

**Converting Animations
To Quicktime Movies
Using Maya Fusion Lite**

*Rob Gillespie
Student Consultant*

Date Issued: May 2001

The Beckman Institute
Imaging Technology Group
Technical Report 01-007

Copyright © 2001 Board of Trustees of the University of Illinois

The Beckman Institute for Advanced Science and Technology

Imaging Technology Group

405 N Mathews

Urbana, IL 61801

techreports@itg.uiuc.edu

<http://www.itg.uiuc.edu>

Converting Animations to Quicktime Movies Using Maya Fusion Lite.

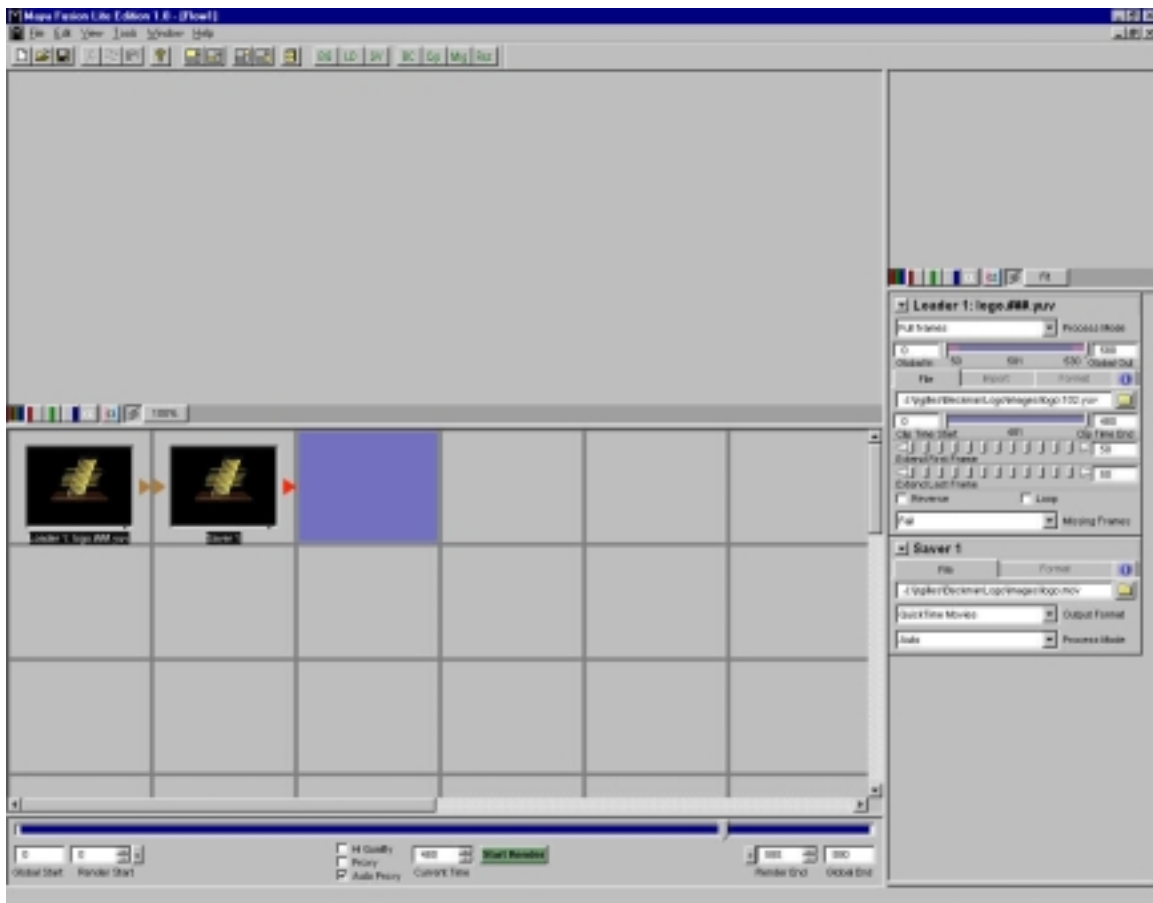
Rob Gillespie
Consultant
Visualization, Media and Imaging Laboratory

jrgilles@itg.uiuc.edu

Maya Fusion Lite is a very easy to use program. One of its features is the ability to turn a series of images, such as what would be rendered out of SoftImage or Maya, into Quicktime movies.

Starting Up the Program

Maya Fusion Lite is installed on every Windows NT machine running Maya or Soft Image. If you do not know which computers have these packages installed, you can ask a staff member or check the VMIL software page at <http://www.itg.uiuc.edu/software/windows.htm>. Next, run *Maya Fusion Lite* from the *Quickfind* in the *Start Menu*.

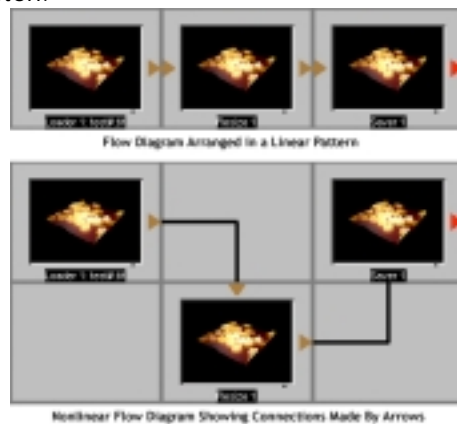


Setting Up a Loader

From the pull down menus in Maya Fusion Lite, select *Tools -> Loader*. This will create a loader, which is what you will use to load your rendered images. Click the arrow next to the loader title in the frame at the bottom right corner of the screen to expand it. Next click on the folder icon on the File tab. This will allow you to browse for the files. Select any file in the image sequence to load the animation. Any file in the numbered sequence will load the entire

animation. Once loaded, it will display the length of the animation directly above the folder icon. Underneath the animation length are options to extend the first and last frame of the animation. To do this just type in the number of frames you want them extended in the appropriate text field. You will now need to set up the time slider accordingly. At the bottom right corner of the main window there are two fields, titled Render End and Global End, which contain numerical values. These values need to be changed to match the length of the animation. Global End must be set before Render End, since you cannot render past the Global End. The total frames of the animation including the start and end frame extensions (if any) are displayed in the Loader properties directly above the folder icon in the field labeled Global Out. With this done, it is time to set up the Saver.

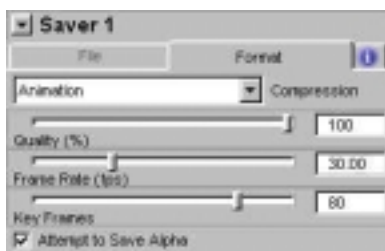
Resizing the Images: To resize an image you will need to add a resizer between the *Loader* and the *Saver*. You can do this by having them all in a straight line going from *Loader* to *Resizer* to *Saver* or you can arrange the components nonlinearly by connect the arrows to show the flow. You can do this by holding the left mouse button down over one arrow, dragging to another arrow, and releasing the button.



In the *resizer* properties, there are two sliders which allow you to set the new height and width of the images. There is also a checkbox under the sliders, which will lock the image proportions. It is recommended that the image proportions be locked to preserve the aspect ratio of the original images.

Setting Up a Saver

To set up the saver, select *Tools* -> *Saver* from the pull down menus at the top of the screen. This will put a saver directly to the right of the loader if nothing was touched in the layout window. If you have done anything in the layout window, you will need to click the square directly to the right of the loader and then select *Tools* -> *Saver* to get it positioned appropriately. The Saver properties will appear right under the Loader properties. Click the arrow next to the Saver to expand it. Click on the folder icon under the file tab. Browse to where you want to save the Quicktime, type in the name you wish it to be called, and set the file type to Quicktime.



Compression: Click on the format tab in the Saver properties. This will allow you to select what kind of *compression* you want. For no compression, select none from the pull down menu. The best quality compression for web use is Photo - JPG. Animation is also good, but the file size will be larger, so it is not ideally suited for web Quicktimes because of the increased download time. If you are planning on bringing the QuickTime into another editing program such as Adobe After Effects, you may also want to chose No Compression so your data will remain in its original state. This Will lead to a large file tho, which is not suitable for many purposes. Some of the other compression schemes will allow you to greatly reduce the size of the quicktime with some affect on the quality of the images. The best way to see how they affect your animation is to try them and view them.

Quality: The next attribute is the *quality*. You can set this between 0 and 100, with 100 being highest quality. Again, this is a balance between the size of the Quicktime and the quality of it.

Frame Rate: Next you can set the *frame rate*. 30 frames per second (fps) is what you would normally see on video. By reducing this, you can siqnificantly reduce the size of the Quicktime movie, but reducing it can make you see jumping between frames. For Quicktimes being put onto the web for download over slower connections such as a modem, 15 fps is often used. Again, the best way to see how this affects your animation is to try it and then watch the Quicktime.

KeyFrames: The last slider, which is only available for some of the compressors, is *KeyFrames*. This sets up keyframes throughout the animation, and the animation is interpolated between those key frames. The higher the key frames the better quality the animation will be. If you do not see any setting for this, then the compressor you chose does not use this technique.

Attempt to Save Alpha: The last option under the saver is *Attempt to Save Alpha*. This tells the program to try to preserve transparencies. If you have any sort of transparency attribute in your animation and you are planning on bringing the QuickTime into another editing program, then you should have this box checked. If you have no transparencies or are not bringing the QuickTime into any other editing program this box should be unchecked.

Rendering

You are now ready to render. In the bottom center of the screen there is a green button, which says *Start Render*. Click this button and the Quicktime movie will be rendered out into the specified save location.