Animation Basics in Vue

The animation in Vue can be started using the **Animation Wizard**. If no animation exits for a particular scene, clicking the animation icon: which will also open the animation Timeline window at the bottom of the display.







Once a Timeline with animation length and keyframes has been set the **Animation** menu item

| Timeline | | |
|-----------------|--|------|
| | Ds-0 0s-10 1s-0 1s-10 2s-0 2s-10 3s-0 3s-10 4s-0 4s-10 | 5s-0 |
| 00:00:00 - 00 🗢 | | |

Is selected and then, Animation Render Options is selected to open that window.

Typically, the entire animation is selected for rendering at **Final** quality. Greyed out is the **Render Sequence** time frame set through the timeline as 5sec which, at 25 frames per second, is 125 frames.

- Here we'll change the frame rate to NTSC (northamerican) format at 30 frames per second. (=150 frames)
- We will also uncheck the Depth channel but keep the Color channel.
- The original scene was 1920 x 1080 pixels so we'll keep that Frame resolution.
- We will not use a Timecode and keep the Frame increment at one.

There are two ways to render the animation: 1) as an actual video file which is shown as an **.avi** animation by default or 2) selecting **Browse** beside the title.

When you select Browse a windows explorer window opens to allow you to change the animation's filename. More importantly, the file type can be selected as shown to the right.

The default **.avi** isn't shown but is the default video file type. The only other video file type is .mp4. Selecting **.avi** or **.mp4** video file type will render the animation as that type of video file.

If .mp4 is selected, click on the **Settings** gear: to the right of Browse. From the displayed menu select: MPEG-4 part 2 to apply the right Codec for the files (nothing else seems to work)

| Video Encoder | | |
|---------------|----|---------|
| MPEG-4 part 2 | - | |
| Quality. | | • 100 % |
| | ОК | Cancel |





Alternative way for animation creation

An alternative to creating the actual video file (.avi or .mp4) is to render a sequential set of pictures and combine them into a video file after rendering. To do this, select one of the many image file formats shown in the file browser above. This could be .PNG or .JPG or .PCX etc. There is the advantage of having access to the individually rendered picture files before the video is fully rendered.

The individual image files can then be combined with third-party video software like **Shotcut**. Shotcut is a freely available video editing software that can take a sequence of same-labelled images and combine them into a video file.

The default location of Vue's individual picture/image files will be:

C:/users/yourname- Personal/Documents/e-on software/VUE/Pictures The folder will contain as many pictures as frames that were rendered, each having a six digit suffix running numerically from 000000 up to that amount of pictures created.

A different location for the image or video files can be selected by clicking on **Browse** to the right of the file name in the **Animation Render Options** window above.



Once you have located the folder of picture files, launch Shotcut.

To assemble the files to be made into a video, select the first file of the series (ie: City Park 3_000000.png) and drag it onto the left Properties panel,



Once the first file of the sequence is placed in the Properties panel, the scene will be shown in the preview and some general info about the file.

> Check the **Image Sequence** box ON.

All the subsequent image files will be loaded (as far as they can go). Even if the files are still being rendered in Vue. The files rendered so far will be loaded.



A time line will be shown under the image preview along with transport controls so that the video can be previewed.

Once the video has been previewed and while the time line is still red (selected) select **Export** from the menu above.

The **Properties** window changes to an **Export** window. under **Presets**, select the **Youtube** preset to make an **.mp4** video file.

To the right of the Presets window, click on **Export File**. A Windows file browser opens that will allow you to set the video's location and name.

In the right-most **Jobs** panel the video will be created, the progress and file name will show. Once a green check mark is shown the video will have been built and can be run from the location that was specified.

