



3D Animation/Video

Making the Project into a Movie

Up to this point your video has only been a Final Cut document. That means that it would only be able to be seen on computers that have Final Cut. That wouldn't be very practical since Final Cut is only available for the Mac and you would want your movie to be playable on other computers such as the "Windows" boxes. This lesson will teach you how to make your video into a movie that can be played on most all computers. You will be turning in a couple of Screen Shots and the finished movie in a folder that should be named "YourName.Quicktime".

Quicktime:

Quicktime is Apple's solution to video on computers. Apple was the first to develop a usable way to present videos on computers. They made it so that other computers besides those made by Apple could have Quicktime as well. Windows users can download Quicktime from Apple's website so that they can view Quicktime video too. Now days most Windows computers will come with Quicktime all ready installed. Microsoft later developed their "Windows Media Player". It is used some by professionals, but Quicktime still tends to be the "industry standard". Another company called "Real" developed their own video player called "Real Player". Sometimes these players will run the same video, but more often you have to have the correct player to run each type.

Exporting to Quicktime:

Once you have completed your movie in Final Cut you will need to export it to a Quicktime movie. Quicktime movies can be distinguished by the .mov at the end of the file's name. The following are the instructions for making the Final Cut video into a Quicktime movie:

1. Go to File>Export>Using Quicktime Conversion... (See Fig. #1) You should see a "Save" window open.
2. Type in the name of your movie, but don't get rid of the .mov extension. Mac computers don't need the extension, but Windows needs the extension so it will know which program to use to open the movie.

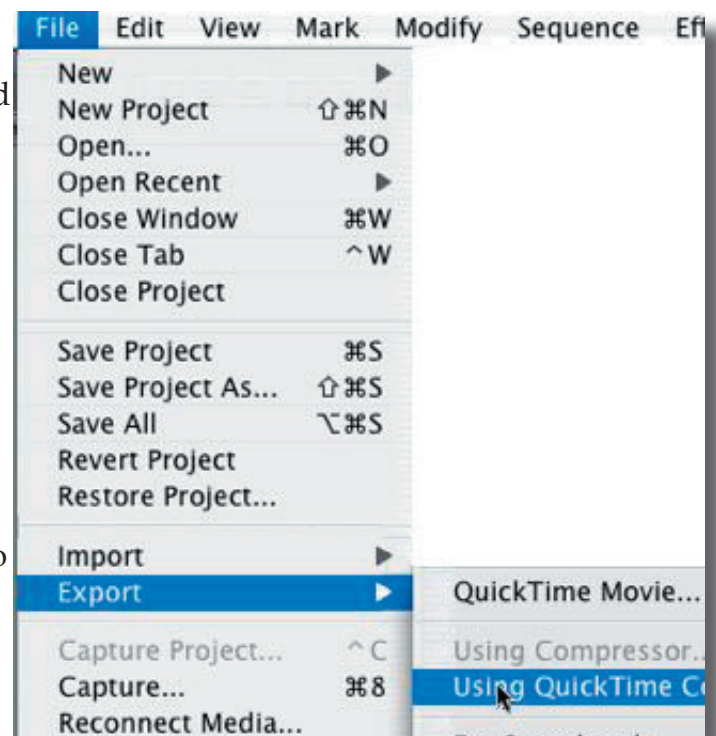


Fig. #1 Export

3. Click on the Options button in the “Save” window. See Fig. #2.



Fig. #2 Quicktime Options

4. A window called “Movie Settings” will appear. In this window various settings for the final movie can be changed. Click on the “Settings” button. See Fig. #3.

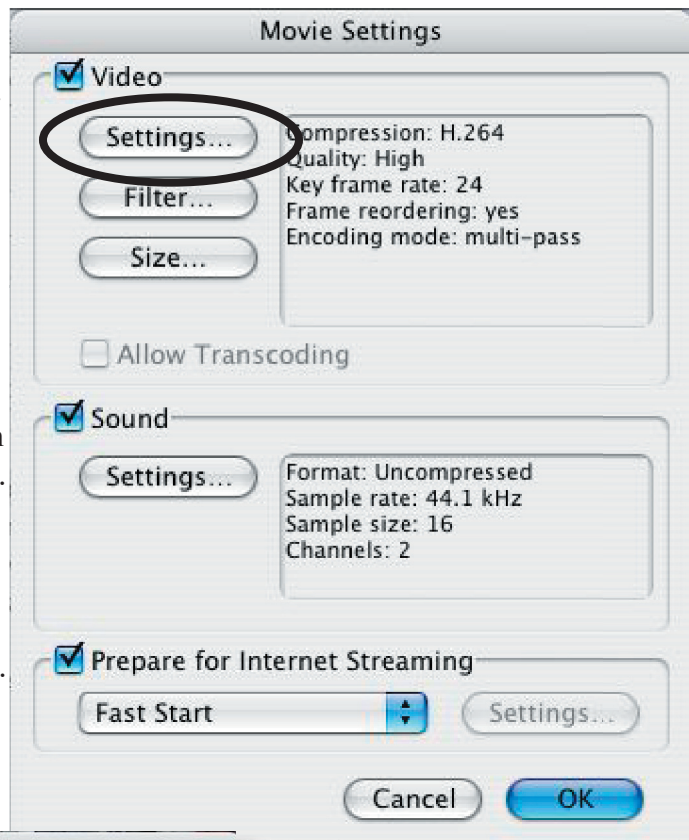
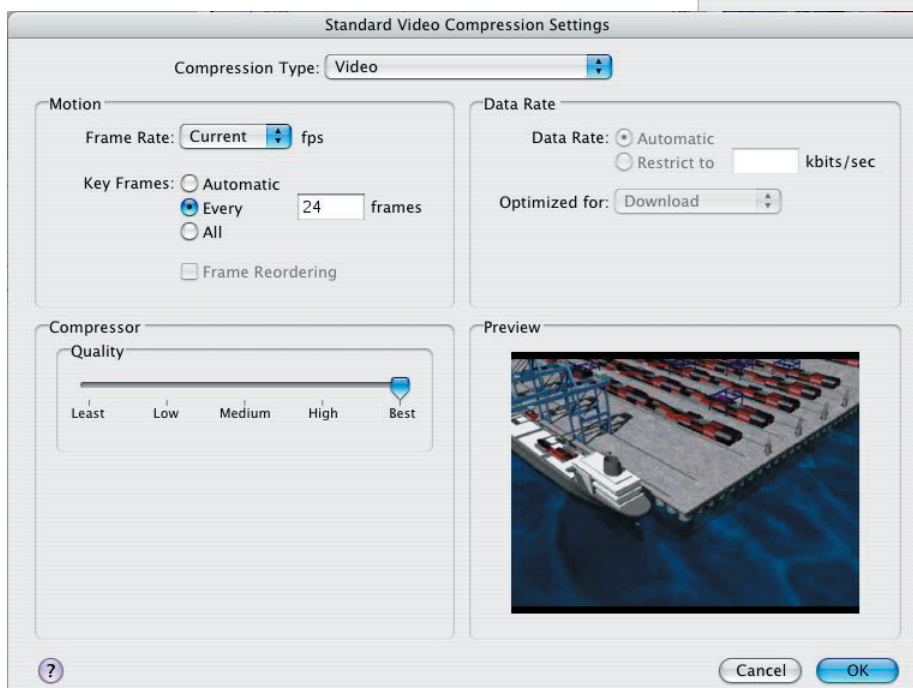


Fig. #3 Movie Settings

5. In the “Standard Video Compression Settings” window you are able to adjust the compressions settings for the movie. By clicking on “Compression Type” button, you can change the type of compression. These will alter the size and quality of the final movie. For our movie we will set it to Video. Make sure each of the other settings are the same that are in Fig. #4 and then do a **Screen Shot** to show you did it. Then click on ok.

6. Then click on the “Size” button and then “Use Custom Size”. The size needs to be in a 4/3 ratio. Let’s change out width to 480 and the height for 360. This should give us a little smaller movie that will render faster. Do a **Screen Shot** to turn in. Then click on “OK”.



7. Back in the “Save” window go ahead and click on “Save” and the rendering/saving process will start. This process will take a long time. If you need to have me start it after school let me know. After it is completed turn in a copy of the movie with the **Screen Shots** for your grade for this lesson.

Fig. #4 Compression Settings