

AUTODESK[®] STITCHER UNLIMITED[™] 2009 FOR MICROSOFT[®] WINDOWS[®] AND APPLE[®] OSX[®]

RELEASE NOTES

Congratulations on your purchase of Autodesk Stitcher Unlimited 2009. Please take a few minute to read the following notes before you install the product.

Installation & Licensing

Product installation

Before you install Stitcher Unlimited 2009, you need to verify that you have the correct rights on your system, and also that your system meets the minimum requirements for running Stitcher. You can find details on the system requirements by clicking on the link later in this document.

Administrative Permission Requirements

To install Stitcher, you must have administrator rights. Note however that you need not have domain administrative rights. See your system administrator for information about administrative rights and make sure you are granted permissions to:

1. Install your product.
2. Activate your product.
3. Remove your product.

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Intalling Stitcher

1. Close all open applications.
2. Do one of the following:
 - a. Windows: run the install exe file (either the installation package you just downloaded; or load the install DVD and it will run automatically)
 - b. Mac: double-click the StitcherUnlimited2009 dmg file that corresponds to your language preference
3. Review the Autodesk software license agreement for your country or region. You must accept this agreement to proceed with the installation.
4. Choose your country or region, click I Accept, and then click Next.

NOTE If you do not agree to the terms of the license and wish to terminate the installation, click Cancel.

5. Choose one of the following:
 - a. Windows Standard Installation - all the program components and tutorial are installed in the default directory, c:\Program Files\Autodesk\
 - b. Windows Compact Installation – only the application will be installed in the default directory, c:\Program Files\Autodesk
 - c. Windows Custom Installation - allows you to choose whether you want to install the tutorial files, and also to choose the directory where you would like Stitcher to be installed.
 - d. Mac Default Installation – choose the destination volume and install.
6. The Stitcher installation wizard then installs the rest of the components.
7. Click OK once the install has finished.

NOTE If Apple QuickTime® is not installed on your Windows machine, you will be prompted to download and install it. Without QuickTime you will not be able to render panoramas as Apple QuickTime® VR.

If you choose not to install the tutorials during the custom install, you can download them from <http://www.autodesk.com/stitcher>

System requirements

The systems requirements to run Stitcher are documented in the user guide as well as in the following location: <http://www.autodesk.com/stitcher>

Online Registration and Activation

Before you can activate your license for Stitcher, you need to go through the Autodesk registration process. You can register and activate Stitcher either when you start the program or while running the product.

To create a user account and activate Stitcher

1. Launch the application
2. In the *Product Activation* dialog box, select *'Activate the Product'*. If that dialog box doesn't appear, simply go to the Menu *Help* and Select *"Activate..."*
3. Enter the serial number & product key provided to you on your product purchase confirmation email
4. On the Register Today page, select *'Get an Activation Code'* and click *Next*.
5. From the Log In page, click the link *'Create a User ID Now'*
6. Begin filling out your personalization data and password on the *Create User ID* page and click *Next*.
7. Complete your personalization data on the Account Information page and click *Next*.
8. On the *Choose Account* page, make sure your user account is selected and click *Next*.
9. You are notified of registration and activation status on the *Registration Activation Confirmation page*.
10. Click *Finish*.

To activate Stitcher using an existing user account

1. Launch the application
2. In the Product Activation dialog box, select *Activate*.
3. On the Register Today page, select *Get an Activation Code* and click *Next*.
4. Enter your User ID and Password and then click Log In.
5. On the Choose Account page, make sure your user account is selected and click *Next*.
6. You are notified of registration and activation status on the *Registration Activation Confirmation page*.
7. Click *Finish*.

New features overview

Stitcher Unlimited 2009 offers the following new features:

- HDR images generation directly from stacked LDR images. JPG bracketed images can be directly loaded into Stitcher and stacked together to be able to render as an HDR (*.exr or *.hdr) or a simple tone mapped image.
- Specific integration of Sunex superfisheye lens to use its specific distortion parameters.
- Possibility to work in projection mode using the Live Preview.
- New user interface: new icons, new thumbnails bar, general information widget in 3D workspace, authoring controls widget.

To learn more about Stitcher Unlimited 2009 features, visit:
<http://www.autodesk.com/stitcher>

User guide—addendum

CAUTION For high-resolution projects, use a TIFF export with the Use Strip option checked. Working with large JPGs can crash the software, and it is recommended that you create a temporary folder in order to efficiently manage the temporary disk space during rendering. You can set this folder by going to **Edit > Preferences > External Links**.

Nadir

A nadir or Tripod cap can be added to the panorama. This special image is specifically used to quickly hide the tripod with some logo or contact information.

- To be correctly displayed this image should be in .TIFF format and can have an alpha mask.
- The nadir is set at 90 degrees according to the current horizon.

To import a nadir image:

1. Align your panorama, either with the automatic align function or the manual align tool.
2. Choose your point of view by panning in the 3D view.
3. Select **Tools > Add Nadir** and choose your nadir image. This image is then placed automatically at 90 degrees with respect to your position AND the defined horizon.

NOTE If you change the defined horizon, the nadir will disappear, and you will need to add it again to re-position it with the new alignment.

Authoring Controls:

- The constraints are not used in the working area, only in the final Quicktime VR. However, clicking on the constraints in the Authoring Controls sets the camera-specific constraint to the corresponding position (that is, clicking max Pan constraint value will set the camera pan to the corresponding view)
- On the other hand, the FOV is visually limited in the 3D working area.

Known issues & limitations

Platform:

- PowerMac G4/G5 is no longer supported.
- Users running Stitcher on 64-bit operating systems may experience random problems in different parts of the application. As stated in the system requirements, this version is only supported on 32-bit operating systems.

Graphics:

- Viewport performance may drop when using previous generation graphics card families. Use the latest graphics card available to you, and make sure you have the latest drivers from the vendor.
- Users running on Microsoft Vista should make sure to install the latest OpenGL drivers from the hardware vendor's site.
- On Vista, due to graphic drivers the software may freeze when rendering a stacked project.
- No GPU linear Blending active on AtiFIRE_GL cards

General:

- "QTVR Script" values in render settings dialog are not properly retained after save
- Rendering a Movie with the H.264 codec compression option will yield a single frame animation
- Undo is not available for all actions, so some undo will be applied to more than just the previous action.
- The zoom in/out cannot be used in the Live Preview if the GPU setting is not activated.
- The imported nadir cannot be resized and it is not blended in the 3D view in GPU mode.

- Shortcuts may not be available, if this occurs, the shortcut files (StitcherUnlimitedShortcut) have to be deleted in order to reset the shortcuts.
- Stitcher may need to be restarted for newly created user shortcuts to be available
- You may need to validate a filename before rendering, either by hitting tab or by clicking in another widget.
- When you cancel an exposure change, it does not revert to the previous value. You cannot undo an exposure change.
- When using the smart blending option, high resolution renders may freeze at 76%. In this case, you should switch to another blending method.
- When running Stitcher in TRIAL mode, a modification of the operating system's date will prevent the application from being able to start again. The only workaround is to activate Stitcher using the serial number provided to you at the moment of the purchase.

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