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QTVR
How to Master Immersive Technology

Apple's QTVR Authoring Studio (Mac only) introduced in 1997 changed QTVR image production from a labor intensive process to a highly automated process, reduced the computer hardware requirements and greatly reduced the time required to produce images. The QuickTime software needed to view QTVR images is included in the Mac OS and is also available for Wintel computers. QuickTime 3.0 (just released) further improves cross-platform support.

QTVR
How to Master Immersive Technology

Since the original discription for the program was written, Live Picture has introduced Reality Studio - presently only for the Wintel platform - that is in direct competition with QTVR Authoring Studio.

Hardware and image capture requirements

Virtual panoramas:

- Camera with a wide angle lens (digital or film)
- Camera rig
- Solid tripod

Virtual objects:

- Camera (digital or film)
- Turntable (single row objects)
- Automatic object rig (multi-row objects)

Hardware and image capture requirements

Film advantages:

- Cameras have manual exposure control
- Cameras can shoot faster
- Cameras have interchangeable lenses
- Cameras capture more information (especially for IPIX)

Film disadvantages:

- Scanning problems (exposure, color balance, alignment)

Hardware and image capture requirements

Digital advantages:

- No film cost
- Instant preview

Digital disadvantages:

- Slow image capture (time to save image)
- Lack of manual exposure control
- Lack of short focal length lenses

Immersive images on the Web

Presently most formats require Web browser plug-ins

The trend is going towards Java based players, but be aware that the Java VM on the Mac is slow. Steve Jobs promised to improve things in his presentation at the Mac Developers Conference on 11 May 98.

Live Picture offers both. Apple should have Java based QTVR players available soon.

Cross-platform support issues

Simple panoramas and objects are no problem; using new features like multi-node scenes can be. The new QT 3.0 helps, but until all Wintel users have it, Web developers have to make some difficult decisions.

Things are developing rapidly. The best (and probably ONLY) way to keep up-to-date is by getting the QTVR digest I mentioned. Go to my Web page for information on how to sign up for it.

Cross-platform support issues

The Apple QT area on their Web site has lots of information, but finding it requires "digging".

Immersive Imaging Opportunities

- Virtual panoramas:
 - Real-estate rental and sales
 - Travel and tourism
 - News events
- Virtual objects:
 - Museums
 - Training programs *(I expect this to be BIG)*
 - Catalogs
 - Web sales

Immersive Imaging Opportunities

So far, most of the applications of this new technology have been obvious.

QuickTime 3 was just released and many new QT and QTVR aware applications are being produced that will extend the usefulness of QT/QTVR technology.

The *real* opportunities are yet to be discovered by creative users.

Immersive Imaging Opportunities

Both QTVR Authoring Studio and Reality Studio are easy to use.

The technology has advanced to the point it is a useful tool.

This is a great time for creative individuals to get involved!

How to stay up-to-date

My Web page (<http://home.eznet.net/~fshippey>)

QTVR (and other) list servers/news groups

Browse the Web
