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What is a multi-node movie?

Multi-node movies are interactive virtual environments, referred to as "scenes," built by combining panoramas, objects, still images and linear movies. Nodes are joined together via linking tools, which create hot spots used for navigating from node to node. The resulting movie allows the viewer to "walk" from room to room (each 360 degree view), pick up and examine objects, watch linear movies and read text or view still images.

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What is the purpose of the Background panel?

A background image template is simply a graphics drawing that can be used as a guide for placing nodes in the scene. The scene module provides the ability to design the operator's own templates in two ways, i.e., by using the built in drawing tools, or by importing a more complex image created in another program (or scanned using a flatbed scanner). This background image will not be incorporated into the final multinode scene. If you want to add a "map" to your multinode movie, add a your image to the Nodes panel and create your hot spots on the still image linking to your other nodes.

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What type of media files can I add to the Node panel?

You can add QuickTime VR movies, QuickTime linear movies and still images. MPEG and AVI movies are not accepted.

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How do I set up the initial views to and from each node?

This is done in the Node Browser / Preview panel using the View Group and the Link View From Group tools. The View group allows you to select the initial view of your current movie. The Link View From group allows you to set the view in your current node from your previous node.

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What is a 'Composition Preset' and how do I create one?

Composition Preset is available only in the VR Worx 2.5. It allows you to create preset compression settings to use under specific circumstances which can be used over and over. For example, you could create a preset to use for movies you intend for CD use by setting the CODEC to Photo JPEG, Quality to Maximum. You may want to create a preset for movies you intended to use for the web or email to a friend or client. Adjust the quality for whichever CODEC you decide to use, like Photo JPEG, Sorenson, MPEG-4 or Cinepak. Higher quality settings on the slider results in a sharper movie and larger file size. Lower quality settings on the slider results in a lower resolution movie and smaller file size.

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What is the difference between exporting a self-contained movie and a split-node movie?

Creating a self-contained movie incorporates all your nodes into one single movie. Depending on how many nodes you use and what their individual file sizes are, you can create a rather large multinode movie. If using this movie for a CD project, this is not an issue but if your final use is for the web it can make a big difference to viewers using low bandwidth Internet connections. They would have to wait for the entire movie to load in order to click on the hot spot. For this reason VR Worx 2.5 has the option of exporting your multinode movie as separate nodes. It exports each

movie separately, creating the proper embed tag parameters and outputs a starter HTML page which you use to cut the embed tag information from and paste it into your HTML document. When the user clicks on the hotspot that links to the next movie, it loads the next movie in the same location as the previous movie and on the same HTML page.

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