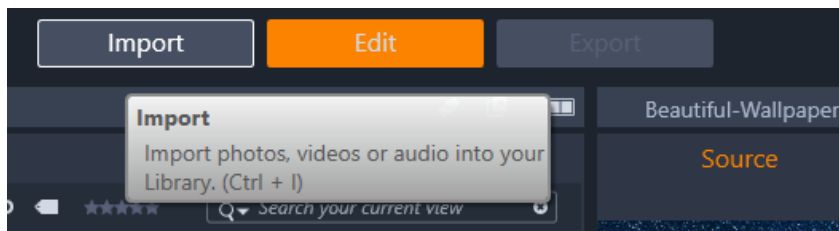


Creation of an animation in Pinnacle Studio 21

The following animation shall have a ball move around the screen to various positions and change to different colors in the process.

Step 1:

Import the background view into pinnacle studio, could be an image or video. For this example, we shall use an image.



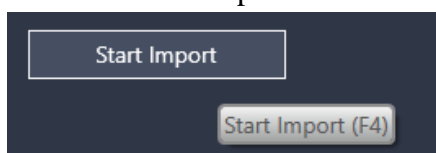
Step 2:

Browse for the folder containing the image and select it.



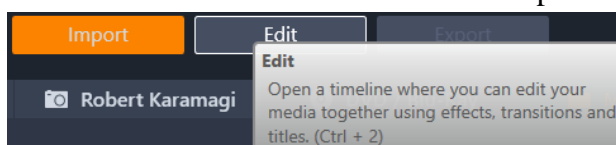
Step 3:

Select the start import button or F4.



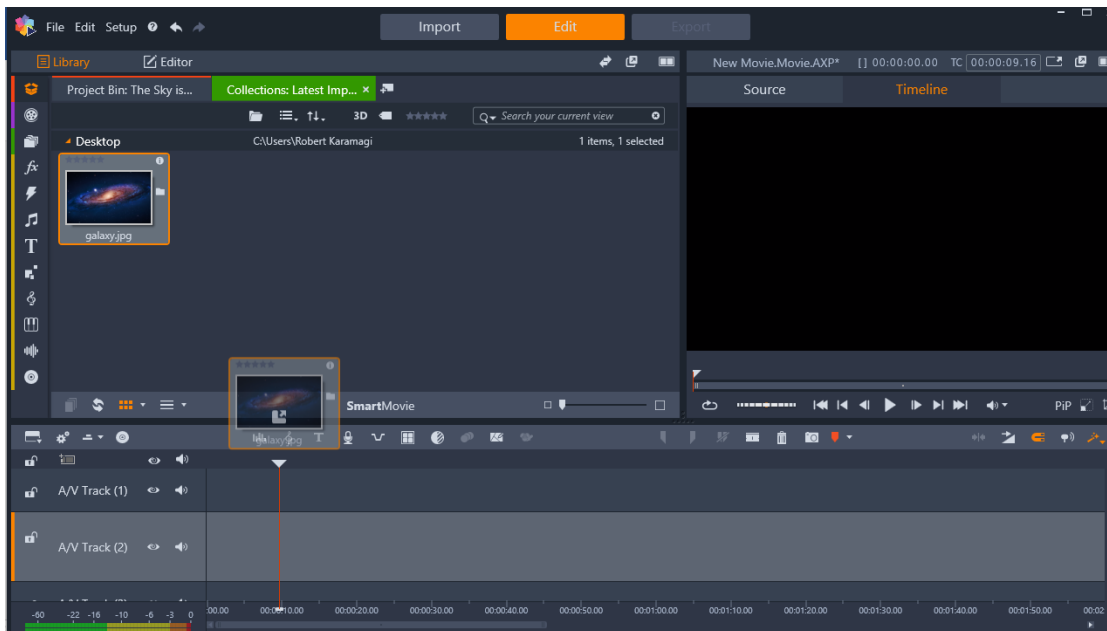
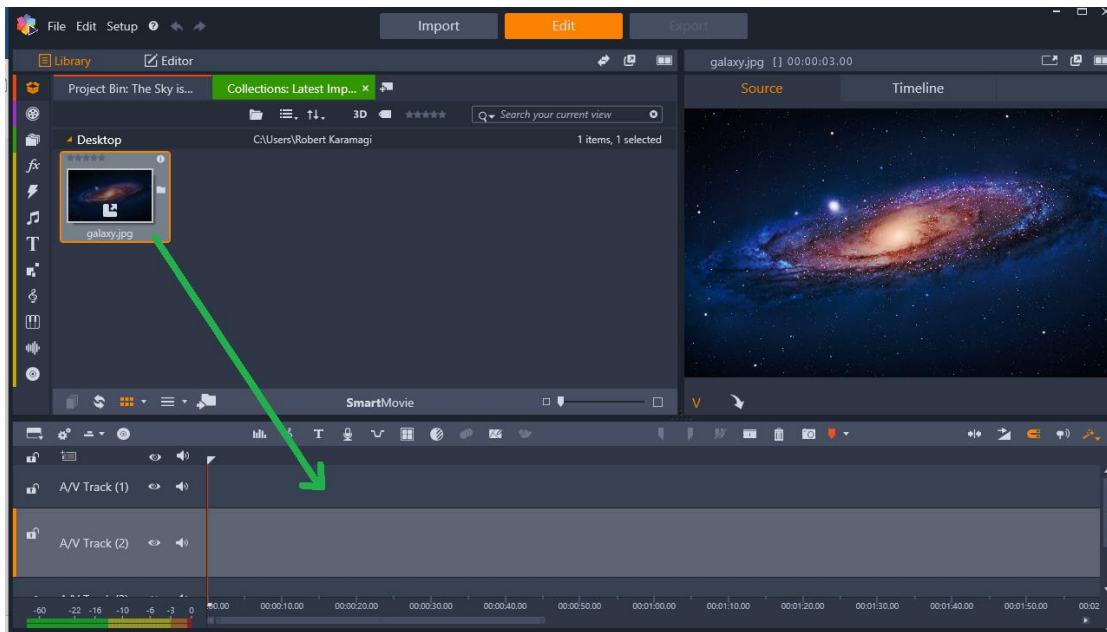
Step 4:

Select on the Edit Tab as shown from Step 1.



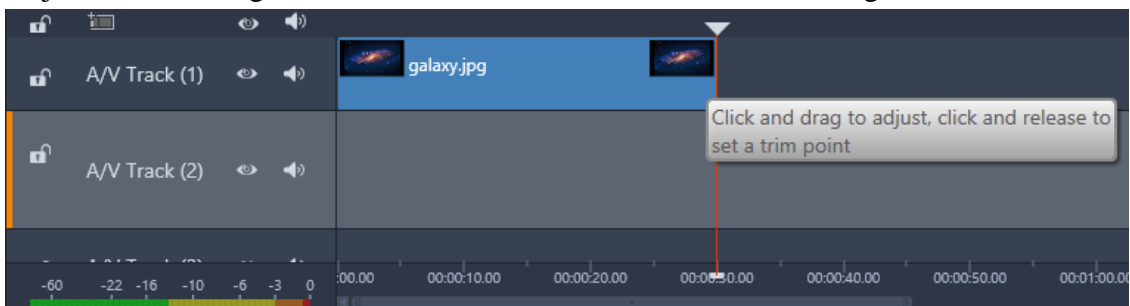
Step 5:

Drag the galaxy image with the left-click of the mouse and drop it into the audio/video track.



Step 6:

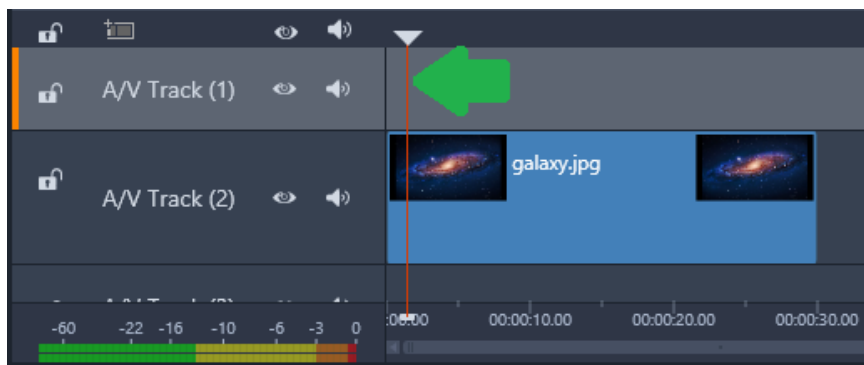
Adjust the time length for the frames that shall contain the still image.



Step 7:

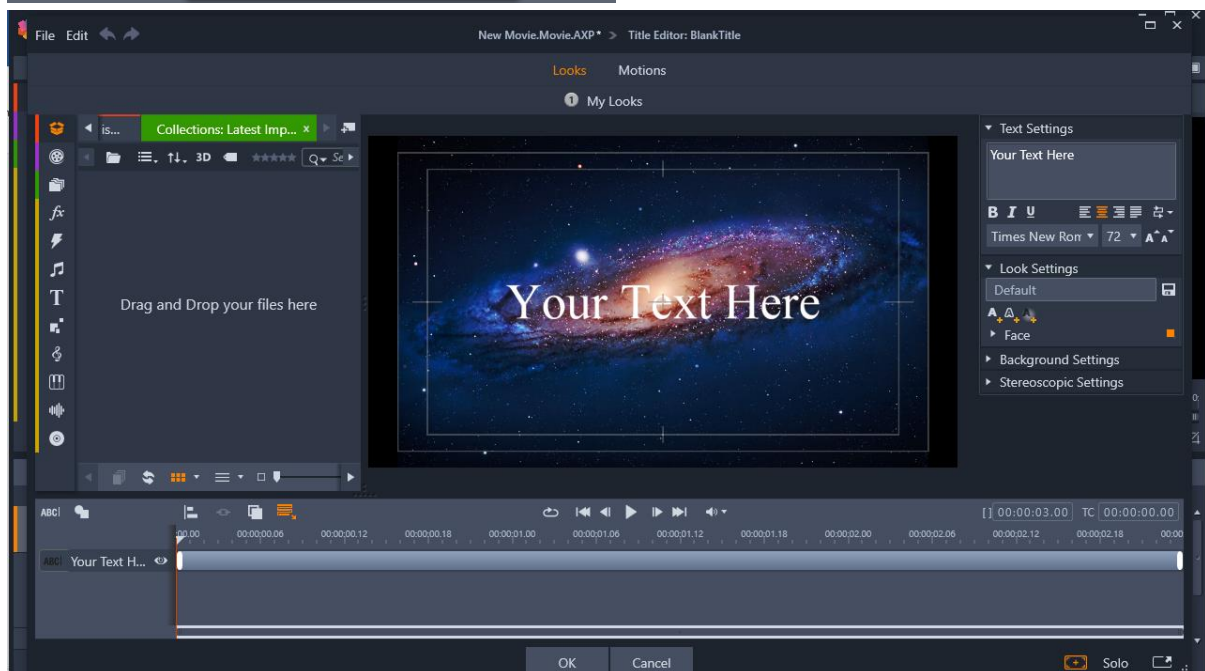
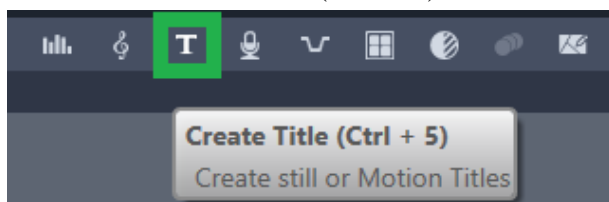
Since we want to create an animation on top of the image, we must lower the image on the A/V track 1 (galaxy.jpg) to the A/V track 2 and place all the desired things to animate on A/V track 1.

Position the red pointer to where you intend to start the animation. Make sure that you have selected the A/V track. (It shall be highlighted when selected)



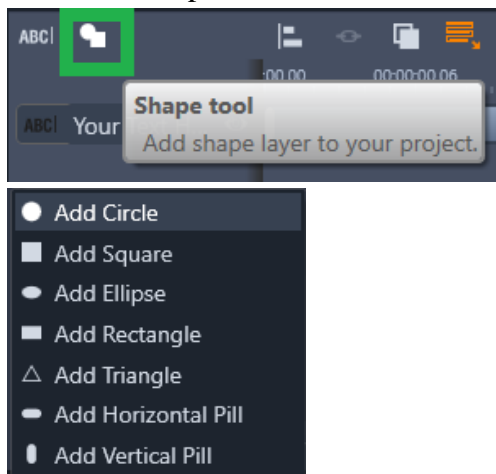
Step 8:

Select the create title or (Ctrl + 5)



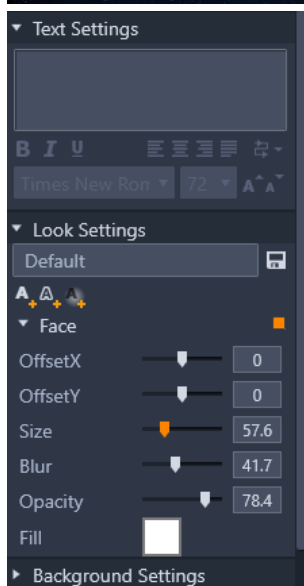
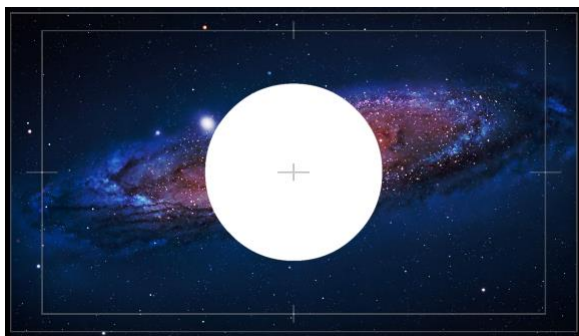
Step 9:

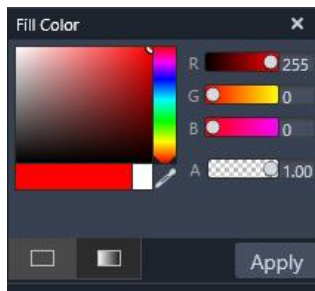
Remove the “Your Text Here” Text box by clicking on it and pressing the Delete key.
Select the Shape Tool and Add a Circle.



Step 10:

We shall edit the white circle under Text Settings → Look Settings → Face
We may change the size, blur, opacity and color to our wish.



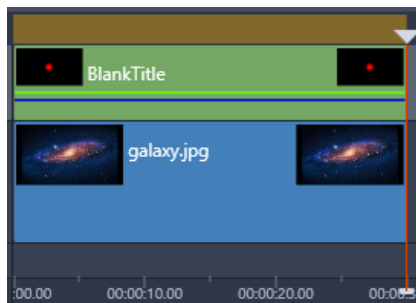
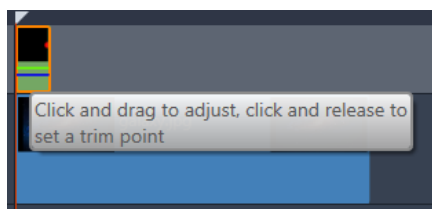


Click OK to accept the changes



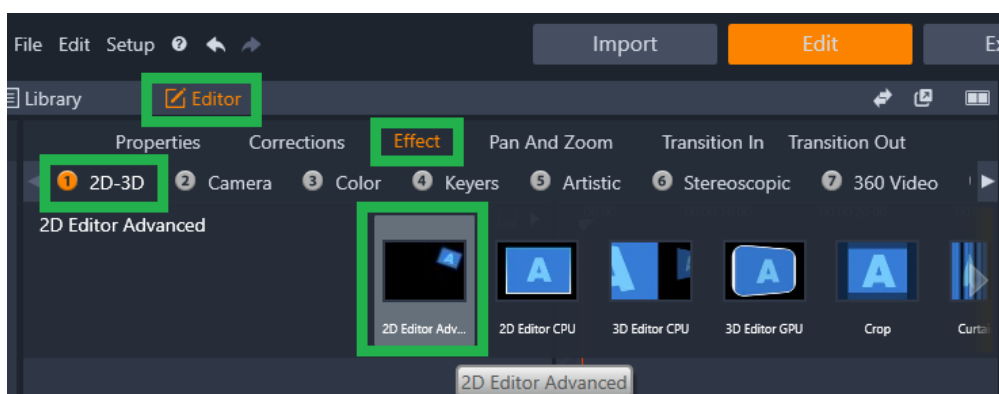
Step 11:

Drag the Title along the timeline to extend the time it appears across the frames.



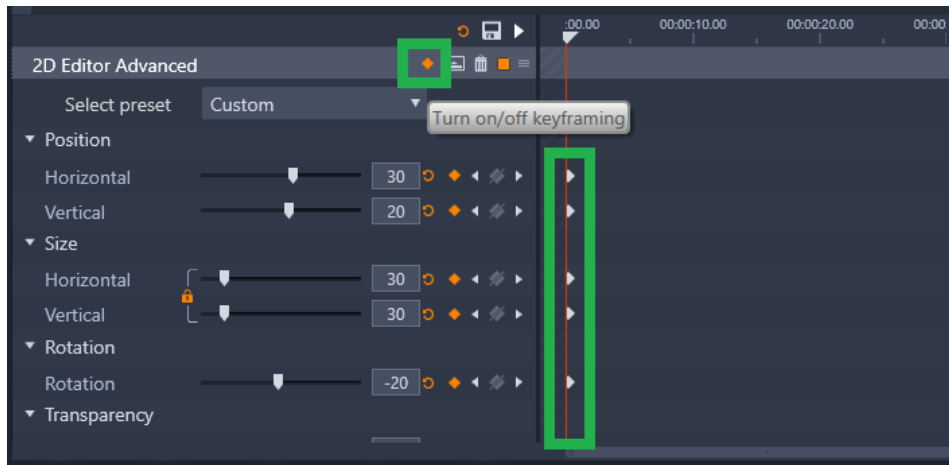
Step 12:

Select the Title labelled (Blank Title) by clicking on it once on the track and select the Editor → Effect → 2D-3D → 2D Editor Advanced.



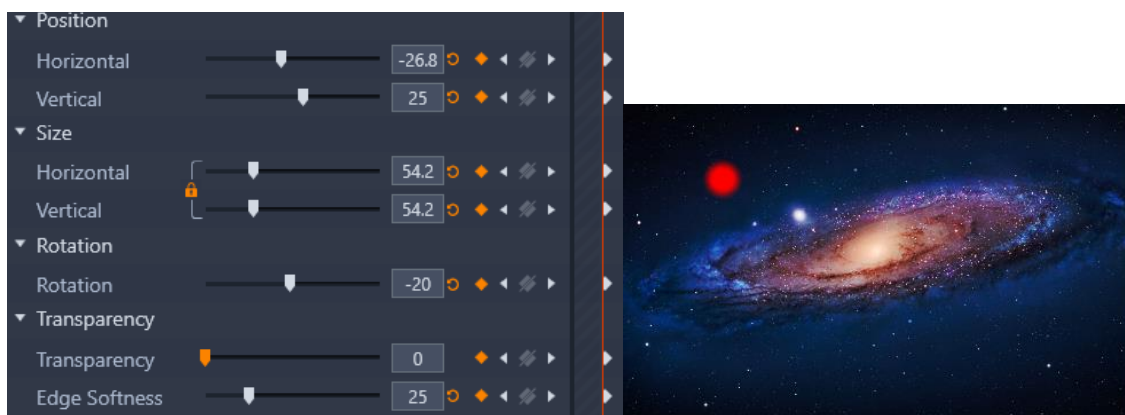
Step 13:

Turn ON the keyframing to allow the circle shape we created to have different visualizations for different timings in the animation.



Step 14:

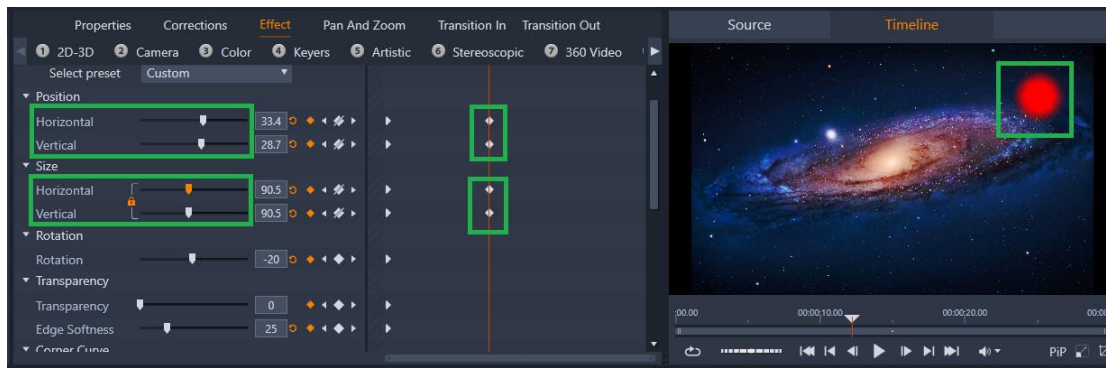
Adjust the position: horizontal and vertical, size, transparency and other properties you feel like for the first key frame in the timeline.



Step 15:

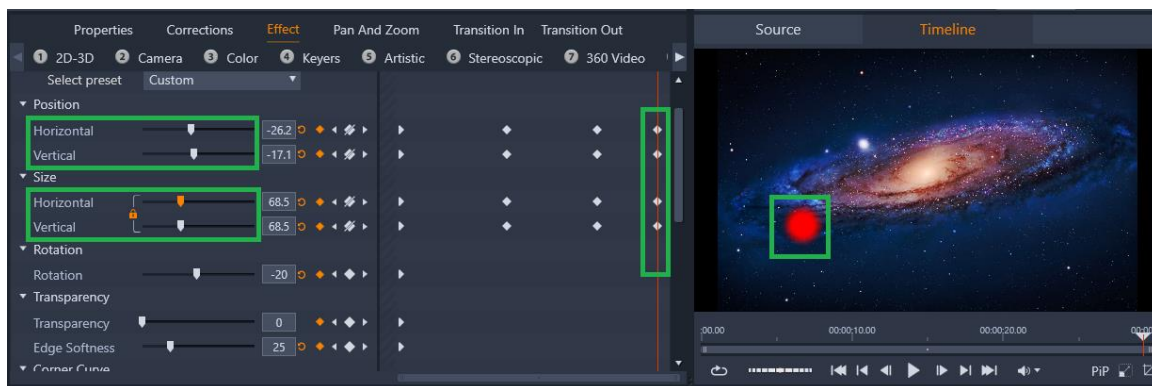
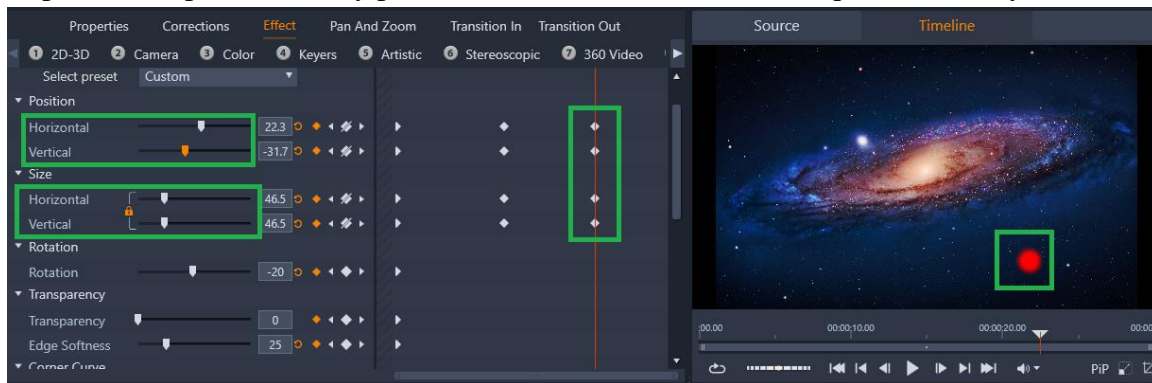
Move the red pointer to the next point in the timeline where you desire the changes and vary the position and size of the circle shape.



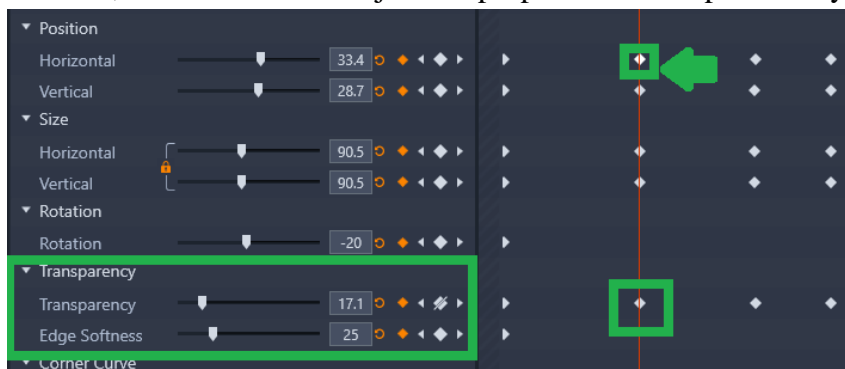


Step 16:

Repeat the steps for as many points in the timeline to suite the requirements of your animation.



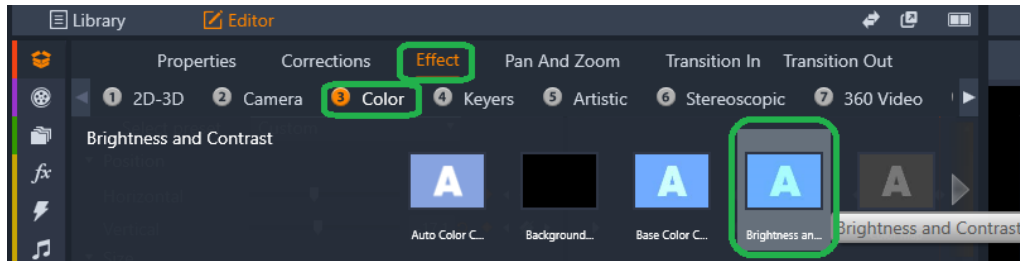
If you intend to re-adjust a feature later you may simply navigate to the keyframe in the timeline, click it once and adjust the properties at the specific keyframe.



Step 17:

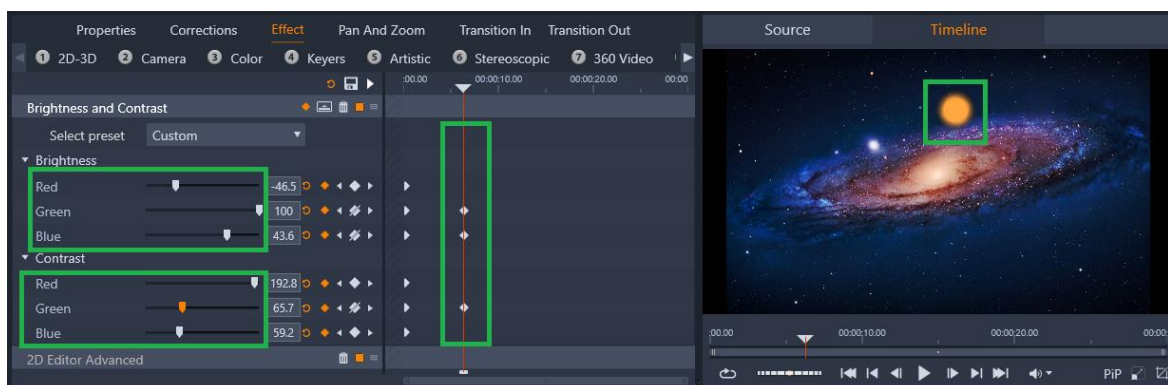
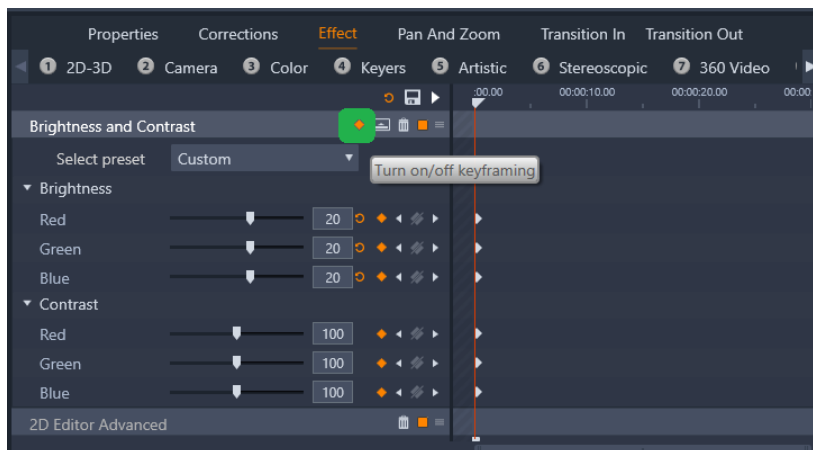
Next, we want to change the color of the circle shape which is our animated “star” at various points in the timeline.

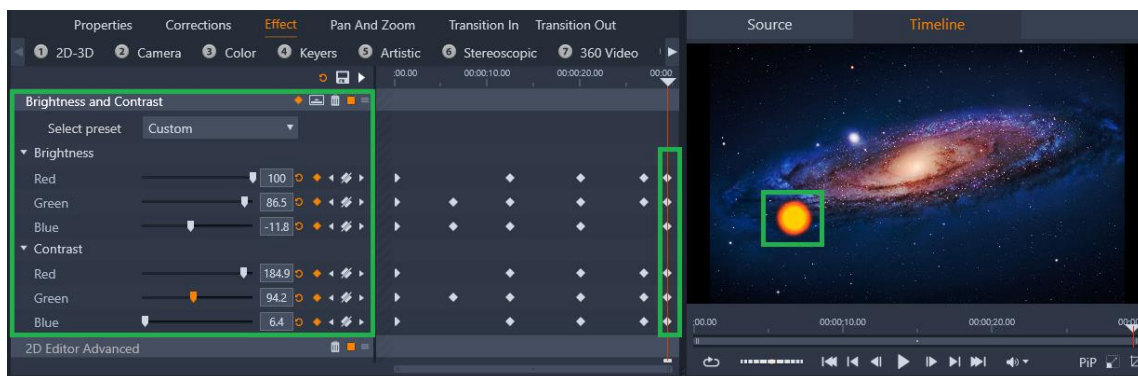
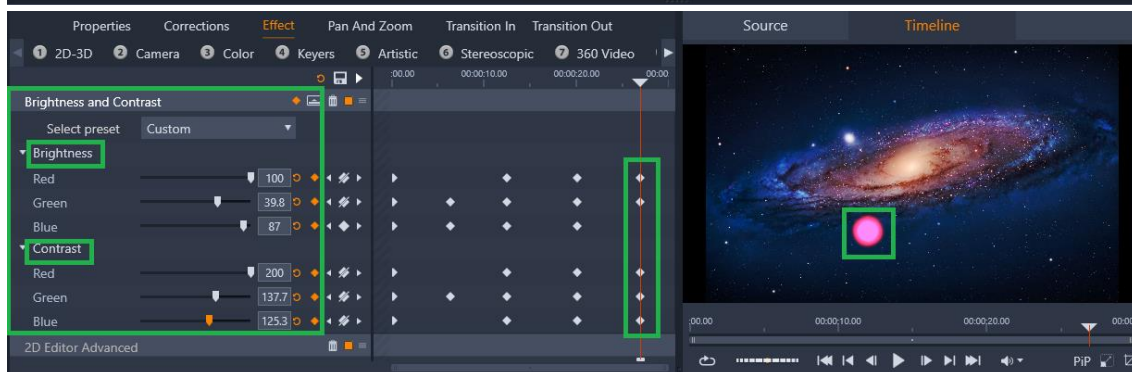
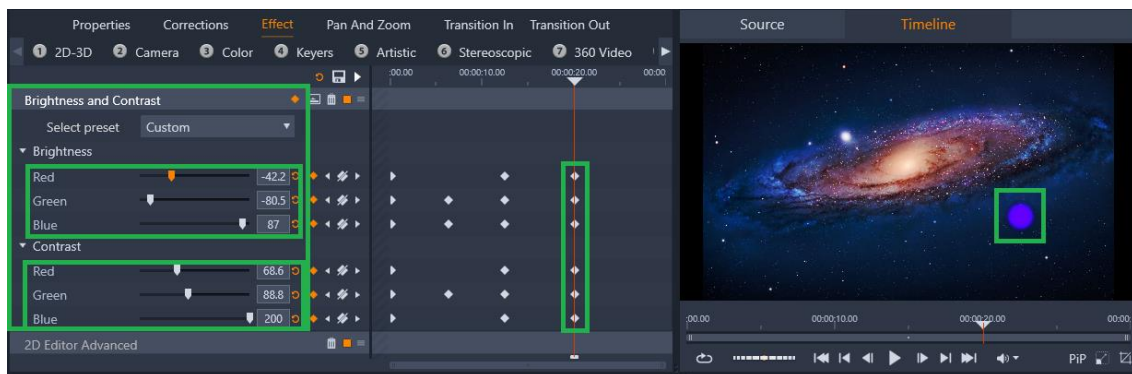
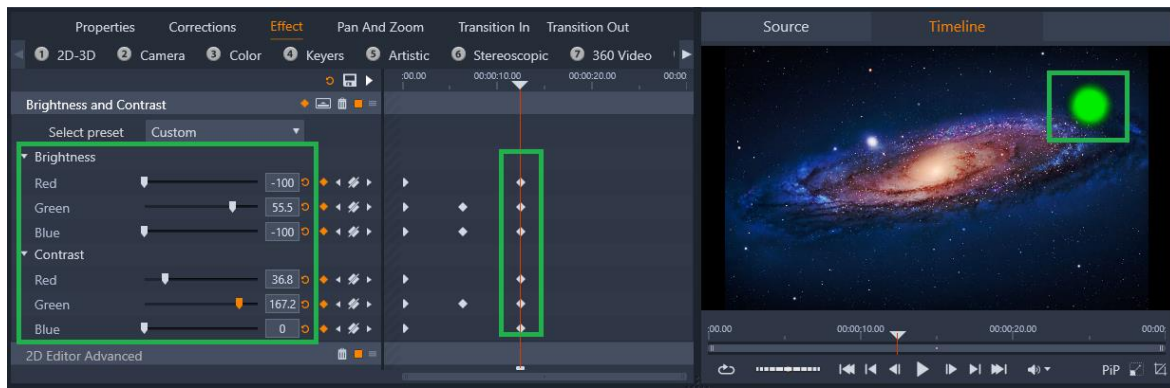
Editor → Effect → Color → Brightness and Contrast.



Step 18:

Turn on the keyframing and repeat the steps 14 – 17, but this time for adjusting the Red, Green and Blue Brightness and Contrast for the various keyframes in the timeline.

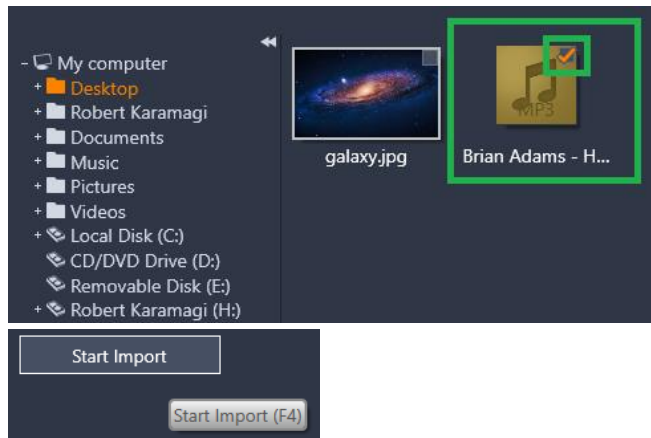




Step 19:

To add audio to the animation, repeat steps 1-5 and import an audio track.
Select the Import tab.

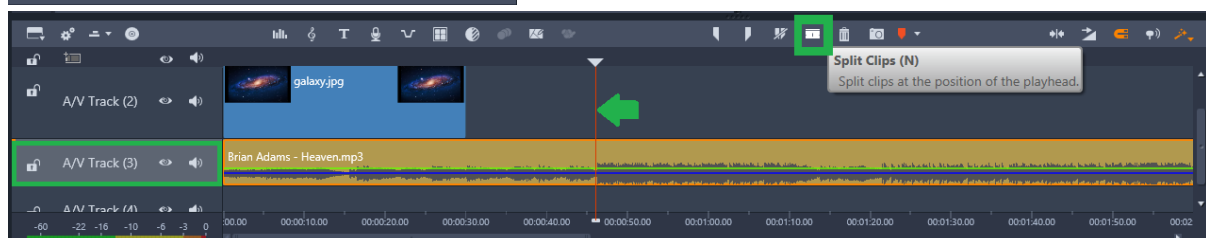
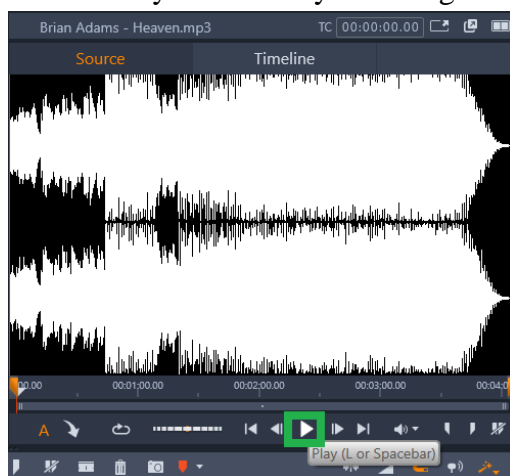
Browse to the directory containing the audio track and select it by clicking the check box with the audio and unmarking all other checkboxes with unwanted files. Import it into the animation by pressing Start import or (F4)



Step 20:

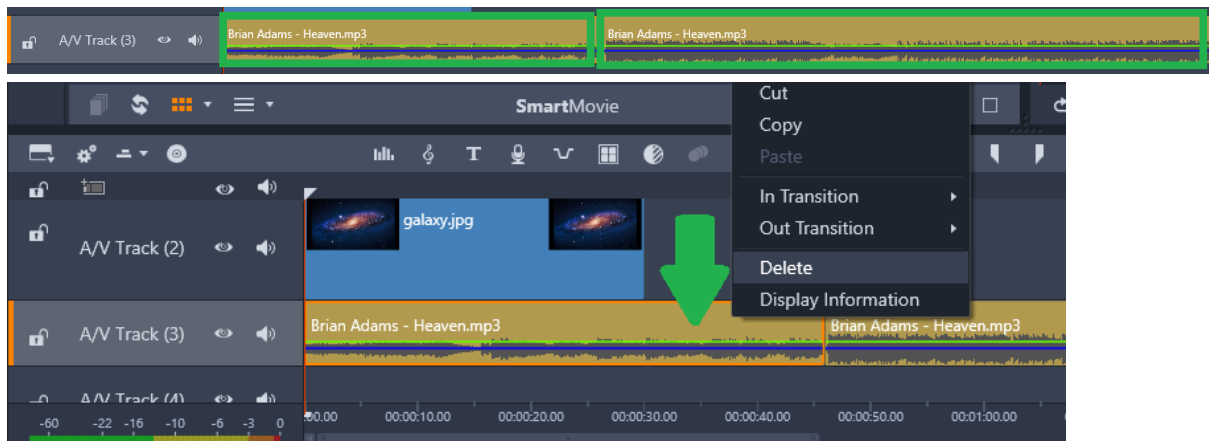
Drag the audio (Brian Adams – Heaven.mp3) onto the timeline A/V Track (3). Make sure you have selected the Track and it is highlighted.

Drag the red pointer to the part where you want to truncate the audio clip e.g. for the animation to start at the chorus of the song. You may use the Play button to help find out where you want to truncate your audio by watching the respective pointer position.



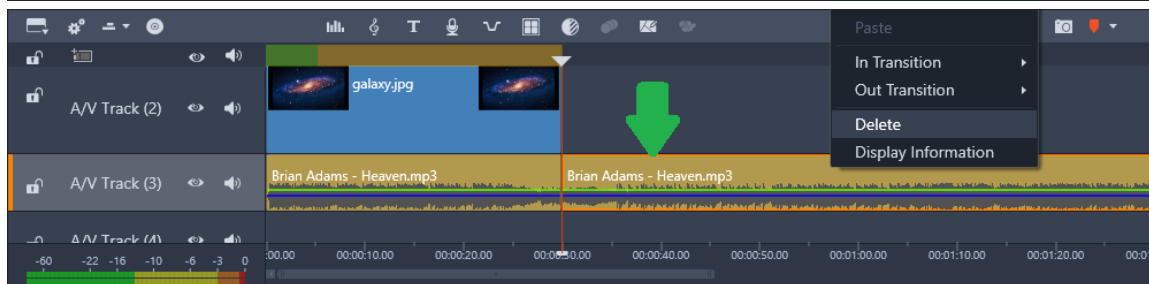
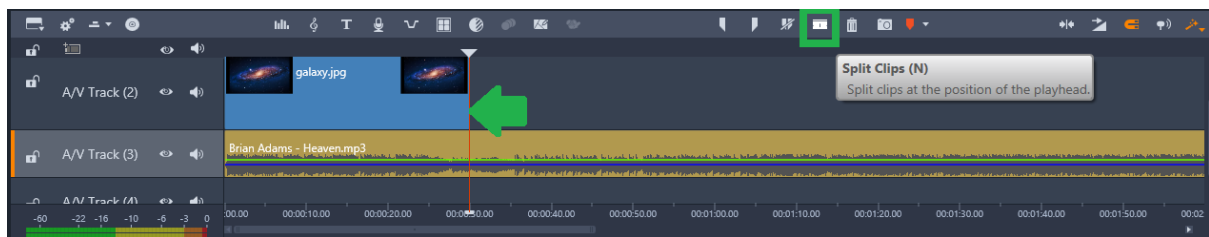
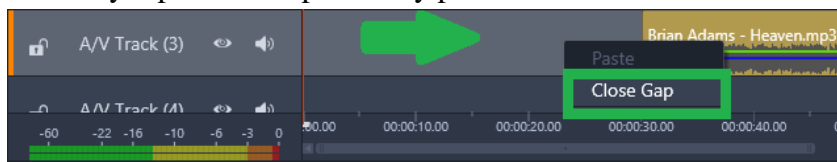
Step 21:

After properly marking the position, click on the razor button and split the clips. Two audio tracks shall appear. Right-click on the audio track that you want to remove and select the Delete option.



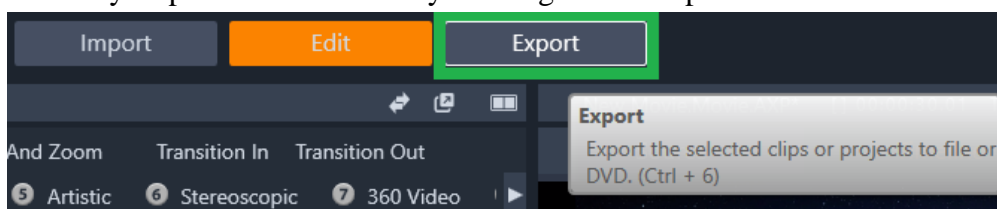
Right-click on the empty space generated from removing the clipped audio and select the close gap option.

You may repeat the steps for any parts of the audio or even videos.

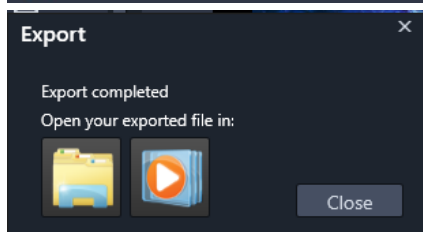
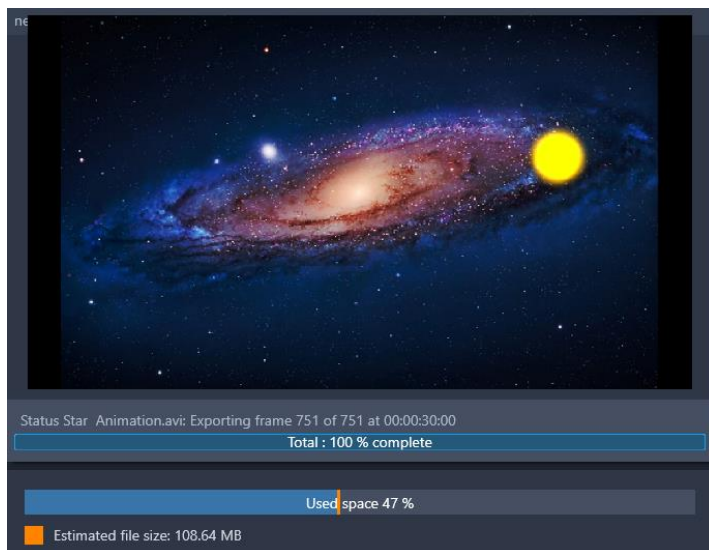
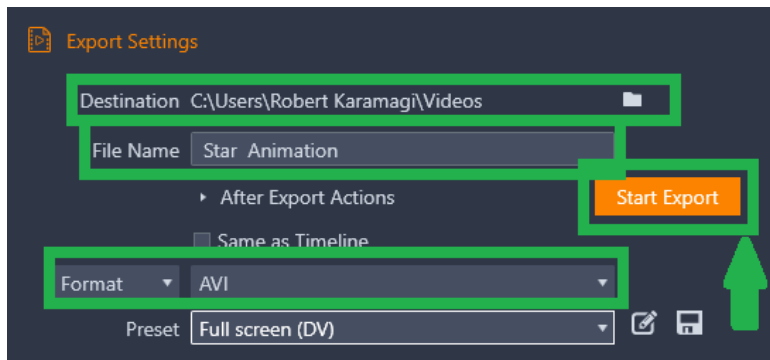


Step 22:

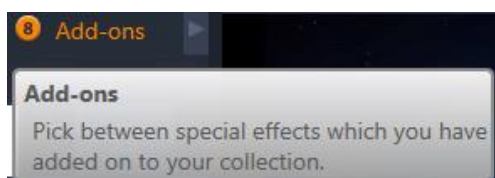
You may Export the animation by clicking on the Export Tab.



Set the File Name, Destination , Format and click on the Start Export button.



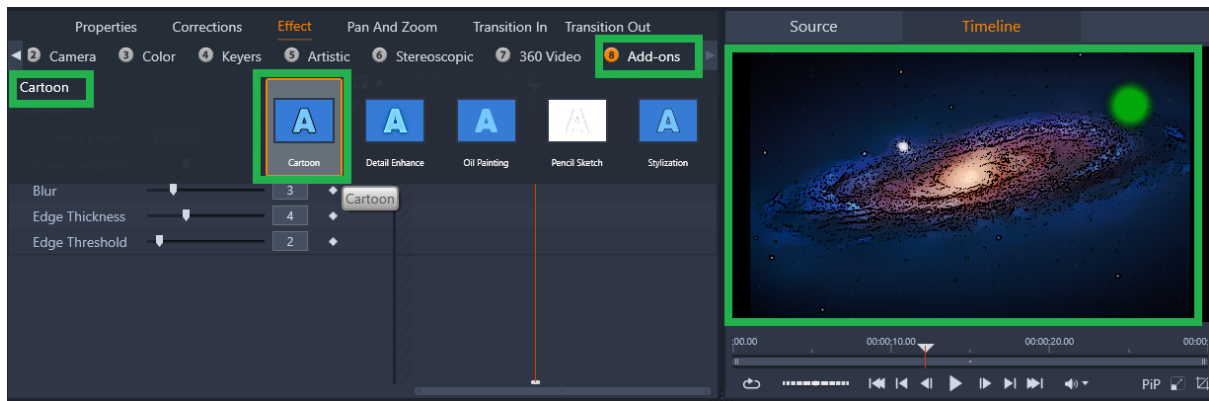
Add Ons



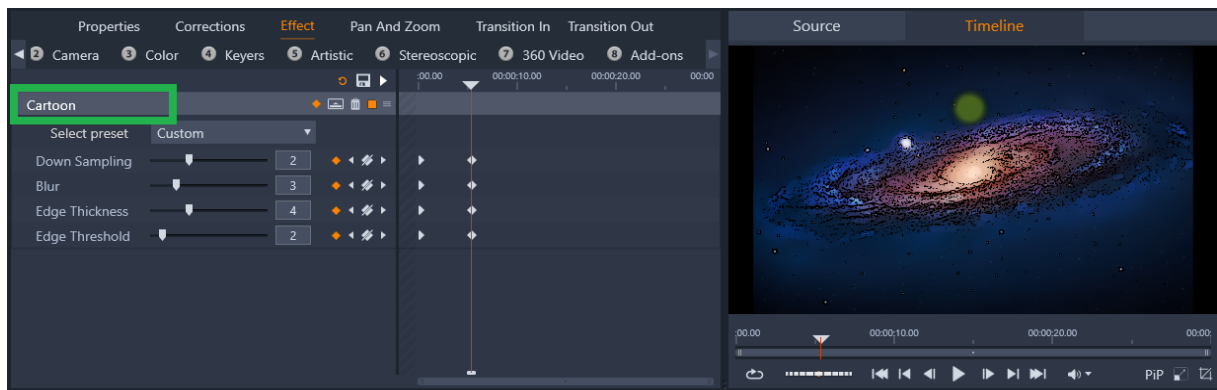
You may add Paint Effects to your video from the Add-ons

- Cartoon
- Detail Enhance
- Oil Painting
- Pencil Sketch
- Stylization

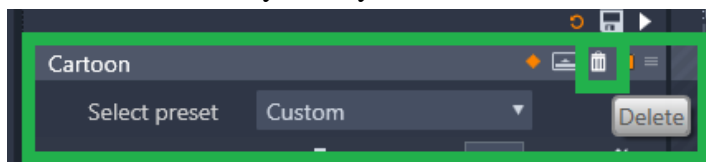
Editor → Effect → Add-ons → Paint Effects → Cartoon



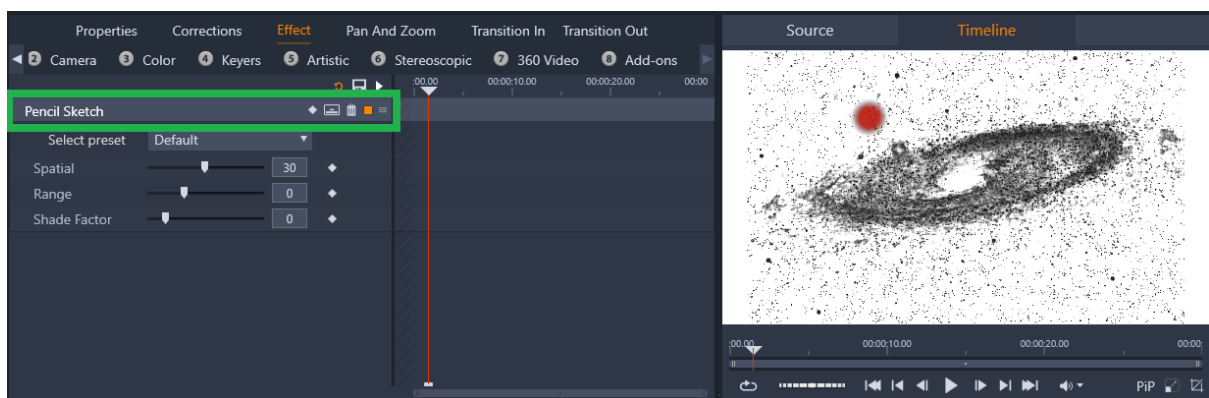
You may turn on the keyframing and adjust the blur, edge thickness and threshold, down sampling at various points in the animation.



To delete an effect, you may click on the desired effect and select the garbage can to delete it.



Pencil Sketch



Oil Painting

