How to generate easily a 1 row QTVR object movie :

1) Setup your scene/object
- Setup **your scene/object** as usual and render it once to make sure everything is OK
- **Group** all your objects into a group unless there is only one object
- Make sure your camera resolution is set to reasonable values since you will be rendering many images
- To make it easier to setup the following steps, **switch to a quad view** mode

2) Import and Set
- Import the attached " Easy QTVR Object.jas " file
- Move **your group (or object)** into the " Your object in here " folder and delete the Test object which is there
- **Move** the " Spline tracking tag " and the " Target tag " to **your Camera** . Delete the " Imported Camera "
- Select **your group/object** in the "Your object in here " folder and modify the Y axis value (in properties) to center your object in the **Front view**

3) Select and Set
- Select the " Camera path " and switch to **transform mode**.
- using the scale mode, **adjust the scale of the 3 axis simultaneously** to see your object correctly in the camera view
- **modify** the Y position value (in properties) to adjust the angle of view
- verify that your object is **within the FOV** of the camera
- In the "Takes " window, **choose** how many images you want and **validate** the corresponding " Take "
  (based on the time taken to render your image in stage 1) above, you can estimate the total time for all images)
  If the various Takes are not visible, make sure Take 0 is selected first before selecting one of the other ones (that will be corrected)

4)Test and Render
- **Run** the animation to verify that the path is correct
- **Render** the animation and ... wait ...

5) Save and Play
- Once done, **save** the animation as a.mov movie
- Load the movie in Quicktime and **use the slider or the arrow keys to manually rotate your object.**

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Values for the end position of the position parameter of the Spline tracking tag

12 images (every 30°) :
1/12 = 0,0833 => 0,0833 x 11 = **0,9167** (11 since the last interval is between the 1st and the last image)

24 images (every 15°) :
1/24 = 0,0416 => 0,0416 x 23 = **0,9583**

36 images (every 10°) :
1/36 = 0,0277 => 0,0277 x 35 = **0,9722**

48 images (every 7,5°) :
1/48 = 0,0208 => 0,0208 x 47 = **0,9792**