QuickTime VR: Processing Time To Create VR Movie (7/95)

Article Created: 13 July 1995

TOPIC ---

This article illustrates some typical steps you would take to create a QuickTime
VR movie and the processing time involved.

DISCUSSION --

Apple has done some testing to help you get an idea of the performance and time
needed for post production work on a VR project. Here are some typical times
for the steps that you perform creating a VR movie.

The estimated times for each command are from a Power Mac 8100 and a 33 MHz
RC68040. The numbers indicate the native tools really benefit the Power
Macintosh user.

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.                               Processing time required on:
VR Action                       8100 Power Mac       33 MHz 040 w/FPU
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Stitching 2 PICTs together      2 Minutes            20 Minutes
You could have as many as 18 stitches for one panorama, typically 12 for a 15-18
mm lens.

Dicing one panorama node        2 Minutes            20 Minutes
Time is PER DICE, one node might require 24 dices.

Linking                         2 Minutes            20 Minutes
To link nodes to nodes, time PER LINK. You need to link twice to move back and
forth between nodes.

Compression per node            2 Minutes            20 Minutes
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POWER MAC EXAMPLE:
If you were stitching 12 PICTs for a single node, that computation could take 24
minutes for the entire node.

If you then diced that node, it would probably take 48 minutes.

For linking this node to another, 4 minutes.

Compression of this node, 2 minutes.

The grand total for post production time on one node is around 78 minutes. This doesn't include planning, shooting, or learning the tools.

A QuickTime VR movie of rotation around a stationery object would require similar steps to those shown above, but may include many more shots. To do a complete rotation of an object (24 shots around the object at 0°, 24 shots at +10°, 24 shots at +20°, and so on) the movie would consist of over 600 PICTs.

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Keywords: cnfg

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19960215 11:05:19.00

Tech Info Library Article Number: 18162