

Hello again and today I want to show you the trick that.

I have discovered the technique to be able to make the effect of opening doors in three views using the hotspot, which.

be a natural transition and that.

do not prevent us from doing normal navigation, in this case the click and go is valid both going and coming back, I have found a series of limitations with three views but I have managed to achieve the effect.

I wanted, even when I open the door, to ram in so that I could go back there, since.

doing it normally, it doesn't enable that hotspot again so.

Let's see it, once in three sight we have to.

import the panoramas and from the project tab we activate the use click and go mode and deactivate the tultips the tutorial is perfectly valid if we do not use click and go but by having click and go we go.

to have to.

take into account a series of things so that.

It does not show us certain icons at certain times and on other days, therefore we explain the click and go and if you do not use the click and go mode it is the same way, we will.

start with this one and we have to.

add an icon that.

open the door for me, that.

do the simulation of opening the door we go to the hotspot part, we add a hotspot, we add the door hotspot and we associate the action with it, open panorama with the door open, preview as we have the.

Click and go mode is seen here tiny.

and this is what.

difference of activating the click and go mode one that.

We are going to have to.

tell it which of the project's hotspots are not click and go and this one for opening the door would not be click and go and in hotspot properties advanced options we tell it to exclude from click and go mode.

go, preview as you can see we have the click and go mode active but we already see the icon, we click on the icon and it makes the transition but if you have noticed if I place the camera if.

which.

It makes me a transition to the entry point of the other therefore this does not simulate the open door effect,

we return to view 3, go to the hotspot and in the action we double click.

and we have to.

change the transition mode to the third one from the same place as.

the current dynamic medium we do preview and now the transition will take the point where we are pointing and take the same orientation of the panorama to make the door opening effect, we need that.

This panoramic view allows us to pass to the other space, therefore we have to.

connect this panorama with the next one, we return to 3rd view, we add the hotspot these icons will not be seen because.

We have the click and go mode active and we say open panoramic, we will go with the door closed, we will re-visualize, we have the door closed, we open it and if you have noticed, it has made the transition.

normal, we open and we transport ourselves therefore we have to.

change the transition mode between one panorama and another, we return to 3rd view, select the hotspot to move to the other space, open the action and change the transition mode to dynamic smart input,.

we do preview, closed door, open and move and it does the same thing again, and this happens when the two panoramas are only joined in one way we go back and these two panoramas are only joined in.

In this sense, from panorama 2 to panorama 3, but panorama 3 is not connected to panorama 2 so it does not make that transition 3. We need to put a return point here..

That's why I always use drag and drop mode to connect panoramas because.

This way I make sure that.

We have effect 3 activated, we go back to view 3, we delete the hotspot and we go to the list of panoramas on the left and select the panorama towards which.

We are going to move with the door closed, we drag and place it and it asks us for the return point with the door closed, we are going to hide this return hotspot, we do a preview, we open the door, we.

we move transition 3 of and here we would have the return point with transition 3 of but in this case we are going through the door so here we need a door icon that.

open the door for us, no?.

He is taking us to the other side and is also taking us with the door open, so this should also be done..

change it step by step first we are going to place a door icon that.

open the door, we go back to 3rd view, we go to the other space, closed door, we hide this hotspot and add a door hotspot so that.

We open the panoramic view with the door open and we change to the same place as.

the current medium but we visualize and follow the sequence we open door 1 we go to space 2 with 3d

transition and we have to.

exclude it from the clickango mode and we already do preview, we are going to follow the whole sequence space 1, we open door 1, space 2, 3d transition, we open door 2 and we need to go to space 1 again we return to the.

3 view, we stand with the door open in the salty and we have to.

go to space number 1 with the door closed hotspot back that.

We are going to hide this one down here, we hide the preview, we repeat the sequence again, space number 1, we open door 1, move to space 2 with 3d transition, we open door 2 and we move to the.

space 1 but you see that.

I have made the wrong transition, we go back to 3rd view, we go to space 2 with the door open and we review the transition and we replace it with a smart entry point and we change the transition mode in.

the other return hotspot, this is a problem that.

has 3 views that.

When you change a transition mode from the following ones, it automatically keeps the last use that.

you have given it therefore once we change it it will no longer apply to you in the following, preview, we review the sequence again, space number 1, door number 1, space number 2 with.

3d transition, door number 2, space number 1 with 3d transition, correct, door closed and now comes the next level of complexity which.

the thing is.

This space not only has these two points of movement but.

I can move around here and I can move around there, so we're going to add the rest of the panoramas to be able to move around the different spaces, we go back to 3rd view and from this first one.

panoramic we are going to move 3d transition, 3d transition, backwards and forwards, which.

It happens when we open the door, the hotspot disappears from here but we don't worry, we go back to 3rd view and what.

We have to.

to do is go to the panoramic view of the open door and in the same way join it with the corresponding one here and go back and forth, I'm going to put the return here because.

Now when we go to this panoramic it will have two return hotspots so although.

So here it appears that.

It is the last one that is.

We have to.

hide because.