

Beckham Digital

Basic Animation

Basics of Animation
Zooming in or out
Understanding Keyframes
& Keyframe time
Gently Panning an image
Identifying image size



Multiple Keyframes
Dealing with Keyframe
speed options
Many full screen demos
Planning your animation
3D animation
and more

PicturesToExe 8

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Discounts

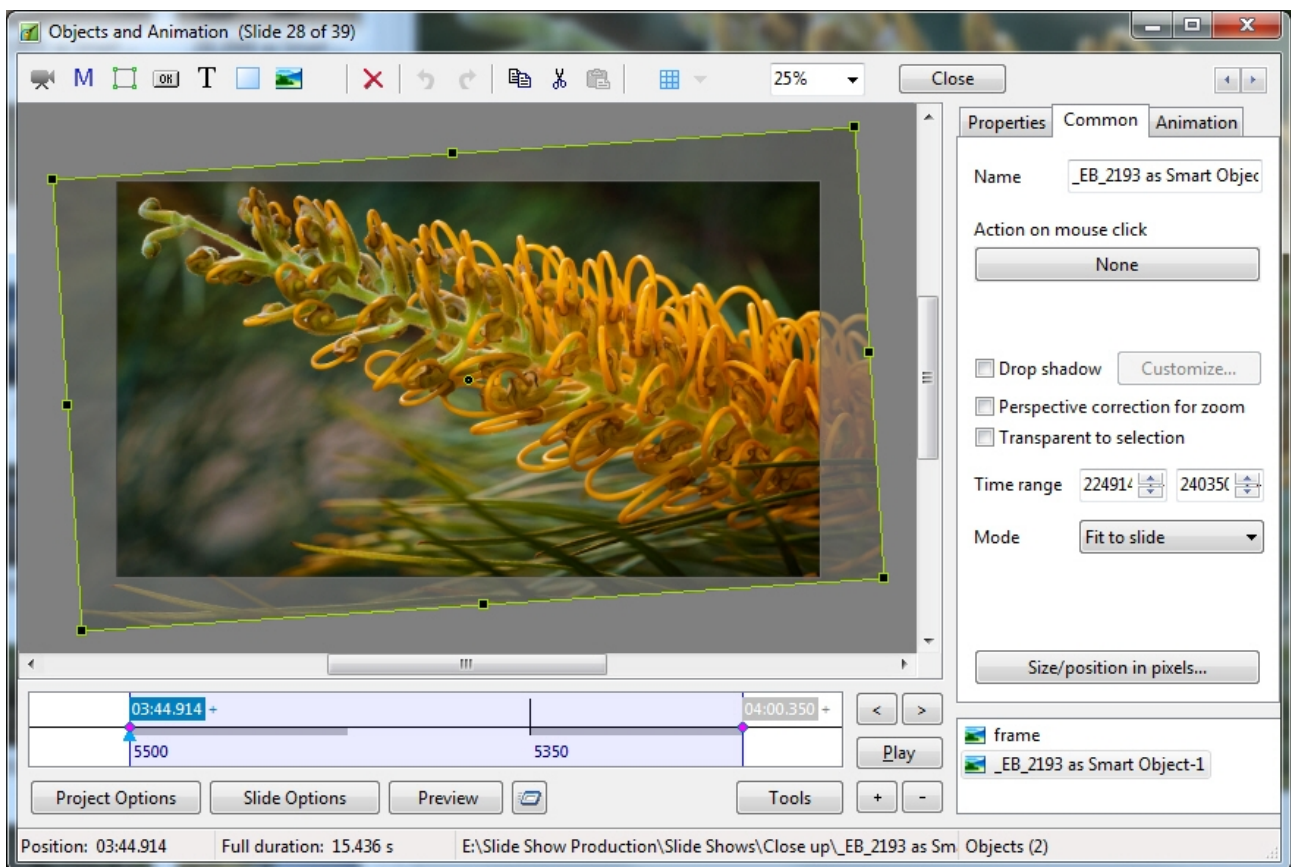
This category of videos will run for well over 2 hours and it also contains a number of full screen slide show demo's too. The category is available on [DISK](#) or as a [DOWNLOAD](#) and if you purchase multiple disks or multiple downloads you can get a discount of up to 24% with six purchases or more.

Reminder

Our disks and downloads for PTE8 have been created with the intention to be far more focused on the subject covered than our previous ones. We think this will make learning a little easier, we can produce the categories a little easier too and we can reduce the price. Your feedback is always welcome.

Getting Started with Animation - Introduction

When we make a standard static slide show (no animation) we generally make three decisions very early on. What aspect ratio are going make our slide show, what size will we make it and are we going to resize images to match those first two choices



Generally speaking the answer to that last question is yes. We have made our images the correct size for two reasons. To keep the final file size as small as possible so it can be posted on line and transported over the internet a bit easier. Also to try and ensure that our final show plays just as

well on older less powerful PC's as it does our own one.

With animation we need to decide what size images we need for the animation technique we have in mind.

Getting Started – 25:00

How do we decide for animation what size images we need? In this video we offer guidance for that as well as introducing Keyframes which are the basic of all animation. This section contains 4 videos and 3 demo's, but as you can see from the times, all 4 videos only run for 25 minutes in total

We also make sure that we don't get our animated image sizes wrong within PicturesToExe that can negatively affect our image quality. In this section we demonstrate a gentle zoom out or in, but we also talk about what creates the speed of our animation.



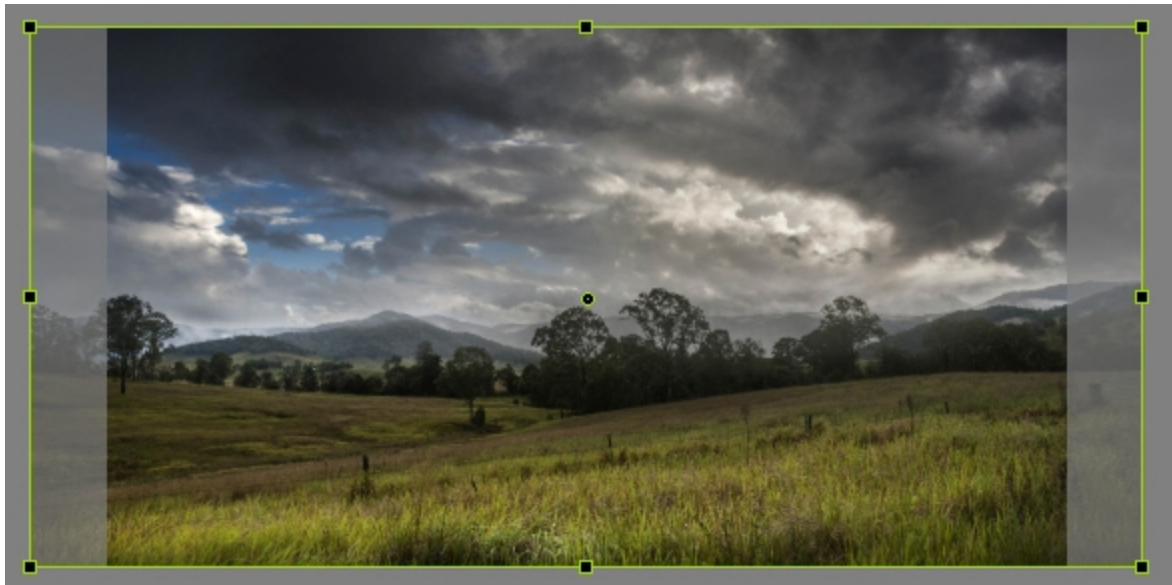
The speed of our animation is vital to get right because it has to balance within our slide show tempo and music. We also introduce you to Slide Time and explain what we see in the time line within the Objects and Animation screen.

Animation Basics – Panning – 27:00

In this section we have three videos and 2 demo's, but as before that does not indicate that this is a difficult section, far from it. Breaking the video into sections just seems the right way to approach this subject, so change the settings and you can view a demo full screen.

Here we look at image size again, because with panning we don't need any extra height in our

image at all, It can be the same as the height value of the slide show. Generally 1080 pixels, but we do need extra width to allow the panning to take place, but how much?.



Surprising little for gentle panning and we demonstrate via our image editor how we can get the image size perfect for our needs.

We look at Keyframe time and in this demonstration we begin to look at moving Keyframes to end our animation just where we need it to within our slide show

Slide Time – 7:00

In our first 2 videos we do use slide time as it's shown on the bottom right of each thumbnail in the slide list, but here we go into a little more detail. Why now? Because when we start to animate images or in fact add video into our slide shows we view the slide time within the Objects and Animation screen slightly differently to the default as its shown on the thumbnails in the slide list.



Is this vital? No, of course not, but it may just make things easier to follow and understand if we change our preferences setting to reflect the same slide time on the thumbnails and within the Object and Animation screen.

Scaling of Keyframes -11:00

The scaling of Keyframes was introduced with PTE8 to facilitate Slide Styles, but in some instances

changing slide time can have a negative effect on the animation we have created. This sounds more complicated than it actually is.

It's another preference setting within PicturesToExe, but one we should understand if we are going to get the best from our animation. Remember though that this video and the one above cover preference settings that can be changed at any time.



Multiple Keyframes and Animation Speed Control – 31:00

In this section we demonstrate multiple keyframes to control the animation of opening titles. (or anything else come to that). We also touch on simple planning of our animation to avoid that hit and miss approach and the setting up of customised speed control.

Once we have more than two keyframes in our animation, then we need to use our speed options to set up a customized setting for each part of our animation. Don't worry, this description makes this all sound over complicated and it's why video tutorials are so well liked. A picture is worth a thousand words they say and I think that is right.

Basic 3D Animation – 28:00



The basics of 3D animation are not so different from any other animation using keyframes, but if we are using small images there are one or two things we have to keep in mind.

In this video we create our 3D animation to turn 4 smaller images and reveal 4 different ones on the reverse side. We touch on the Parent and Child relationship with Keyframes and one or two other techniques to make the job a little easier.



Planning your Animation – 18:00

Trial and error is OK at times, but if we just think our animation through logically and make use of that old fashioned pencil and paper, you will find it becomes a whole lot easier

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