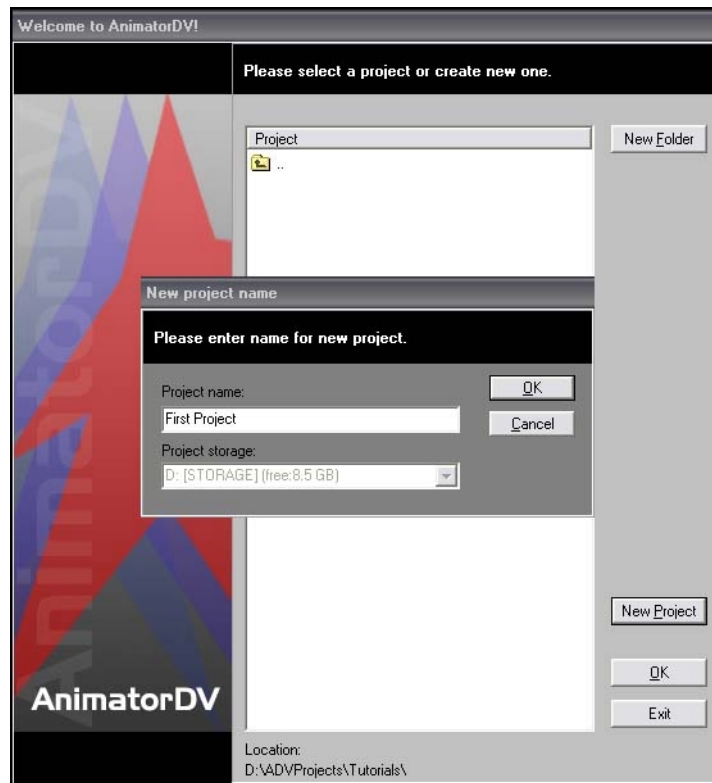
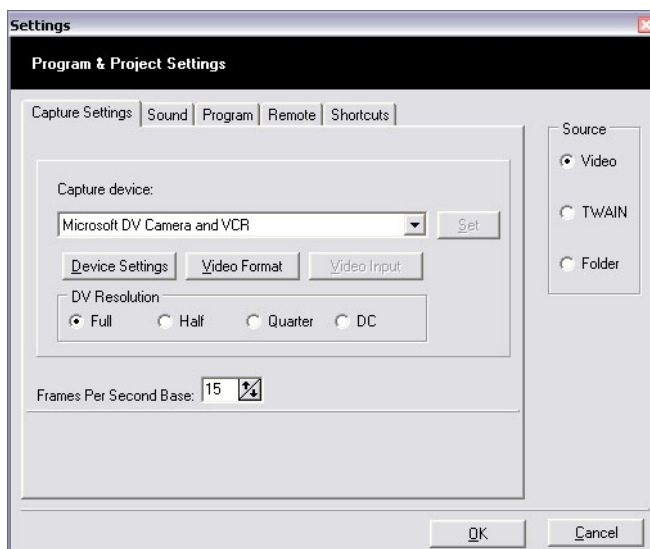


I. AnimatorDV Quick Start (Video Input Mode)

1. Starting procedures:
 - connect your camcorder or webcam to the computer and, if it is possible, to TV set
 - run AnimatorDV
2. Create new folder named e.g. 'Tutorials' - press 'New Folder' button and write the name.
3. Create new project named e.g. 'First Project' – press 'New Project' button and write the name.

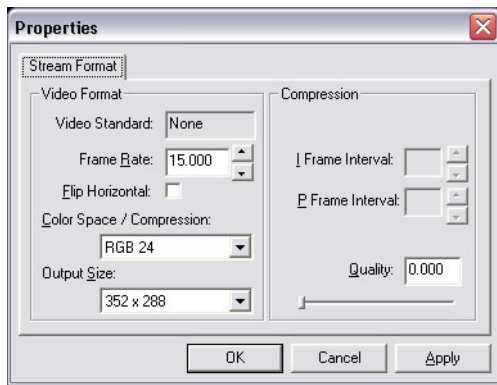


4. Click 'Ok'
5. When settings dialog appears, select capture device – press 'Set' button to confirm selection (it is necessary if in your system is available more than one capture device), set video format and FPS Base (Frames Per Second Base) – to 15.



For DV devices there are available four resolutions :

- **Full** (PAL: 720x576, NTSC: 720x480)
- **Half** (PAL: 360x288, NTSC: 360x240)
- **Quarter** (PAL: 180x144, NTSC: 180x120)
- **DC** (PAL: 88x72, NTSC: 88x60)

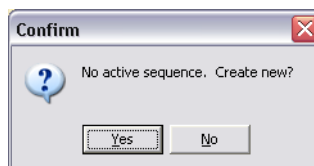


For analog source you can select video input (usually S-Video or Composite) and video format (Output Size) which the device is offering, Color Space/Compression and Frame Rate as well.

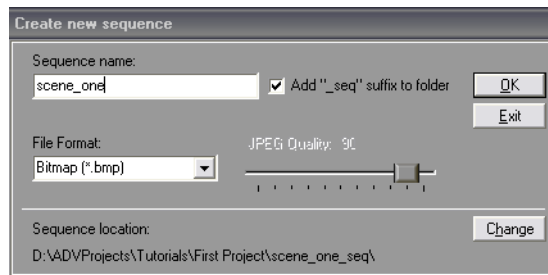
6. Close the Settings dialog box by clicking 'Ok'. Standard windows setup should appear.



7. Now AnimatorDV is ready to shoot the first sequence – press 'Space' key on keyboard.
8. Confirmation dialog appears - click 'Yes' to create a new sequence.



9. 'New Sequence' dialog box appears:



10. Enter a sequence name – e.g. 'scene_one'

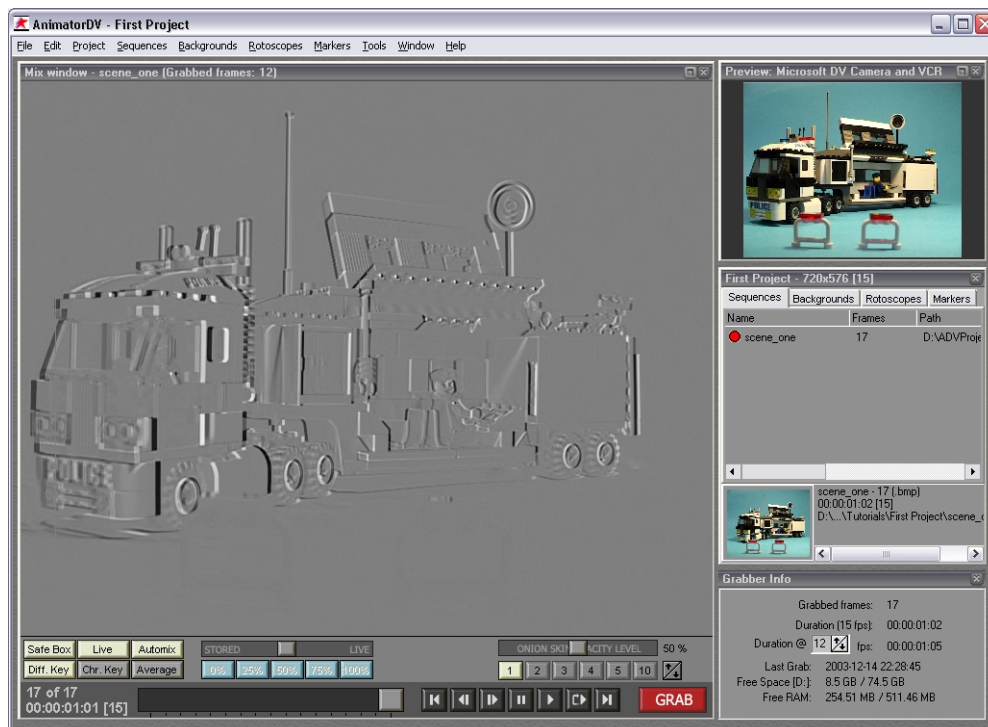
11. Press 'OK' button. The sequence is created.

12. Now you can create you first scene of the movie.

13. Press 'Space' key – Congratulation! The first frame was captured.

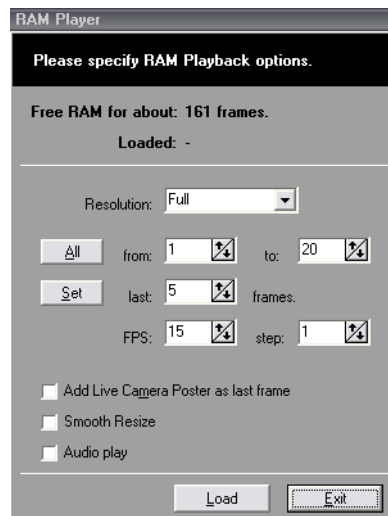
14. Move a little any object in your scene and shoot again – press 'Space'

15. Repeat step 14 for creating whole movement – e.g. for 20 frames. You can turn on the difference key [F12] to see moved objects or setup onion skin parameters.





16. Open 'Ram Player' window – [Ctrl-L].



17. Uncheck 'Add Live Camera...' and 'Audio Play'

18. Click 'Load' button.

19. Your animation will be played.

20. Click 'Stop' and 'Exit' to close the Ram Player window.