



Viewpoint

Animating ZoomView Content with Viewpoint Narrator

Version 1.0.1

August 2002

Introducing Viewpoint Narrator

Use Viewpoint Narrator® to create and publish animations in ZoomView content. ZoomView content is described in .mtx files. Narrator enables you to:

- Create and publish ZoomView and Flash animations for ZoomView content. For example, a dishware collection image can be animated to zoom to a specific dish.
- Combine ZoomView and Flash animations for ZoomView content. For example, an image of a car lot can be animated to zoom to a specific car while a Flash movie concurrently displays the car's brand name.

Installing Viewpoint Narrator

To install Viewpoint Narrator

- 1 Go to the Viewpoint Developer Central website at <http://developer.viewpoint.com/>.
- 2 From the left navigation bar, click the **Viewpoint Tools** link.
- 3 From the Viewpoint Tools page, click the **Viewpoint Narrator** link.
- 4 Follow the on-screen instructions to complete the installation.

Note: Narrator functions only on the Microsoft® Windows® operating system.

Navigating Viewpoint Narrator

Navigate Narrator's pages via the top navigation bar:

- Start tab – Select the **Start** tab to begin working on a new .mtx file. Selecting the **Start** tab deletes all current animations and settings from the **Create** and **Publish** pages.
- Create tab – Select the **Create** tab to modify animation files.
- Publish tab – Select the **Publish** tab to publish animation files.

Animating ZoomView Content

To start animating ZoomView content

- 1 Launch Viewpoint Narrator.
- 2 From the **Select File** field, click the **Browse** button to select and open the .mtx file you want to animate.
- 3 In the **Width** and **Height** fields, enter the dimensions (in pixels) of the VMP plug-in window.

Note: The animations you create and publish in Viewpoint Narrator display in proportion to the window dimensions entered in these fields.

Welcome

1. Select the desired *.mtx file:
2. Enter the size of the plug-in window:
width : height :

- 4 Click the **Start** button.

Note: After clicking the **Start** button, the .mtx file image you have selected displays alongside the **Create Animation** menu.

Using Narrator's Animation Features

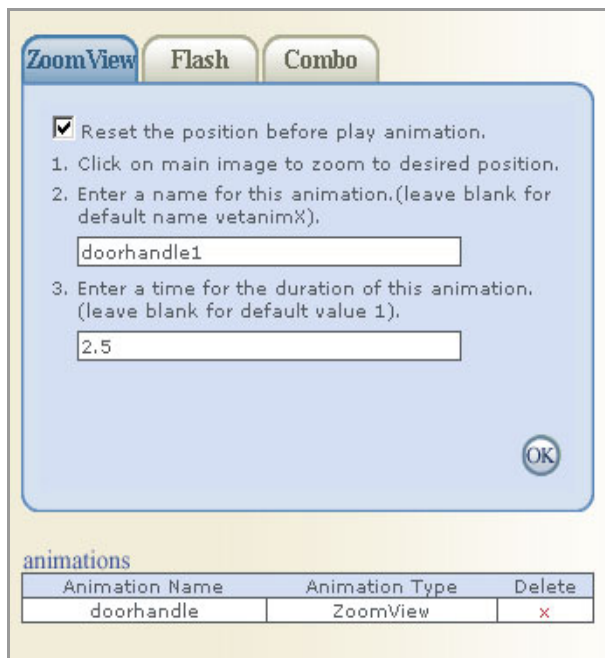
Create animated ZoomView content using the following Narrator features:

- ZoomView animation – zooms to a specific location in an image.
- Flash animation – plays a Flash movie over an image.
- Combine animation – integrates ZoomView and Flash animations with an image.

Tip: Each of these features is set to start an animation from the camera's home position. From each feature's **Create Animation** menu, deselect this default camera position to start an animation from the camera's current position. To learn more about this or any other feature, click Narrator's **Help** button.

To create a ZoomView animation

- 1 From Narrator's **Create** page, select the **ZoomView** tab.
- 2 Click the displayed .mtx image to zoom to a desired position.
Zooming defines the animation.
- 3 Enter a name for your animation or leave the field blank for a unique default name created by Narrator.
- 4 Enter your animation's run time (in seconds) or leave the field blank for the default value of 1.

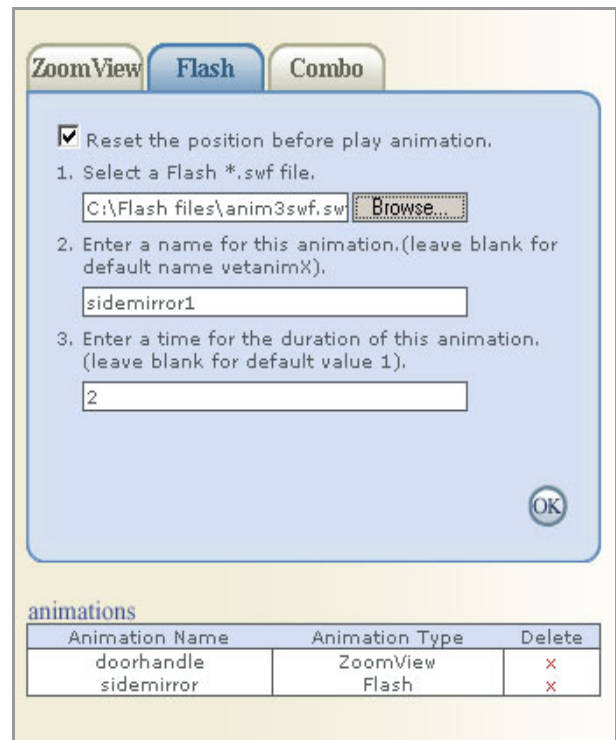


- 5 Click the **OK** button to create your animation. The new animation file displays in the **Animations** table.
- 6 Repeat these steps until you have completed all of your ZoomView animations.

Tip: To delete an animation file from the **Animations** table, click the **X** that corresponds to the target file. Click the **Reset** button to delete all files.

To create a Flash animation

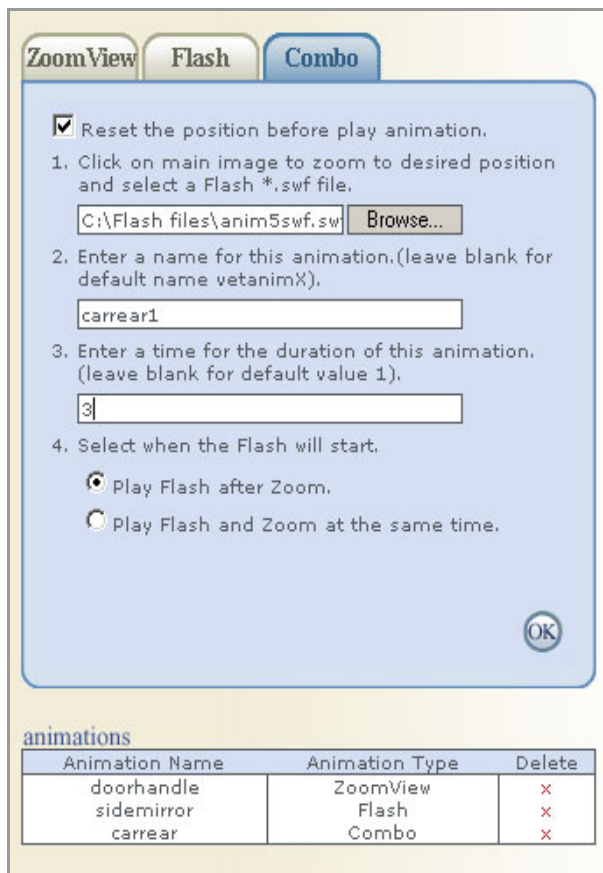
- 1 From Narrator's **Create** page, select the **Flash** tab.
- 2 Browse to and select the Flash (.swf) file you want to play over the image.
- 3 Enter a name for your animation or leave the field blank for a unique default name created by Narrator.
- 4 Enter your animation's run time (in seconds) or leave the field blank for the default value of 1.



- 5 Click the **OK** button to create your animation. The new animation file displays in the **Animations** table.
- 6 Repeat these steps until you have completed all of your Flash animations.

To create a combination ZoomView and Flash animation

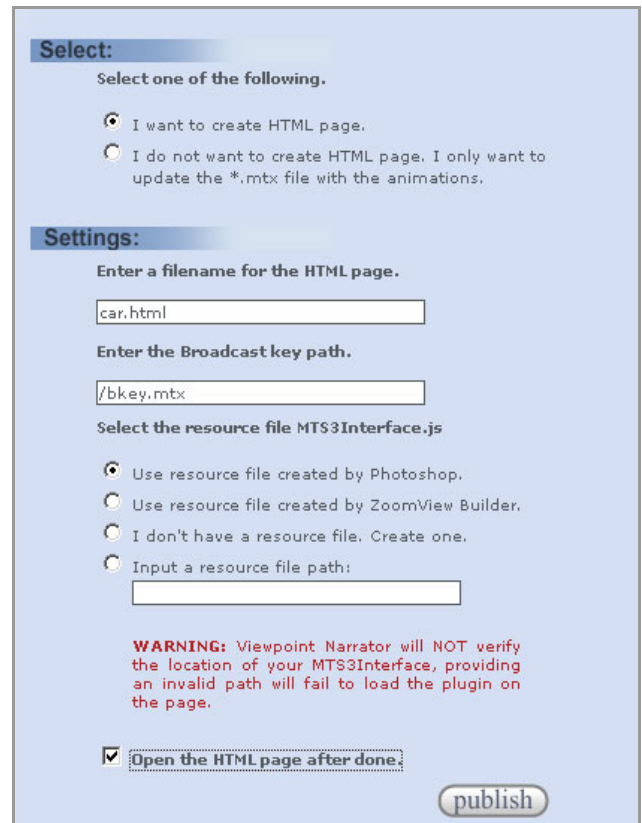
- 1 From Narrator's **Create** page, select the **Combo** tab.
- 2 Click the displayed .mtx image to zoom to a desired position.
Zooming defines the animation.
- 3 Browse to and select the Flash (.swf) file you want to play over the image.
- 4 Enter a name for your animation or leave the field blank for a unique default name created by Narrator.
- 5 Enter your animation's run time (in seconds) or leave the field blank for the default value of 1.
- 6 Select to play the Flash movie simultaneously with or after the ZoomView animation.



- 7 Click the **OK** button to create your animation.
The new animation file displays in the **Animations** table.
- 8 Repeat these steps until you have completed all of your combination animations.

To publish all animation files

- 1 From the top navigation bar, select the **Publish** tab.
- 2 Under the **Select:** heading, choose whether or not to create an HTML page that displays your animations.
- 3 Under the **Settings:** heading, enter both a file name for the HTML page and the broadcast key path in the provided fields.
- 4 Select an agent that has created or can create the MTSInterface.js resource file. Otherwise, enter a resource file path in the **Resource File Path** field.
- 5 Select whether or not the HTML page displays once you publish the animated .mtx file.



Tip: From directly below the **Page** tabs on the top navigation bar, click the **Reset** button to reset all fields on the Publish page to their default values.

- 6 Click the **Publish** button.
- 7 If you opted to create an HTML page in step 2, open the page and click the animation file button(s) to test your newly animated content.

Congratulations! You have successfully created and published animated ZoomView content!

Required Software

- Adobe® Photoshop® 7
- Netscape Navigator® 4.07 or later or Microsoft® Internet Explorer 4.x or later
- Viewpoint Media Player® (VMP)
- Viewpoint Narrator®

Minimum System Requirements

Viewpoint Media Player

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|----------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|
| • Microsoft® Windows® 95, Windows 98, Windows 2000, Windows Millennium Edition, Windows NT® 4.x, or Windows XP | • Apple® Macintosh® OS versions 8.5 to 9.x and Macintosh OS X (Classic mode browsers only) |
| • Netscape Navigator® 4.07 or later (not 6.0) | • Netscape Navigator® 4.7 or later (not 6.0) |
| • Microsoft® Internet Explorer 4.x or later | • Microsoft Internet Explorer® 5.x or later |
| • AOL® version 4, 5, 6, or 7 | • AOL® version 4 or 5 (supported Internet Explorer and Netscape Navigator browsers only) |
| • CompuServe 7 | |
| • 256 color display (24-bit recommended) | • 256 color display (millions of colors recommended) |
| • 28.8 Kbps modem | • 28.8 Kbps modem |
| • 5 MB available hard-disk space | • 5 MB available hard-disk space |
| • 32 MB RAM (64 MB recommended) | • 128 MB RAM |
| • Pentium® 166 MHz processor (Pentium II recommended) | • PowerPC® 604 processor |

Viewpoint Narrator

- Windows® 95 or Windows NT®
- Pentium® Processor 200 MHz
- 32 MB RAM
- 10 MB available hard disk space
- True Color Display (24-bit recommended)
1024x768 monitor resolution (recommended)