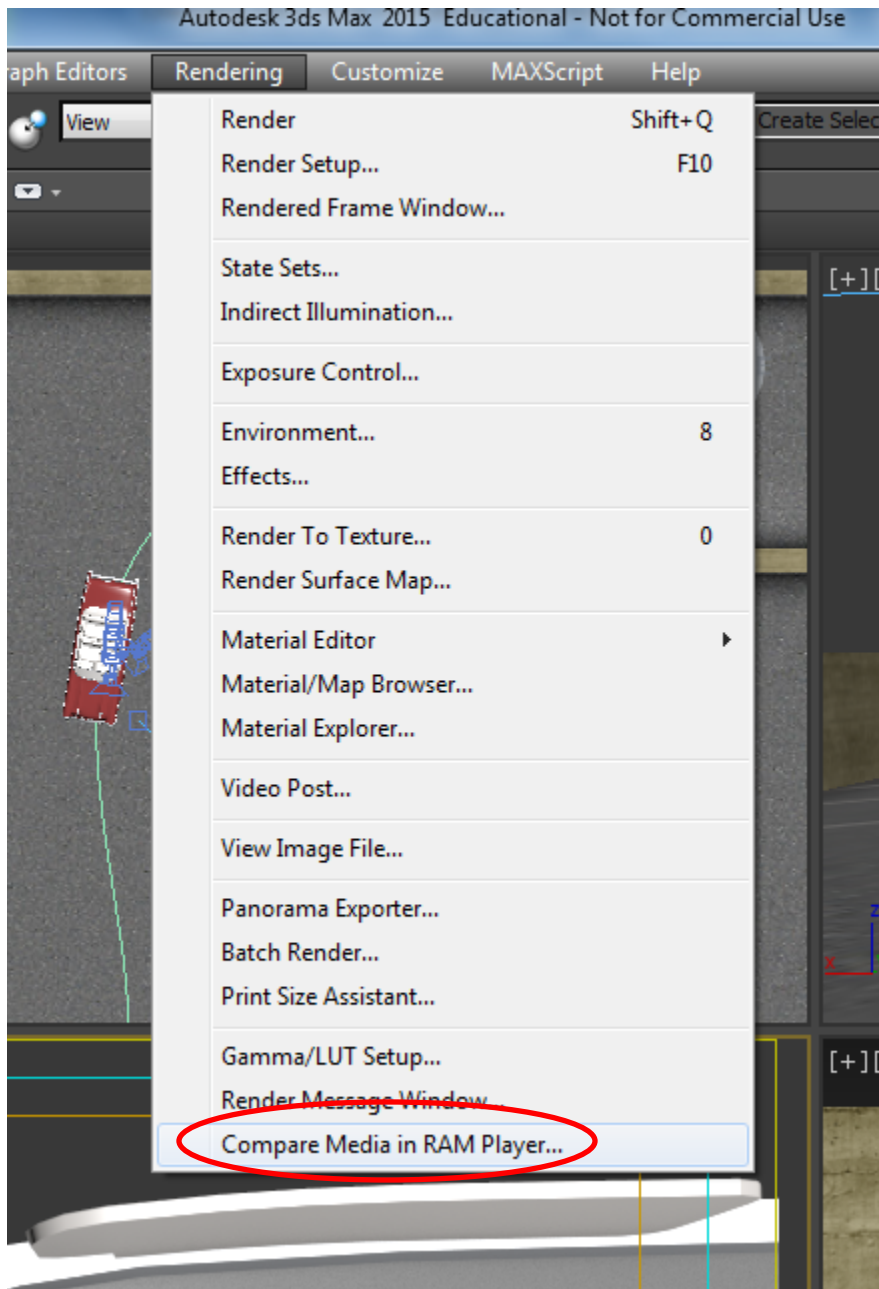


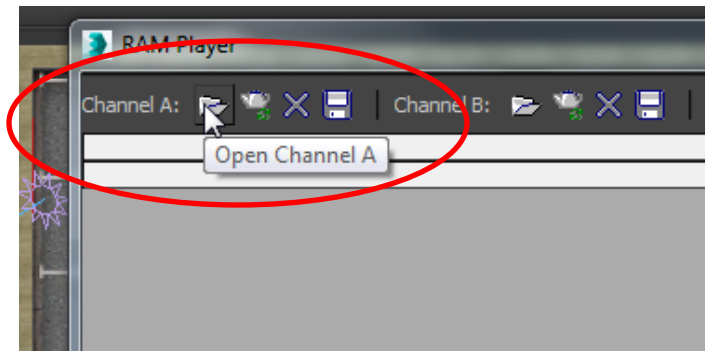
Changing Views in an Animation

Part 2

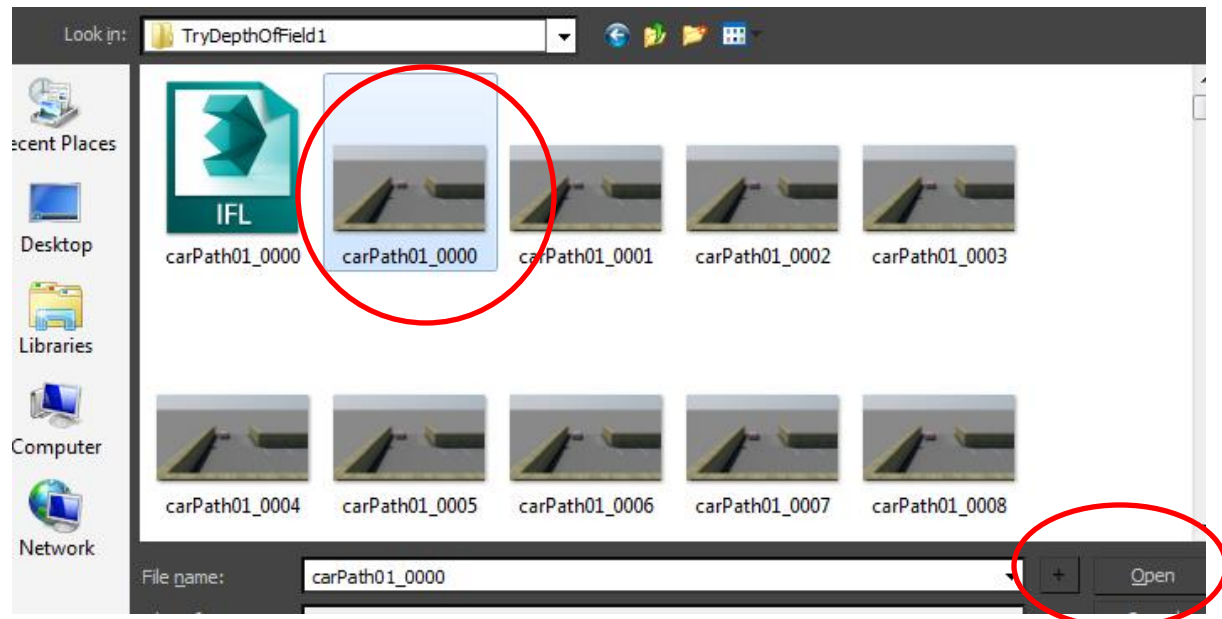
You should now have a whole heap of jpeg files in a folder, representing an animation that has several overlapping segments. To turn those images into a movie, first make sure you can keep track of which files belong to which segment. In our Car on a Path example, the images with suffixes 0000-0060 belong to the first segment. To animate that section, click on Rendering → Compare Media in RAM Player:



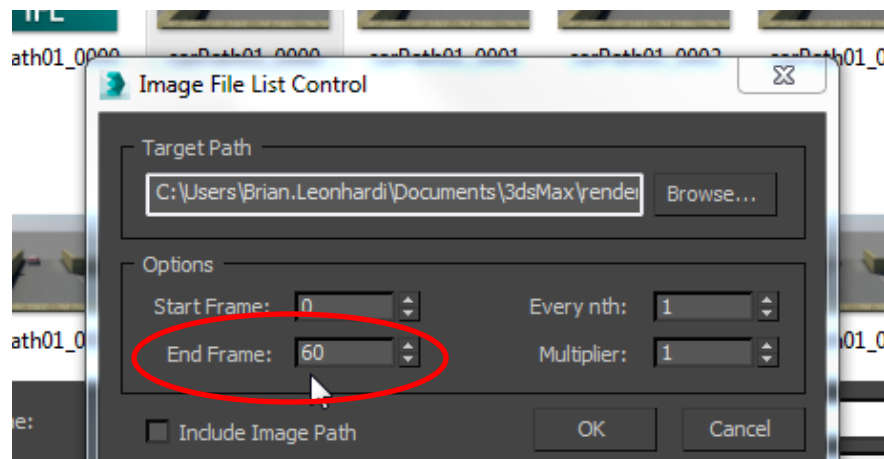
Next click on Open Channel A:



Select the first image in the current sequence (0000 in this case, as it is the first sequence). Note that the image preview can help remind you of which images belong to which sequence.

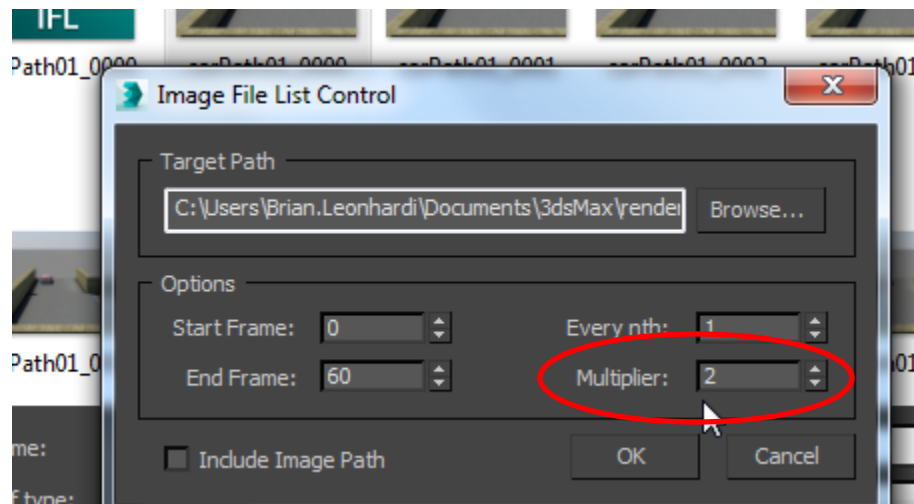


Adjust your End Frame to match the end of the current segment.



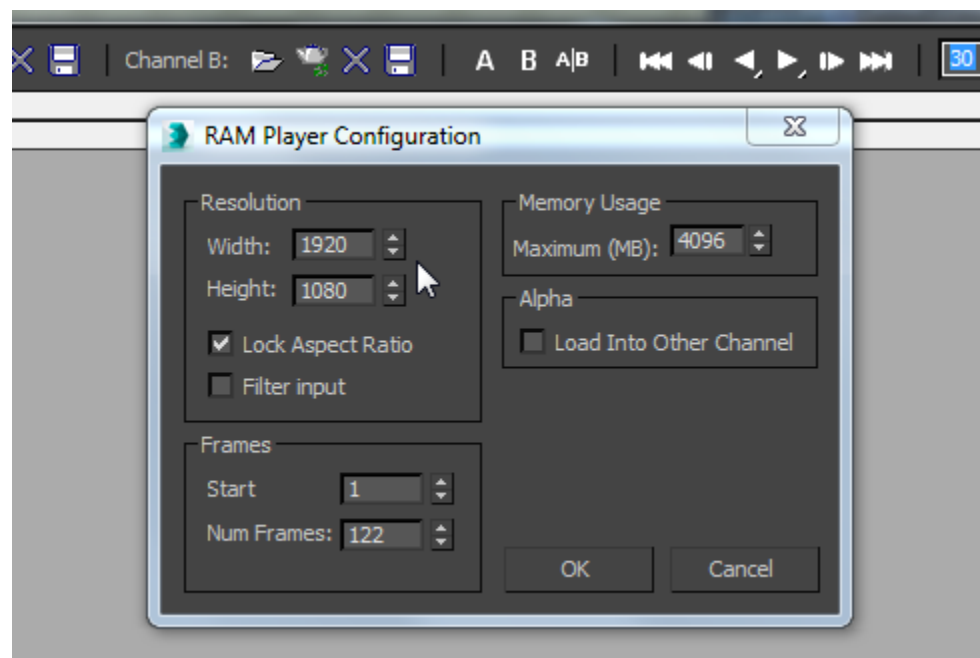
And now here's an excellent opportunity to create a segment in slow motion! (This is one of the benefits of working with segments of an animation, rather than an entire animation all at once—we can slow down different portions of the animation relative to other portions.)

To slow down the segment, increase the Multiplier value. This will multiply the number of images for the same number of frames. So for example, if you are rendering 30 frames with a Multiplier value of 4, the segment will then consist of 120 frames, but covering the same 30 frames' worth of action. Thus, it will take four times as long for that particular scene to play, which slows down the motion.

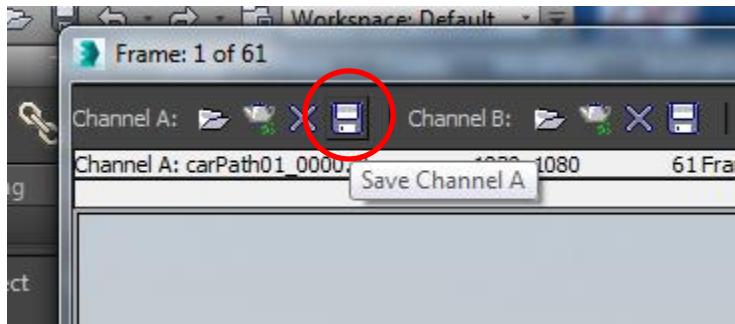


When you are satisfied with the settings, click OK.

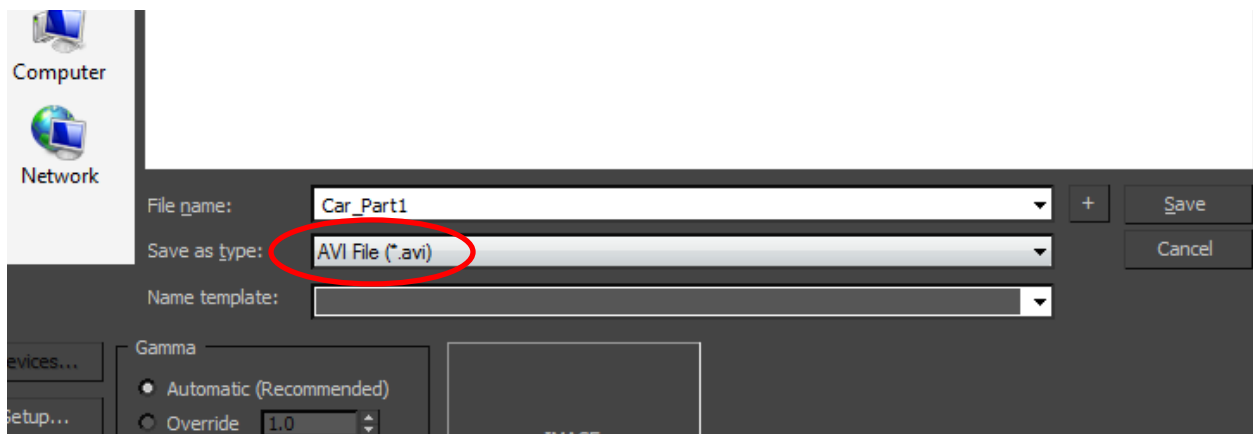
You should have already set up the frame dimensions before originally rendering the jpeg images, so you should leave the settings in the next dialog box as is, and click OK.



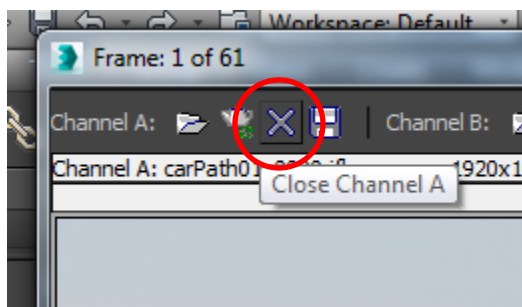
After the RAM Player has completed its work, make sure to click the floppy disk icon to Save Channel A.



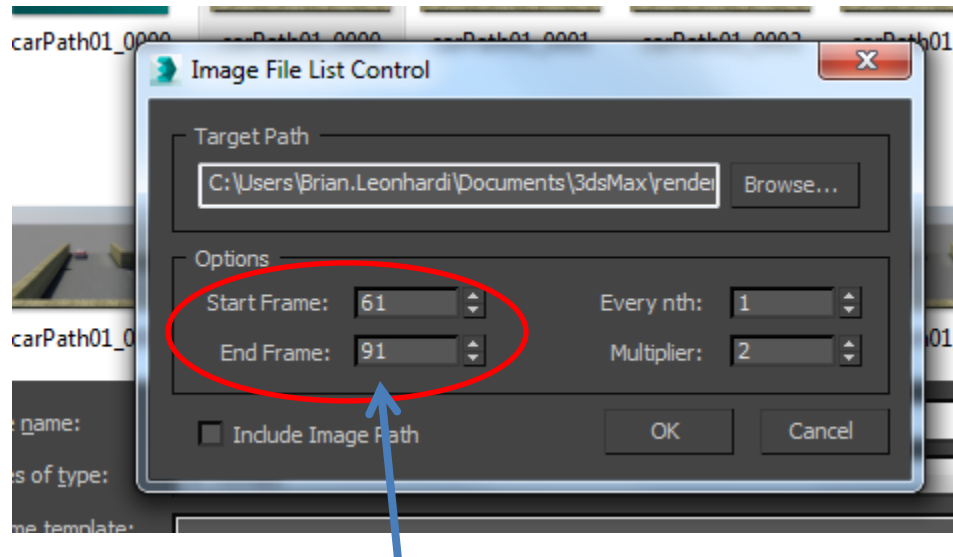
Set the file type to .avi, and name the file. You might want to include a segment number in the name, to help keep track of the sequence.



Close Channel A before moving on to the next segment.

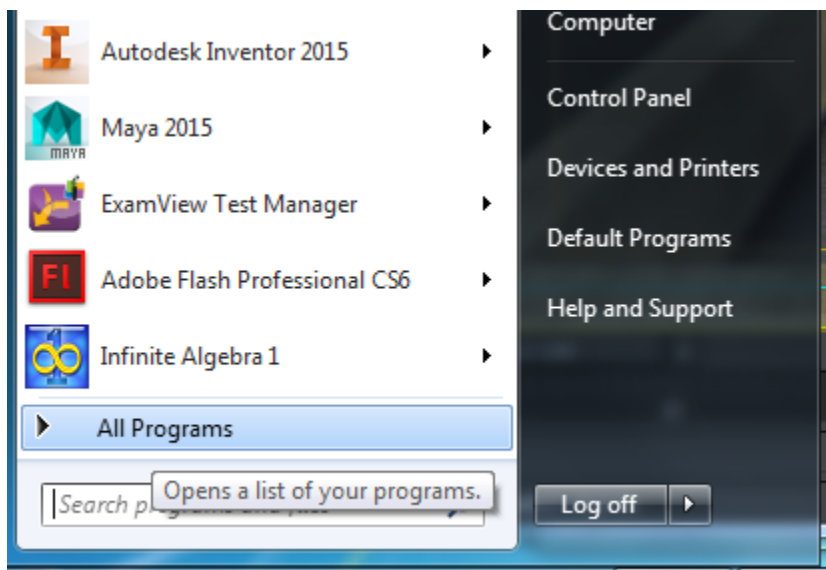


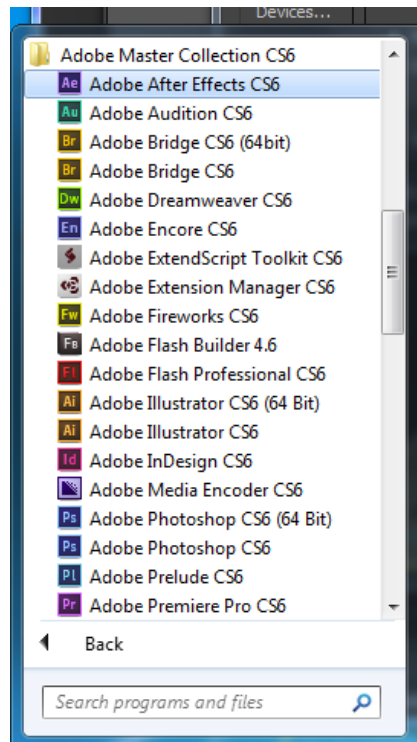
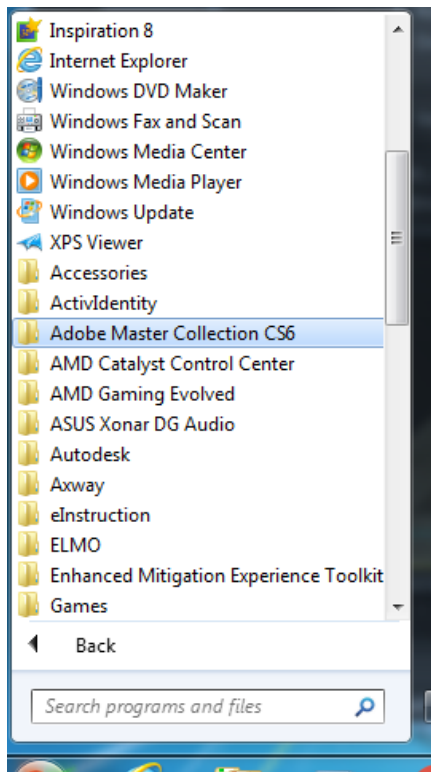
Go through the same process for each segment of your animation. Remember that when you set up the frame numbers in the RAM Player, you need to focus on the frame numbers of your original jpeg files, not necessarily the frames that appear in your 3ds Max timeline. For example, in our car animation, the second segment starts with frame 20 of the scene, but the corresponding jpeg has a suffix of 0061.



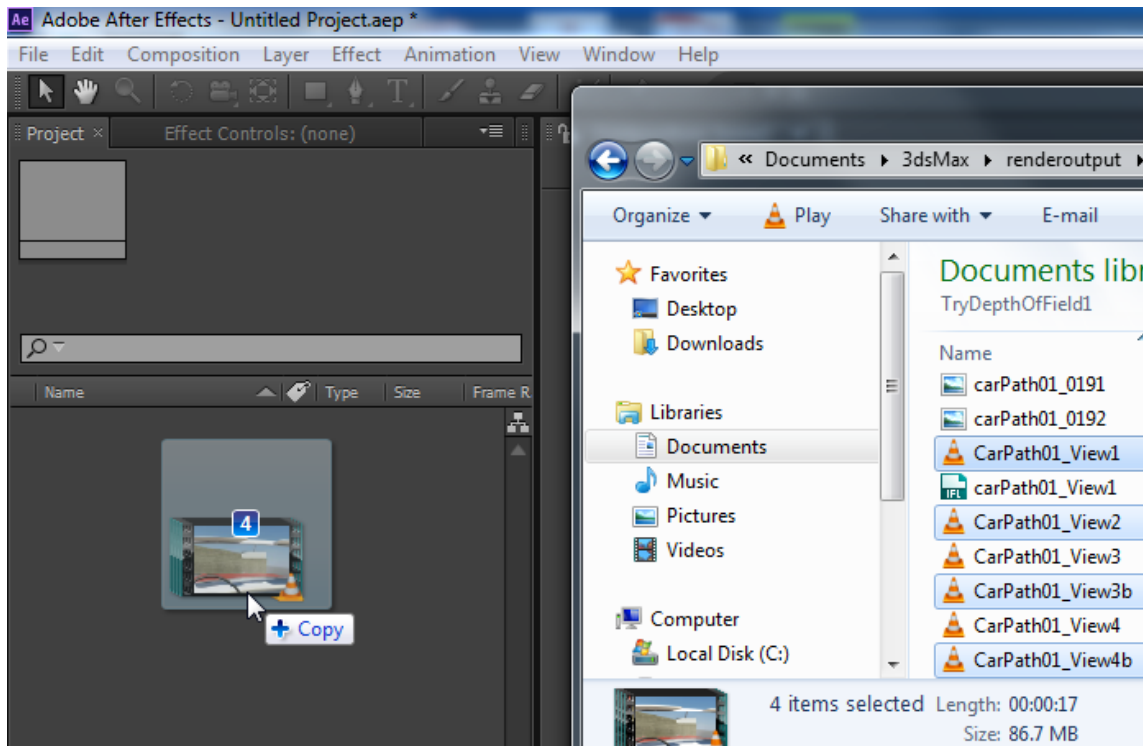
Images 61-91 actually match frames 20-50 in this segment.

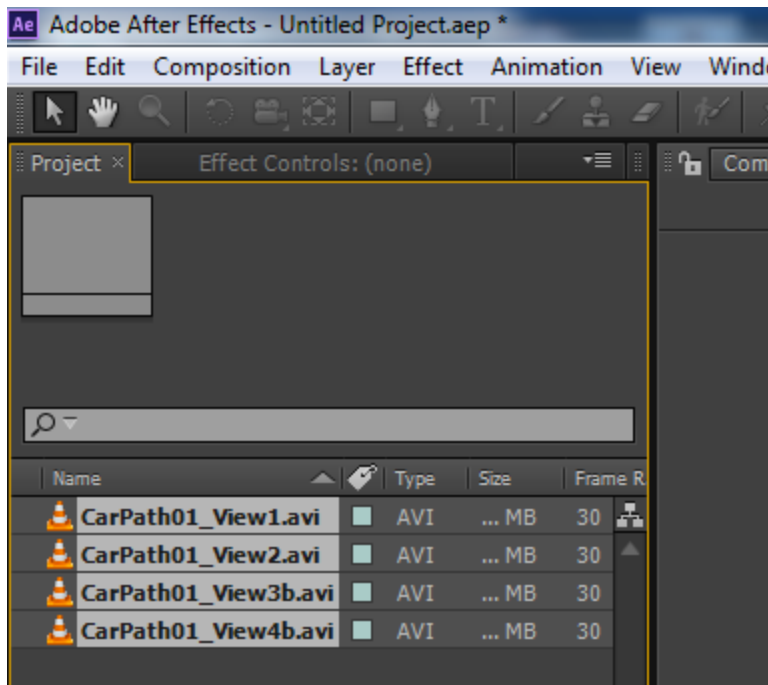
After completing the animation you should have one .avi file for each segment. Now we need to combine the segments. Adobe After Effects provides one means of doing so. Go to All Programs → Adobe Master Collection CS6 → Adobe After Effects CS6.



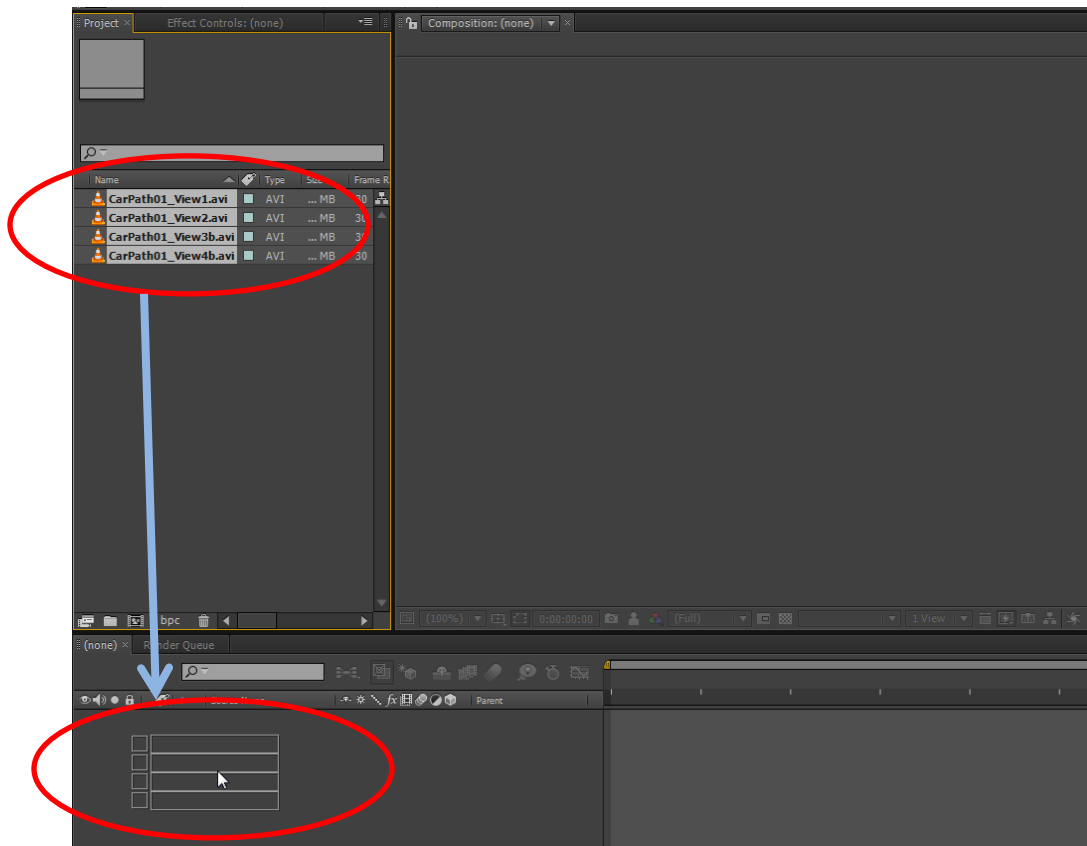


One quick way to bring all of your segments into After Effects is to click and drag them from a file manager to the Project tab:

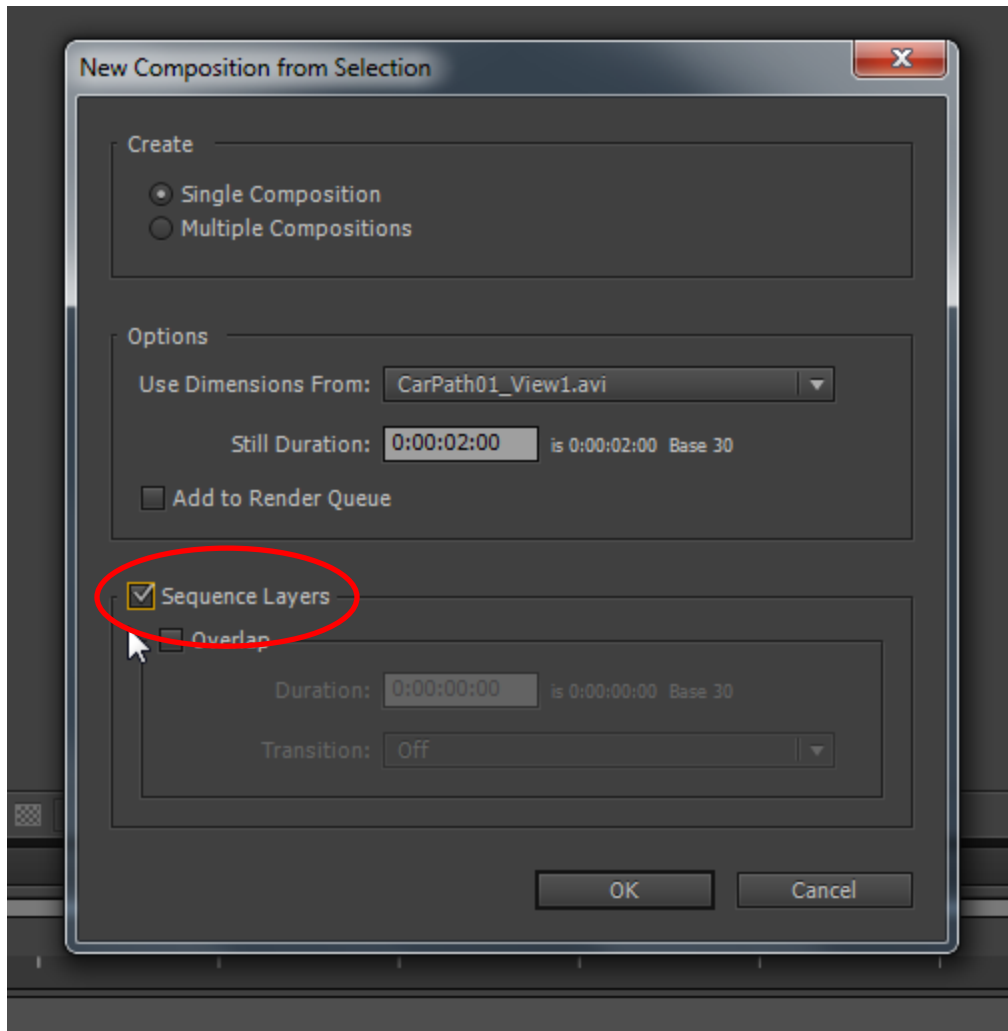




To combine the videos into one animation, click and drag all of them down to the timeline.

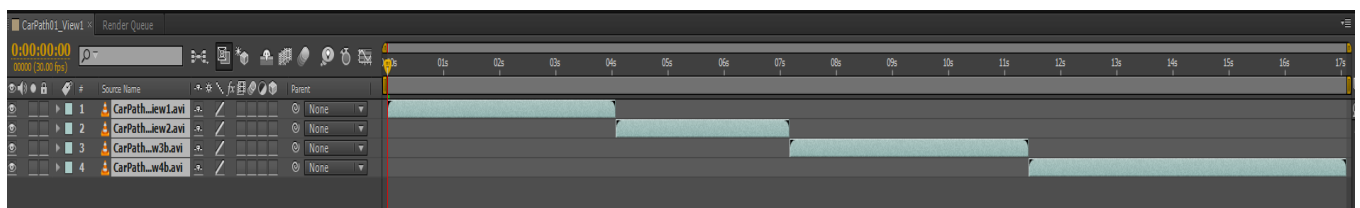


A New Composition from Selection dialog box will appear. Make sure to select Sequence Layers. Click OK.

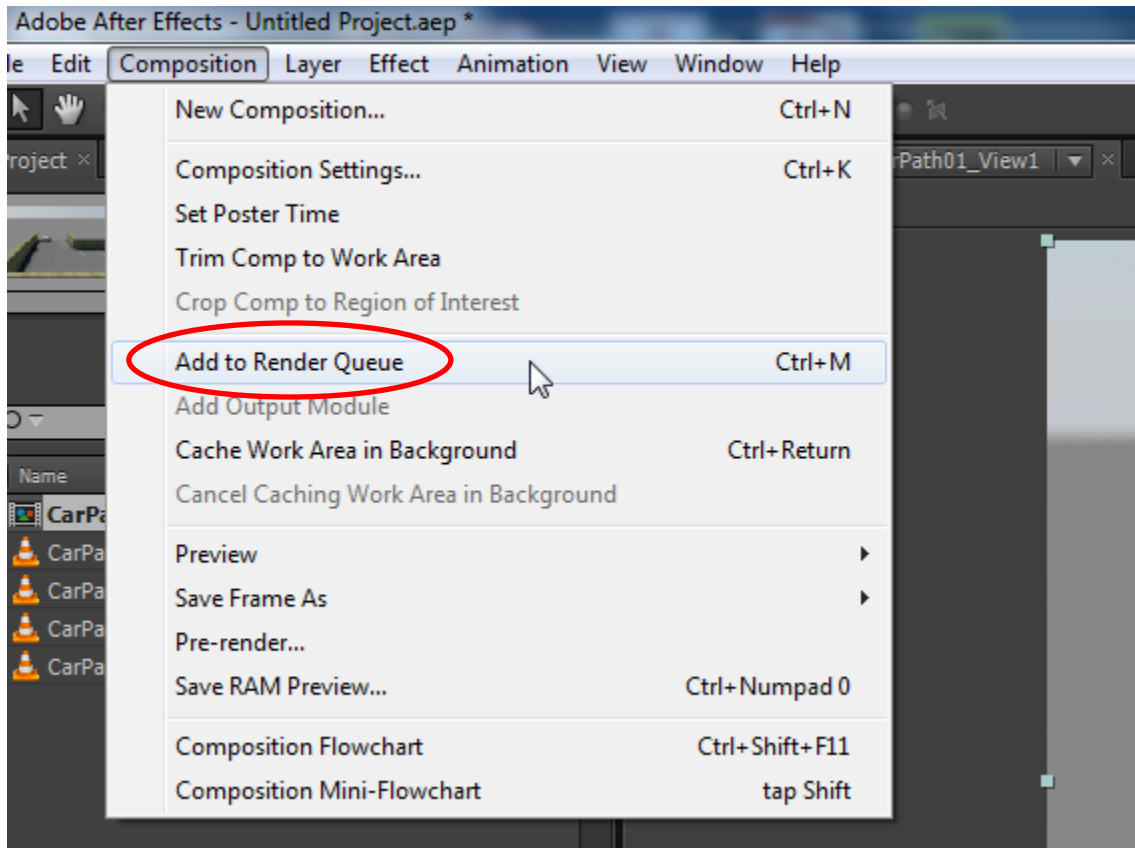


By the way, hopefully your segments were in the correct order before you dragged them into the timeline. 😊

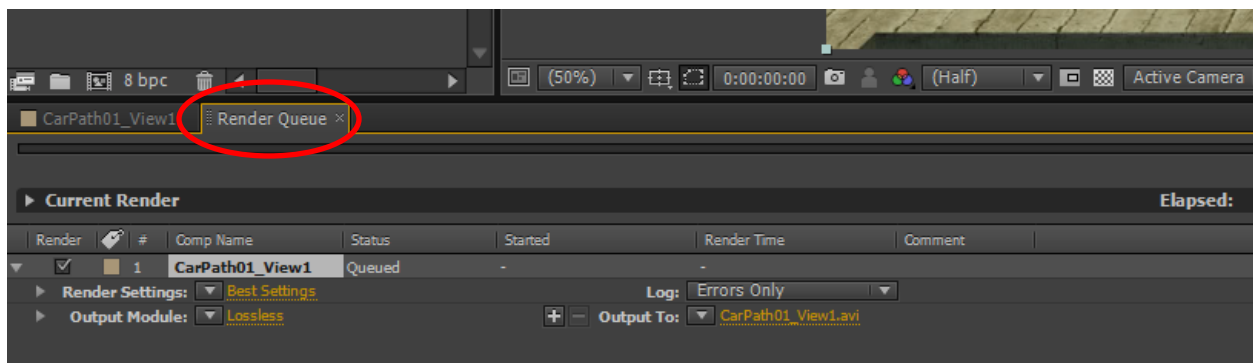
Your segments should now appear staggered, with a new segment beginning just as the previous one ends.



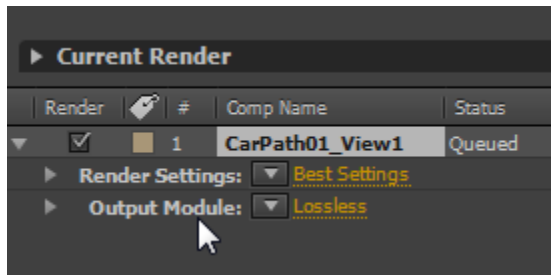
Once everything looks lined up, go to Composition → Add to Render Queue.



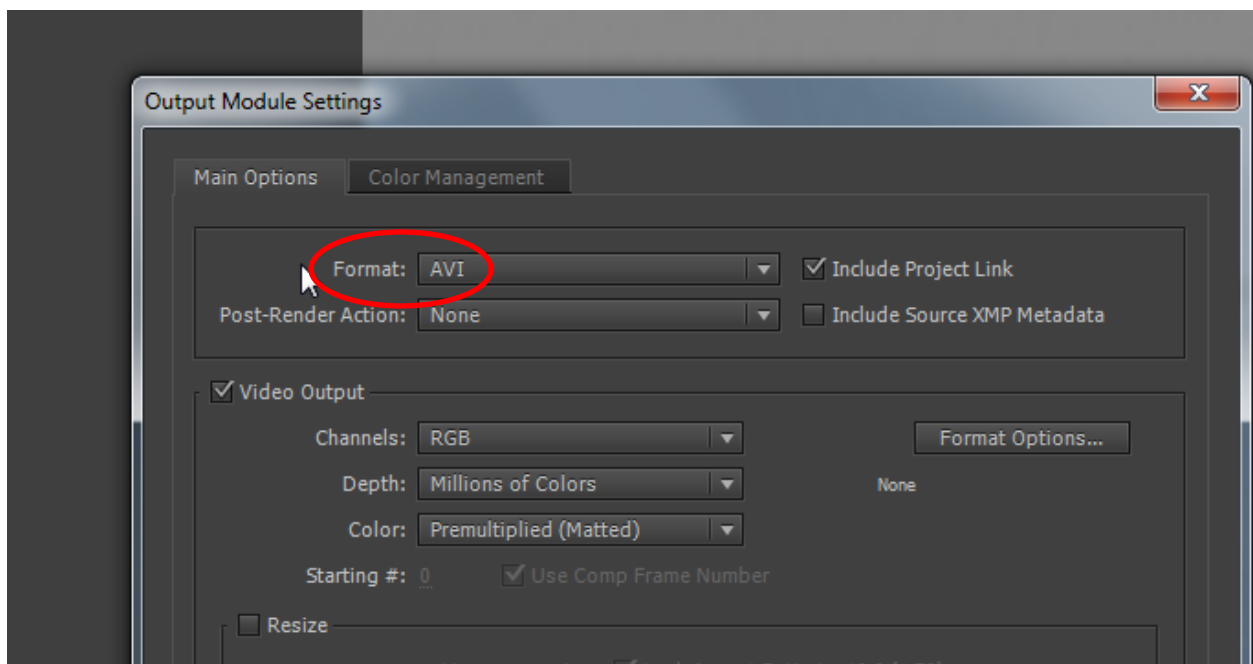
After Effects should automatically switch the view to the Render Queue tab:



Adjust the Output Module to your preferred settings:

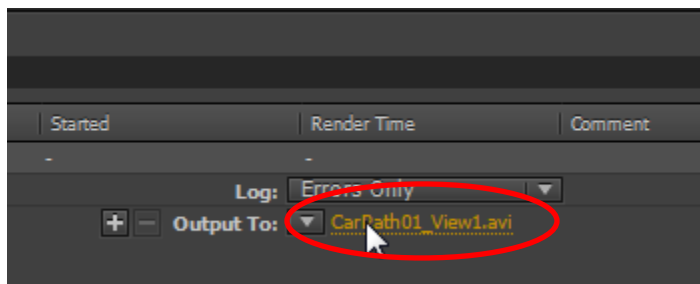


A lossless format would generally give rather large file sizes, so click on Lossless and try something like avi:

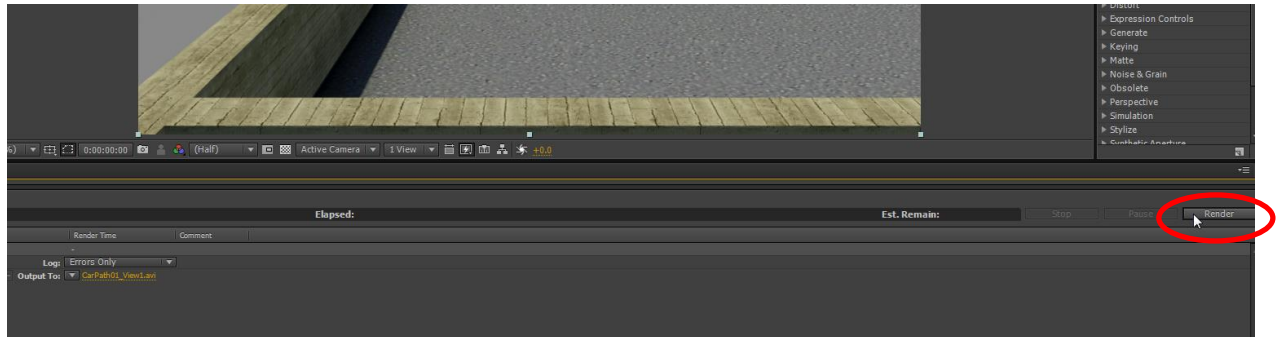


You can play around with some different Format Options, or just click OK.

Click the yellow type next to Output To in order to select your destination folder:



After choosing your destination folder and naming the final output file, click on Render, at the right side of the program:



You should now have one movie file, which contains several segments from several different points of view, possibly at various speeds!