

Adding Animation to an Existing Sequence

If you have two folders and each folder has a different animation or video sequence in bitmap frame form, you can superimpose one on the other. In order for this to have some benefit, the top set will need to be on a solid background. This solid background will be transparent.

Handling Animation and Video Frames

In this program, when you create animation or video frames, you need to tell the program where to put the frames.

The only exception to this is the automatic mode of the movie wizard.

Simply put, the program needs a folder name and a file prefix. The file prefix is used to create the numbered file name.

eg: C:\Pstudio\TempFrames\TempSprites\bfly001.bmp

It is suggested that you create two temporary sub folders.

eg: Pstudio\TempFrames and Pstudio\TempFrames\TempSprites.

The advantages to this system are:

- The frames and sequences are kept in one location rather than scattered all over, making the temporary files easier to delete after conversion to AVI.
- When you use the Movie Wizard manually, you can easily identify sprites or logo frames, or additional animation to add to the main sequence.
- You can keep a copy of bmp2avi.exe in the folders and convert the frames to AVI merely by clicking on it with Windows explorer.
- When you use the Animation Manager, you can easily mark and preview the sequences.
- If you want to copy and paste into a utility to create another movie or animation format, you can streamline that process using the "Top Down" and "Bottom Up" buttons provided for this in the Animation Manager.

Converting Video to Bitmap frames

Usually when you use your capture card to transfer video to disk, you will capture the video as it is played, into an AVI file.

You can load the AVI into the mediaplayer and dump the frames to disk.

You can then add animation or credits etc to the frame set using the Movie Wizard.

By keeping your frames organized in two temporary folders you will reduce the disk space requirements, because it will remind you to delete your temporary files after conversion to another format.

Working with video in general, requires lots of free disk space.