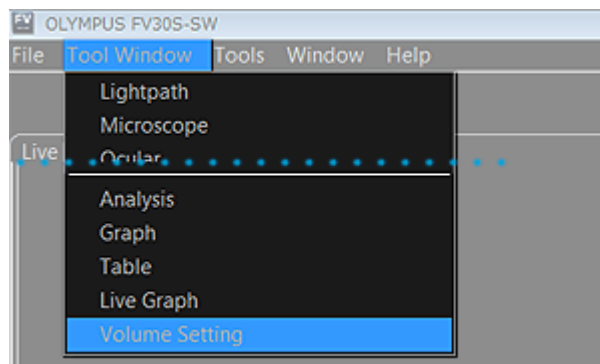


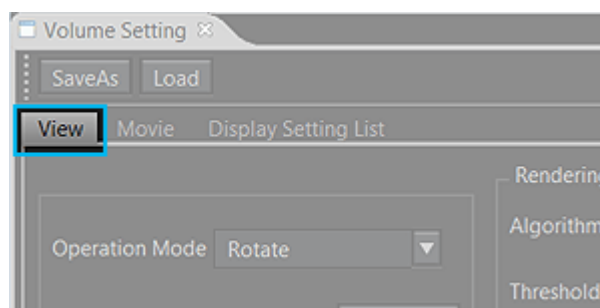
Creating the movie by registering Key Frame

The statuses you want to display are registered as Key Frames with moving the 3D image by dragging the mouse. The movie between Key Frames is interpolated automatically when you play back the movie.

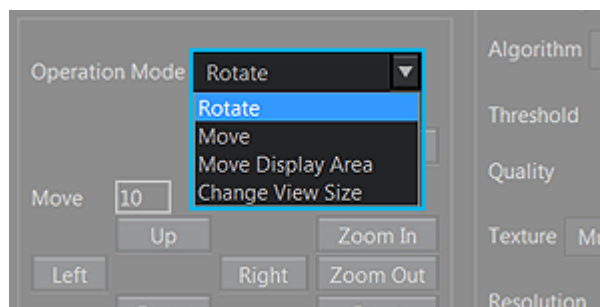
- 1 Select [Volume Setting] in the [Tool Window] menu. [Volume Setting] Tool Window is displayed.



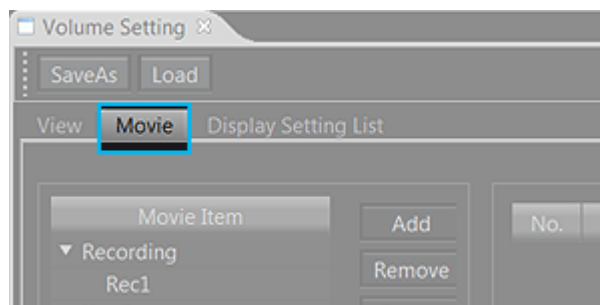
- 2 Select [\[View\] tab in \[Volume Setting\] Tool Window](#).
(2 and 3 are the procedures necessary for moving the 3D image by dragging the mouse.)



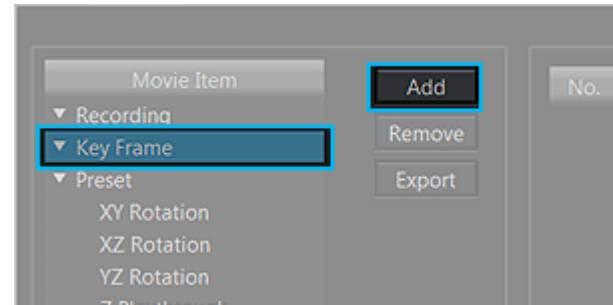
- 3 Select "Rotate" in [Operation Mode].



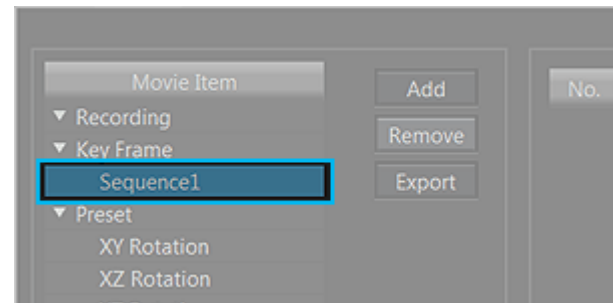
- 4 Select [\[Movie\] tab in \[Volume Setting\] Tool Window](#).



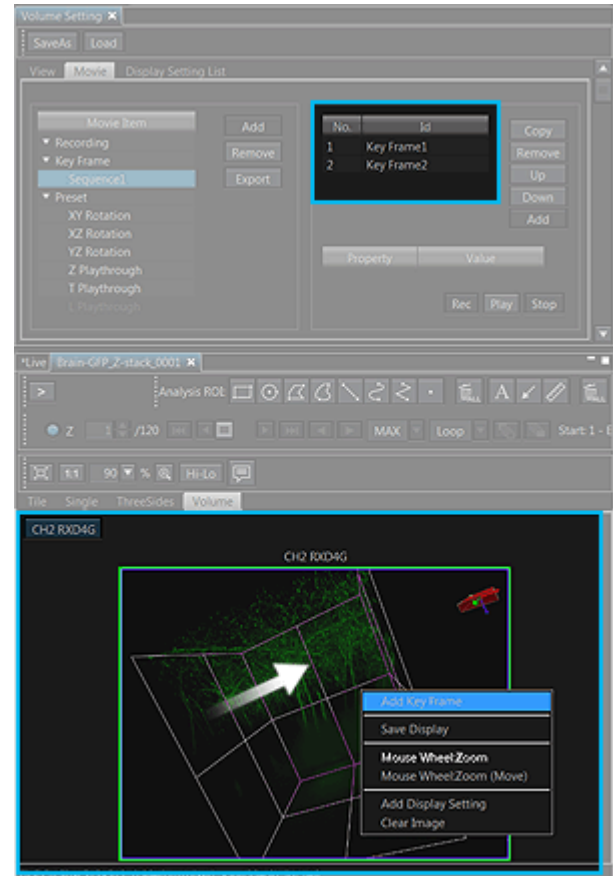
- 5 Select "Key Frame" in [Movie Item] and press the **Add** button. "Sequence1" is shown below "Key Frame".



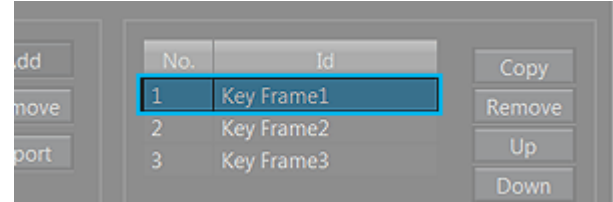
- 6 Select "Sequence1" in [Movie Item].



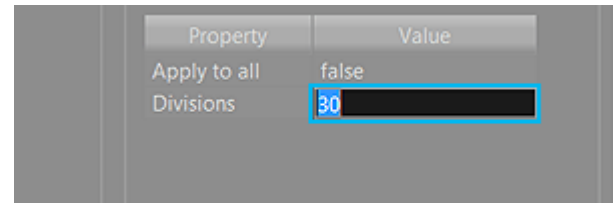
- 7 Move the 3D image in [\[Image\] window](#) by dragging and right-click at the desired status. When you select [Add Key Frame] in the menu displayed, the display status is registered and "Key Frame x" is displayed in [Id] in [Volume Setting] Tool Window.



- 8** Repeat **7** and register the statuses you want to display as Key Frames.
- 9** Select "Key Frame1" in [Id].



- 10** Double-click on the value in [Interval] to set the number of frames which interpolate between Key Frames. The larger the number of frames, the smoother the movie runs, but the slower the movie plays back.

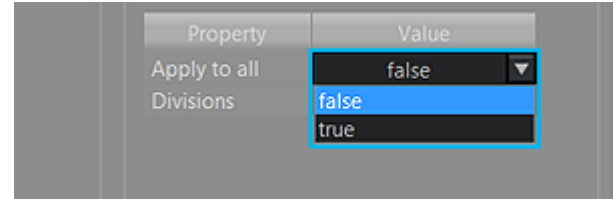


- 11** Double-click on "True" or "False" in [ApplySame] to display the ▼ button. Press the ▼ button to select "True" or "False".

"True" : The number of frames between all Key Frames will be same.

"False" : The number of frames between each Key Frame will be different.

If you select "False", repeat **9** and **10** for all Key Frames registered.



- 12** When you press the **Play** button, the data between Key Frames is interpolated automatically to play back the movie.

