## 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.

Welcome to AnimatorDV!				
	Please select a project or create new one.			
	Project	New <u>F</u> older		
New projec	t name			
Please en	er name for new project.			
Project nan First Project	ne: <u>D</u> K			
Project stor	age: AGE) (free:8.5 GB)			
		New <u>P</u> roject		
AnimatorDV		<u>D</u> K Exit		
	Location: D:\ADVProjects\Tutorials\			

- 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.

iettings	×	For DV devices there are available
Program & Project Settings    Capture Settings  Sound  Program  Remote  Shortcuts    Capture device:	Source Video TWAIN Folder	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 appears.



- 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.

Confirm	n 🗵
2	No active sequence. Create new?
	<u>Y</u> es <u>N</u> o

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].

RAM Player			
Please specify RAM Playback options.			
Free RAM for about: 161 frames.			
Loaded: -			
Resolution: Full			
All from: 1 🔀 to: 20 🔏			
<u>S</u> et last: 5 🔀 frames.			
FPS: 15 🔀 <sub>step:</sub> 1 🔀			
Add Live Camera Poster as last frame			
Smooth Resize			
🖂 Audio play			
Load			

- 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.