

Sequence Tool (continued)

Creating a Rotational Movie

Download the Mouse_Lungs.avw and the Mouse_Lungs.obj files to follow along, from <https://analyzedirect.com/data>

Use the Input/Output module to load the Mouse_Lungs.avw.

Select the Mouse_Lungs data set and then open Display.

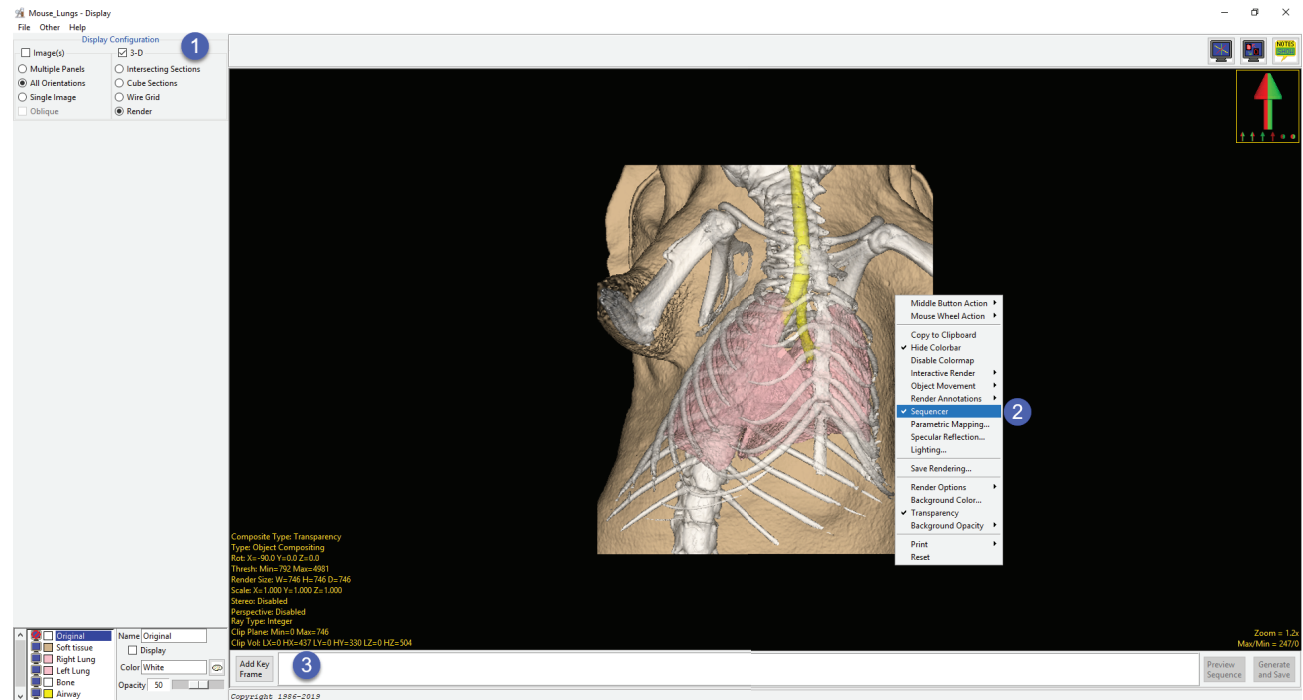
Select File > Load Object Map and load the Mouse_Lungs.obj.

In Display set the Display Configuration to 3-D and choose the Render option (1). Uncheck the Image(s) option.

Right-click on the Rendering and then choose Transparency from the menu.

After Transparency has been applied right click again and select the Sequencer option (2).

The Sequencer tool will be displayed below the rendering (3)



Sequence Tool (continued)

To create a simple rotational movie, click the Add Key Frame button (4) twice to add two key frames to the sequencer (5).

Left click the Transition button between the key frames (6) to open the Transition parameters window (7).

In the Transition window set the number of Frames to 20 (8), next check the 360 Rotation option (9) and then select Screen Y (10).

Select the Preview Sequence button to review the movie (11).

To save the movie to the Analyze workspace select Generate and Save. (12)

In the Window returned, name the movie and then select Render Sequence. The movie file will be saved to the workspace. Use the Input/Output module to save the movie out of the software as an .AVI, QuickTime, or Animated GIF.

