

## Lab 16

# Fledermaus Extras: Vertical images & animations

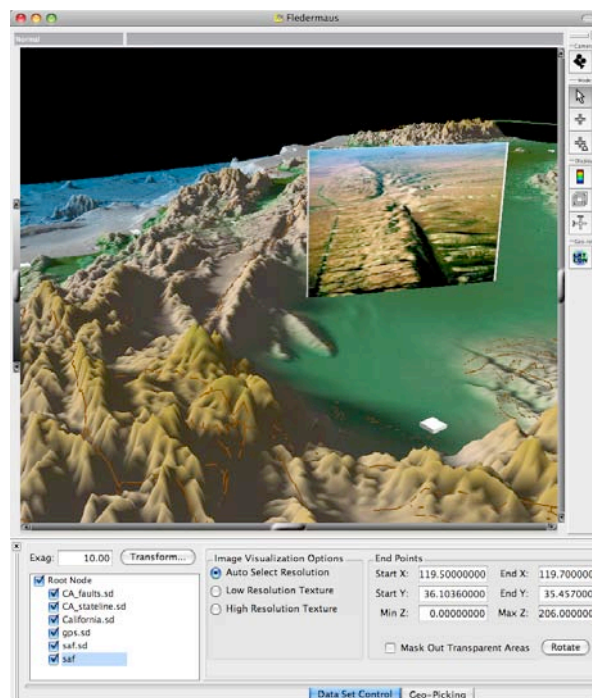
### Inserting images and/or icons

- To insert real images or image files into a Fledermaus visualization, go:

**File -> Import → Import Vertical Image →** select your image

- To try this out, first open one of your previous .scene files. You can use any image that you'd like (downloaded from the web), or you can copy an image file from Lab14 (your Fledermaus screen capture) or Lab15 (El Paso Google image) that you created, and insert it into your Fledermaus scene.
- After you've imported your image, you'll need to "tweak" the X, Y, and Z locations of the image in the "End Points" panel so that your image is displayed at a location and dimension that you are happy with. *For the following demonstration for California topography, the coordinates below were used:*

Exag: 10.00  
Start X: -119.50      End X: -119.70  
Start Y: 36.1036      End Y: 35.457  
Min Z: 0              Max Z: 5206



## Creating a movie scene: MovieClient

- To create a movie, you need to use both **Fledermaus** and the **MovieClient** application (located in your Fledermaus folder)
- First, make sure that you have saved your Fledermaus layers into a **.scene** file, saved to **Lab16** folder on your Desktop (you'll need to create this).

--> **File --> Save Scene --> YourNameLab16.scene**

- Next create a “flight path” in Fledermaus using your scene and the widget controls. Try just a **simple** flight path by zooming in, pausing, and then zooming out (or something just as simple). *Remember, the longer you make your flight path, the longer it will take to render and save.* To track your flight path, use:

--> **Controls --> Movie Controls.... --> Record**

After clicking on the “**Record**” button, use the widget and scroll bars to “fly” through your scene. Click “**Stop**” when complete. Then save the flight path:

--> **File --> Save Flightpath --> flight1.fph**

- Next launch the **Fledermaus MovieClient** and follow these steps:

**Step 1:** Choose the **Scene** and the **Flight Path** that you want to display.

**Step 2:** **Don't smooth** (it gives you funny results, even makes the flight jerkier).

**Step 3:** Save movie as **MPEG**, name it **YourNameLab16.mpg**. The rest of the defaults should be fine, but you're welcome to adjust with them. Click **OK**.

**Step 4:** Wait. Your movie will need to render. This may take a while. You will get a message that your movie has rendered successfully when it is finished.

**Step 5:** Drop your movie in the **DropBox** on //geobase.

Note: these steps provide a basic framework to help you make a small-sized (unfortunately poor resolution) movie. If you'd like to make a higher-quality movie, please ask Bridget for additional instructions. There are also some decent instructions online: <http://simkin.asu.edu/geowall/fledermaus/howto.html> (scroll down to the “Prepare Fledermaus to Make a Movie” section).