



## Sequence Tool (continued)

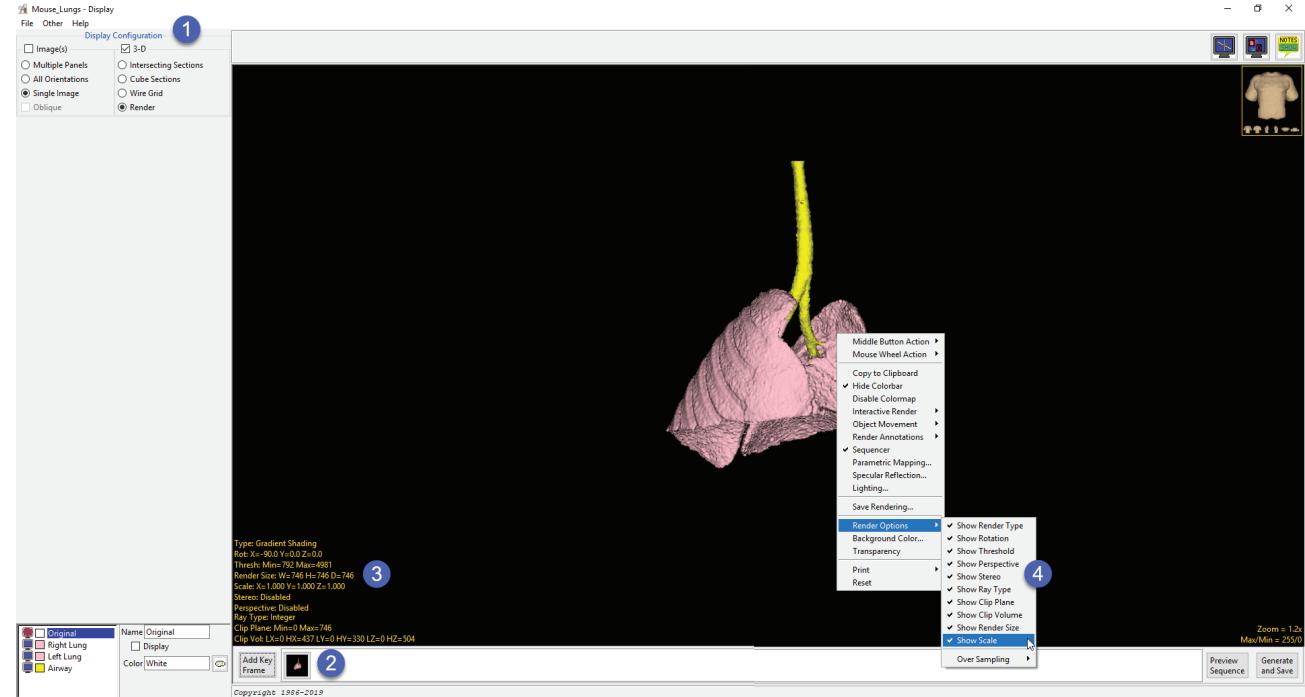
### Enhanced Movie Making: Zooming and Clipping

Download the Mouse\_Lungs.avw and the Mouse\_Lungs\_2.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\_2.obj.



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

Right click in the Render window and select the Sequencer option.

The Sequencer tool will be displayed below the rendering, click the Add Key Frame button (2) to add a starting key frame to the sequencer.

If the additional rendering options are not visible in the lower left hand corner of the Render window (3) enable the options by right-clicking in the Render window and then choosing Render Options from the menu, check the Show Scale and Show Clip Plane options, but feel free to enable all options (4).

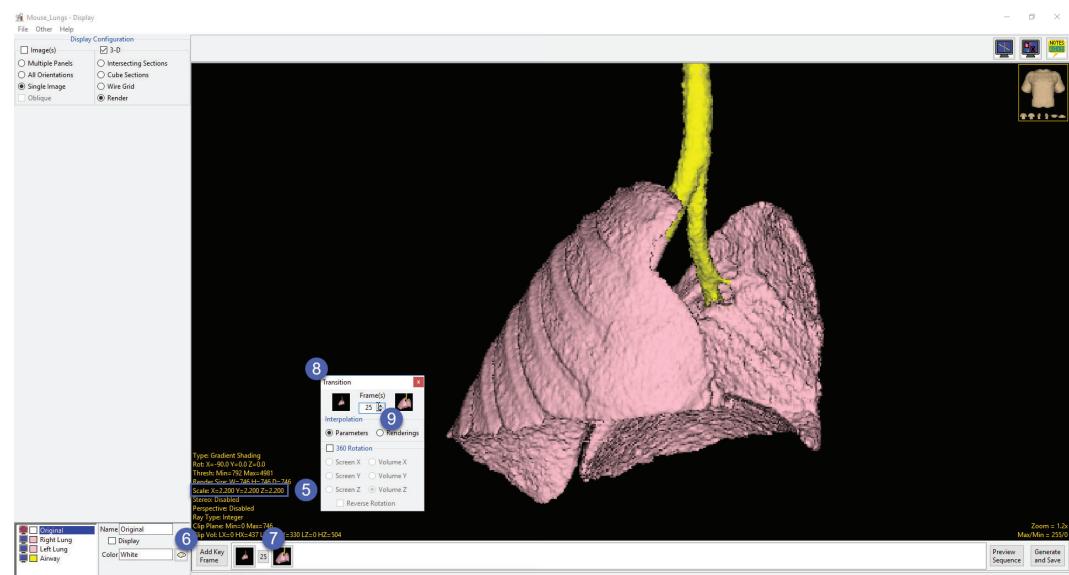


## Sequence Tool (continued)

Double click the yellow Scale text and change the X, Y, and Z Scale values to 2.2 (5). Note that the rendering display size will increase.

Click Add Key Frame (6) to add a new key frame to the sequence.

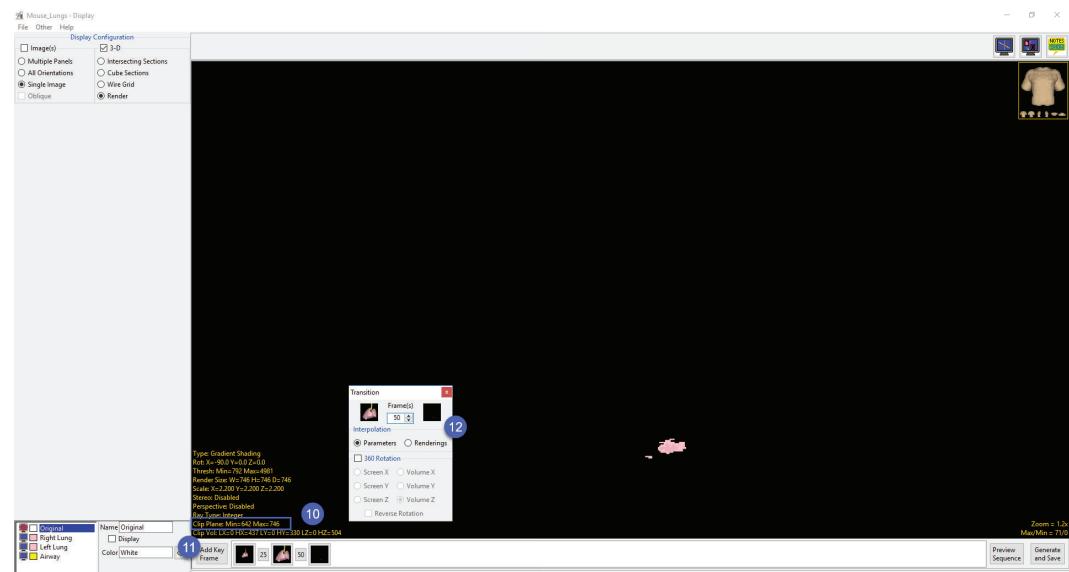
Click the Transition button (7), in the Transition parameters window (8) set Frame(s) to 25 (9).



Double click the yellow Clip Plane text and change the Min value to 642. (10) Note that the rendering display will be clipped.

Click Add Key Frame (11) to add a new key frame to the sequence.

Click the Transition button and increase the number of Frame(s) to 50 (12).





## Sequence Tool (continued)

Double click the yellow Clip Plane text and change the Min value back to 1. (13) Note that the rendering display will update.

Click Add Key Frame (14) to add the new key frame to the sequence.



Double click the yellow Scale text and change the X, Y, and Z Scale values back to 1. (14) Note that the rendering display size will decrease.

Click Add Key Frame (15) to add the new key frame to the sequence.

Click Preview Sequence (16) to preview the movie.

Click Generate and Save (17) to save the movie to the workspace.

