Using the Zoom Box

The zoom box is used to imitate a movie camera.

Load an image and either move the capture box around the image, capturing as you go, or zoom and move the image. Either way, when played as a video, it will look like you were moving the camera.

There are two buttons with preset width and height, 176x144 which is the standard Netshow size, and 352x288 Double Netshow size.

> Netshow is a format by Microsoft primarily used for realtime video streaming on the web. It is also used for netcasting or broadcasting video on a local area network, MAN or WAN
> The free Netshow encoder is available via link from our web site. It can reduce a 50 MB AVI to 147 K believe it or not.

You can also set the width and height manually.

Animating with the Zoombox

As you move the box around an image, paste a character or object into the center of the box using the zoompaste button.

Watch any TV cartoon show and you will see that the characters although walking, always remain in the center of the screen. This is also a standard in film. The exception is when the character enters or exits the scene.

If you have plenty of memory in your machine, you could construct a very large scene and film areas of the scene in this way, even having scene changes all in one large image.

You can zoom in quite a bit before you will lose resolution.

If you want maximum depth of field, take a very large high resolution scanned image and reduce it by half using the quality setting in the resize box. Save the image and do thi a few times until the image is about the zoombox size. Now when you zoom out capturing frames, and you start to lose resolution, switch to the next larger image.

In this way you will be able to zoom into an image for what

will appear to be miles, when played back as a video.

An example

Load a photograph as a background into main and press the zoom button.

Select a folder to house the frames using the Browse button.

In the BIN\Wiz subdirectory are two sample images of a butterfly.

Move the zoombox and paste the butterfly onto the capture area. Move the zoombox again and paste the second example.

When you have done this several times, select the Animation Manager and preview the series.

It will look as if the butterfly is flying all over the image.

Shrink the butterfly and it will look as if it is moving into the distance.

You can run the sequence through the Movie Wizard when done and   add special effects, credits, titles etc.