

## Exporting cube faces from a QuickTime cubic VR Movie.

### Before You Start.

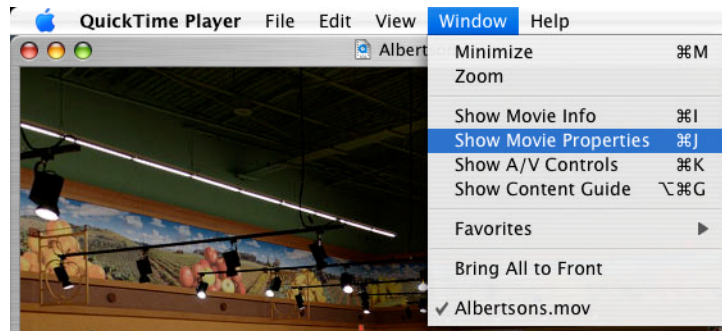
1. Build your cubic movie so that it has 1 tile per cube face. Turn sub tiling off in your authoring software. This way you will get 6 full cube faces instead of a bunch of little tiles.
2. For the best quality possible set the compression to “None” when you author the movie to preserve the best possible detail in your cube faces.
3. **You MUST have QuickTime Pro.** The free version of QuickTime will not allow you to continue with this procedure. Buy QuickTime Pro License before proceeding.

### STEP 1

Open your cubic VR movie in the QuickTime player. (QuickTime Pro Required.)

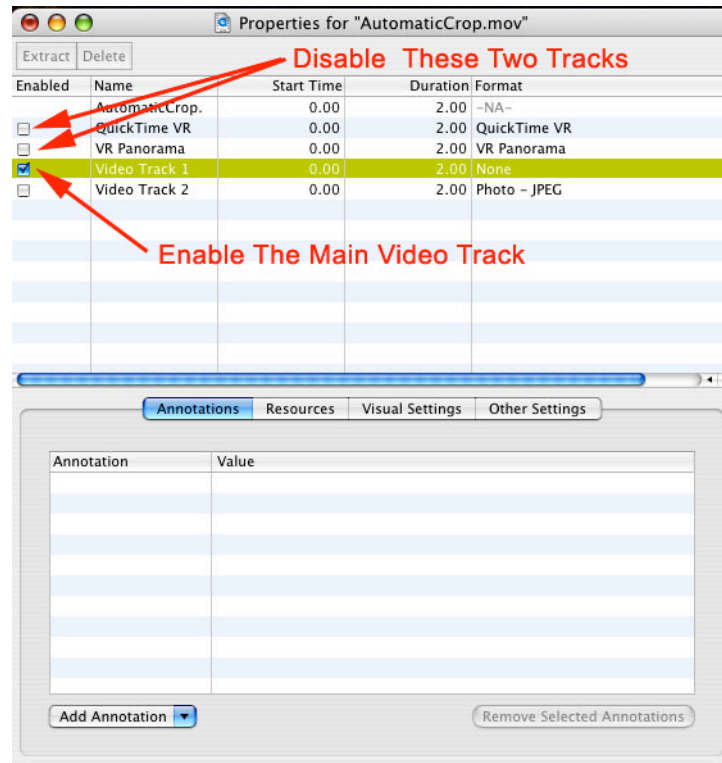
### STEP 2

In the *Window* menu select *Show Movie Properties*.



### STEP 3

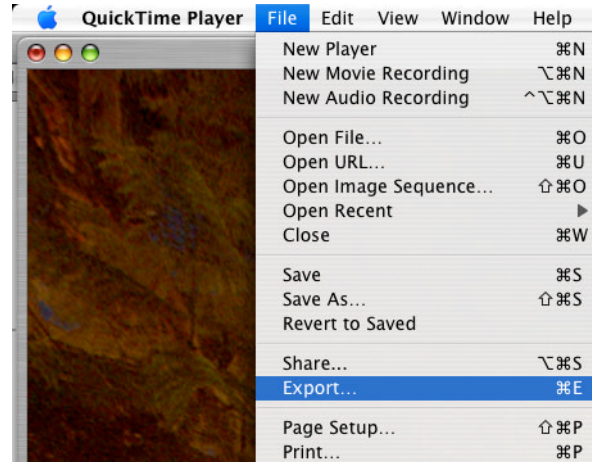
The Movie Property window will open. (QuickTime Pro Required.) You will need to disable the *QuickTime VR* and the *VR Panorama* tracks. Now enable the main *video track*. (Usually Video Track 1.)



Assuming your movie was made with full faces. (No sub tiles.) The movie player window should now show the first full cube face on the screen. Note that the cube face may be too large to fit on your monitor. That's OK. We can ignore that for now.

## STEP 4

Select *Export* from the *File* menu.



## STEP 5

Select *Export: Movie to Image Sequence*. You may also click the Options button to select what type of picture to save. To preserve the best quality select an uncompressed format such as TIFF or Photoshop format. Once you have selected the format to save the pictures in just click the *Save* button and the 6 cube face images will be saved in the location you specify.

