
Tutorial

To introduce MapCreator Studio, we will create an animated map for a video film of an **Australian journey**. For this we will create an animation from a map created with MapCreator. As a basis we will use an Australian map where all towns we visited and our itinerary are marked. The video film of the Australian trip has the format PAL 4:3; our map animation is to be integrated in this.

Creation of the animation is divided into the following sections:

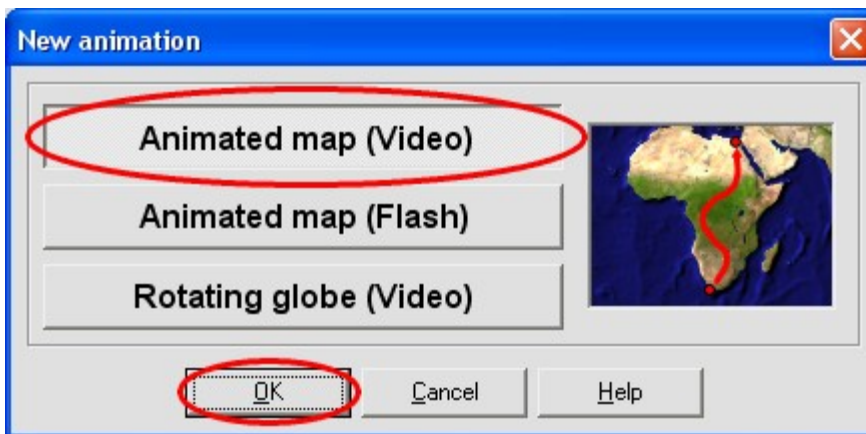
- 1. Create new animation**
- 2. Animate map objects**
- 3. Create film**

Create new animation

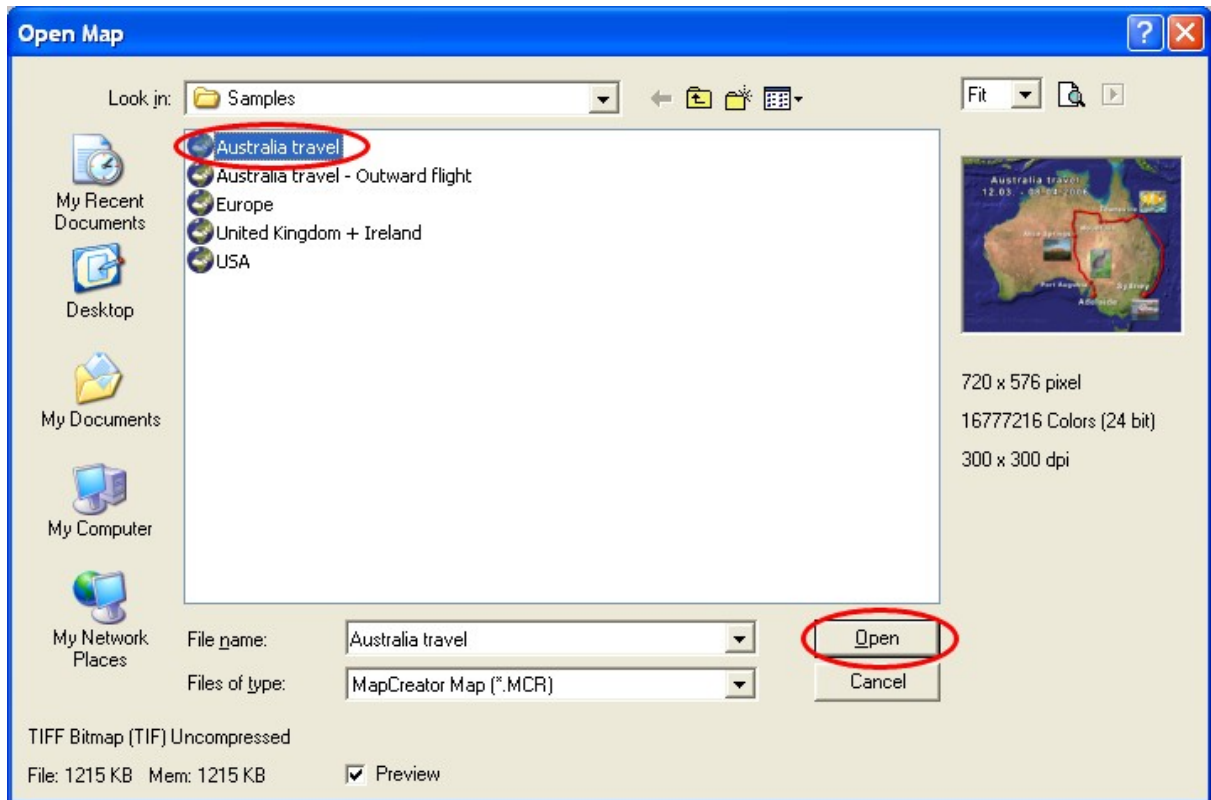
After starting MapCreator Studio, we select the Menu file → new animation



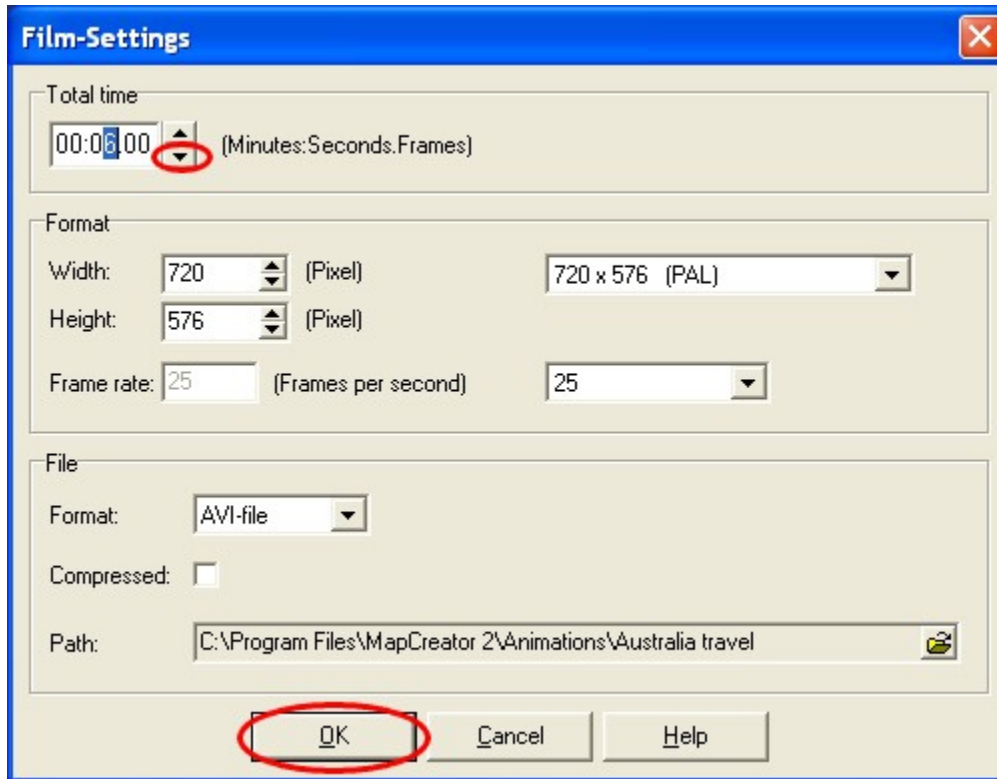
The window **New animation** opens. Here we have to choose the animation type. Click on the button **animated map (video)** and then on **OK**.



Now the window **Open map** opens for selection of the map to be animated. Select the map **Australia travel** supplied in the MapCreator directory **maps\samples** and then click on **open**. This map was created in MapCreator specially for the video format PAL 4:3.



The window **film settings** is then opened. The total time of the animation is to be reduced to 6 seconds. For this click in the section **total time** on the marked button until the time has been set to **00:06.00**. Then click **OK**.



Animate map objects

In this section we shall assign **animation properties** to the **map objects** (texts, symbols, pictures and routes). In a new animation, the map objects always receive the same pre-setting. All map objects are completely visible, the route objects are animated one after the other. This, however, is not quite what we had in mind. For our travel film we have planned to have a suitable map animation for each section of the journey. Here we shall undertake the animation for the section **Mount Isa - Alice Springs**.

We have thought up the following **film sequence**:

- All towns and their labels should be completely visible.
- The route Mount Isa – Alice Springs should be animated.
- The route already covered should be visible, the routes still to come invisible.
- The photo at Alice Springs should be slowly faded in during the animation.
- The photos of the places already visited should be visible, those not yet visited invisible.

1. Animation of the routes

Our map contains five routes:

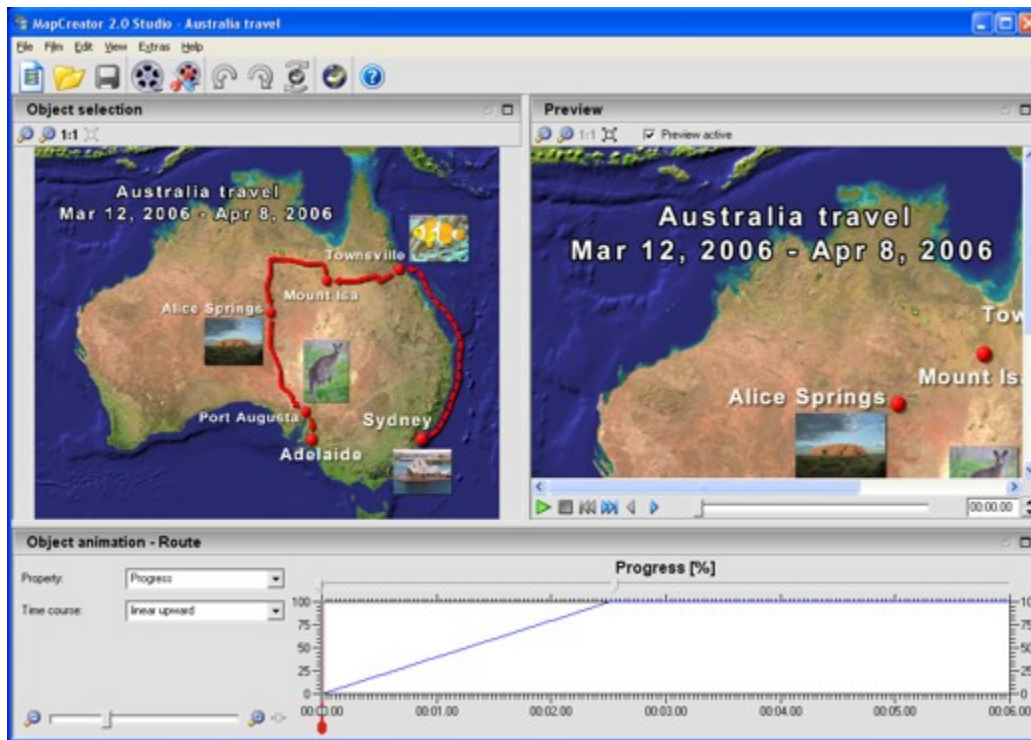
- Sydney – Townsville
- Townsville – Mount Isa
- Mount Isa – Alice Springs
- Alice Springs – Port Augusta
- Port Augusta – Adelaide

The first two routes have been covered, they should be drawn in completely. The last two routes should not be drawn.

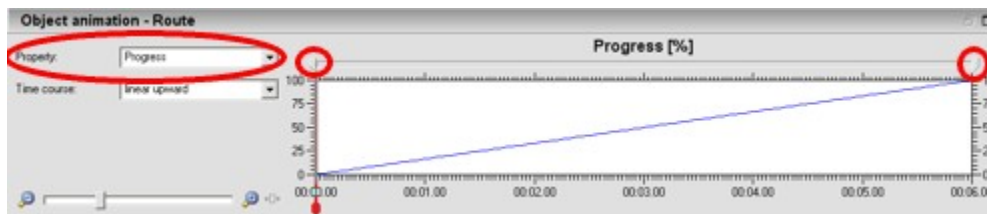
To change the animation properties of a map object, the object has to be selected. The selection takes place in the **window object selection**. If the map is not completely visible in the window object selection (this depends on the screen resolution) click on the button **Fit**.



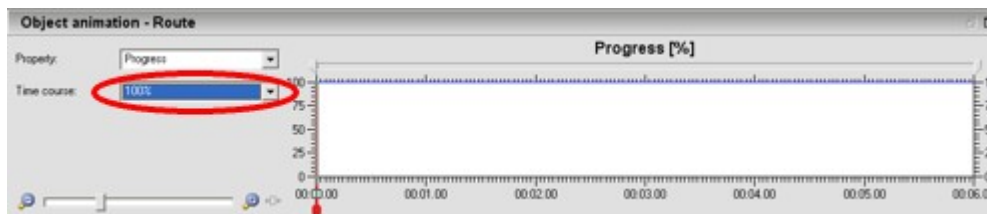
The map should now be completely visible. Click with the mouse on the route **Sydney – Townsville**. When you have selected the route it will be marked with black dots and the animation properties of the route will be shown in the **window object animation**. The application should now look roughly like this:



For the route Sydney -Townsville to be completely visible, the **object property progress** must be set so that it is on 100% for the whole duration of the animation. To do this move the two **area limiters** on the upper edge of the time diagram to the left and right respectively.



Now set the **time course** in the selection field on the value **100%**.

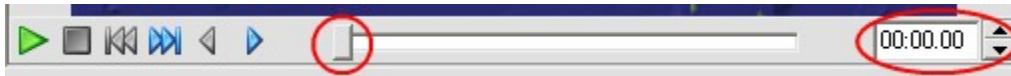


The route Sydney – Townsville will now be completely drawn in during the whole animation. Now carry out the same steps for the route **Townsville – Mount Isa**. The same procedure is then followed analogously for the routes **Alice Springs – Port Augusta** and **Port Augusta – Adelaide**, only here the value **0%** is set for the **time course**.

Let's look at our previous work in the **window preview**. If the map is not completely visible in the preview, click on the button **Fit**.



Using the **time scrollbar** at the lower edge of the window preview, set the **film time** to **00:00.00**.

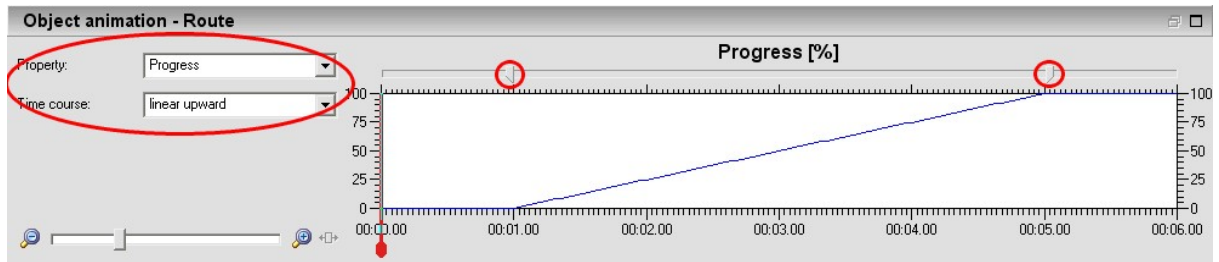


The window preview must now look like something like this, the first two routes have been completely drawn in, the remaining three have not been drawn.



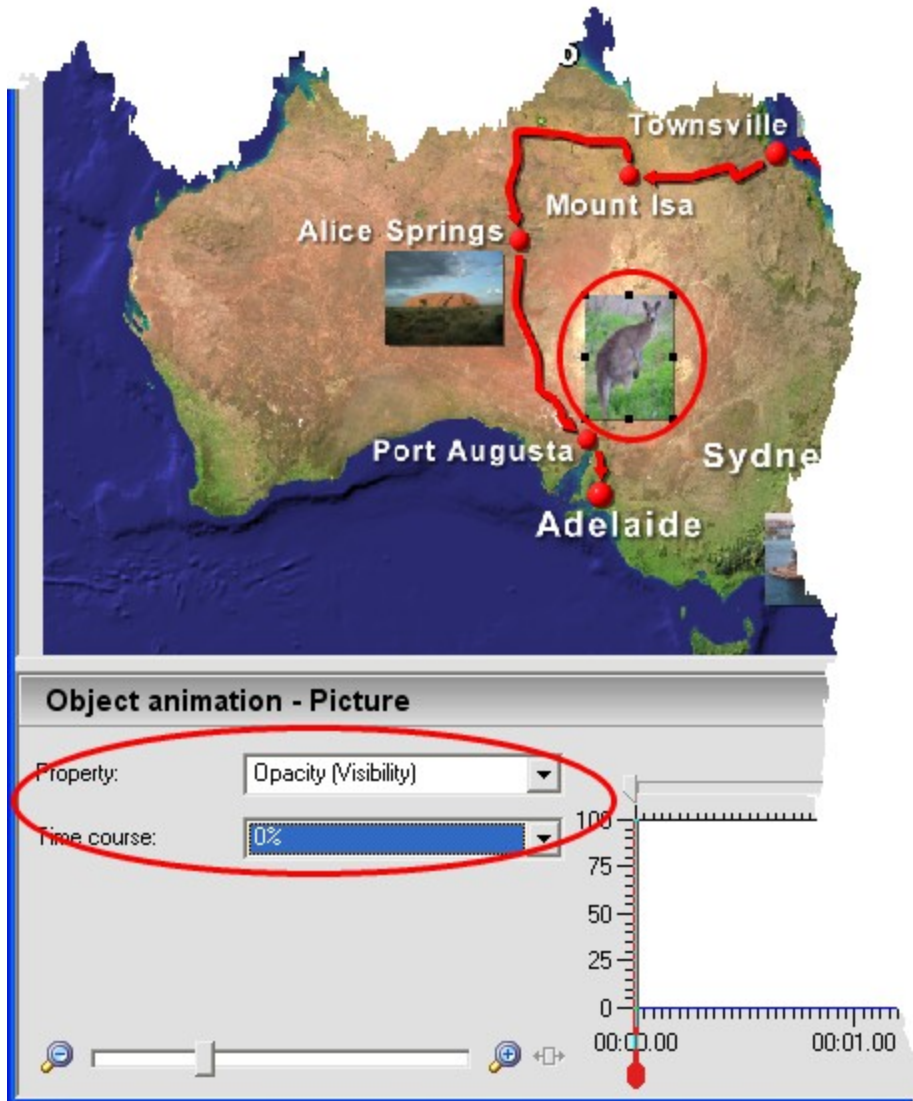
Now we shall begin the animation of the route **Mount Isa – Alice Springs**. Click with the mouse in the **window object selection** on the route. The animation properties of the route will now be displayed. We want to animate the route in the following manner. In the first second nothing should happen, from then on the route should progress and after five seconds the route should be completely drawn in. In the last second nothing further should happen.

Now set the time run on **linear increase** in the **object property progress**, the left area limiter on the time **00:01.00** and the right one on **00:05.00**.

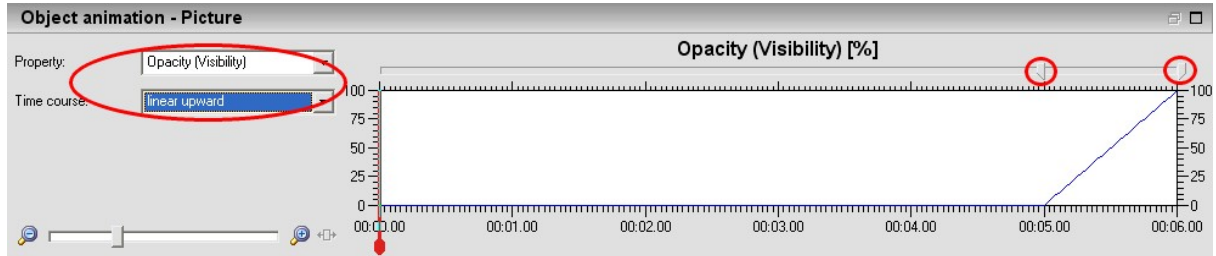


2. Animation of the pictures

Since we have not yet taken the photo of the kangaroo at the present stage on the journey, we want to completely fade it out during the animation. Click in the **window object selection** on the corresponding picture. Then we change the animation property **opacity (visibility)**. For this set the value **0%** in the selection field **time course**.



The photo taken near Alice Springs should now be faded in slowly. The fading in should begin with the end of the route animation. Select the corresponding picture in the **window object selection**. In the animation property **opacity** set the time run on **linear upward**. Move the left **area limiter** to **00:05.00** and the right one to **00:06.00**.



The animation properties of the map objects are now set correctly. With the **preview** we can now check the animation once more. Click on the button **start** on the lower edge of the window preview. The preview of the animation will then play.

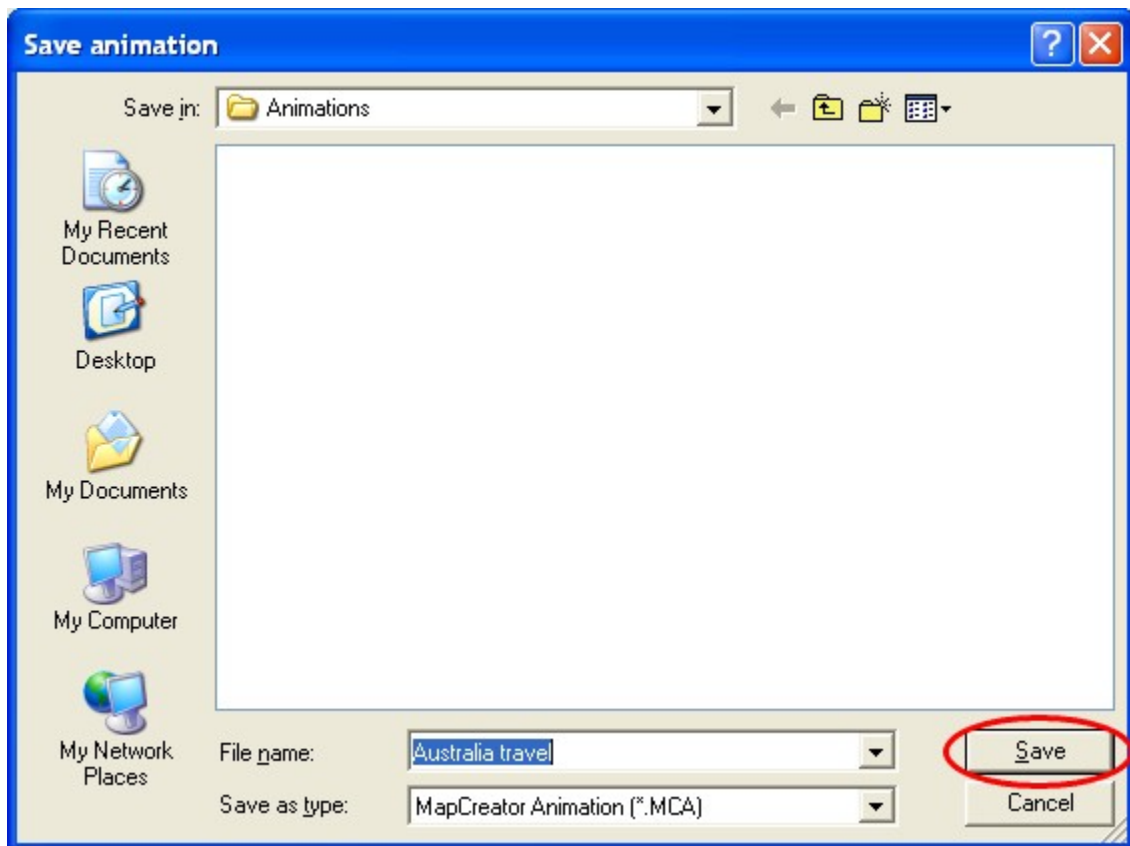


3. Save animation

To complete this section we will now store the animation. Select the menu **file** → **save animation as**.



The **window save animation** is now opened. Click on **save**.



Create Film

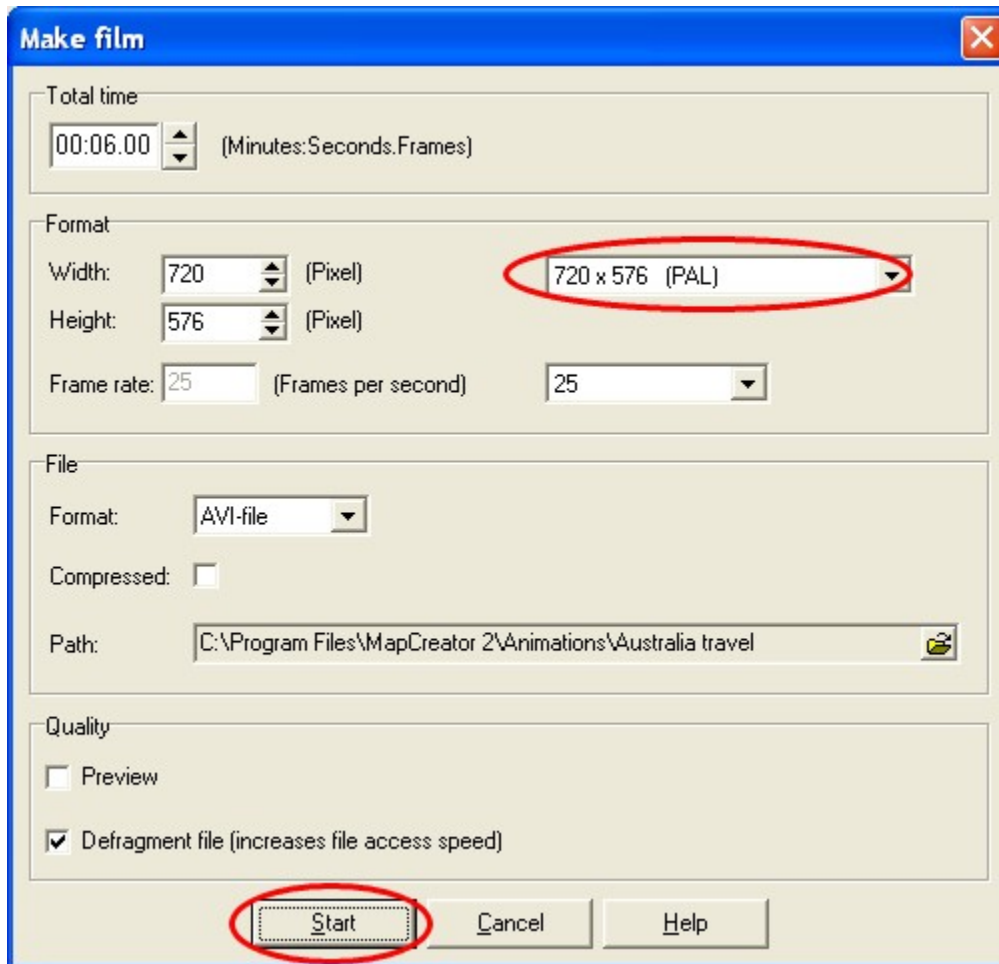
We finally create the film file.

1. Create film file

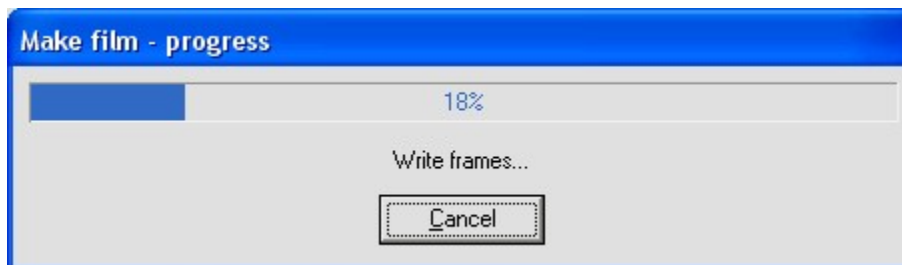
To create the film file, click on the button **make film** on the standard bar.



The **window make film** is opened. We have already set the total time at the beginning. The format was automatically set on PAL, since the map was created in MapCreator in PAL format. Now click on **start**.



The creation of the film file may take some time, according to the respective computer performance.



MapCreator has now created a file in **AVI format** of the size 720 x 576 pixels. It can be played with the media play back programmes installed in your computer. When the film meets your requirements, it can be integrated in the travel film with a **video editing programme**.

2. Video editing

When using the film file created in the video editing programme, attention must be paid to the **aspect ratio**. The film file does not contain any information about the side ratio. In the video editing programme therefore it should be ensured that the film file has a side ratio of **4:3**.