Video Fun

Introduction

Video on the Internet can be much more than simple linear presentations. LiveStage Professional and QuickTime give you the tools you need to break with traditional views on video delivery. The more you explore the features of LiveStage Professional, the greater your understanding of the possibilities and the opportunities available to unleash your creativity. We at Totally Hip Software are committed to helping video and rich-content media professionals break new ground in digital video delivery.

To help kick-start some ideas, we have created a simple tutorial that will hopefully encourage you to explore different ways of communicating your ideas. This tutorial will not actually create a complete project, but will instead apply new ideas to video presentation. You may find some of these ideas to be quite surprising.

Overview

In this tutorial we will also introduce you to "Behaviors". Behaviors are pre-made scripts that can easily be applied to your projects. If you are experienced at scripting, you may even want to create your own behaviors. This is a very good method of reusing complex scripts on various projects. An explanation on how to create behaviors is located in the LiveStage Professional 3.0 manual.

In this tutorial we are going to work entirely with Sprites. At the completion of this tutorial, you will begin to discover the power Sprites can give your QuickTime content - not to mention the ease of using "behaviors".

We have provided you with a movie and its LSP document to illustrate how easy it is to create interesting video content.

In the example movie, *VideoFun.mov*, when you move your mouse over top of the image, the Totally Hip logo will flip over to reveal the HipBot video playing. If you click the video, it will launch you to the Totally Hip Web site. If you roll your mouse off the movie, it will flip back to the Totally Hip logo and stop playing.
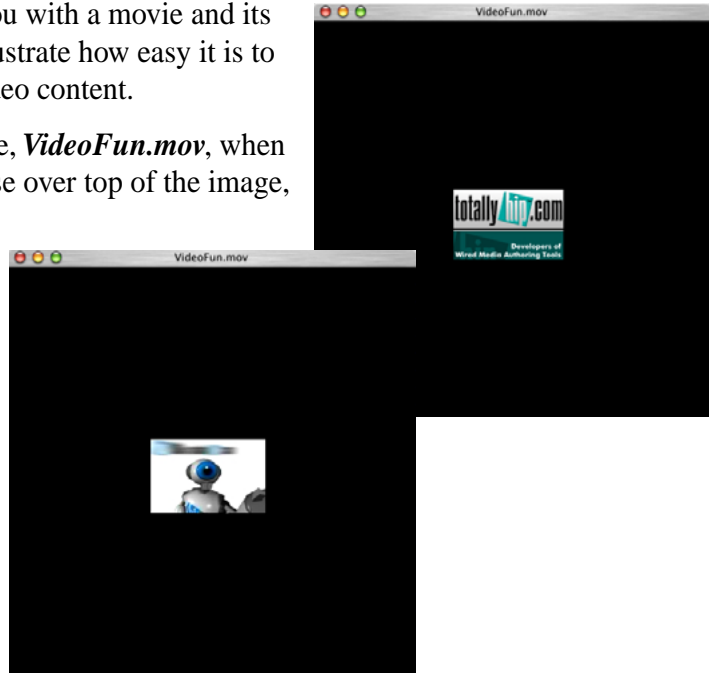
Draggable Graphic

Before we get to that example, let's start with something a little simpler, and work our way up.

1 As with other projects, the first thing to do is to create the project folder.

2 Drag the "Library" folder we have created for you into the project folder you have just made.

The "Library" folder is located in the same folder as this pdf document.

3 Open LiveStage Professional if it is not already open, and immediately save the document to your project folder.

Remember this is the only way to access your "Library" folder from the Local Library.

4 Save the document as *MyVideoFun.lsd*, or anything that makes sense to you.

If you open the Library window and click on the Local Library you will see three items: A folder named *Behaviors*, *hip_logo.gif*, and a QuickTime movie named *little_hipbot.mov.*

5 Label your movie.

This is a good time to label your movie name in the Info Tab. Call your movie *MyVideoFun.mov* or anything that makes sense to you, but remember to add the .mov extension to ensure cross-platform compatibility.
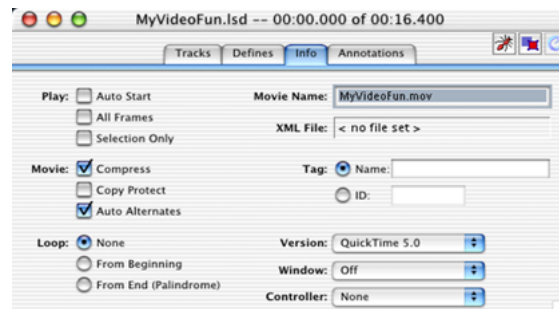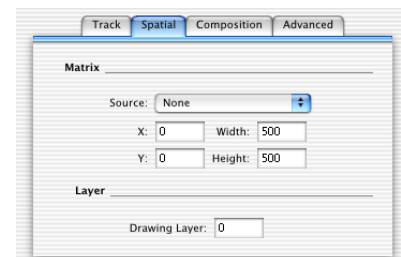
6 Create a Sprite track (Command-J)

As mentioned earlier, we are going to be working with Sprites extensively in this tutorial.

7 Double-click on the Track Header.

Change the name to *FunZone*, and change the track dimensions from the default 200 by 200 to a larger 500 by 500.

This will give us more room to play, the reason for which will become apparent momentarily.
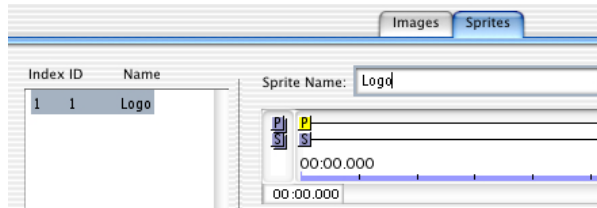
8 Create the sprite.

We now need to make our sprite. Double-click on the Sprite Sample, and open your Local Library, if it is not already open. Drag the *hip_logo.gif* to the Images Tab in your Sprite Sample.
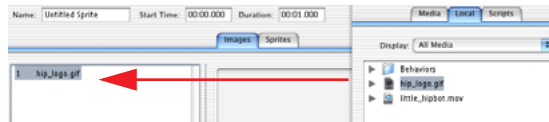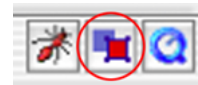

9 Click on the Sprites Tab and create a New Sprite.
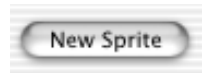
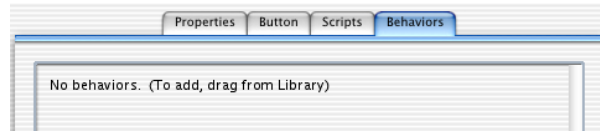At this time you can also change the name of the sprite to something relevant like *Logo*.

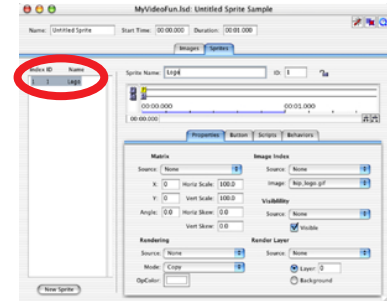**10** Click on the stage button to open the Stage.

11 Position your sprite somewhere in the middle of the Sprite Track.

12 Close the Stage and click on the Behaviors Tab for the sprite.

Note: if the tabs are all grayed out, it is because you have either not created a sprite, or you have not selected a sprite from the index located to the left.
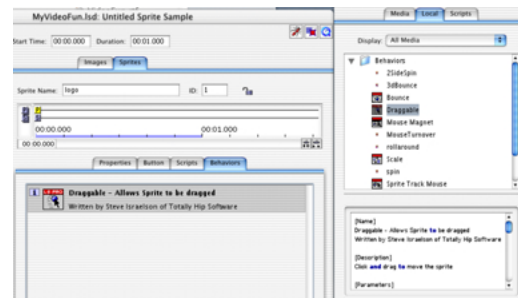

Behaviors

Behaviors are pre-made scripts that are then packaged as self-contained scripts. Many behaviors have been created by individuals in the LiveStage community. Generally the creators will post their behaviors to the LiveStage Professional talk lists. We strongly recommend joining the talk list, as it is a tremendous resource for both new and veteran LiveStage Professional users. There is even a complete archive available for you to research. This is an invaluable source of information and support. Remember, it is polite to search the archive before posting a question, as many beginner problems have been addressed and can be found there.

13 In your Local Library there is a folder called *Behaviors*. Open it up and find the behavior named *Draggable*.

Drag it to your Behaviors Tab.

*Note: There is also a folder of behaviors located in your Scripts Tab, which is generally where you will be able to locate all behaviors - find the **Behavior** folder located in your LiveStage Professional application folder.*

14 Click on the "i" icon.

Here you will find out more information about the author of this behavior and what the behavior is supposed to do. This behavior is going to make our sprite draggable.
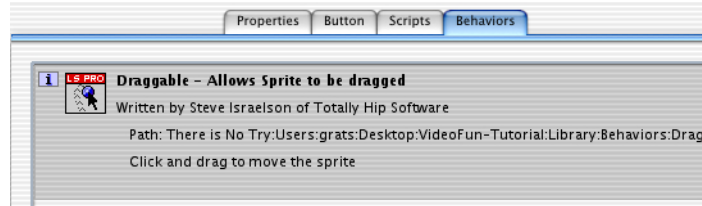
15 Preview your movie by clicking on the Blue QuickTime Q, located at the top right corner.
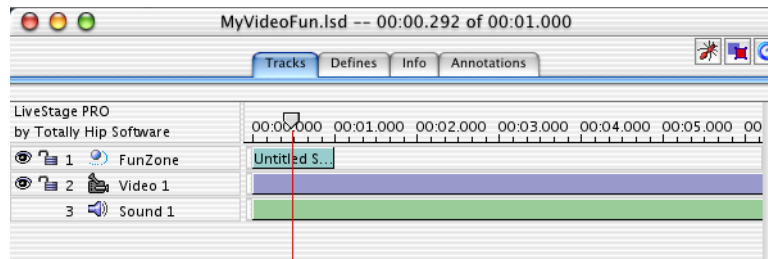

16 In the preview click and drag your sprite around the Stage.

You can even drag it right out of the QuickTime movie. Close the preview when you're finished.
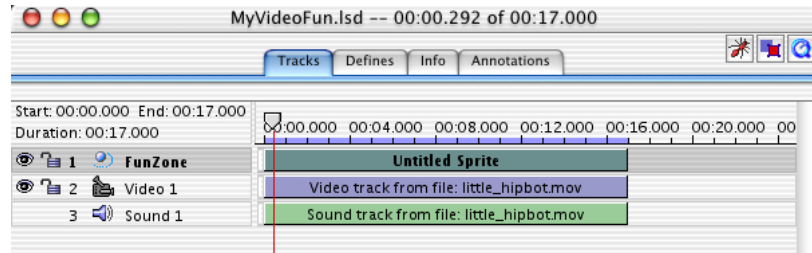
Draggable Video

Okay, let's make things a bit more interesting.

1 Go back to your Tracks Tab in your project window and drag "*little_hipbot.mov*" to the Tracks Tab.

2 Adjust the Sample duration.

The Video is considerably longer than the Sprite Track, so drag the Sprite Sample so that it is as long as the Video Sample (option-drag will enable snap-to).


3 Open up the Sprite Sample if it is not already open, and click on the Images Tab.

4 Select *hip_logo.gif*.

On the lower right hand side of the window you will find a drop-down menu called "Source". This is where the sprite will get its image source. At the moment it says "none", which means the sprite will display its own image - the logo. However, we can override this image with another track in our QuickTime movie, or even from an external URL from the World Wide Web.

5 In this case we want to override the image with our "*little_hipbot.mov*" Video Track.

In the source drop-down menu select *Video 1*.
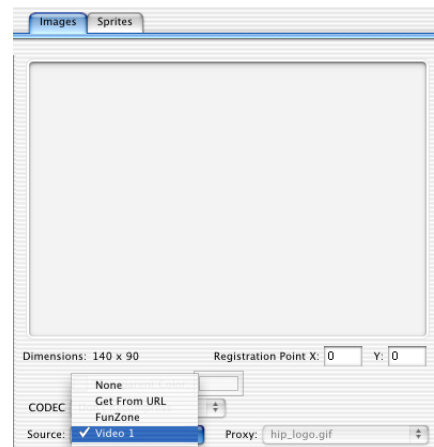
6 Preview (run) your movie again.

Click the play button on the controller to start the movie. The little hip bot movie starts playing. Now click on the little HipBot video and drag it around.

Cool! Draggable video!

The white background of the Sprite Track can be very effective with the white background of the HipBot video, but for illustration purposes, let's show the HipBot video a bit more dramatically. Let's change the Sprite Track background to black.

7 Double-click on the Sprite Track Header.

On the Track Tab of the Properties Window click on the background color marker.
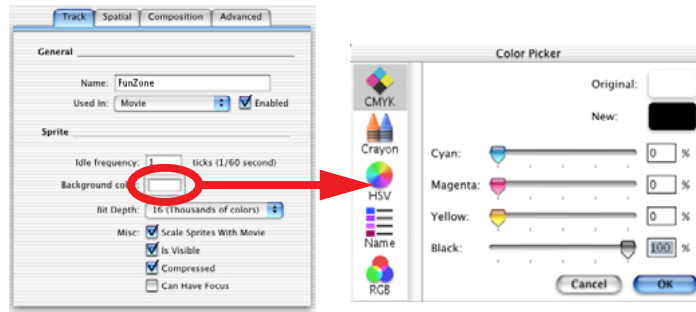
8 A color picker pallet will pop up. Make the track 100% black.

9 Close the Properties Window and run your movie.
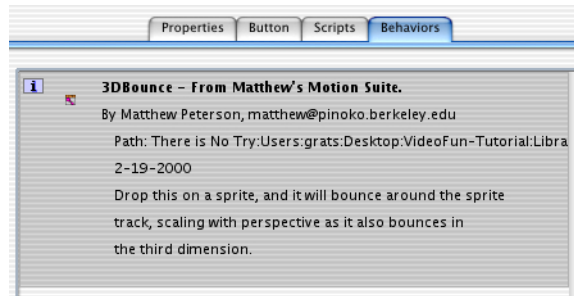
Drag your video around the window.

Other Fun Behaviors

3dBounce

Let's go back to the Behaviors Tab for our *Logo* Sprite.

1   Select the Draggable behavior and hit delete on your keyboard.

2   Drag 3dBounce into the Behavior Tab.

If you click on the "i", you will see that this behavior was created by Matthew Peterson.

3   Run your movie.

Immediately your sprite starts bouncing around in 3D space. You may have to click the Play button on the controller to start the video playback if you do not have Auto Start selected.

RollAround

Let's try another one:

4   Delete 3dBounce and drag in another behavior created by Matthew Peterson called Roll Around.

Note that this behavior has another icon attached to it. This indicates it requires some user input. Click on it and you will see two fields. The first field tells the sprite which direction to roll around the track.

+1 = counter clockwise, and -1 = clockwise. The second field is how fast it will roll around on a scale of 1 to 20.
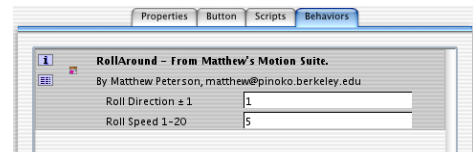
5 Run the movie.

Try placing different values in the fields and running the movie again to see what happens.

MouseTurnover

Okay, now let's make the example we have in the tutorial folder called: *VideoFun.mov.*

6 Delete the RollAround behavior.

7 Drag in the behavior called MouseTurnover.

This is yet another behavior by Matthew Peterson. This behavior will turn over the sprite to reveal a second side, like turning over a playing card. Click on the lower icon, and you will notice that the

behavior requires two values: Side 1 Image Index and Side 2 Image Index.

Note: If you would like to download the entire set of Matthew's LiveStage Professional behaviors, visit his site at http://www.matthewpeterson.net

Side 1 Image Index and Side 2 Image Index refer to the image index of the sprite. Remember we have only one sprite called *Logo*. This

sprite has a single image associated with it - "*hip_log.gif*", which has an Image Index of 1.
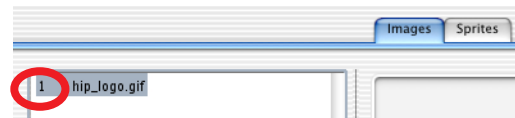
Recall that this image has an override - our *Video 1* track. So rather than display the *hip_logo.gif* it displays the "*little_hipbot.mov*". However, even with this image override the image index is still 1.

8 Go back to our MouseTurnOver behavior.

We want the video to be hidden until it is turned over. Therefore, we actually want Side 2 to be the video. We know that the image index for the video is 1, so enter a value of 1 for Side 2.

9 We now need a second image to display (the first side) when the sprite is not turned over.

Let's use the *hip_logo.gif* for the first side. Click back on your Images Tab and drag the *hip_logo.gif* to the window.

Notice that the image has been assigned an image index of 2.

10 Change the name of the image to avoid confusion.

In the name field shown, change the name to *The First Side*. This image will not have any image override; we want it to display the logo.

Now we have two images associated with one sprite. We need to tell QuickTime which image to display first. The behavior will take care of which image to display once we start turning over the sprite, but we need to tell the sprite which image, 1(*video*) or 2 (*hip_logo.gif*) to display when it initially loads.

11 Click on the Sprites Tab, and select "Properties".

Locate the Image Menu for the Image Index field, and select *The First Side* from the drop-down menu. This will ensure that the sprite displays *The First Side* when QuickTime initially loads.
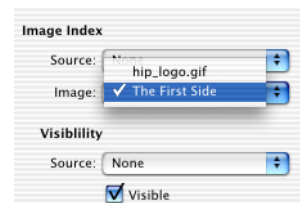
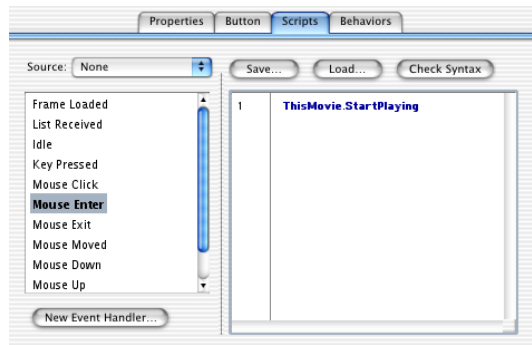**12** Now click back on the Behavior Tab, and enter the value 2 for side 1.

If you run the movie now, the sprite will turn over revealing the video on the second side, but the video is not playing when it is turned over. We need to add a script to this sprite.
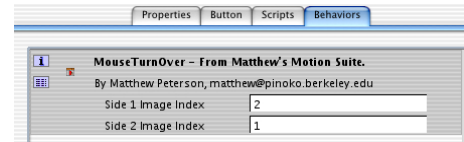
13 Click on Scripts Tab.

Select the Mouse Enter handler, and enter the following script:

ThisMovie.StartPlaying

14 For the Mouse Exit handler, add the script:

ThisMovie.StopPlaying

This will stop the movie from playing when the mouse leaves the sprite.

15 For the Mouse Click handler, add the script:

GoToURL("http://www.totallyhip.com")

This will launch your browser to Totally Hip Software's site.

16 Export your movie and play it.