


## Animation Basics in Vue

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



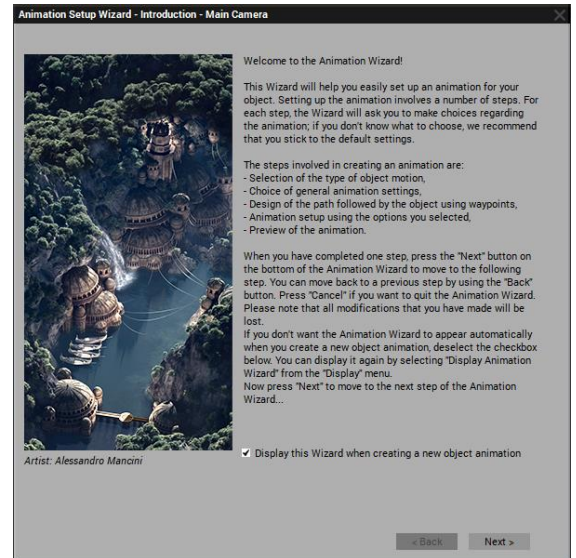
Alternatively, the animation is best started by opening the timeline and moving the time bar to the maximum length of time you in your animation.

Then select some object in the scene and adjust its position or orientation.

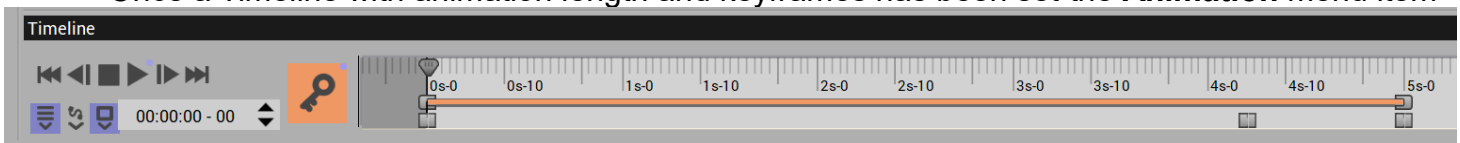
If the **Autokeyframe** icon is active, (default-orange) a keyframe marker will be set at that time.

Here the fawn in the **Water's Edge** scene raises its head from drinking in the first four seconds, and then tips its head forward in the next 1 second for a total of 5 seconds of animation.

Scroll the time-bar back and forth to see the individual frames of the animation or press play to run it.



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



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


Typically, the entire animation is selected for rendering at Final quality.

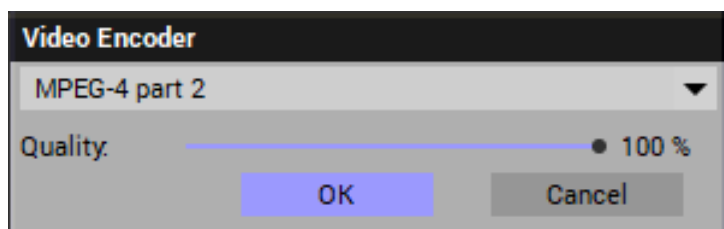
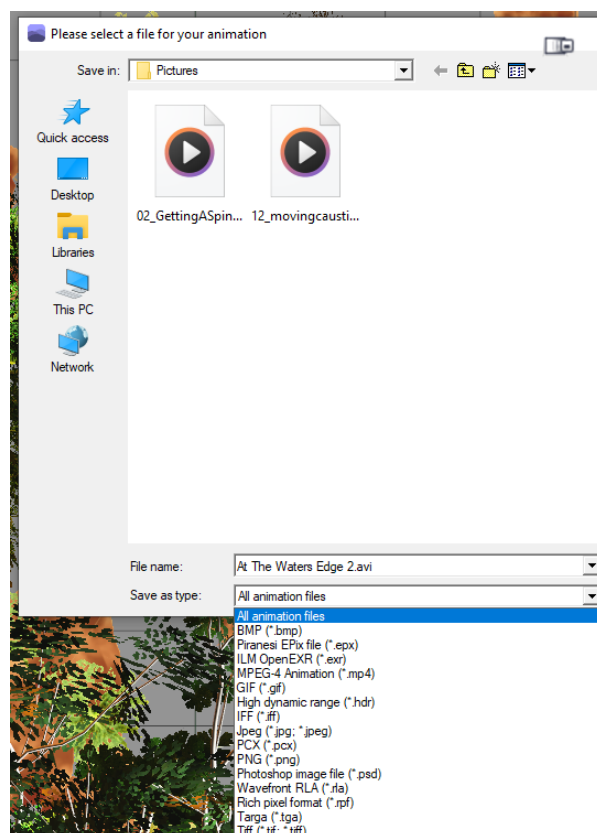
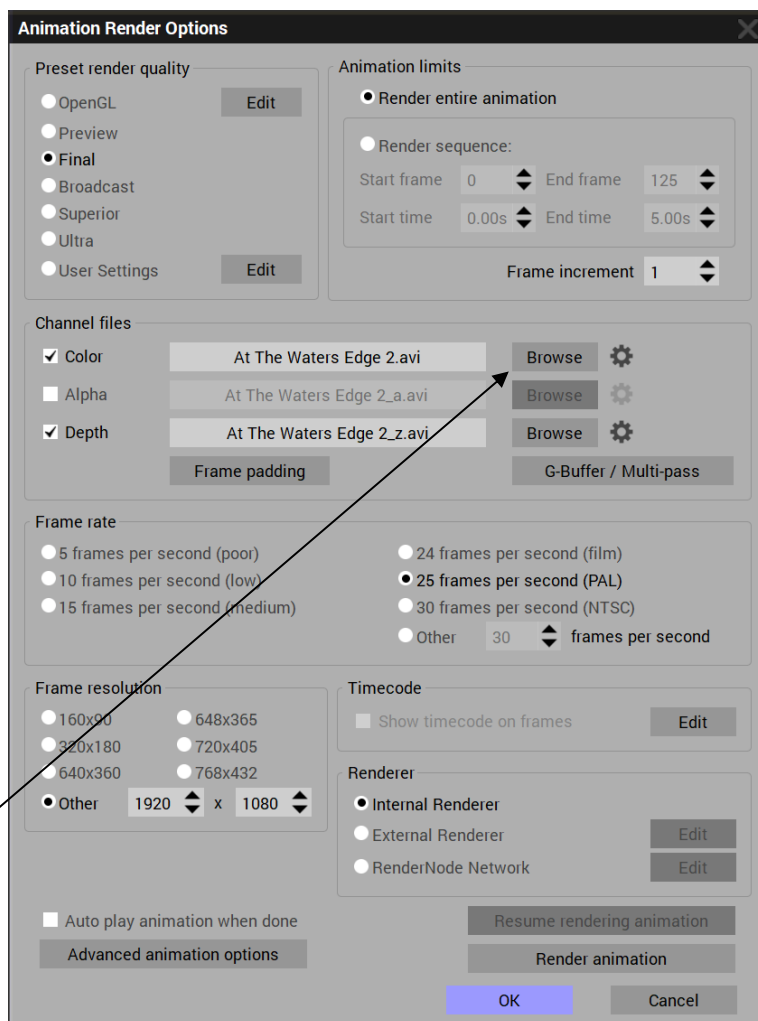
Greyed out is the time frame set through the timeline as 5sec which, at 25 frames per second, is 125 frames.

- 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)



## 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. There is the advantage of having access to the individually rendered picture files before the video is fully rendered.

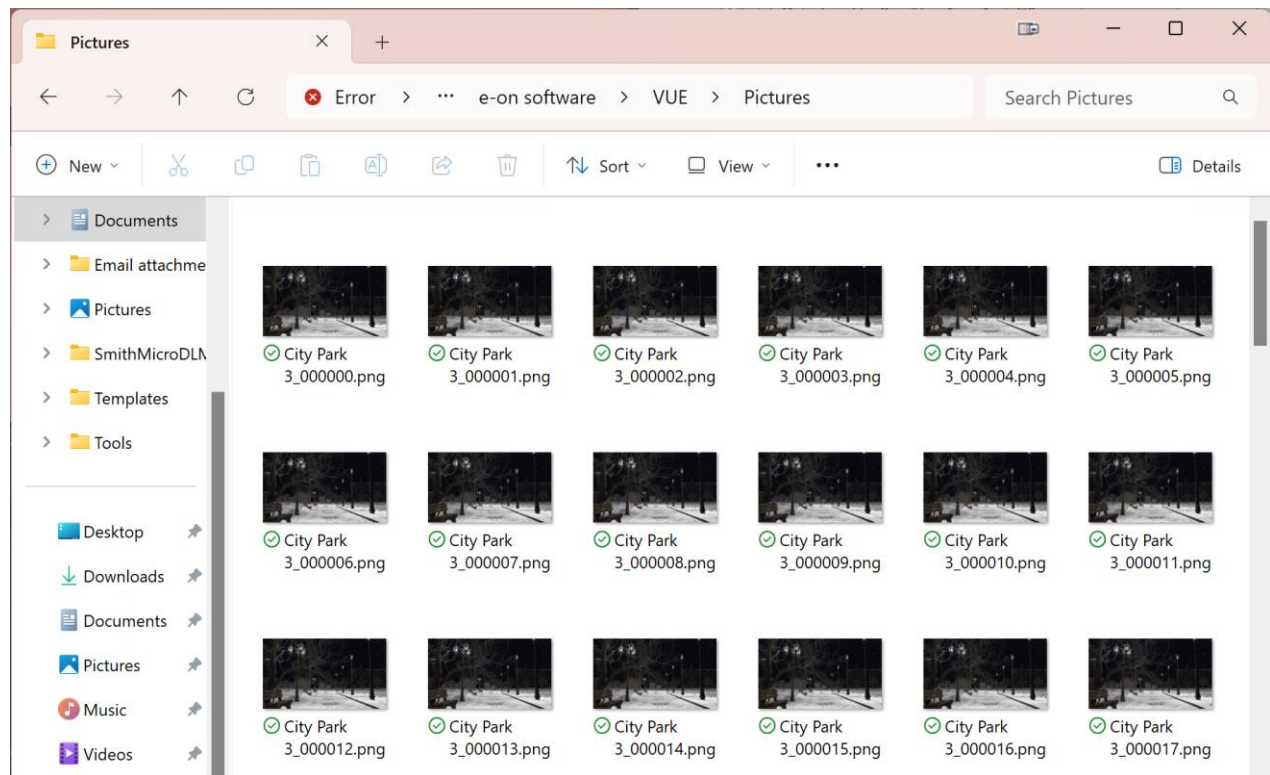
The individual image files can then be combined with third-party video software like **Shotcut**. Shotcut is a freely available video editing software that can take a sequence of same-labelled images and combine them into a video file.

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

**C:/users/yourname- Personal/Documents/e-on software/VUE/Pictures**

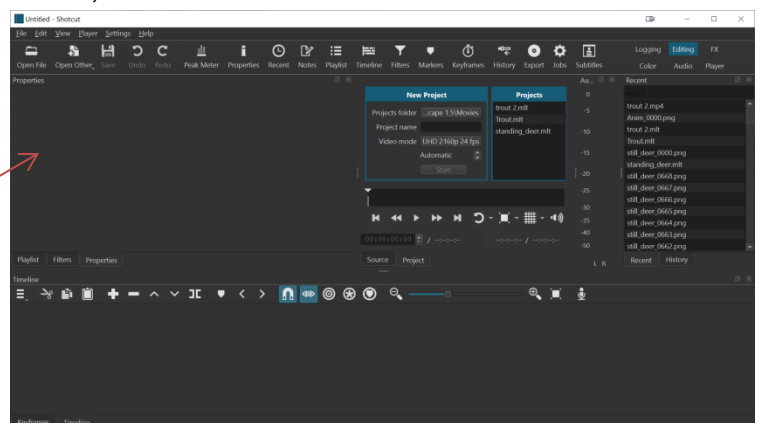
The folder will contain as many pictures as frames that were rendered, each having a six digit suffix running numerically from 000000 up to that amount of pictures created.

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 (City Park 3\_000000.png) and drag it onto the left Properties panel,

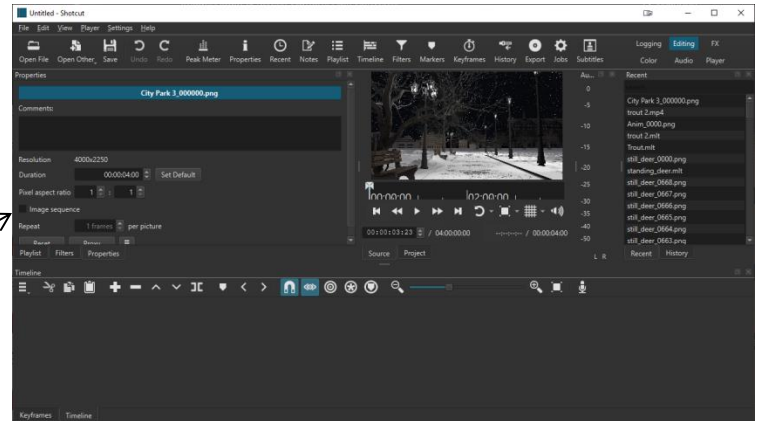




Once the first file of the sequence is placed in the Properties panel, the scene will be shown in the preview and some general info about the file.

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

All the subsequent image files will be loaded (as far as they can go)  
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 **Preset**, 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.

