Scenes

Copyright and Trademark

Please read the license agreement in the 'Getting Started' booklet carefully. Subject to technical alteration.

Manual   Tutorial   Reference   Effects

SCENES

Contents
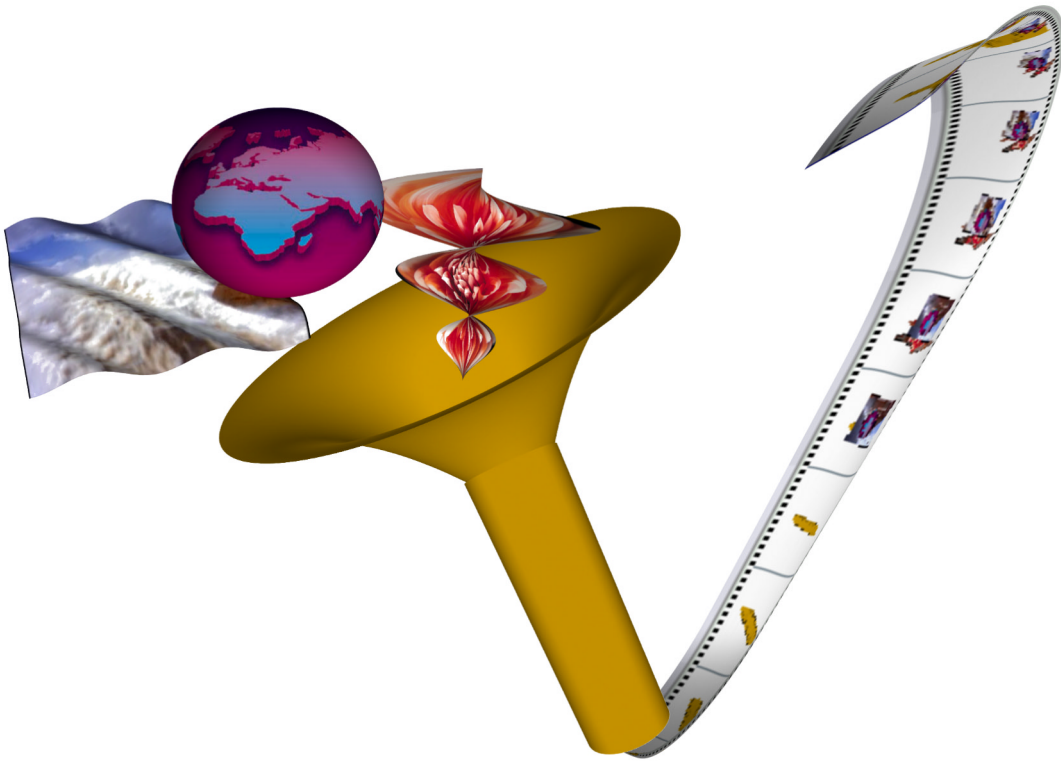
Scenes

In MoviePack you can composite clips easily in the **Timeline** and then use them as a new scene, just like an individual clip. However all the tracks which make up the animation are accessible at any time.

Time-consuming searching in the **Timeline** now belongs to the past and complicated compositings have suddenly become comprehensible.

Manual   Tutorial   Reference   Effects

Scene-oriented

In MoviePack you can compile a scene from different tracks of your animation very easily.

Although they are actually made up of several objects, the scenes in the **Timeline** appear, and can be dealt with, as one individual object. The original tracks or clips which make up the original animation can be made visible and accessed at any time. This embedding or 'nesting' gives a clear overview of the project and improves operating speed.
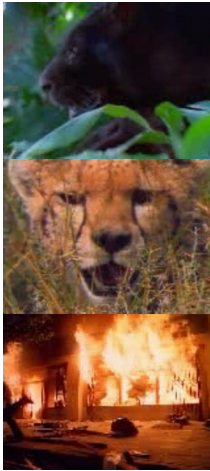
Three individual objects are visible in three separate tracks. Any effects applied are visible only in the **Canvas** and **Preview** and not in the **Timeline**.
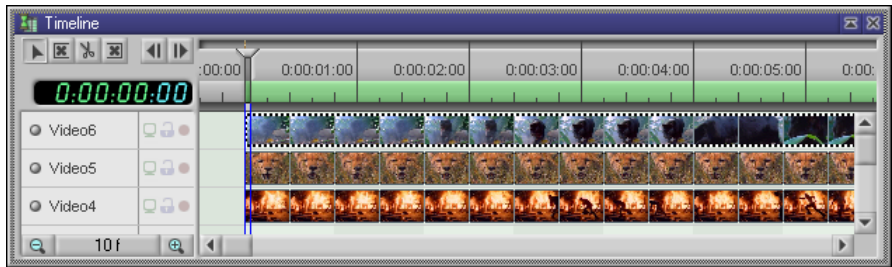
The three objects are now combined in one track as a scene. The previously applied effects are visible in the track containing the scene.

The scene is now an individual object and changes made to it are visible only in the **Preview** and the **Canvas**.
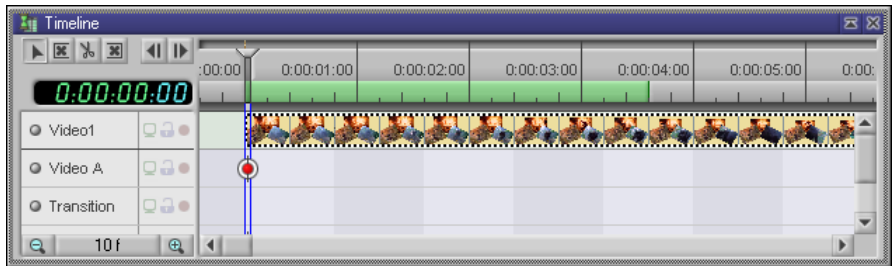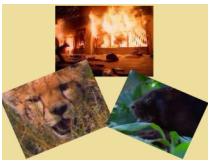
Scenes can be accessed in the **Browser**. New scenes are inserted into the **Timeline** by selecting **Objects/All Objects/New Scene** and completed saved scenes from the folder **Generated Scene**.

Inserting Scenes into the Timeline
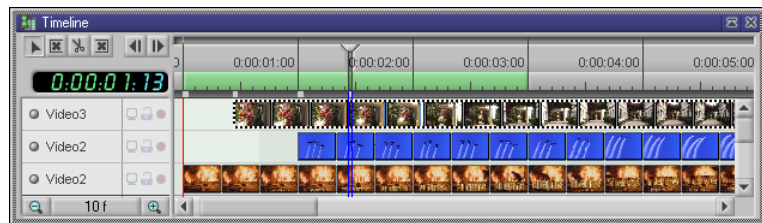
Manual Tutorial Reference Effects

New Scenes

▶ In the **Browser** under **Objects/All Objects** double-click the icon **New Scene** to insert an empty scene the same color as the **Canvas** background to the right of the Timeslider.
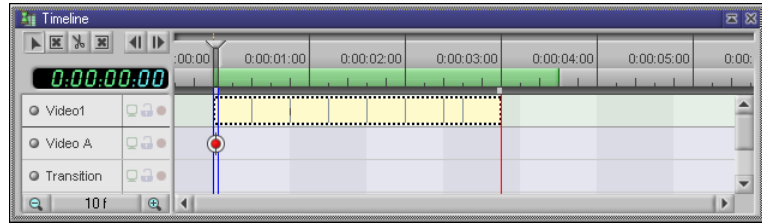
▶ Double-click this track to open a new **Canvas** window. You can now insert objects and process them in their separate tracks.

▶ In the **Window** menu or by closing the nested scene you can switch back to the first animation where all the individual objects you have just inserted are combined in one single track.
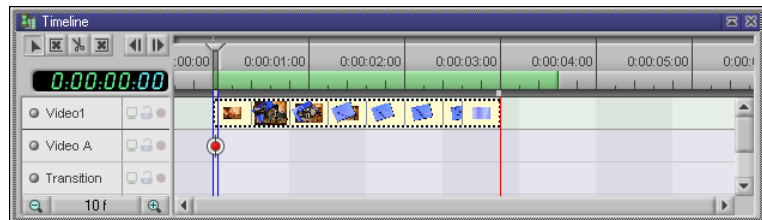
Saving Scenes

The scene is saved under the file extension '.M3', just like an animation.

If you decide you want to insert animated objects into a scene after having manipulated them, simply save the animation and then load it into a new animation as a nested scene as described below.

Click the icon **Generated Scene** in the **Browser**.

You can search for the animations ('*.M3') saved on your hard disk.

The animations are shown with a distinctive thumbnail. Either double-click or drag the desired scene into the **Timeline**.
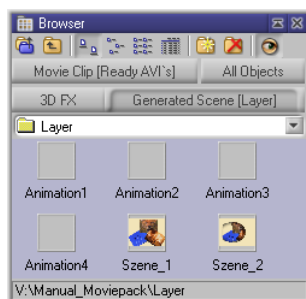
Inserting Completed Scenes

Double-click the nested scene in the **Timeline** to open the original animation. The layout of the tracks is identical to the last version saved. When you close the original animation, all changes are immediately applied to the new animation without saving.

Reopening Scenes

    ❶   Every open animation, scene or transition has its own **Canvas**, **Timeline**, **Timegraph** and **Effect Box**.

    ❶   Despite the different objects in the tracks of the **Timeline** it is often difficult to differentiate between a scene and an object. The icon in the **Effect Box** indicates whether a scene is hidden behind a clip.
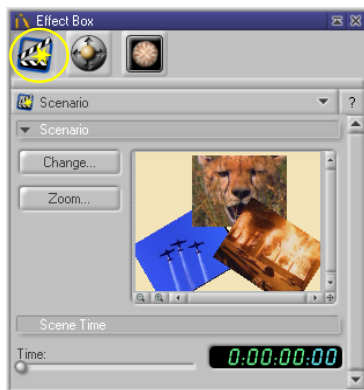
Arranging Scenes

Scenes can be extended and compressed exactly like other objects and effects can also be applied to them.
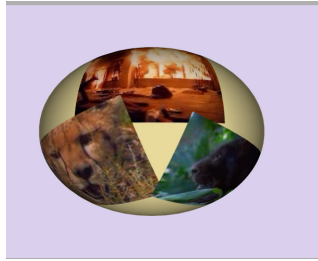
ℹ️ Embedding scenes in projects means that editing and compositing are generally more straightforward and comprehensible. For example, you could animate 5 objects per scene together with transitions and create 5 scenes. In the main animation only 5 tracks will be visible as opposed to 30 with the original objects and transitions.

Complex Scenes

You can work in an unlimited number of nested scenes which that means in one scene the objects concerned are also scenes which contain other scenes etc.

All tracks can be worked on individually at any time.