Nōdester™

PANORAMIC EDITOR FOR QUICKTIME VR

◼ Demo Tutorial

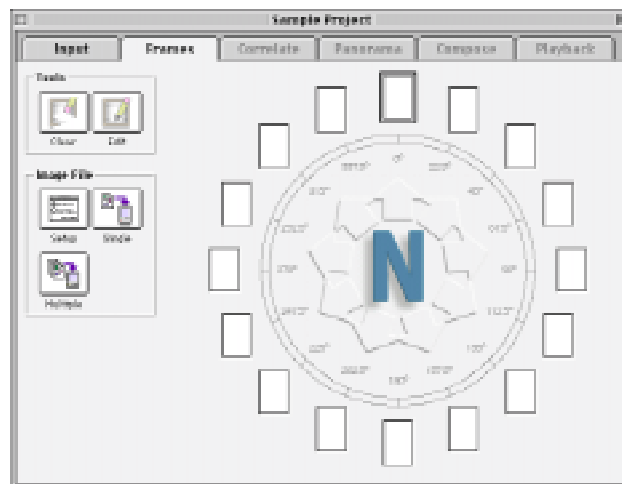### Step 1:   Open the Sample Project Document

Double-click the file named "Sample Project" in the "Nodester 1.5 Demo" folder.
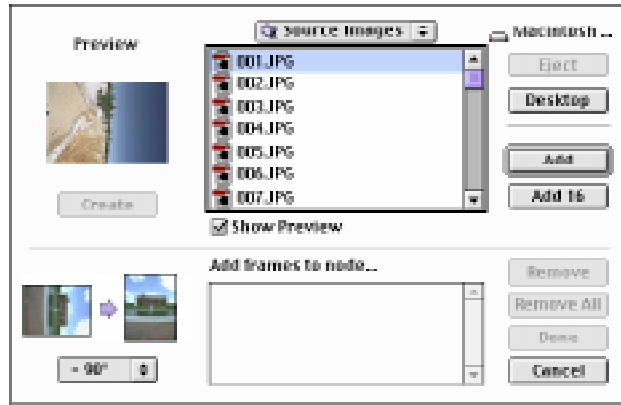The following window will appear:

The sample project document has been pre-configured with all the correct settings to
process the panorama.

Step 2:   Acquire the Source Images

Click the "Frames" folder tab at the top of the project window. The "Frames" panel
will become visible allowing you to acquire your source images:

To begin acquisition, click the "Multiple" button at the left-center of the project
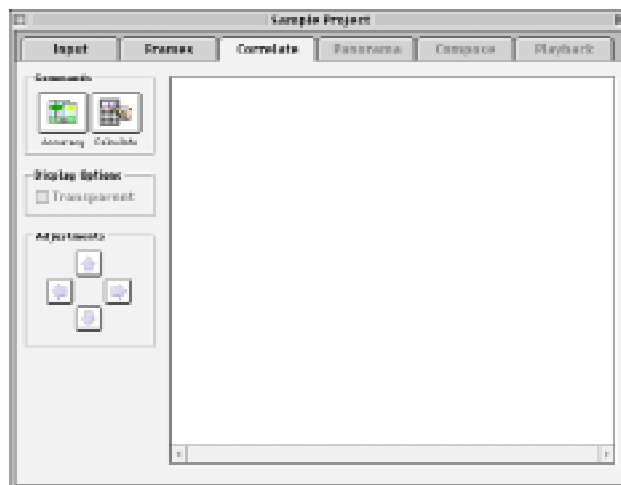window. The following multi-file selection dialog will appear:

In the multi-file selection dialog, open the folder named "Source Images". A thumbnail preview of the first image appears at the upper left. Notice that the image appears rotated. To load the series of images requires the following three steps:

1) Choose the "-90°" option from the rotation pop-up menu at the lower left corner of the dialog. This instructs Nodester to rotate each image counter-clockwise to the correct orientation.

2) Click the "Add 16" button on the middle-right side of the dialog. This moves the 16 files beginning with the hilighted file to the bottom list.

3) Click the "Done" button at the lower right of the dialog.
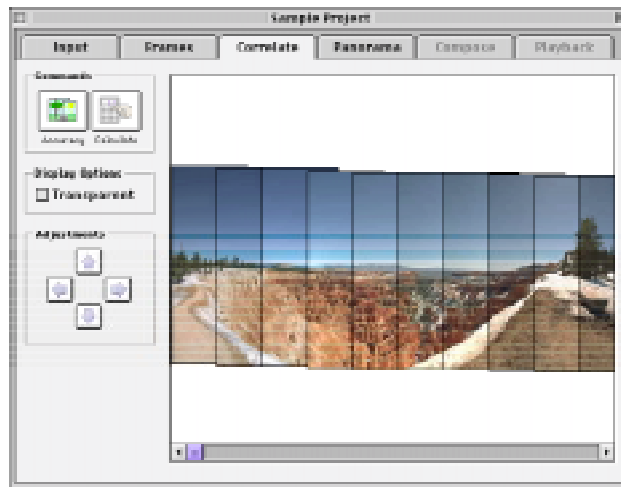
Nodester will now import & rotate the 16 images.

Step 3:   Correlate the Images

With all the source images acquired, click the "Correlate" folder tab at the top of the project window. The "Correlation" panel now appears:
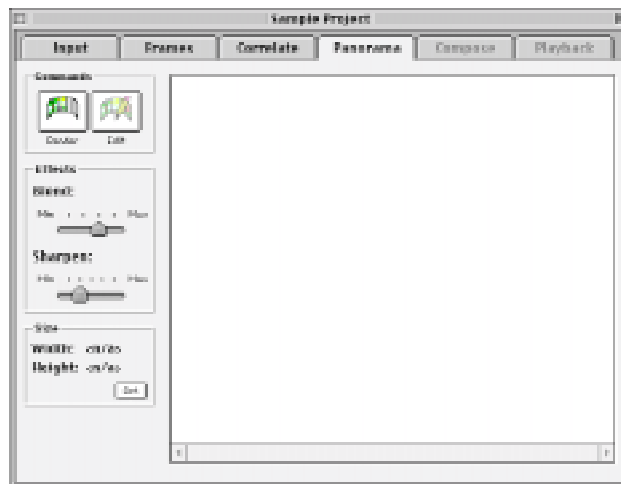

"Correlation" is the process where Nodester warps each image and analyzes them to

determine how adjacent images will line up. To begin the process, click the "Calculate" button at the upper left side of the project window. When complete, the window appears like this:
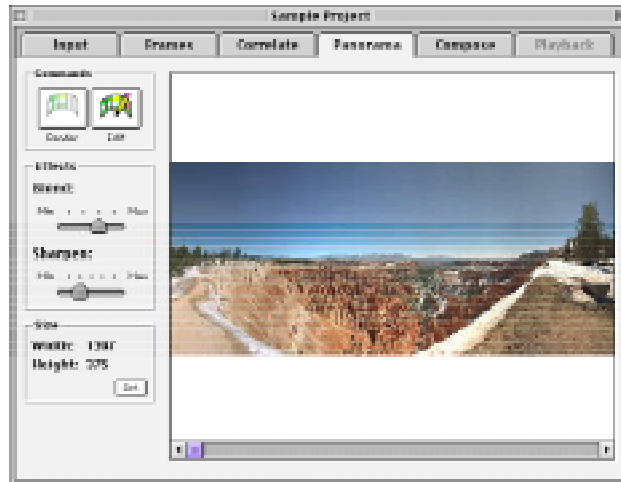

Step 4: Render the Panorama

Once correlation has been performed, click the "Panorama" folder tab at the top of the project window. The "Panorama" panel becomes active:
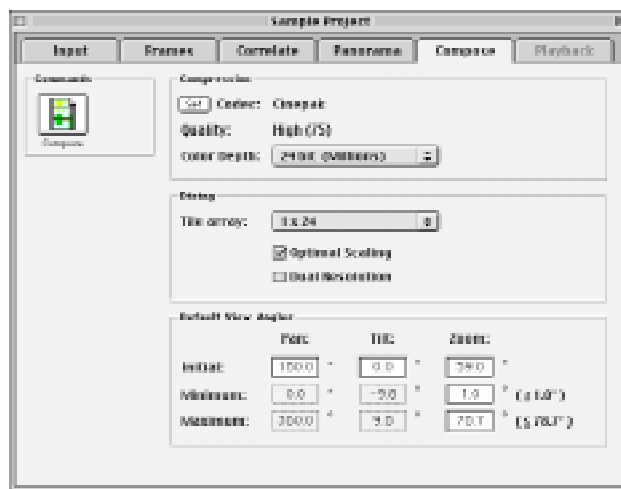

Rendering the panorama involves taking the individual correlated frames and blending them together to create a single, seamless image. To start the process, click the "Render" button at the top left side of the project window. When rendering is complete, the window will appear as follows:
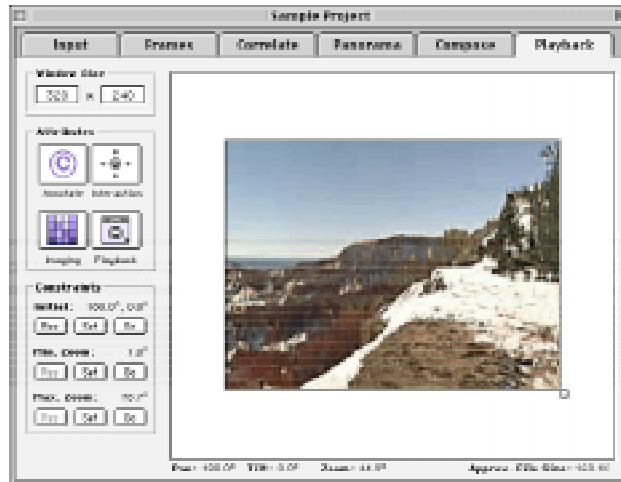
Step 5:   Compose the QTVR Movie

Once the panorama is rendered it is time to generate a QTVR movie. Click the "Compose" folder tab at the top of the project window. This takes you to the "Compose" panel:
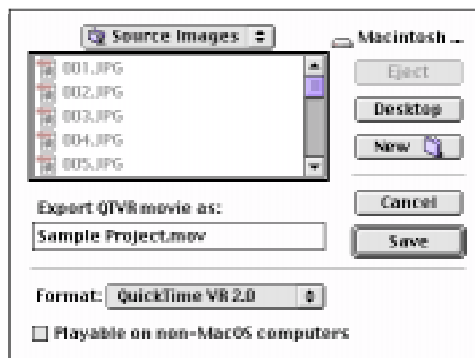

To perform the QTVR composition, click the "Compose" button at the upper left side of the project window.

Step 6:   Export the QTVR Panorama

With the composition process complete, click the "Playback" folder tab at the top of the project window. This takes you to the "Playback" panel:

You may interactively review the results of your work in the "Playback" panel. When ready to create a 'stand-alone' QTVR movie file, choose "Export" from the "File" menu. The following standard save file dialog appears:

You may give your movie file a name and select a folder where it will be saved. Once exported, the generated QTVR movie file can be played in any application that supports QTVR.

Mission Complete!

You have now successfully generated your first QuickTime VR panoramic movie!