

Instructions for Building ObjectVRs with Object2VR

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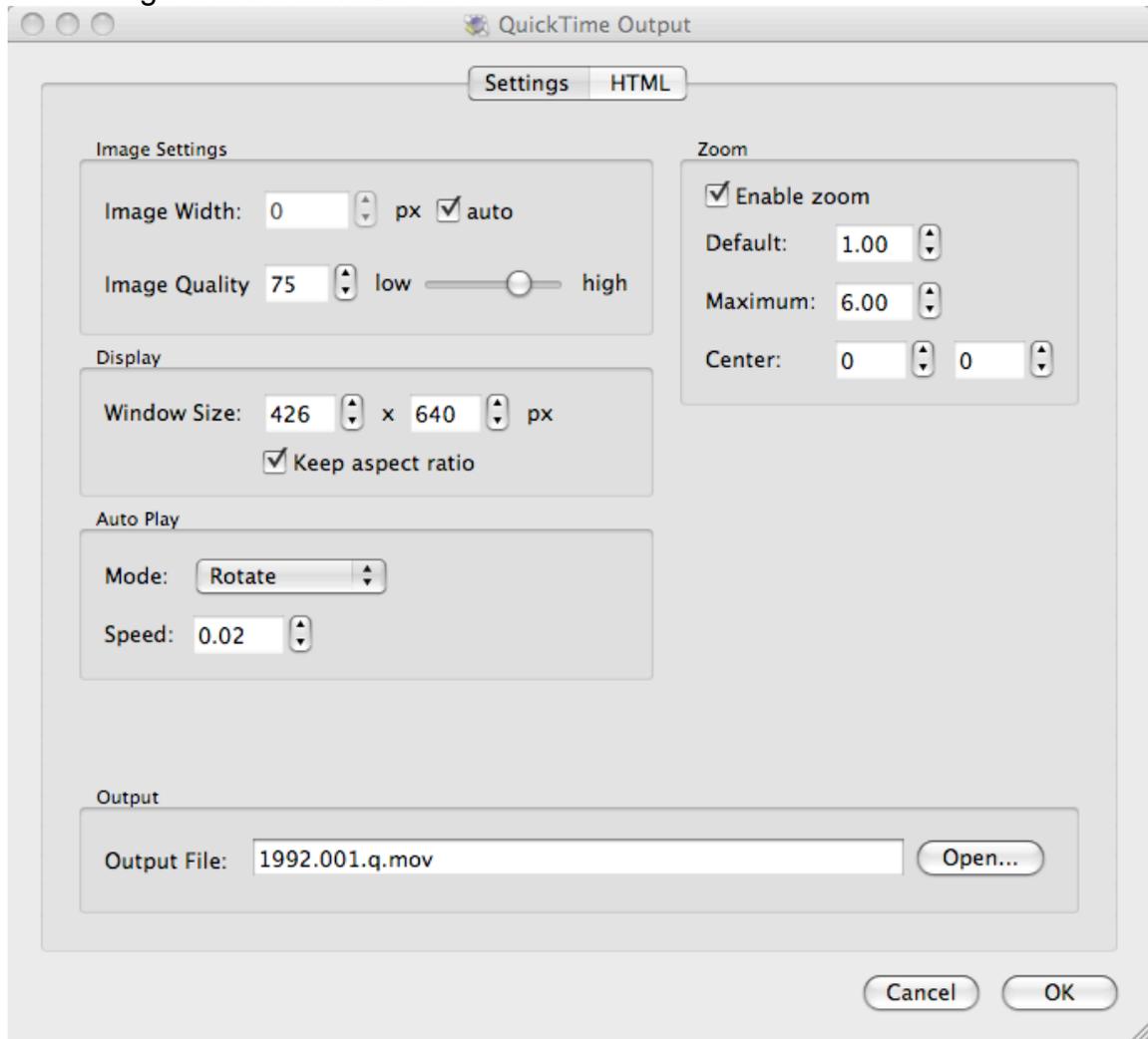
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These instructions will build objectVRs with the following features:

- file size averaging between 5-10MB, for fairly fast upload
 - starting from 20 individual jpeg/tiff images around 2-4MB each
 - (at full quality, the resulting file would be closer to 200MB)
- decent zoom capabilities
- should load with correct aspect ratio in most browsers/viewers
- users can drag the image itself to turn it, either with a mouse or a finger
- buttons allow for zooming in to view details
- HTML5 output is compatible with ios and other mobile devices
 - automatically loads to fullscreen, to fit on any screen
 - buttons are large enough to work on small screens, and placed to not get lost
 - they also are semi-transparent, to allow viewing through to the object
 - buttons can be clicked multiple times or pressed continuously to pan or zoom

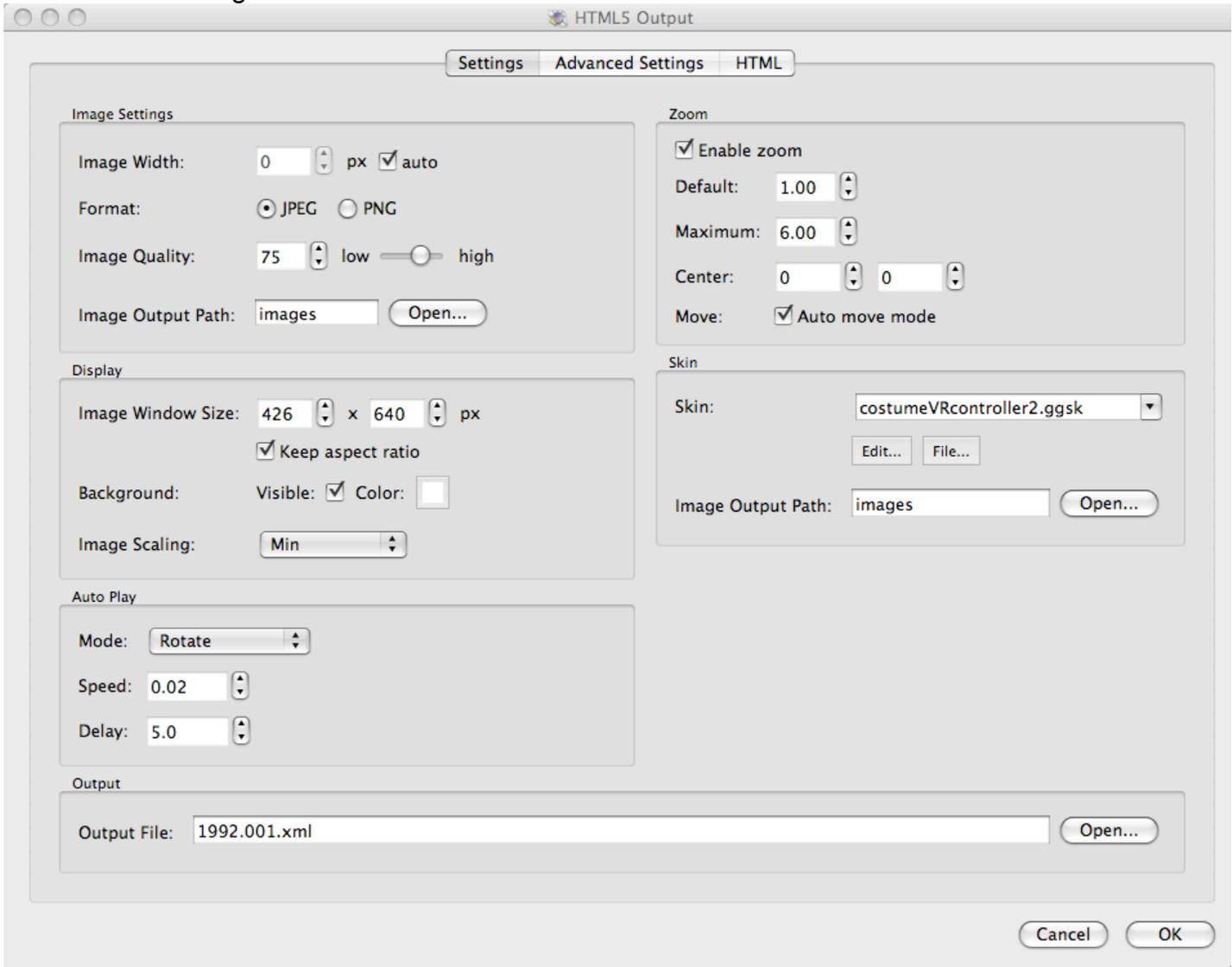
- Create project file
 - open new file
 - under Project File, click on Light Table button
 - change Columns to 20 (leave rows and states at 1), click on the update button
 - click on Add Images button
 - find your 20 original files (already converted to tiff or jpeg from raw, and edited in Photoshop as needed) and select and open them all
 - make sure they're all in order in the light table (move any duplicates, etc. to the spare images row)
 - if you somehow come up short of 20, change the number of columns accordingly
 - click the OK button
 - make sure the "open after creation" box is checked
 - save the project
 - navigate to where you want it to go
 - make sure it is in a unique folder just for this object (move it to a new one if it isn't) in the format 1992.001
 - change the filename to the format 1992.001.o2vr
- If you're opening an existing project file, you need to make sure:
 - it is in a unique folder just for this object (move it to a new one if it isn't) in the format 1992.001
 - all 20 images are in the light table - you may need to reload them if any of the files have been moved

- Create Quicktime Output
 - under New Output Format select Quicktime and click the Add button
 - the settings should look like this:



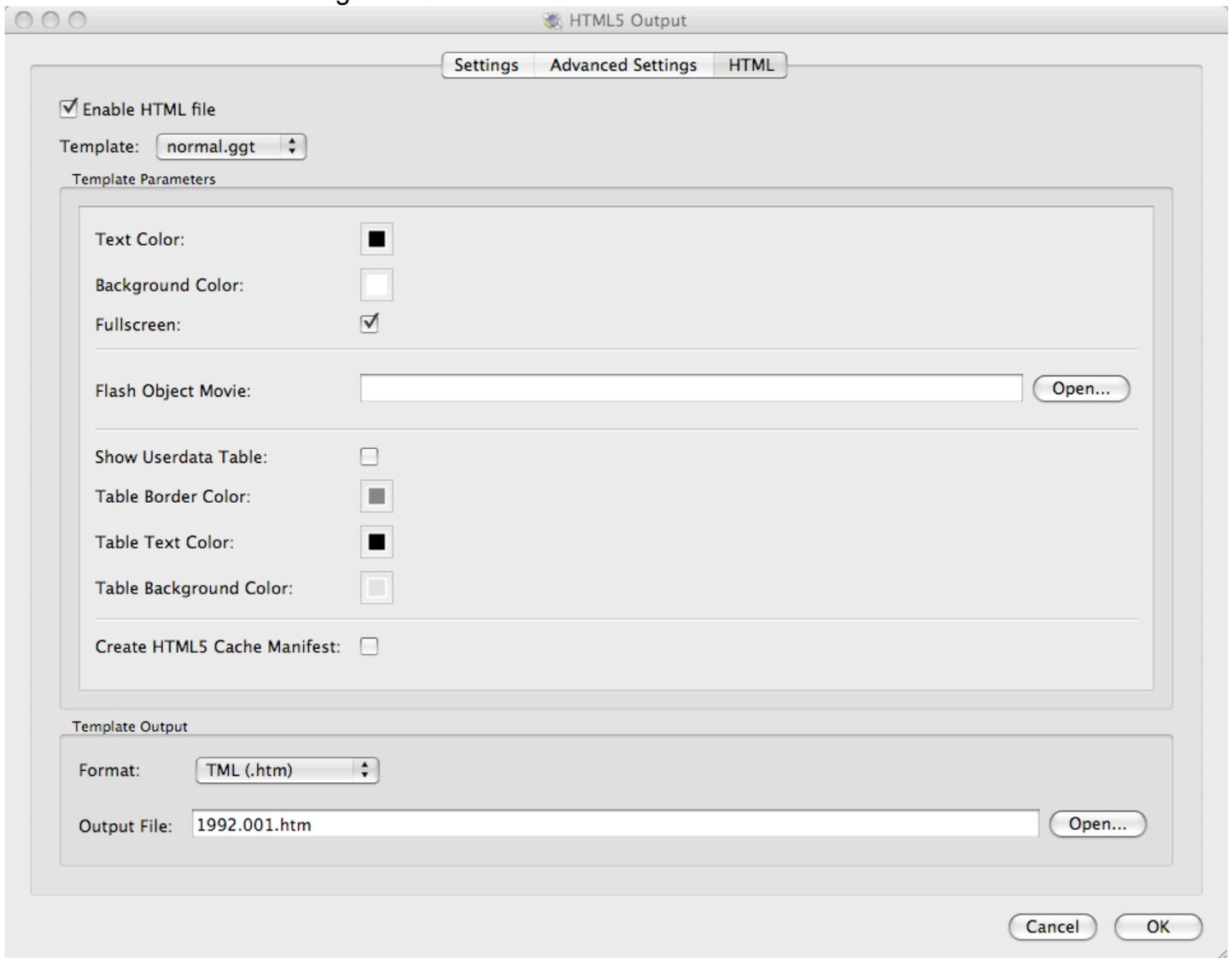
- under display, the window size should change automatically depending on the size of the images
 - make sure the "keep aspect ratio" box is checked
- under output click the Open button, choose a location for your output file (usually in the same folder with your project file), and type in a filename (with extension) in the format 1992.124.q.mov
- click on the HTML tab at the top, and make sure the box for "Enable HTML" is NOT checked
- click on the OK button
- if it asks if you want to create the output file now, click on Yes; if it doesn't, click on the button with little gears in the QTVR part of the window, and it will create the new file
- after the file is created, try it out and make sure everything is ok
- if it drags the wrong direction when you mouse over it, look for where it says "Viewing Parameters" and click on the Modify button
 - under Control:Horizontal, click on the checkbox for reverse (wrap should also already be checked, but nothing else)
- click on the button with little gears in the QTVR part of the window, and it will regenerate the file

- Create HTML5 Output
 - under New Output Format select HTML5 and click the Add button
 - the settings should look like this:



- under display, the window size should change automatically depending on the size of the images
 - make sure the "keep aspect ratio" box is checked
- under Image settings: Image Output Path, click on Open and make sure this will create an "images" file is where you want it (usually in the same folder as the O2VR project file)
- check the same thing under Skin: Image Output Path, make sure that will also go in the same place, in the same "images" folder
- select the custom skin from the menu for Costume VR project (filename is something like costumeVRcontroller.ggsk)
- under output click the Open button, and type in a filename (with extension) in the format 1992.001.xml; make sure this is also in the same folder as the image outputs above
- click on the Advanced Settings tab at the top, and make sure nothing is checked

- click on the HTML tab at the top, and make sure the box for "Enable HTML" IS checked, and the settings should look like this



- under output click the Open button, and type in a filename (with extension) in the format 1992.001.htm; make sure this is also in the same folder as the image outputs above
- click on the OK button
- if it asks if you want to create the output file now, click on Yes; if it doesn't, click on the button with little gears in the HTML5 part of the window, and it will create the new file
- after the file is created, try it out and make sure everything is ok
- (hopefully if it was dragging the wrong direction you already fixed that above)
- Prepare files for upload to server
 - open a new finder window, navigate to the location you want your output files to go, and create a new folder with the object accession number, in the format 1992.001)
 - from another finder window, drag over all the HTML files you just created
 - htm file
 - xml file
 - images folder
 - object2vr_player.js file
 - skin.js file
 - double click on the htm file to open it in a browser and make sure it works properly (if any of the necessary files weren't moved, you'll get an error message)