README - Still Life version 2.2.3

What is Still Life?

Still Life is a stand-alone application that enables users to pan and zoom over digital images and thereby produce a video for use in iMovie, iDVD or any other multimedia project. The program goes way beyond the built-in Ken Burns Effect of iMovie 3 by allowing users to take multiple "shots" of an image, pan along a curve and rotate the "camera" if needed. Still Life is also fully compatible with iMovie 2.

What's new in 2.2.3

Fixed a crashing bug in the new OpenGL renderer

What's new in 2.2.2

Proper cross-dissolve between scenes - no longer dips slightly to the fade color

Greatly enhanced OpenGL export quality - better and faster than Quartz high quality.

Restored preview performance (removed the pause between scenes that appeared in 2.2).

Typing in the watermark label preference now immediately shows the text in the mini-preview.

Fixed a rotation rendering bug in the Quartz previewer

Updated Italian localization.

What's new in 2.2.1

Fixed a greyscale image bug with the OpenGL previewer and renderer that was causing Still Life to unexpectedly quit.

What's new in 2.2

Support for AppleScript

Reimplemented OpenGL texturing engine for improved compatibility and quality

QuickTime Codec preferences saved and restored automatically

TV Safe area display option

Adjustable Screensaver formatter

Optional image names or watermark on exported video

Scrollwheel mouse support for shot size and rotation adjustments

Popup menu for shot tweaking.

Adjustable move & hold slider maximum.

Fade duration value now displayed in a text field in the drawer.

Reduced memory overhead.

Requirements

Mac OS X 10.2 and above.
OpenGL acceleration requires a Quartz Extreme capable video card.
AAC support requires QuickTime 6. Requires QuickTime 6.2 to use songs purchased from the iTunes Music Store.

Installation

Just drag the Still Life folder to the Applications directory of your choice or run it in place from the disk image.

Using Still Life

Please refer to the included User Guide.

Demos

Use the demonstration projects to explore the features of Still Life. They reference images from Apple's ScreenSaver module. The AbstractDemo now demonstrates the new shot distortion and audio track features.

Known Issues

Preview playback performance can deteriorate when previewing scenes made from high resolution images in the Quartz previewer - especially when rotation is occurring.

Projects are limited by the capacity of your computer. Mac OS X virtual memory can make it seem that you can work with very large projects but this will cause a tremendous number of disk accesses with the likely result that performance is very sluggish. More RAM is always a good remedy.

OpenGL exports require the video card to be awake. If you are doing a long export and the display is put to sleep the exported video will not be correct.

Contact Information

Please contact us with any bugs, feature requests, issues etc.
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