`PixMob Academy`.

03-02 Installing PixMob Viz

The PixMob Visualizer is an in-house developed application. It runs on Mac OS.
It's shared in the form of a .zip package.
Once you download the zip file, double click it to uncompress and open its contents. Inside the folder you'll find a folder called *assets* and the application executable.

The visualizer can be run directly from this folder, there is no need to go through an install process. We recommend keeping the uncompressed folder in a handy location on your mac, and make sure it will not be uploaded to a cloud storage solution automatically but rather stay Local in your computer.

To run the software just double click on the application file. Depending on your computer's security settings, you might get a pop up warning stating that this application is not secure, the developer cannot be identified or that the app needs to be updated. Click on OK to dismiss the pop up and go into your mac settings app. Then click on Security and Privacy.

At the bottom of the window there should be a warning stating "Pixmob Visualizer was blocked from use because it is not from an identified developer". Click on the "open Anyway" button next to this warning message.

Another pop up will appear, click on Open.

The Pixmob Visualizer will open, but in some hardware configurations the app may crash upon first run. To solve this, right click on the app file and choose "show Contents".
Open the folder named Contents and then the folder named MacOS that sits inside.
Right Click on the "PixMob Visualizer" file inside the MacOS folder.
Choose the Make Alias option. This will create a file named "Pixmob Visualizer Alias"

Move the newly created alias to a location of your convenience and use it to start the app instead. This will open a terminal window in the background. The Terminal app might ask for access to the folder where you saved the Visualizer app. Grant it by clicking on OK. The viz will now open. Leave the terminal window alone and use the Pixmob Visualizer normally.

From now on, use the newly created Alias file to start the Viz.
To close the viz, use the MacOS shortcut Command-Q or click on the "Pixmob Visualizer" name in the task bar and choose Quit PixVisualizer. Once the app closes, you can go ahead and close the Terminal app that has been running in the background.

Let's now take a look at the "assets" folder. This is where the data for the visualizer projects live.

Inside the projects folder you'll find one folder for each visualizer project. The name of the folder is the name of the project as shown in the drop-down menu in the visualizer main control panel. Each project folder contains several configuration files and folders for Images, videos and 3d models used in the project.

You will eventually need to edit the txt configuration files. These are plain text files that can be edited with the "textedit" macOS application but we recommend a coding oriented text editor for ease of use and clarity. In this video, we will be using the Sublime Text text editor for Mac.

The images folder contains png files used in the project and the movies folder mov files encoded in h.264 quicktime.

The models folder contains 3d geometry files in the .obj format.

The config.json file assigns all these files to the project so they load into the workspace when the project is selected in the main control panel. It also lists many of the configuration options possible for the project.