

Saving Animation and Video Frames

Both digital video and animation are a series of images that are quickly displayed consecutively. These images are generally combined into one file and the data may be compressed.

There are hundreds of formats available for video and animation. Depending on the format you choose, you will need to use a utility to combine the individual images into one file. Some utilities are available at our website for free to make AVI.. If you need a GIF animation utility, go to www.shareware.com and search "animated gif" and you will find plenty.

Personal TV Studio is compatible with all other Windows programs and formats because it creates bitmap frames. Any Windows program can read bitmaps.

When you edit video, you must first dump the files to bitmap format, then when done, you recombine them with eg: bmp2avi

When you create animation, you first create the frames. These are bitmap images.

How to use Drag From Main

Load an image from disk. Select the Tab <Drag fom Main> and press the button <Get image from Main> The image now appears in the area designed to allow you to drag the bitmap from.

Now you can press the <Animation Manager> button and drag the image onto the drop site there.

This is designed to speed up the frame creation saving process.

Here is how it works.

You load an image as a background into main.

Now you paste from file a transparent image of a car.

You select the paste button and paste it onto the page at left.

<Drag from Main> drag it to the drop site and save it.

Return to main, use the paste panel positioning arrows and move the car to the right.

Once again <Drag from Main> and save the second frame.

Return to main repeat...

You can now preview your animation using the animation manager.

When you are satisfied with the final series, use bmp2avi to combine them into a video format or paste them individually into an animated GIF

making utility program.