

This tutorial explains the process of creating a Single Node Panorama Movie from an existing panoramic picture, the process of adding HotSpots to a panorama, and concludes with an explanation of the factors influencing the production of the panorama.

# Creating A Single Node Panorama

## Preparation:

Before launching PanoMAGIC, create a new folder for this project, and identify the panoramic picture for this tutorial: **Tutorial Pano PICTS:FlorenceDuomoE.srcPict**

Launch PanoMAGIC and create a new project (**File Menu:New Project**).

Save the project immediately to the newly created project folder, changing the suggested name to **Single Node Project** to give PanoMAGIC a home base for working files and panoramas for the project.

## Importing the Panoramic Picture:

Select the **Source** tab in the project window.

Select the **Tutorial Pano PICTS:FlorenceDuomoE.srcPict** picture as the source panoramic picture with the **PICT...** button; the picture appears in the window.

## Creating the Panorama:

Select the **Panorama** tab and click **Save** to save the hotspot background file (**Node.01.hsBack**).

This file is created from the source picture and is used to reduce memory requirements when processing very large panoramic images. Most of the controls in the **Panorama** tab are disabled until you create a panorama.

Use the **Make** button to create the panorama. This reads the panoramic picture and compresses it into a series of tiles to create a QuickTime VR movie.

## Tuning the Panorama View:

After the panorama is created and appears in the project window, pan in the movie and notice the 'live' update of the current view angles.

The view of the panorama is the pan, tilt and FOV (field-of-view) values.

The **Get View** button transfers the current view into the view default value fields.

The **Go To View** button returns the movie view to the values in the default fields.

The **Reset** button resets the movie to the default view of the movie file (the opening view of the panorama)

The **Correction** popup menu changes the perspective correction of the movie.

Use the **Update** button, to quickly update the panorama movie disk file to your chosen settings (load the currently displayed view into the default fields with **Get View** before updating)

Updating is much quicker than making the panorama again, as update does not compress the movie. It uses the current compressed image and adds new panorama control information to the movie, such as the minimum, maximum and default values for each of the pan, tilt and FOV.

Update the panorama movie file to test changes to the minimum or maximum values.

Remake the movie if the **Media Control** values or the panoramic picture are modified.

# Creating A Panorama with HotSpots

## Preparation:

Follow the instructions above to create a PanoMAGIC project with a Single Node Movie from the **FlorenceDuomoE.srcPict**.

## HotSpot Creation:

Select the **HotSpot** tab (when there is no panoramic source file, this tab is named **Source**). Add a hotspot by selecting a tool (rectangle, oval or polygon) and draw directly onto the panoramic picture.

## Panorama Creation:

Select the **Panorama** tab. If the panorama movie has been previously created, it will be displayed; in which case, update the panorama with the **Update** button; otherwise create the panorama with the **Make** button, to add the hotspot(s). (Make sure the **With Hotspots** checkbox is checked).

## The Panorama Media Controls

Media control values affect the image of the panorama movie. If they are changed or the panoramic picture is modified, you must remake the panorama. The media control values available in the **Panorama** tab are: image size, the compression settings and gamma correction. Media control values in the **Project Settings** are: tiling and enabling of gamma correction.

## The Panorama View Controls

Panorama control values affect the panorama view. If they are changed, update the movie file. The panorama control values available in the **Panorama** tab are: the movie window size, the minimum, maximum and default values for each of the pan, tilt and FOV, and the correction. The panorama control value in the **Project Settings** are: QuickTime VR Version, Cross Platform file format, Zoom-In limit, Partial Panorama options, low resolution tracks, fast start movies and embedded copyright notices. Panorama control values are used when the panorama is created or updated.

## Alternate Panorama Source Files

PanoMAGIC can import an existing panorama movie file instead of a panoramic picture.

Use the **Movie...** button to import a QuickTime VR panorama. This imports the panorama image (not the hotspots). It is now possible to add hotspots and create a new panorama. Because the image media is already compressed in the source movie, PanoMAGIC will allow changes only to the Panorama control values.