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QuickTime VR: Questions and Answers (4/97)

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TOPIC -----

This article provides the answers to frequently asked questions about QuickTime VR and its requirements.

DISCUSSION -----

Question: What is Virtual Reality?

Answer: Virtual Reality describes a range of experiences that let you interact with and explore a spatial environment through your computer. These environments are typically computer renderings of simple or complex computer models. Now, with QuickTime VR, these environments can be based on photographic representations of real locations.

Question: What is QuickTime VR?

Answer: QuickTime VR lets you rotate your view of a scene through a complete 360° horizontal circle. Multiple 360 degree views can be linked together to let you travel around in an area. You can move around in space through as many points as the content developer provides. The content provider can also enable certain objects to be virtual as well, letting you view all sides of an object by turning it around using a standard pointing device like a mouse. The combination of scenes and objects provides an experience that is like being there. As you change your view of the scene, correct perspective is maintained, creating the effect of being at the location and looking around. QuickTime VR is the first mainstream technology to enable these experiences based on real world scenes.

Question: How does QuickTime VR differ from other VR systems?

Answer: QuickTime VR differs in several ways:

- QuickTime VR uses high quality photographic representations of a space for the virtual reality experience, a breakthrough in performance and compression technology. There is no need to model and render an existing space.
- QuickTime VR is a software-only implementation; it is an extension of the QuickTime architecture. It does not require additional hardware.

QuickTime VR's breakthrough is the proprietary software engine that lets you explore real world spaces on most QuickTime capable personal computers. This differs from most virtual reality systems, which require a very fast 3-D computer with specialized hardware that lets the user explore computer generated virtual spaces.

- Easy panoramic image capture; pictures are taken with a standard 35mm camera.

Question: What software comprises QuickTime VR?

Answer: The QuickTime VR software technology includes two components:

- The QuickTime VR Authoring Tools Suite is designed for use by experienced multi-disciplinary photography/multimedia development teams to create exciting new products (typically in the form of CD-ROM titles) such as those previously described. The authoring tools run on Macintosh systems.
- The run-time software provides the environment that users need to experience QuickTime VR on their personal computers. Run-time versions are available for Macintosh and Windows environments.

NOTE: Stand-alone QuickTime VR movies can be played back using Apple's QuickTime VR Player. However, some QuickTime VR movies may be incorporated into other applications, which may require HyperCard or Macromedia Director.

Question: Where can the software be obtained?

Answer: You can obtain the software in several ways:

- The QuickTime runtime software (QuickTime VR Player) is available at Apple's QuickTime VR Web site (<http://qtvr.quicktime.apple.com>).

NOTE: The QuickTime VR Player is not supported by Apple.

- The QuickTime Authoring Tools can be purchased through Apple Programmer's and Developers Association (APDA).

For contact information on APDA, search the Tech Info Library under "APDA".

Question: What are the system requirements for QuickTime VR 1.0 runtime for

Macintosh?

Answer: The system requirements for Macintosh are:

- QuickTime-capable Macintosh
- 68030 25 MHz processor
- QuickTime 2.0
- System 7.1 or later
- 8-bit video
- 8 MB RAM
- A double speed CD-ROM is recommended for CD-based software titles

Question: What are the system requirements for QuickTime VR 1.0 runtime for Windows?

Answer: The system requirements for Windows are:

- 33MHz 386SX computer equipped with Windows 3.1
- QuickTime 2.0 for Windows
- 8-bit video card
- 8 MB RAM
- A double-speed CD-ROM is recommended for CD-based software titles

Question: What are the system requirements for QuickTime VR 1.0 Authoring Tools?

Answer: Here are the requirements for the following systems:

- 68040 33MHz-based Macintosh computer:
 - 40 MB RAM
 - 16-bit video, thousands of colors
 - Double-speed CD-ROM if using images on PhotoCD
 - Approximately 10 MB per panorama, 5 MB per object
 - System 7.1
 - MPW 3.2
 - HyperCard 2.2
 - ResEdit 2.1.1
- PowerPC-based Macintosh computer
 - 40 MB RAM
 - System 7.1.2
 - 16-bit video, thousands of colors
 - Double-speed CD-ROM if using images on PhotoCD
 - Approximately 10 MB per panorama, 5 MB per object
 - ResEdit 2.1.1
 - MPW 3.4b2 (included with QTVR Authoring Tools Suite Version 1.0)

Question: How large are QuickTime VR files? Do I need special equipment to view them?

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Answer: QuickTime VR files are exceptionally small, which makes them easy and fast to download without using much computer disk space. In fact, a typical panoramic scene can be as small as 200K. Besides the computer, no additional hardware--such as accelerator boards, helmets, goggles and gloves--is needed to view QuickTime VR scenes.

Question: Where can I download QuickTime VR scenes?

Answer: Try these locations:

- Apple's QuickTime Online: (<http://quicktime.apple.com>)
- QuickTime VR Web site at: (<http://qtvvr.quicktime.apple.com>)

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- 1 May 1997 - Removed out dated on line references.
- 27 Jul 1995 - Updated technical information

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