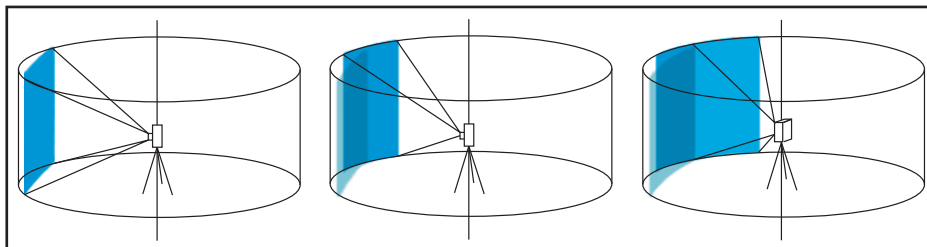


QTVR Object (constant values in script):

key fr	h	p	b
0	0	90	0
20	-360	90	0
21	0	45	0
40	-360	45	0
41	0	0	0
60	-360	0	0
61	0	-45	0
80	-360	-45	0
81	0	-90	0
100	-360	-90	0

The vertical position looking directly down on the object would have a 90 degree vertical angle (tilt), while the vertical position looking directly up at the object from below would be a -90 degrees vertical angle. The mid-point vertically would be 0 degrees. Lightwave's numerical rotation setting refers to the tilt as the pitch (p). The QTVR object table shows the degree/keyframe values (applied to the entire sphere). These values are hard-coded into the QTVR Object component of the QTVRSetup lscript.

When creating QTVR object movies, the qtvrSetup script sets up the necessary keyframes by rotating a null point around the origin. Because the script parents the camera to this null point, the rendered frames fall along the surface of the sphere.



When creating QTVR panorama movies, the camera begins at a defined angle, then rotates 360° around the scene (at that angle). Then the angle is decremented (by a defined amount) and rotates again. The sequence and location of these keyframes "tricks" QTVR into thinking that the panorama (the scene being rendered) is an object. This is necessary because "QuickTime VR Object" is the only QTVR export option available in Lightwave.

