

# **VIDEO EDITING TIPS**

## **(OR HOW TO BE FUNNY IN UNDER 500K)**

If you plan to use Poser animations for high definition output, to burn to DVD or play on a local computer, then Poser animation tools will be adequate to accomplish this. However, if you plan to share you animations online in forums, websites or places like YouTube, then it will be necessary to tweak your output to optimize file size, loading time, and quality.

There are four main ways to accomplish this, either by resizing the overall animation frames to a much smaller dimension, file conversion, reducing colors, or culling frames.

Culling, or eliminating frames, to reduce file size speeds up the animation, so slowing the frame rate setting is necessary to compensate for it. If slowed too much, the output can become “jumpy” or “laggy” as it progresses through the frames. A combination of the above solutions usually works best in order to not compromise unnecessarily the quality or message of the video.

I usually convert videos to either Windows Media Player .wmv or Flash .swf, or use .gif for small looping animations in order to reduce bandwidth use on the internet. This is why places like YouTube impose a 10 minute, or it may even be 15 minutes now, limit on video presentations, because those inexperienced with how the internet works would, in their zeal to show high definition video, upload enormous sized files, and the bandwidth use, and cost, would be needlessly tremendous. Back in the 90's when I began web building, there were rather strict limitations on file sizes, since there was no such thing as "high speed" connection then. Everyone was on dial-up, so pages would take forever to load, or sometimes never completely load, if .gif and .jpg files were too heavy. We've come full circle now, since many are trying to access the internet by mobile phone, and have the same problems that dial-up users had over 10 years ago. So, one has to "think small" in terms of video size in order to be effective to a wider audience of viewers. I like .swf format...when converting to it, a 200 meg .avi movie can be downsized, keeping all the frames, to under 1 meg, which uploads quickly to YouTube, and loads faster for those who view the video.

Below are links to free video conversion and .gif / .swf video viewing utilities:

### **Any Video Converter:**

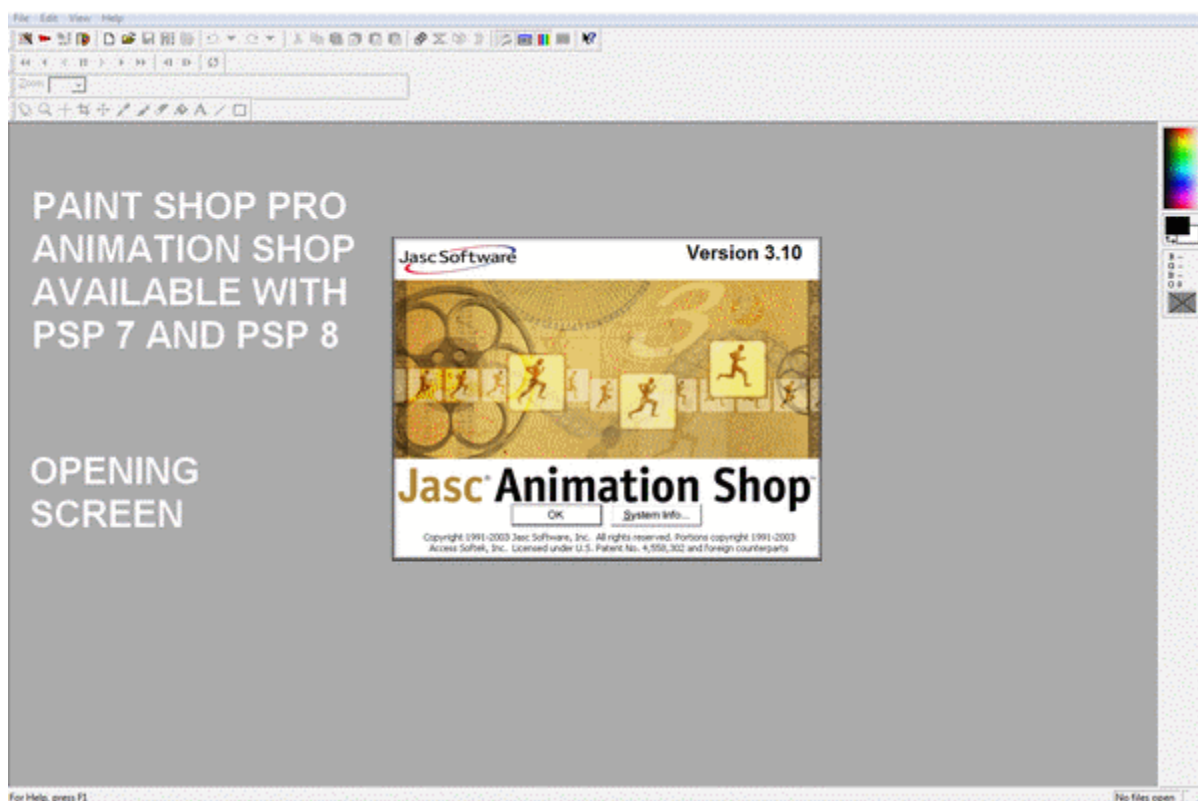
[http://www.any-video-converter.com/products/for\\_video\\_free/](http://www.any-video-converter.com/products/for_video_free/)

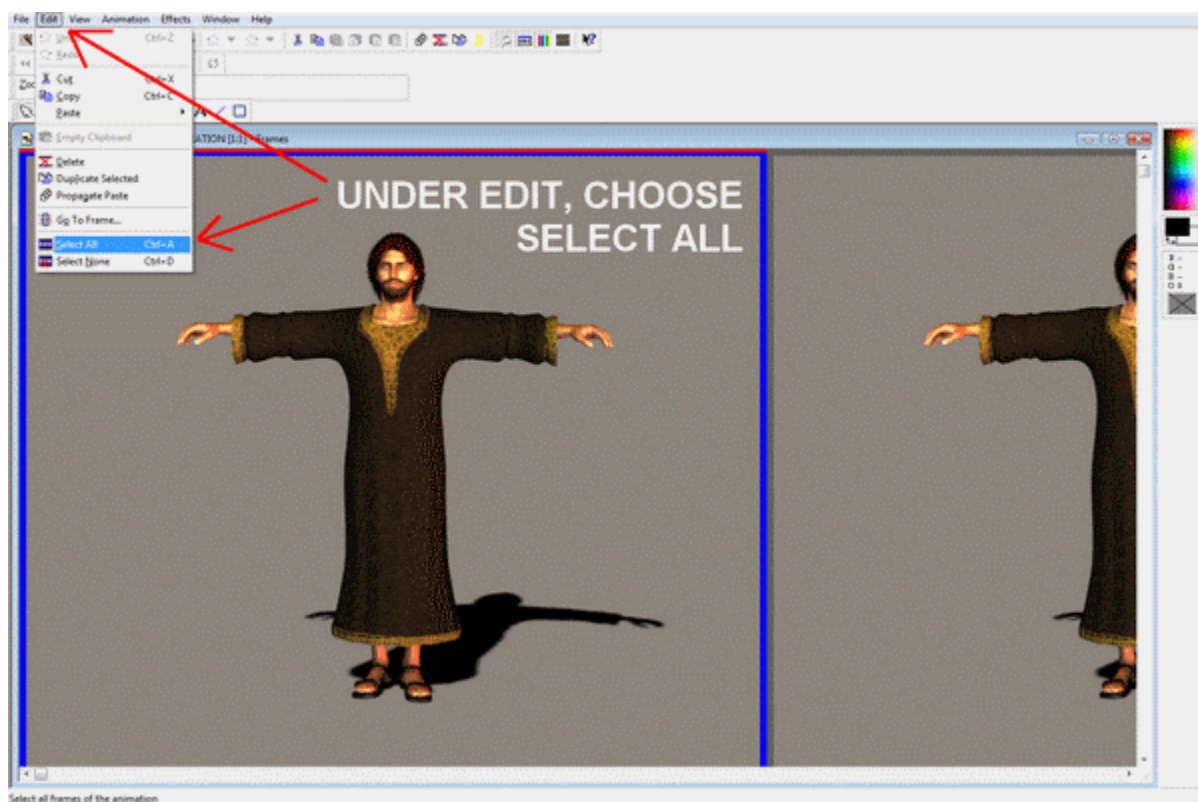
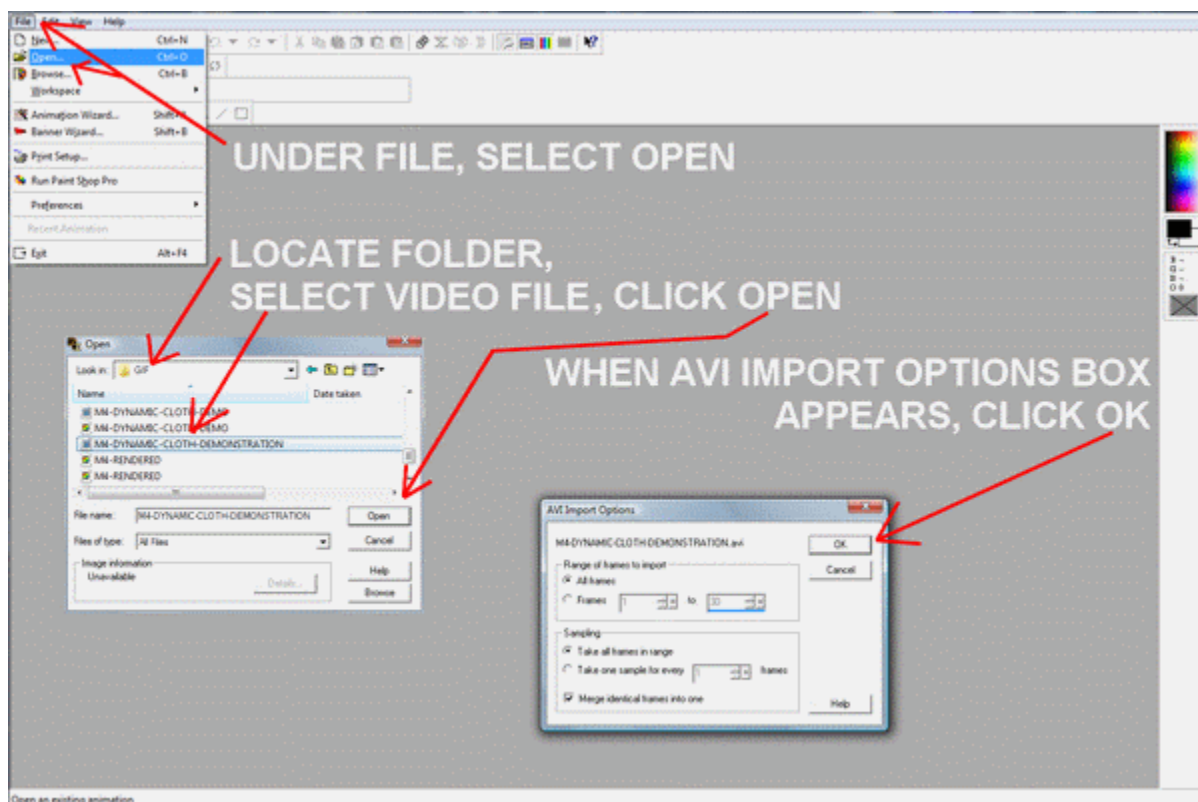
### **Irfanview, with plug-ins:**

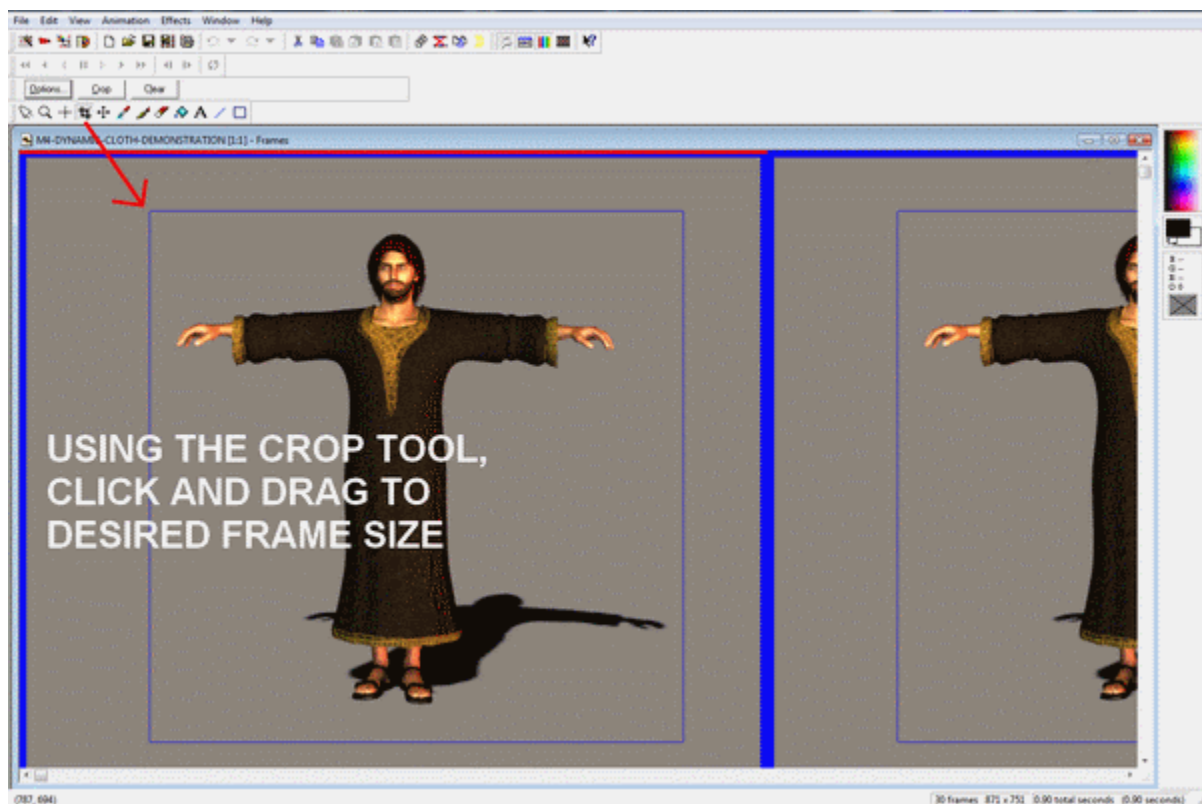
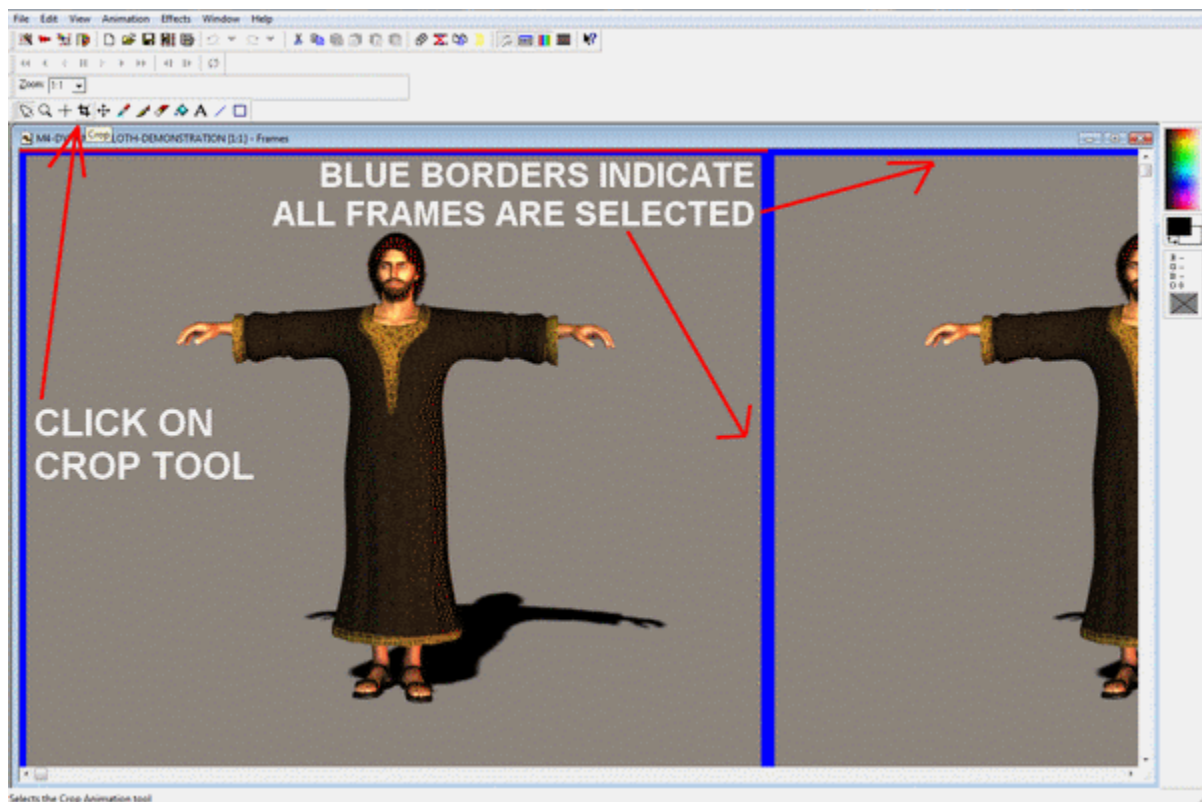
<http://www.irfanview.com>

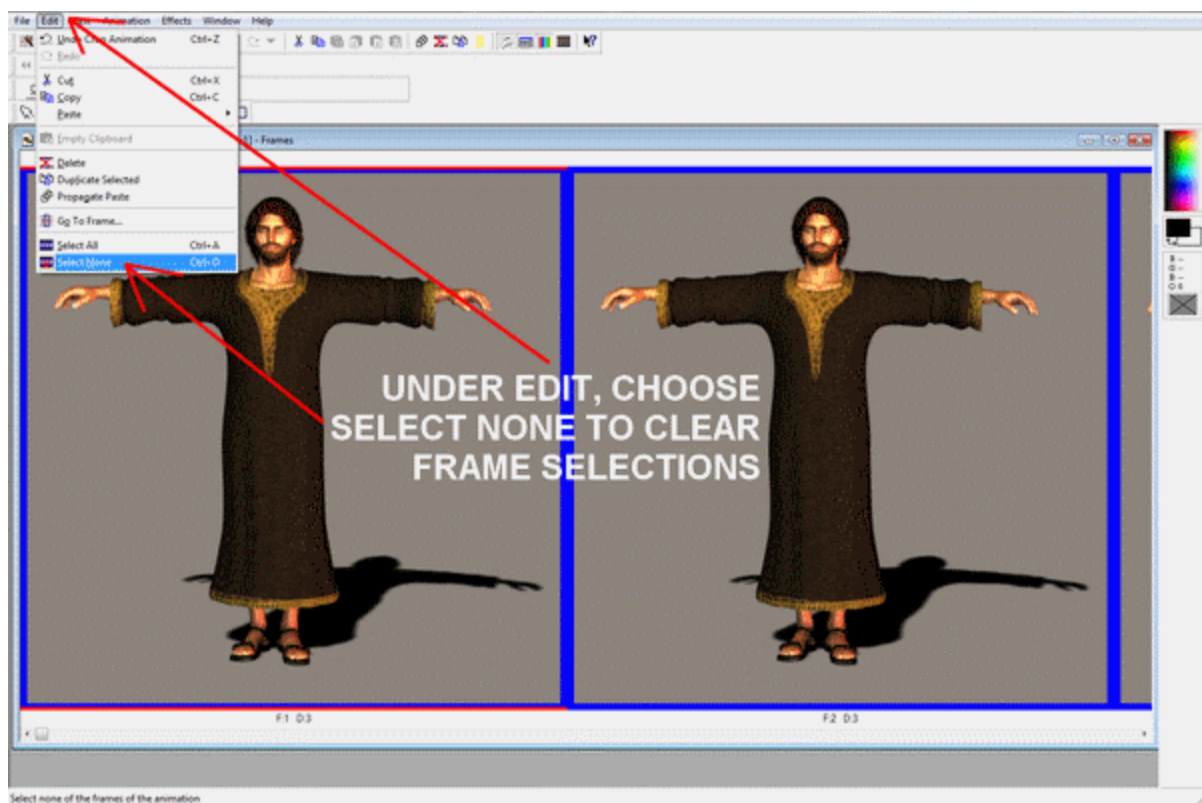
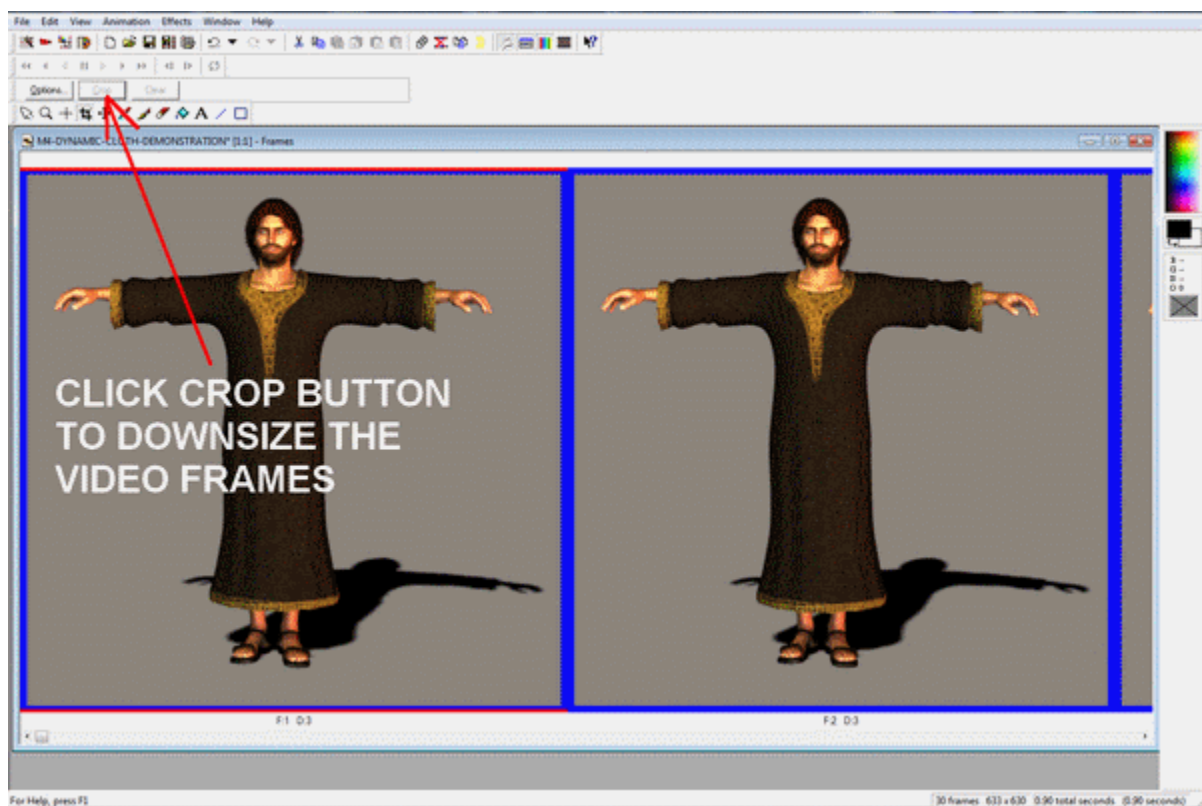
I prefer using Animation Shop 3 (included with Paint Shop Pro versions 7 and 8) for video editing, but there are many similar programs that will accomplish this task, such as Adobe Premiere Elements or Pro, or Sony Vegas. Below is a detailed tutorial on using Animation Shop to resize, cull, and optimize Poser videos in order to create small looping animations.

## VIDEO EDITING USING PAINT SHOP PRO ANIMATION SHOP (VERSIONS 7 AND 8)

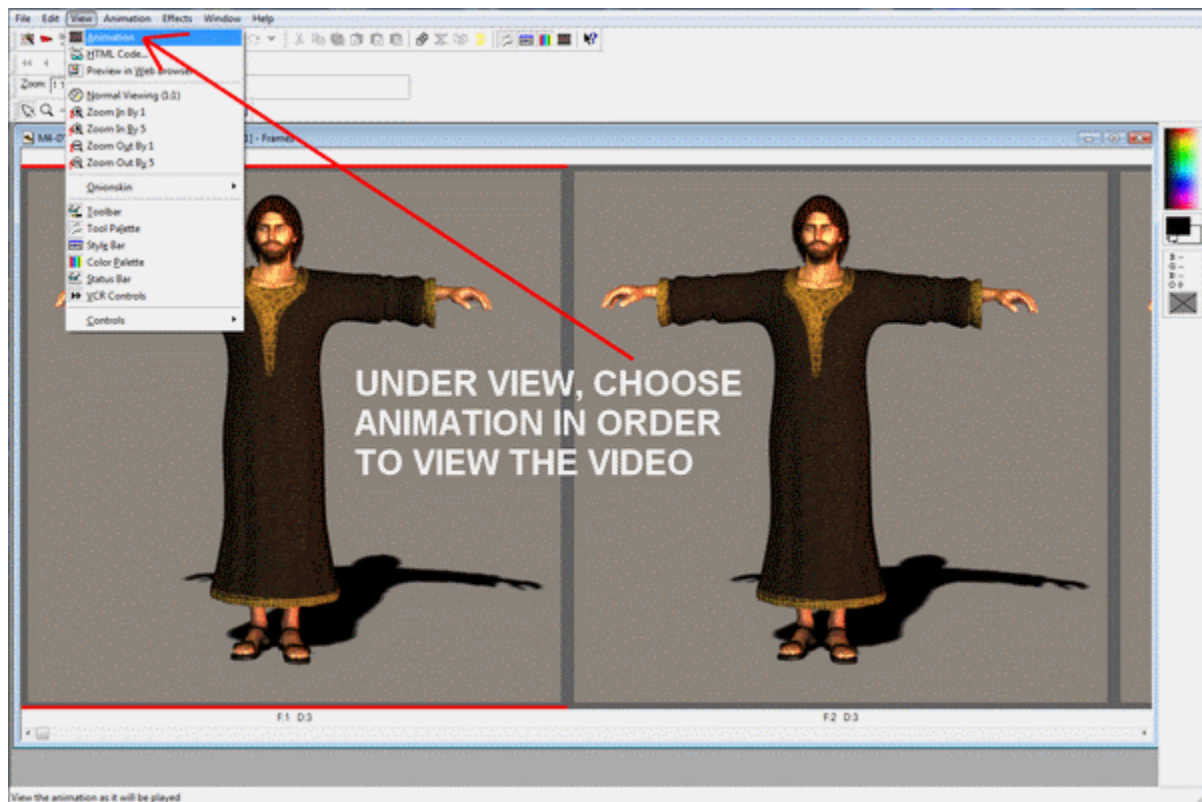
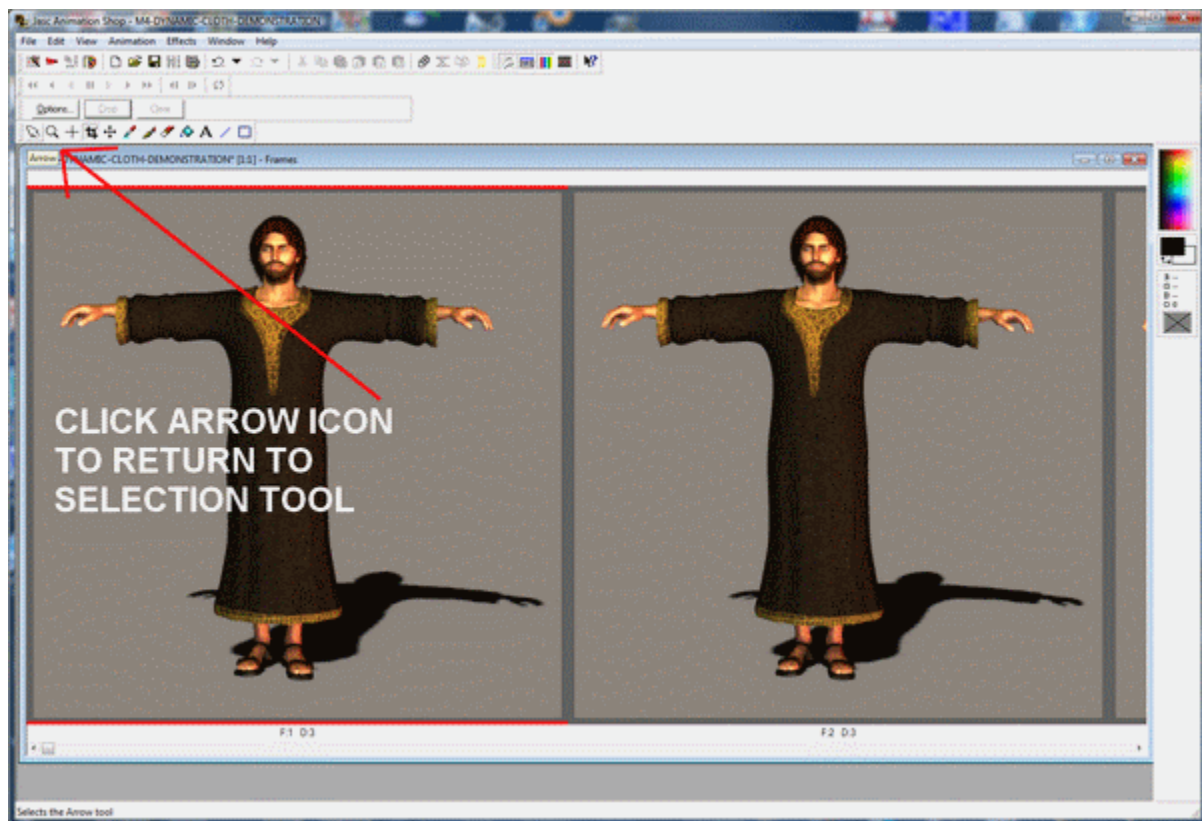


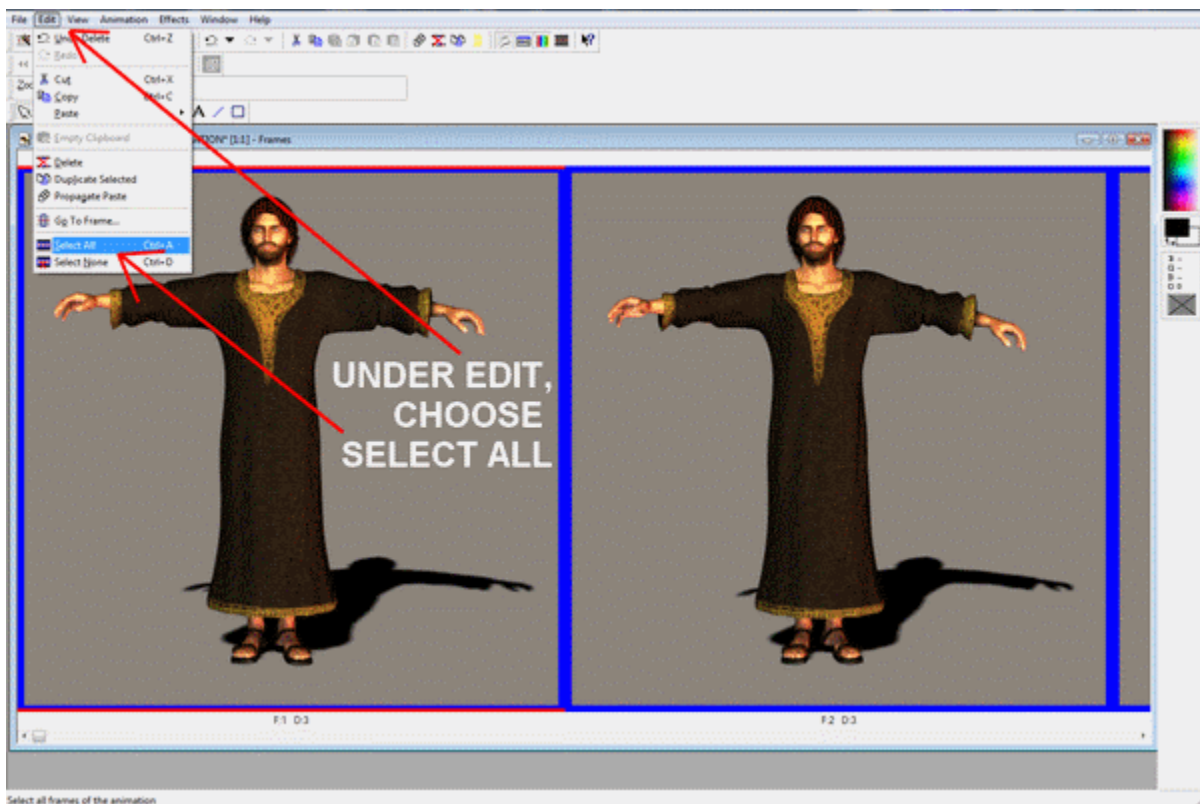
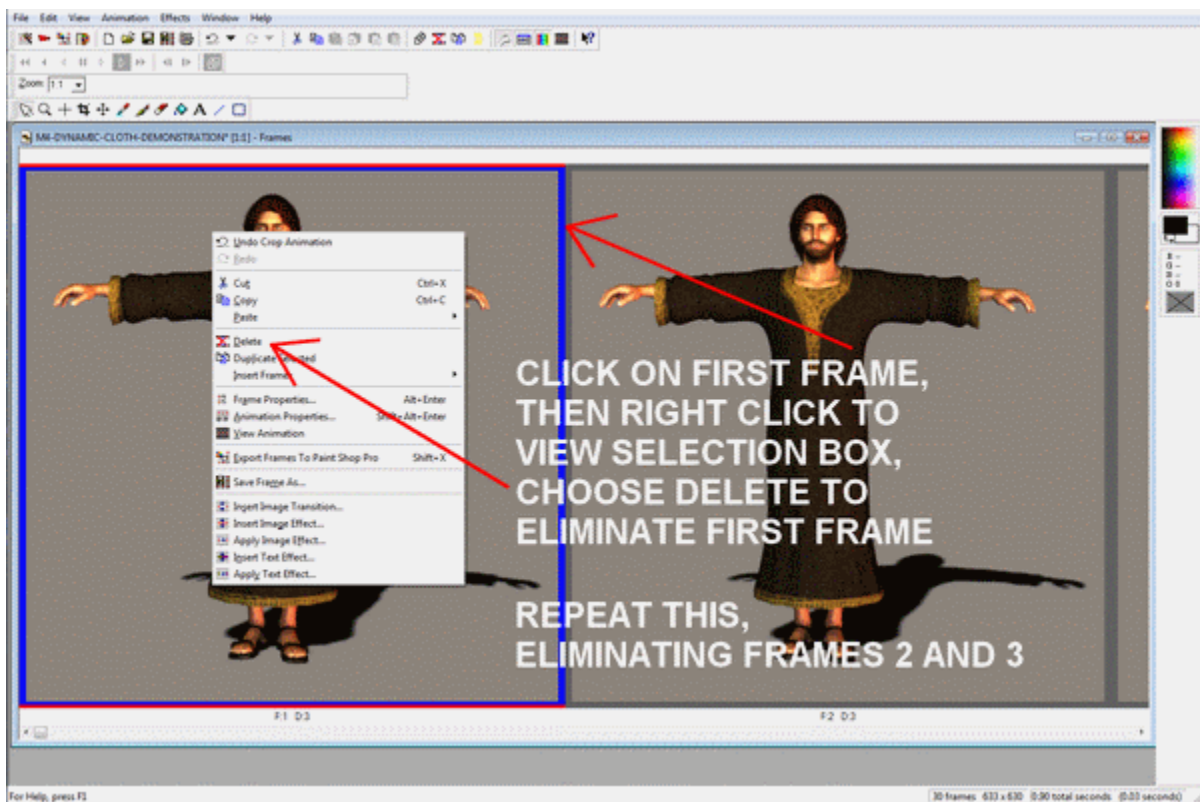


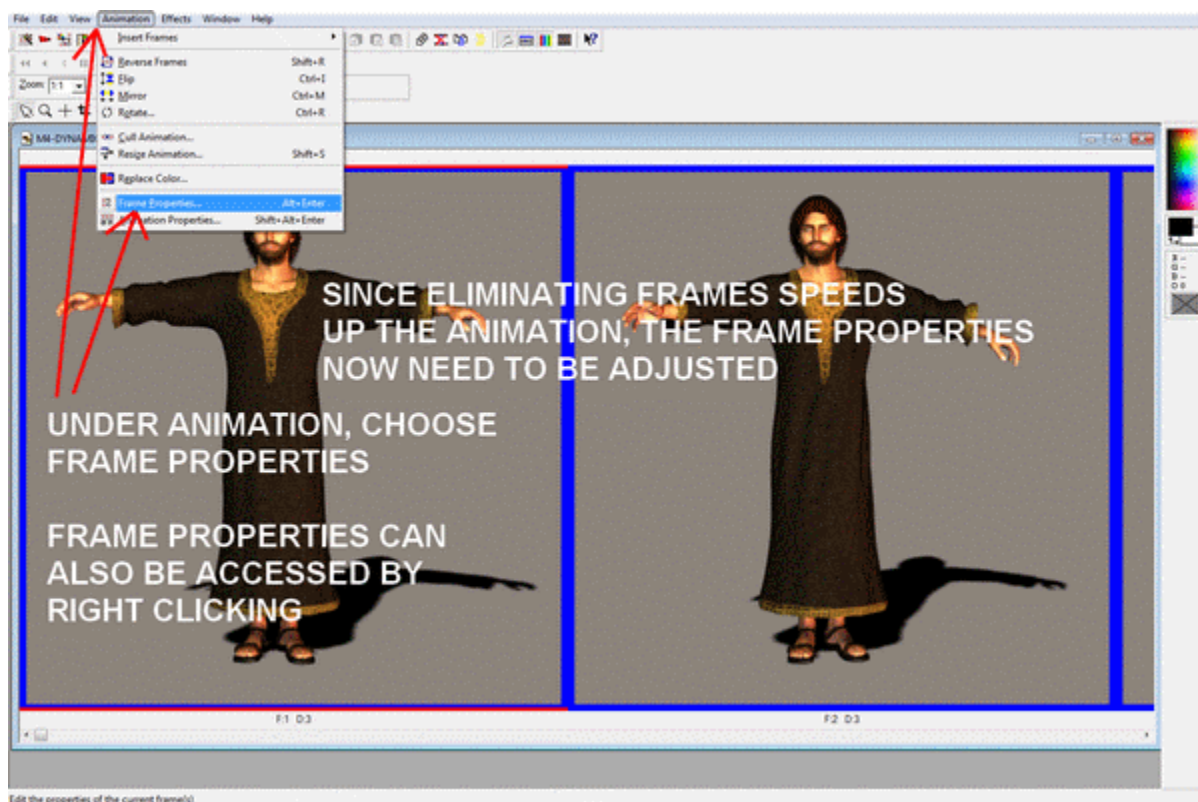
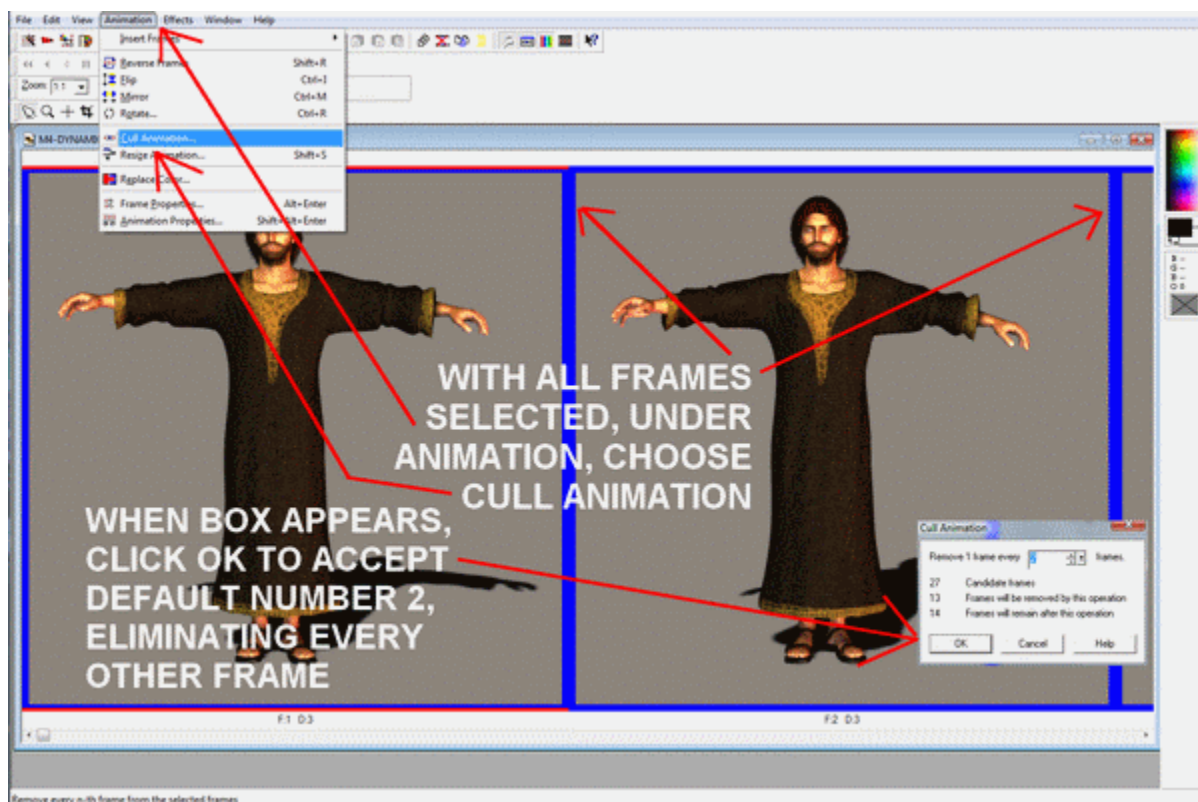




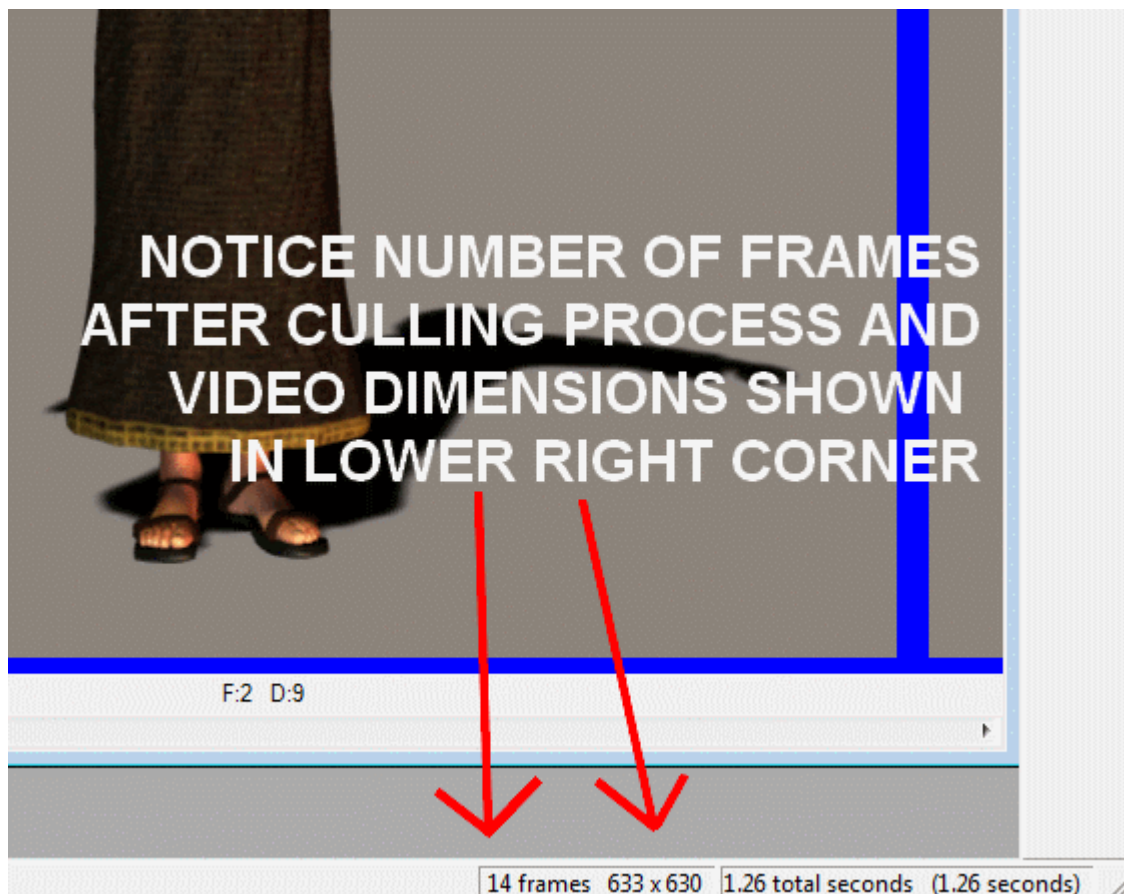
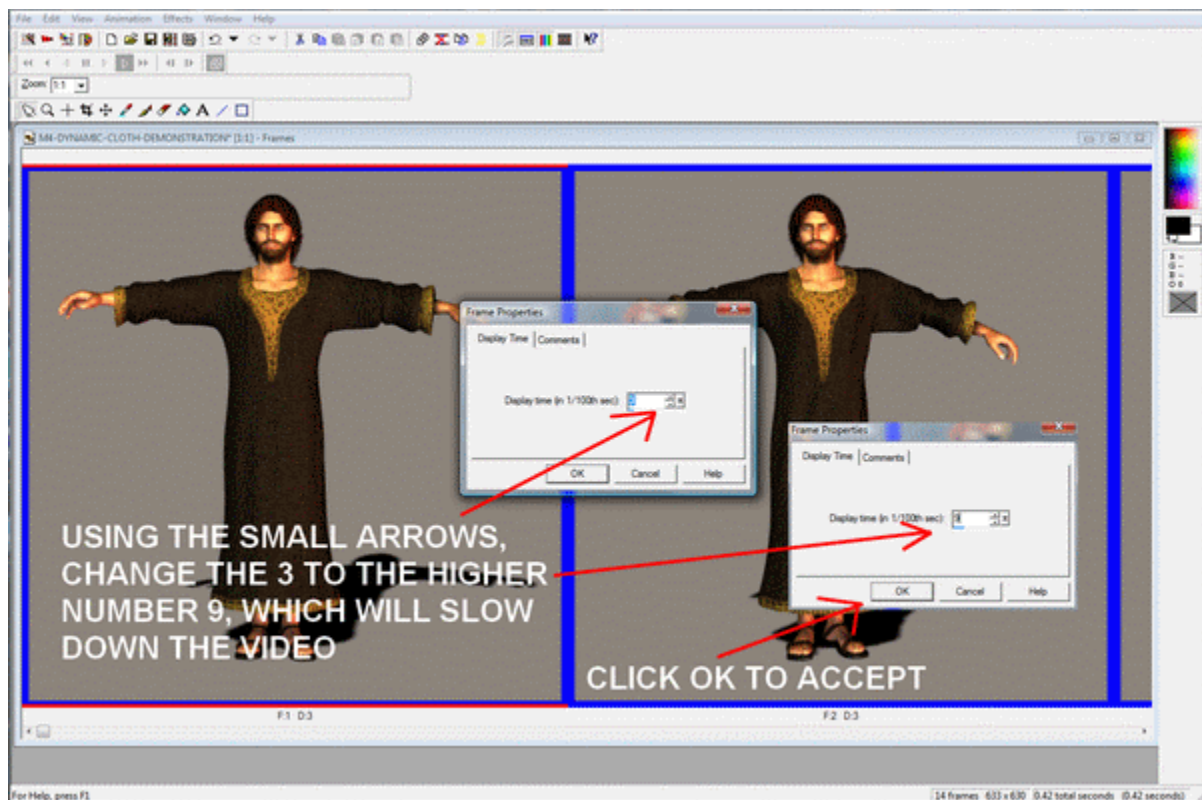


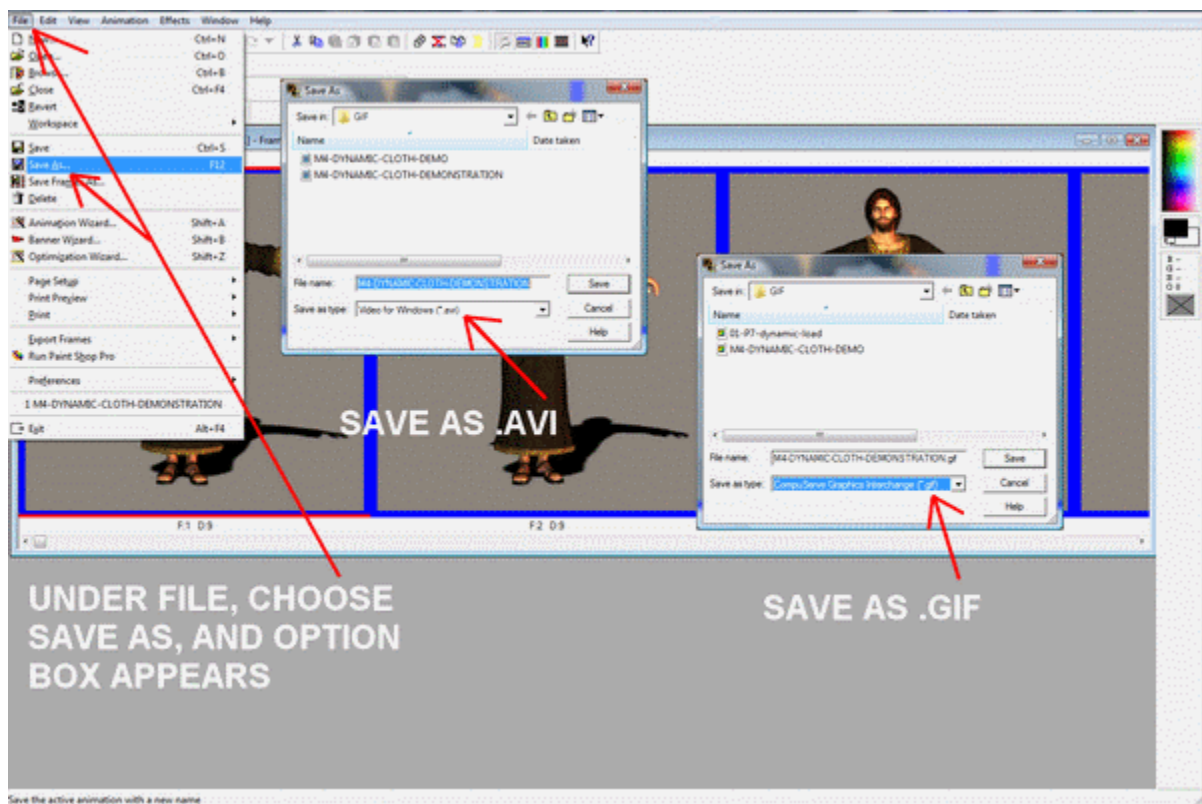
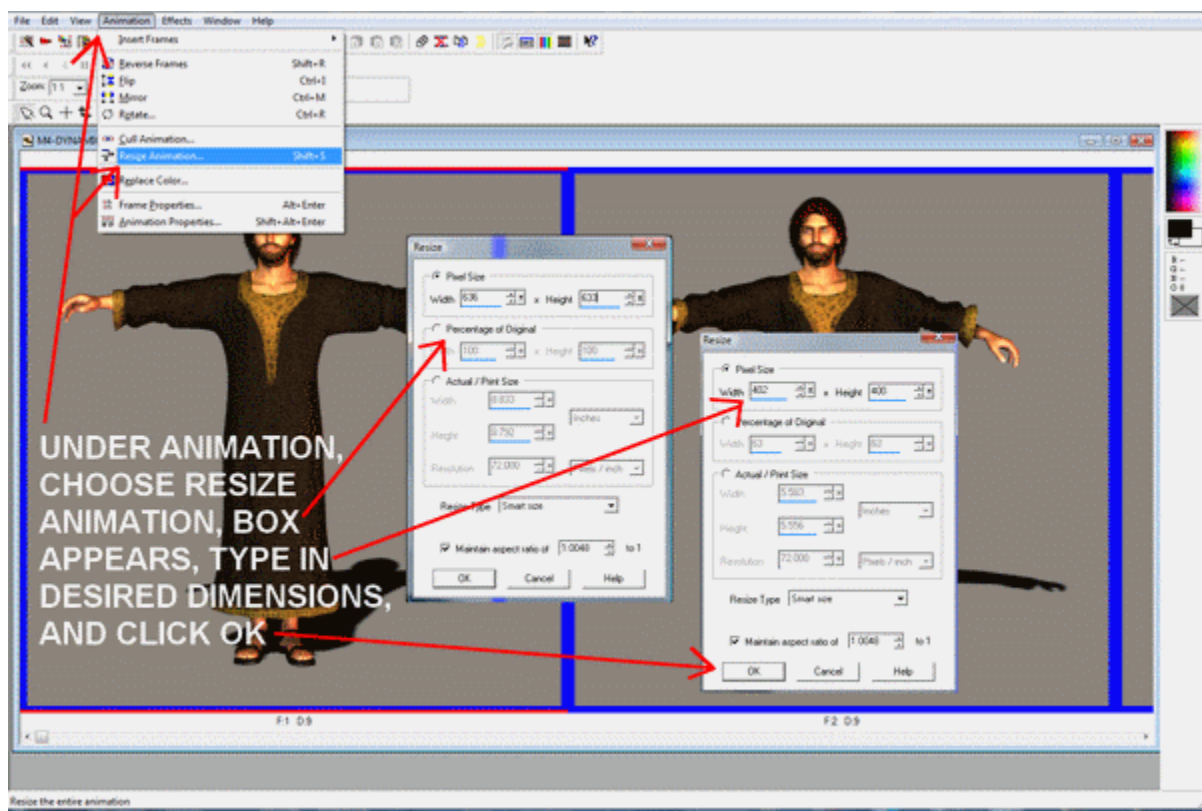


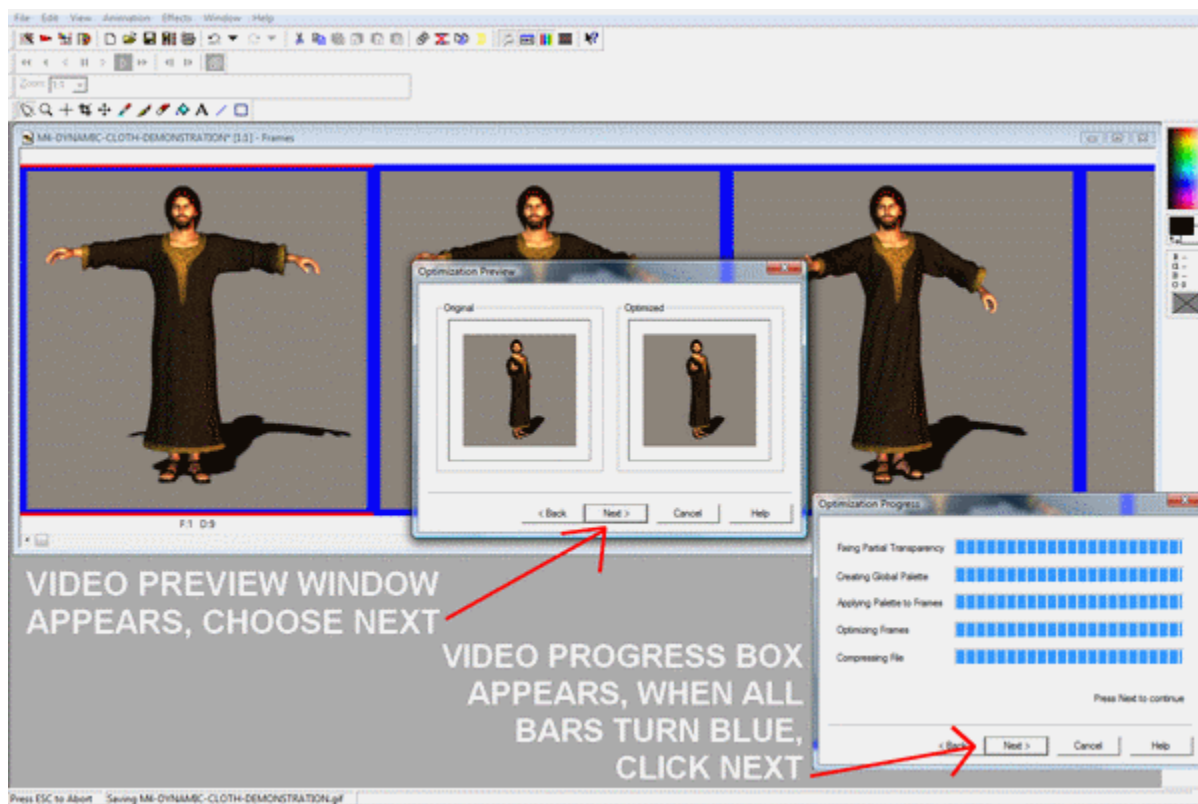
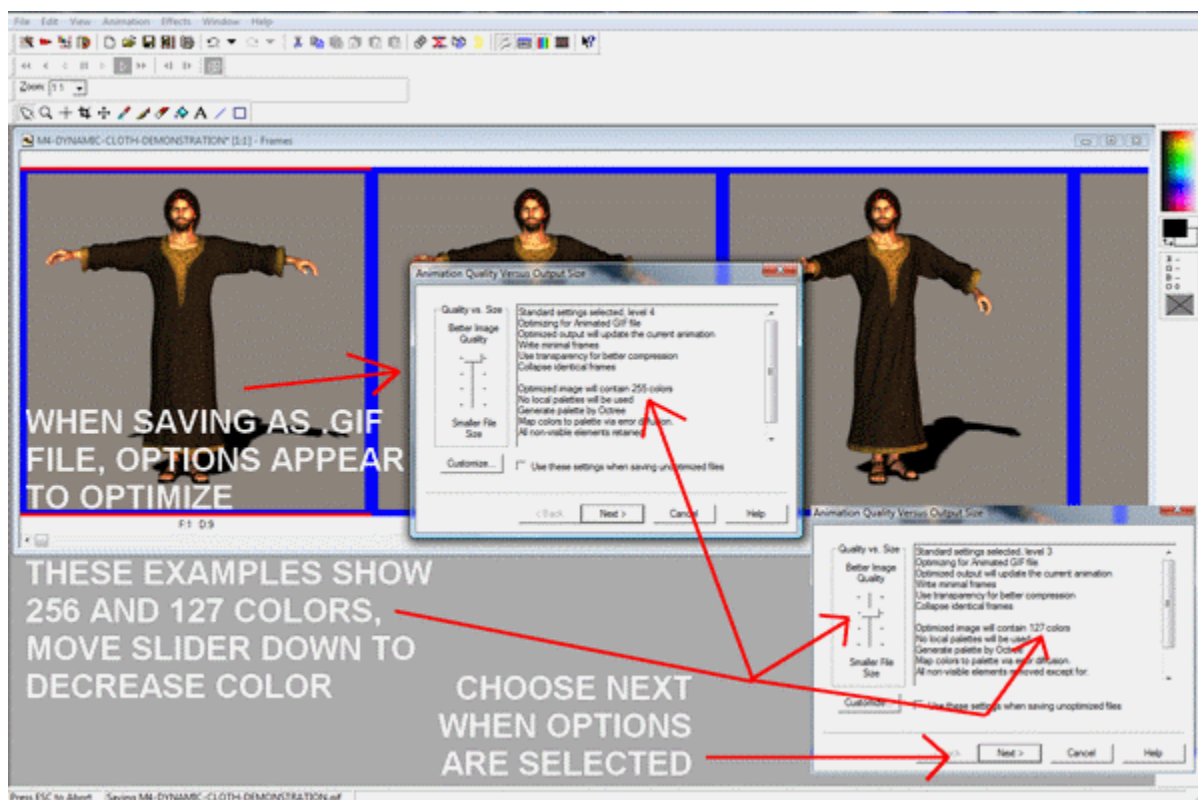


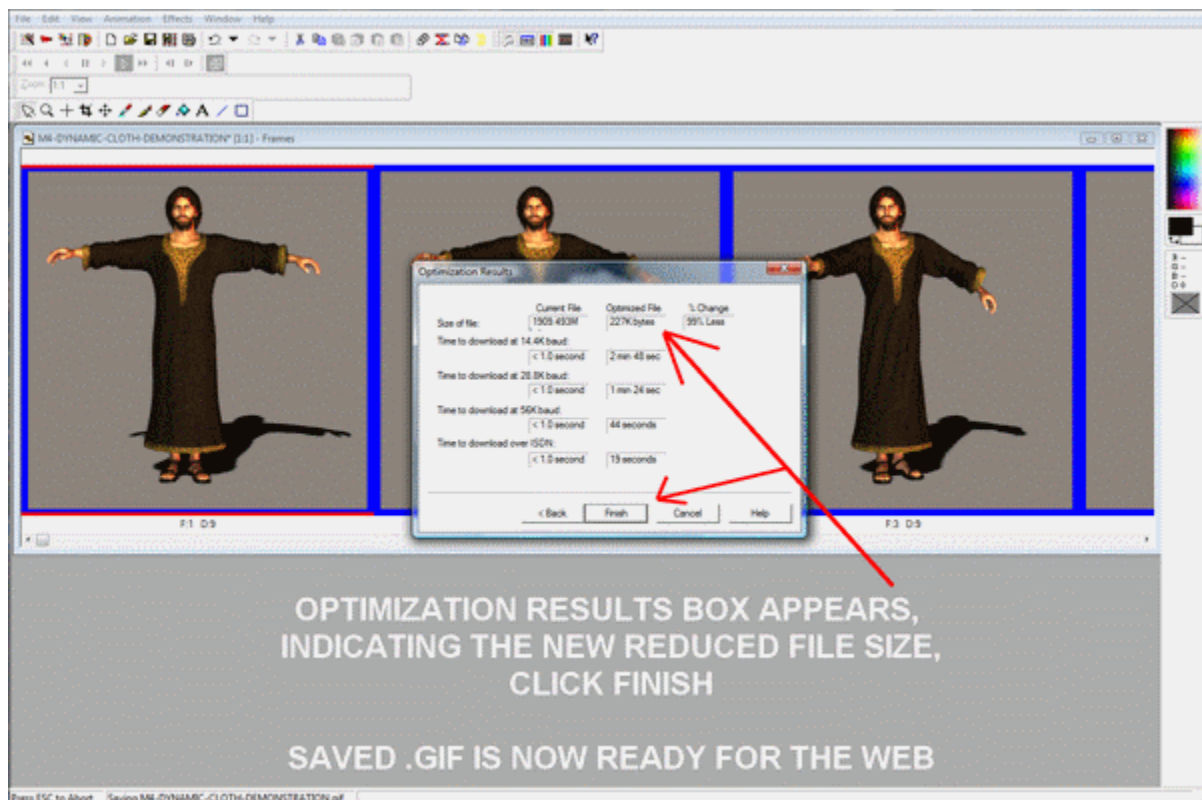












## GENERAL CHARACTER ANIMATION TIPS

There are a number of ways to animate characters, and my tutorials have primarily demonstrated Poser and DAZ Studio. Carrara or Vue can also be used, and I've even seen Anim8or videos. Another option for facial animation is CrazyTalk.

The program is quite fun to use, offering a default basic facial node setting, and options for more complex, customized settings. The audio is accomplished by imported .wav file. CrazyTalk is especially fun for joke renders, like creating talking animations or toon characters.

Poser has a feature called TalkDesigner that functions very similarly to CrazyTalk, in that it has the capability of adjusting facial expressions according to the .wav file sound. DAZ has a product called Talk Designer Assistant for Poser 8 that is used to expand the figure compatibility of the basic program.

Another method of creating talking characters is through the use of camera motion capture. Content Paradise has a product called Zign Track intended for this purpose. I've not tried it, but am watching the growth of this technology with interest.

### **YouTube example of Zign Track:**

<http://www.youtube.com/watch?v=OPtK43YD3ko>

It's obvious from this Zign Track example that one has to have a certain amount of exaggerated acting ability in order for this to be successful...in other words, a dull expression with very little movement will produce dull results.

Finally, the method with the most impressive motion capture results that I've seen so far is **Pendulum's Alter Ego**. Go here to view the **Mark Antony** video:

[http://www.studiopendulum.com/news\\_markantony.html](http://www.studiopendulum.com/news_markantony.html)

and info: <http://www.studiopendulum.com/alterego/about.html>

## **GENERAL AUDIO TIPS**

There are a number of sources for free sound effects for animation. If you are just beginning, you probably will not want to try mixing audio at first, or the process may become overwhelming. Best to start simple. However, if you've tried animation and have the basics down, then here are a couple of sites that offer free sound effects:

### **Sound effects:**

<http://www.partnersinrhyme.com/pir/PIRsfx.shtml>

<http://www.pacdvd.com/sounds/>

Uncompressed .wav is best for quality, but weighs much more than compressed .mp3 files, therefore requires longer download time.

There are a number of free audio editors available online. I tend to like Audacity and Wavepad best, at the links below.

### **Audacity:**

<http://audacity.sourceforge.net/>

### **Wavepad:**

<http://www.nch.com.au/wavepad/index.html>

In conclusion, I hope the information in this video tutorial will be of help to you. And, as always, have fun 3D-ing!

~skylab :)