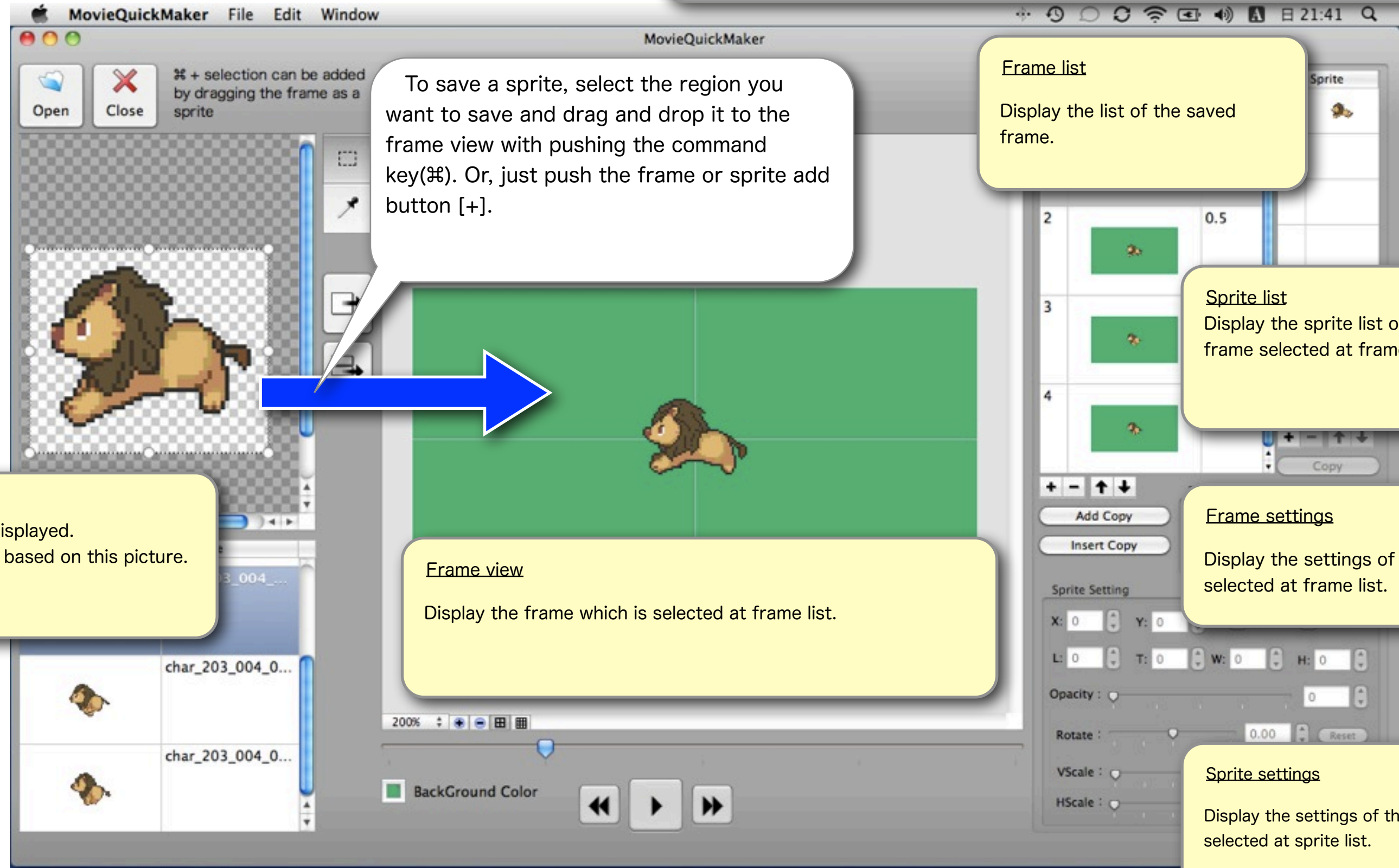


How to use MovieQuickMaker

You can make an animation with the combination of the sprite patterns and an image. The animation you made here can be saved as GIF animation or QuickTime movie.



To save a sprite, select the region you want to save and drag and drop it to the frame view with pushing the command key(⌘). Or, just push the frame or sprite add button [+].

Image view
The read picture is displayed.
Animation is created based on this picture.

Frame view
Display the frame which is selected at frame list.

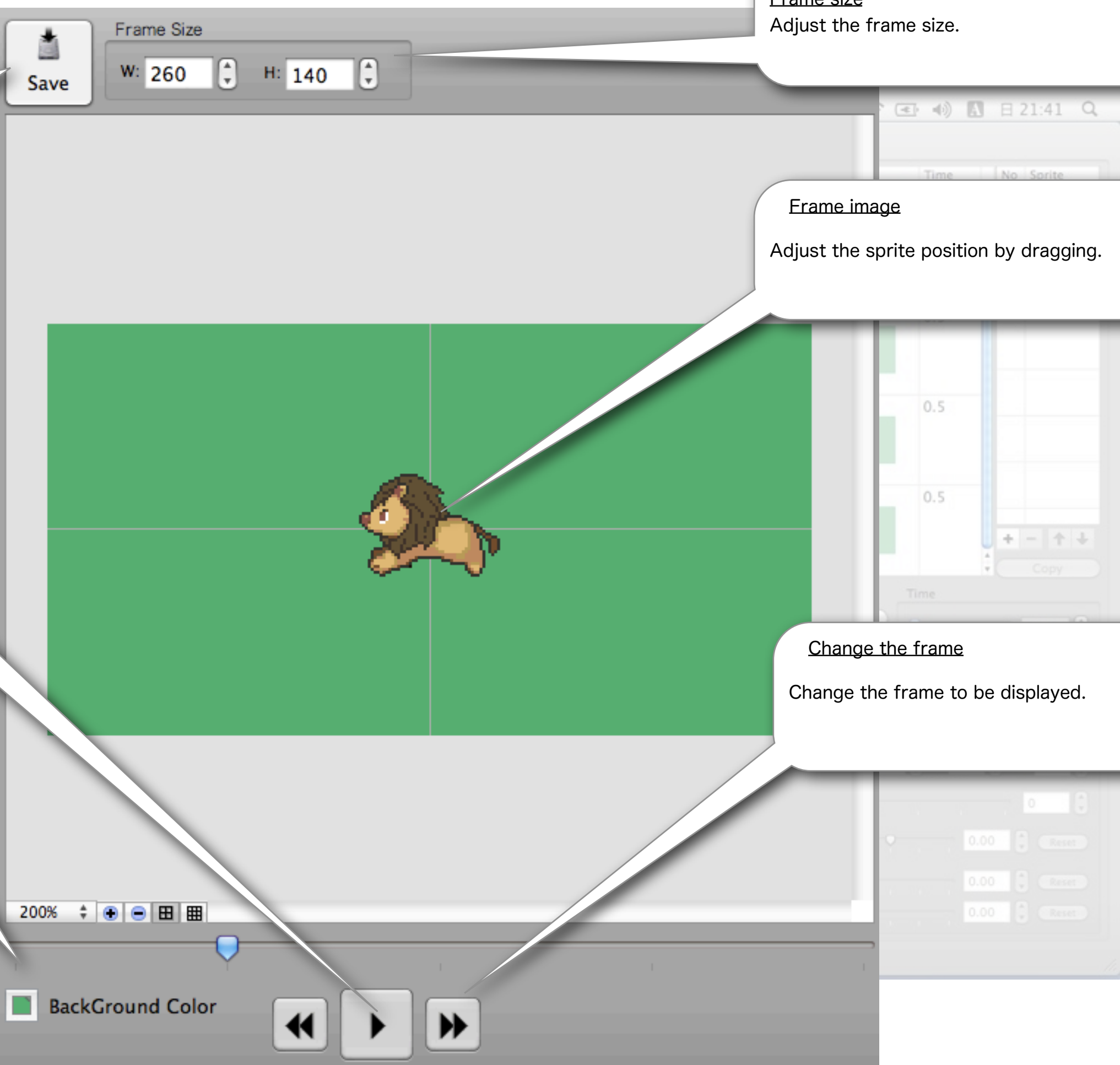
Frame list
Display the list of the saved frame.

Sprite list
Display the sprite list of the frame selected at frame list.

Frame settings
Display the settings of the frame which is selected at frame list.

Sprite settings
Display the settings of the sprite which is selected at sprite list.

How to use MovieQuickMaker



Save animation

You can save the animation in the below format;

- GIF animation
- QuickTime movie
- Still image format

Animation start/stop

Start and stop the animation.
Check the checkbox and the frames at the sequence list will be played.

Color setting

Set the color of the frame background.

Frame size

Adjust the frame size.

Frame image

Adjust the sprite position by dragging.

Change the frame

Change the frame to be displayed.

How to use MovieQuickMaker

Frame list
Display the list of the saved frame.

Frame adding/deleting/order
You can add and delete a frame and change the order.

Copy the frame
Make a copy of the selected frame.

Sprite positioning
Adjust the coordinate.

Sprite clip region
Select the region to be a sprite.

Sprite rotation angle
Adjust the sprite rotation angle.

Sprite magnification percentage
Adjust the sprite magnification percentage.

The screenshot shows the MovieQuickMaker interface. At the top is a frame list table with columns 'No', 'Frame', and 'Time'. Below it is a sprite list table with columns 'No' and 'Sprite'. The main area is a preview window showing a green background with a small brown object. Below the preview are control panels for 'Time' (with a slider and 'All frames' checkbox), 'Sprite Setting' (with X, Y, L, T, W, H coordinates and VRev, HRev checkboxes), and 'Opacity', 'Rotate', 'VScale', and 'HScale' sliders.

No	Frame	Time
1		0.5
2		0.5
3		0.5
4		0.5

No	Sprite
0	

Time: 0.50
 All frames

Sprite Setting
X: 0 Y: 0 VRev HRev
L: 0 T: 0 W: 0 H: 0
Opacity: 0
Rotate: 0.00 [Reset]
VScale: 0.00 [Reset]
HScale: 0.00 [Reset]

Sprite list
Display the sprite list of the frame selected at frame list.

Sprite adding/deleting/order
You can add and delete a sprite and change the order. You can save the selected region of the image as a sprite.

Copy the sprite
Make a copy of the selected sprite.

Frame delay time (second)
Set the frame delay time.

Vertical/Horizontal reverse
Check the checkbox to reverse vertically or horizontally.

Sprite transparent degree
Adjust the transparent degree of the sprite.