

movie maker



ovieMaker builds and plays Video for Windows and QuickTime for Windows movies. Movies are built from a sequence of bitmaps in *bmp* or *dib* format. You must have Video for Windows installed on your computer before you can run MovieMaker.

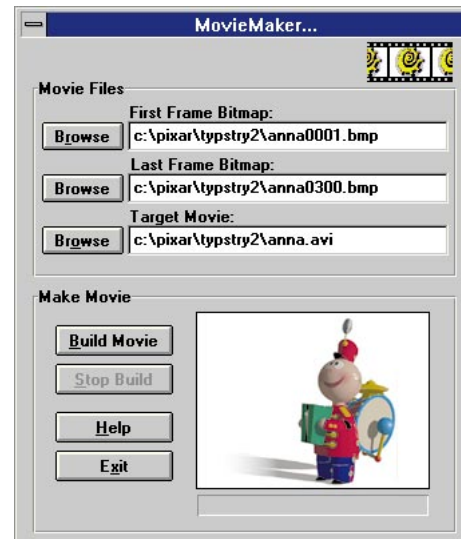
(You may have more frames, but may want to see only a part of the whole.)

4. Click the third Browse button to select the destination movie file. Valid extensions are *avi* for Video for Windows and *mov* for QuickTime.

Building a movie

Once you've rendered frames from Typestry, you can build a movie from the sequence of bitmap files. To do this:

1. Run the MovieMaker application.
2. Click the top Browse button to select the first bitmap in the movie sequence. This would be a file whose first four characters you set in the Make Movie dialog in Typestry. The second four characters (digits) are set by Typestry itself. Valid file name extensions are *dib* or *bmp*.
3. Click the second Browse button to select the last bitmap you want to include in the sequence.



5. Click on the Build Movie button. This brings up the Video Compression dialog. This displays any compressors installed on your system. Select the quality, key frame rate, and the playback rate if necessary. (See your Video for Windows documentation for more on this.)

6. Click on OK to start the build process.

Building a movie for playback on a Macintosh

If you want to play back your movies on a Macintosh using QuickTime, you must follow these steps:

1. The target movie must have *mov* as the extension.
2. The compressor you choose must exist on the Macintosh (for example, Cinepak).
3. After you transfer the file to the Mac, use ResEdit or a similar program to set the file type to MooV.

Note: Typestry's movies are created in 8-bit color (236 colors), and can be no larger than 320 by 200 pixels. For best performance, run your machine in 8-bit video mode when playing animations.

