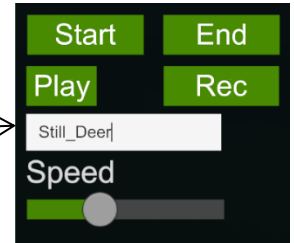


Create an animation from FlowScape images

The environment creation program; FlowScape does not automatically create an animation file or movie when using its Animation button:



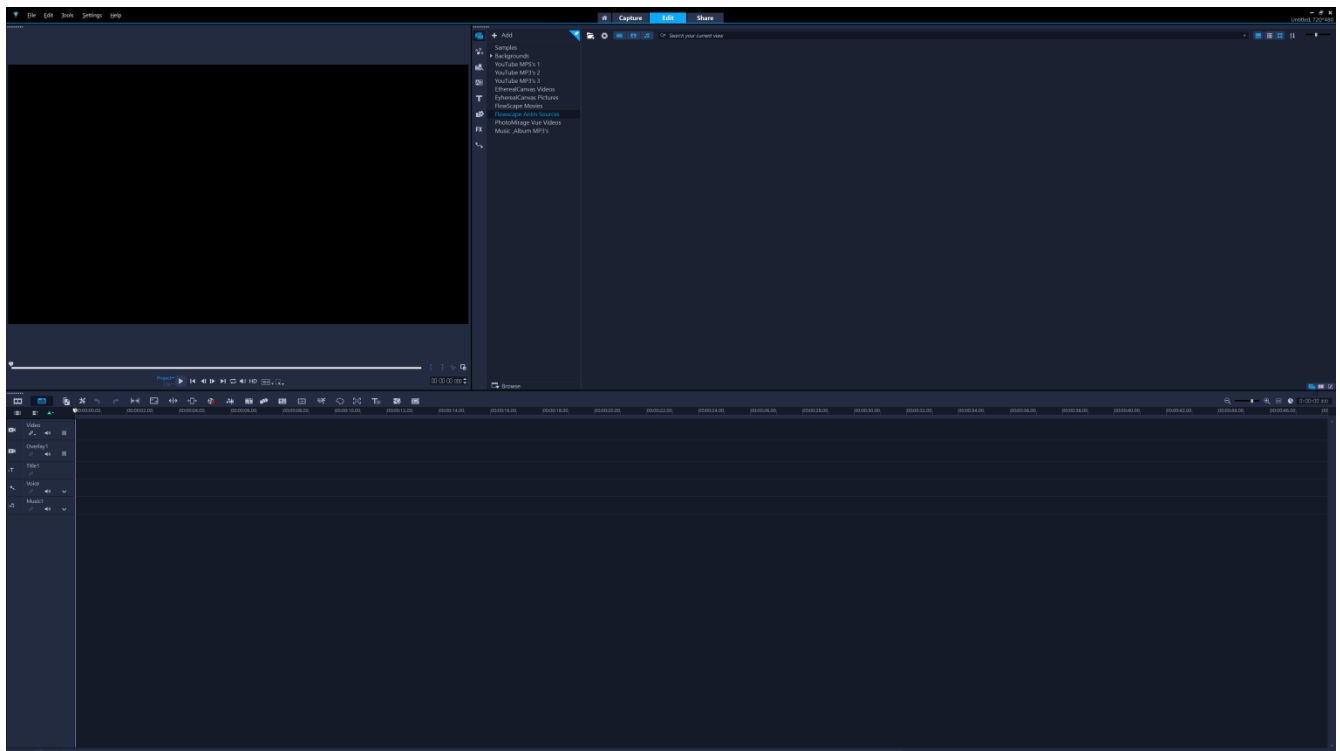
When you click the movie camera icon, above, a window opens.




- Begin by giving the animation a **name**.
- You would position the current view to where you would like to begin the animation and then click **Start**.
- Then move the current view to where you would like to finish the animation and then click **End**.
- You can preview the animation by setting the **Speed** slider to a particular level and clicking on **Play**.
- When you click **Rec** a series of still images will be created in the default file folder beginning with the Start frame and ending at the End frame.

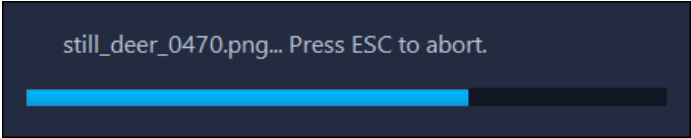
You will be left with a sequential series of .PNG image files, starting at image 0000 and continuing to XXXX. (0000 to 0668 for Still_Deer)
These files must be collected into a continuous sequence and made into an animation or movie. Currently this is not a function available within FlowScape.

Using Corel VideoStudio



- In the upper-right panel click on the **Import Media Files** icon: 
- In the opened file browser, make your way to the Flowscape animation files. There will be many.
- Select the first file, ie: **still_deer_0000.png**
- Then shift-select the final file, ie: **still_deer_0668.png**. All the files will be highlighted.
- Now click **Open** at the bottom of the file browser window.

It will take a while and a progress bar is shown as the files are imported into the upper-right viewing space. They will be shown in the upper-right window once they have all been imported.




still_deer_0470.png... Press ESC to abort.

Once the individual files appear in the upper-right preview window, they will appear a selected already.

- Drag the files (left-click in the preview window and drag the file group) down to the **Video** time-line in the lower panel.

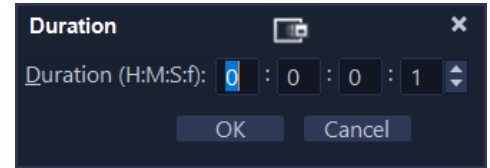
Again, it will take a while and a progress bar is shown as the files are moved into the Video timeline. Wait for the hourglass symbol to return to an arrow symbol. They will appear once they have all been loaded into the Video timeline.

- Once the files are in the Video timeline, they will again, appear selected by the orange border around them. Above the video timeline, click the **Fit project into timeline** icon to view all the files into the timeline on the screen. 


By default, each of the images in the file would be shown for about 2.00 seconds before the next image is shown. This is way too long for an animation. We will shorten them all down in duration to make a usable movie.

- If the files are not all selected, (shown in an orange border) press Ctrl-A to select them all.
- Right-click anywhere on the video timeline and then select **Change Photo Duration** from the displayed list.

The numbers represent a duration of time in Hours, Minutes, Seconds or Frames that the image will be shown before the next one. We want each photo to occupy only one frame of time.




➤ Change the value down to 0:0:0:1 and click OK.

As a result the length of the video time will be reduced considerably. You can click on the **Fit project into timeline** icon:  again to stretch it out to fit the screen width.

You will see that the full duration (for 668 photos in the example above) will now be about 22 seconds in length. If you change the **Photo Duration** to 2 Frames per photo, the full duration of the movie will be increased to 43 seconds.

When we turn the video into a standard MPEG-4 movie there will usually be 30 frames per second (fps), so the MPEG-4 movie will be 668 photos / 30 fps = 22.26 seconds in length.

If the speed of the movie seems to be too fast, the Photo Duration can be set at 2 frames (only integer values allowed for frames per second).

Now, in the upper-left preview window, highlight **Project** in blue and press the play button:  to run the series of photos to operate as a video.

At this point the video is established. But you can add music or voice or titles and Overlays to the video project before converting all of the elements to a movie.

- To make the movie, click on the **Share** tab at the top.
- Select **MPEG-4** for the movie type. Below this, under the Profile down-facing dart:



.....a number of property profiles can be chosen for the MPEG-4 movie, ranging in picture pixel size and fps speed.

- Now give the movie a title- **file name** and browse to an appropriate **file location** for the movie to be placed.
- Click **Start** to create the actual movie in a few seconds.
- Save this project as a **Corel VideoStudio** project.