

Anim8or Movie Manual



**FREE
eBOOK**

Acknowledgements

Thank you to Steve Glanville for creating Anim8or® and the members of the anim8or forum with special thanks to Raxx and Hindsight.

Anim8or® is a copyrighted work owned by R. Steven Glanville. The name Anim8or is a registered trademark of R. Steven Glanville. Anim8or is free to use for commercial use.

This e-book is free, please enjoy it and may it help you bring your dreams to life.

So what is this mini manual about ?

It will teach you to transform anim8or into your own Hollywood studio.

Using free apps on your smart phone you will be able to change your face and add hats/costumes etc.

Remove backgrounds without having to spend money on expensive green screens and spotlights.

Import your live film footage into anim8or so you can interact with your created 3d models.

This will give you the ability to create adverts, music videos, television studio presentations, Sci Fi films and monster movies etc. Using free applications.

HOW LONG WILL IT TAKE TO LEARN ?

WORKFLOW

- 1.Snapchat changes your face takes about - 1 hour.
- 2.Capcut removes background takes about- 1-2 hours.
- 3.Shotcut transforms your film into images- 2 hours.
4. Anim8or import your film footage - 1-2 hours

What is Anim8or?

Anim8or is a free compact program with several tools which would normally be expected in high-end, paid software.

Anim8or is a very easy package to learn compared to 3ds Max, Blender and Maya.

Anim8or does not require costly graphics cards/computers and is ideal for laptops and small low end computers. I have used it while traveling, the modeling application is superb and you can export your models to other 3d programs.

If you're working in the entertainment industry , a basic knowledge of 3D is almost expected so why not start with a free easy to use package.

Anim8or is a 3D software package for modeling, texturing, animating and rendering 3D scenes. Model and animate 3D characters, creatures or environments and apply textures & materials. Visualize 3D buildings, vehicles and any product design that you can invent.

Anim8or is a fast, powerful and free modeling/animation tool.



Download Anim8or <https://anim8or.com/>

How do I learn anim8or ?

You can use the online manual from the anim8or website.

Or you can read **Anim8or Tutor book**. The book contains 295 pages; it is a super nanny guide for first timers learning 3d animation and modeling.

It is a **step-by-step tutor course**, which teaches the up to date version of anim8or including the new sound developments. The book has been written with the objective to give the reader confidence to create their own mini movie studio.

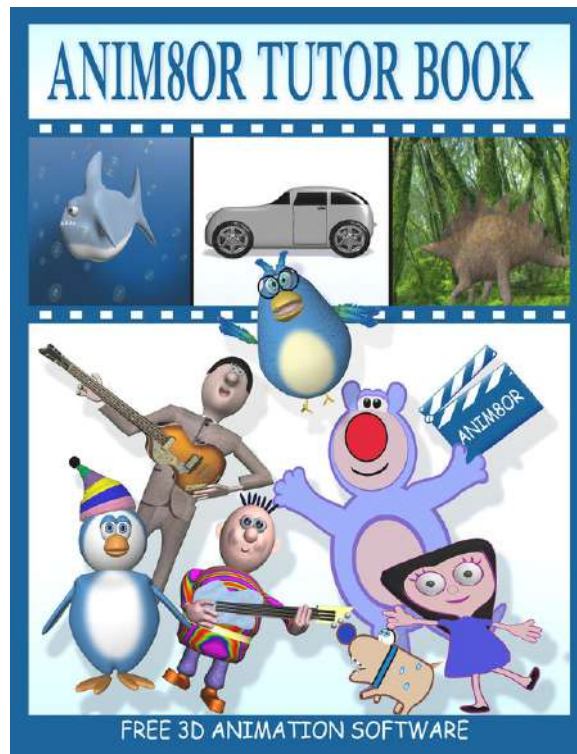
It does not take long to learn, it is full of simple pictures.

Here's a link with more details about the book:

<https://arkhouse.jimdofree.com/>

also

<https://www.lulu.com/shop/ian-ross/anim8or-tutor-book/paperback/product-pwgkpy.html?page=1&pageSize=4>



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1. SNAPCHAT

THE FOLLOWING SECTION TEACHES YOU
SNAPCHAT.

YOU WILL NEED YOUR SMART PHONE.



**SNAPCHAT WILL
TAKE
1 HOUR TO LEARN**

SNAPCHAT



Download the Snapchat app to your mobile smart phone. **It is a free app.**

What is Snapchat and how will it help you?

The face mask effect maps a 2D texture to your face. The texture appears to be painted on your skin and contorts with facial movements.

This means you **don't have to spend money** on make up or expensive wigs and hats. You can turn yourself into different characters, male and female.

So in theory you can play all the parts in your movie. **No need to hire actors.**



FILMING LONG SHOT WITH SNAPCHAT

HOMEMADE STANDS FOR PHONES



CLAMP ATTACHES TO TRIPOD

In order to make a long shot film of yourself, you will need to set up your phone on a tripod with a clamp or you make your own device from cardboard or stand your phone in a cup. I had an old tripod and I bought a phone clamp for under \$10 from Amazon.

Be careful about using home-made contraptions make sure they are stable and don't fall over. Keep your dog and young children out of the way, they might knock over the phone!



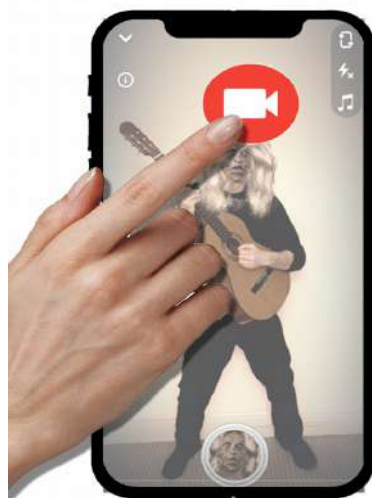
← Don't worry about the screen controls the CAPCUT app removes this.

← Keep your legs slightly apart or zoom out so you do not overlap with the icon picture.

On your smart mobile phone you need to use your screen recorder, you may have to download one from the play store, they are free to use.

It is possible to record your actions on the snapchat app and send it to yourself, but the best results are from the screen recorder.

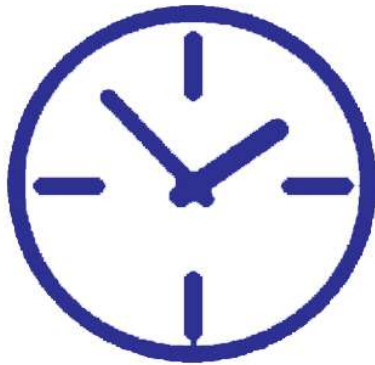
Keep the background simple when filming yourself, use blank white walls.



2. CAPCUT

THE FOLLOWING SECTION TEACHES
YOU CAPCUT.

YOU WILL NEED A SMART PHONE



**CAPCUT TAKE
ABOUT 1-2 HOURS
TO LEARN.**

There are 6 stages in this section.

CAPCUT

AI video background removers can delete a background without having to use expensive a green screen and spotlights.

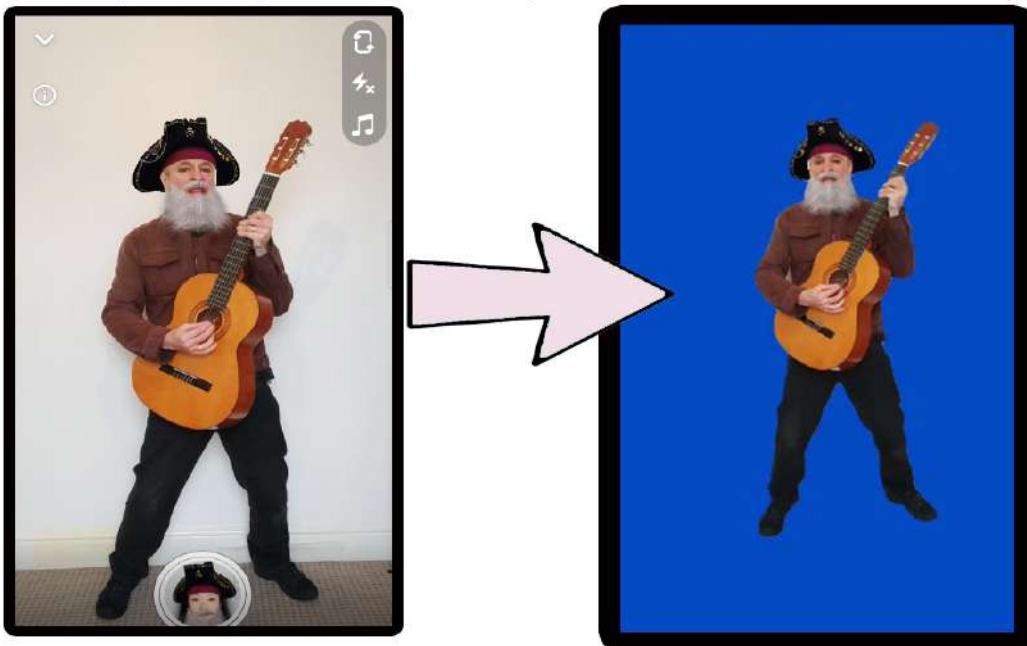
There are many background AI removers, **Capcut** is a free mobile app and it is easy to use.

Download Capcut to your mobile smart phone.



Your objective goal in capcut is to remove your household background and replace it with a blue or green backdrop, and export your movie as a MP4 format to your computer.

AI video background apps remove backgrounds automatically.
No expensive greenscreens required.



STAGE 1.CAPCUT

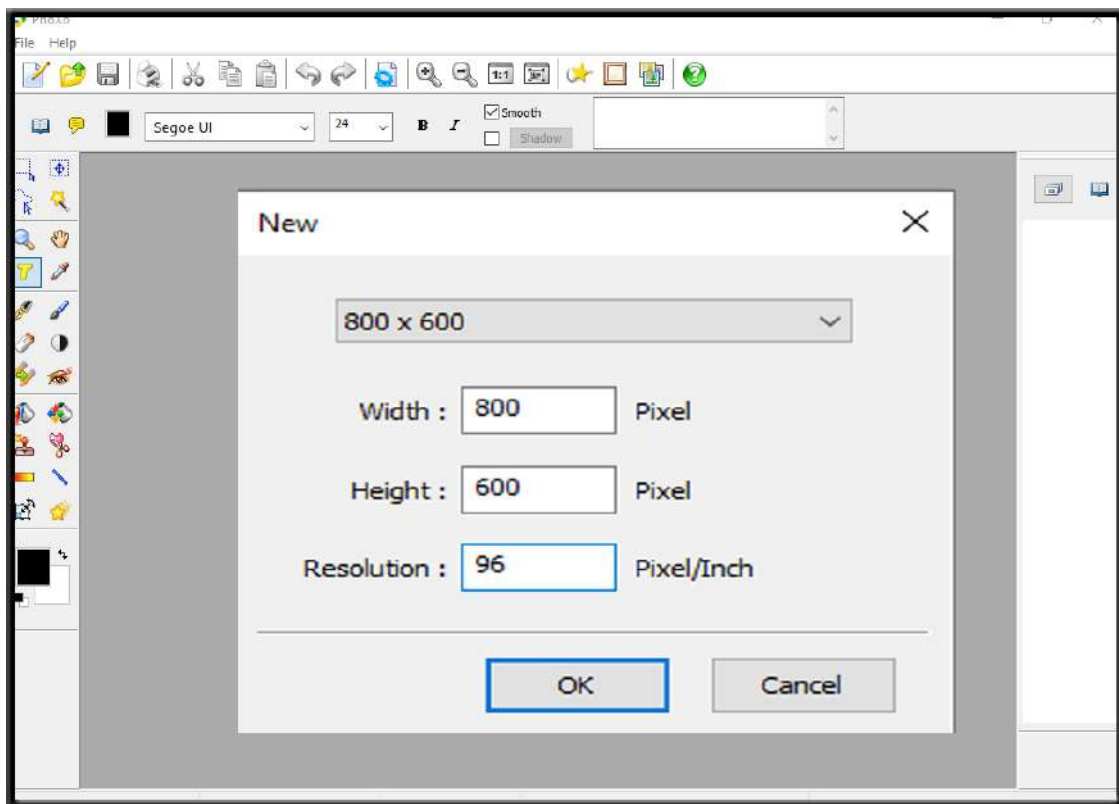
You need to create an image which is green or blue for your new background. Go into your image editing software on your laptop or desktop. I use PHOXO it is free and easy to use and it has similar tools to photoshop. You can download PHOXO from the below.

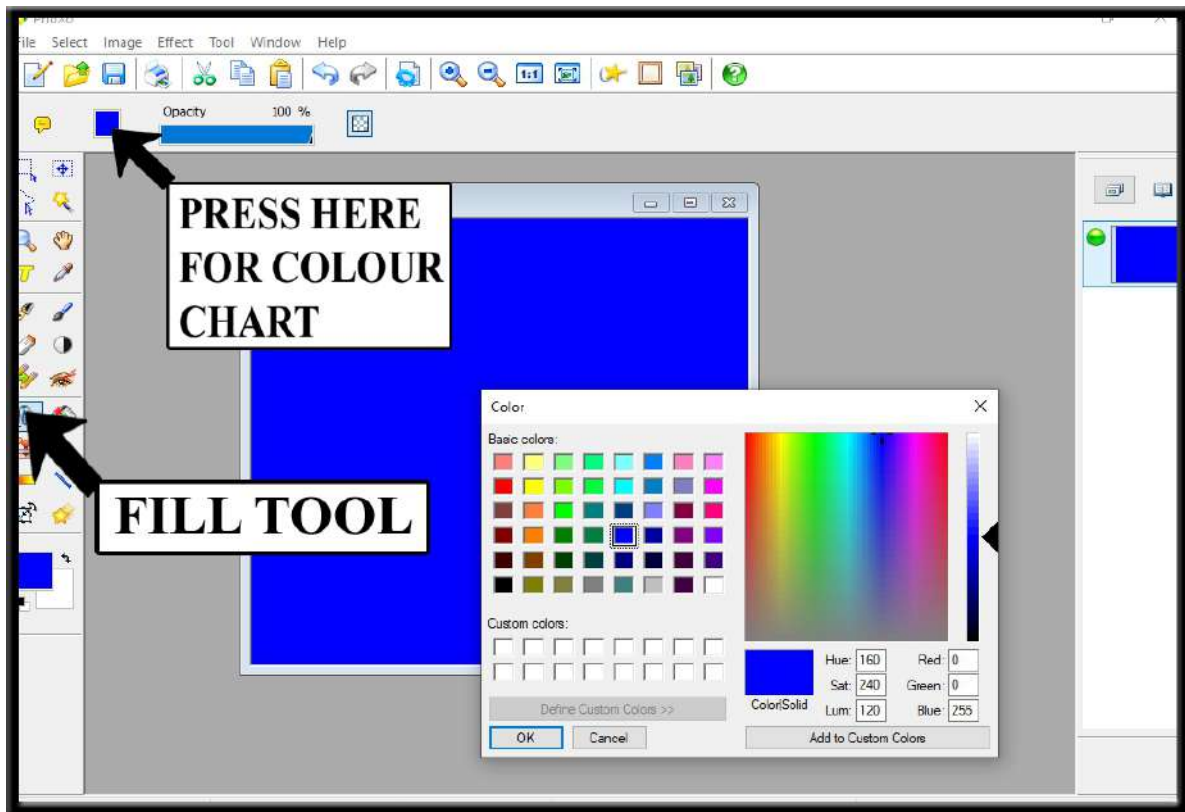


<http://www.phoxo.com/en/>

In Phoxo go into FILE (located top left hand corner) and select new. Create a blank a canvas 800 pixel width by 600 pixel height.

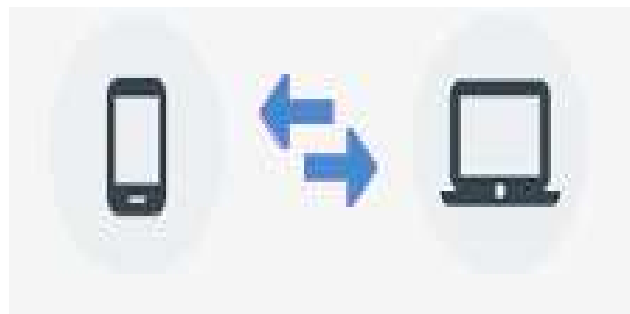
As shown in the next picture.





Press the little square in the top left hand corner of the phoxo screen and select either a blue or a green colour from the colour chart then use the fill tool to paint the blank canvas.

Now, select **FILE** command from the top left hand corner of the phoxo screen and in the drop down menu select **SAVE AS** and save your image file as jpeg and import it on to your mobile phone either by linking up your mobile phone to your computer or send it via an email, use blue tooth or a USB flash drive.



Why do we use blue and green coloured screens?

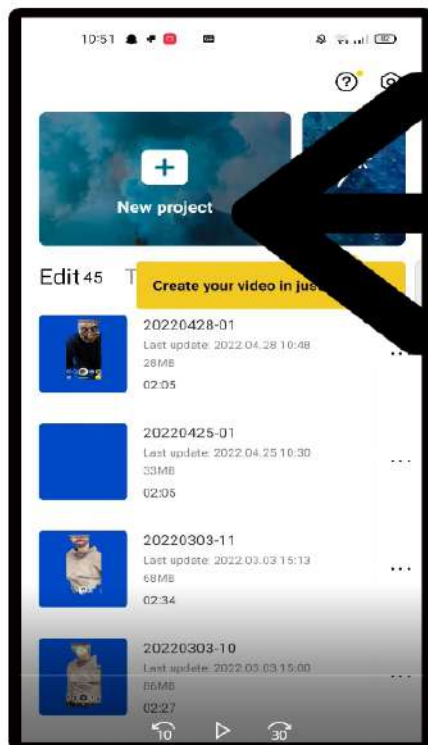


Blue and green are furthest away from human skin tones, making them the most logical to use as background.

I prefer blue screens because they have lower luminance, there's less chance of colour spill around the edges of your actors.

Make sure you do not have the same colour blue on the actor's costume or this could be removed when the blue background is deleted in the shot cut software.

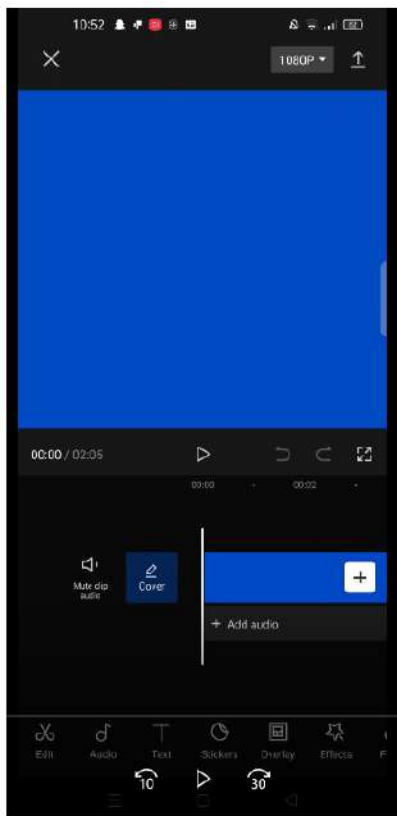
STAGE 2.CAPCUT



On your mobile phone open up CAPCUT and select New project.

STAGE 3.CAPCUT

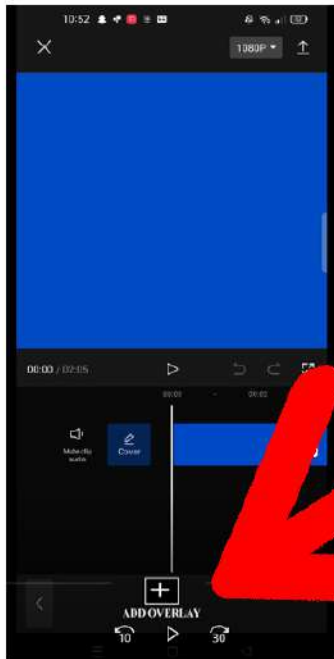
Add your blue background that you created in phoxo.



This will add a background of 4 seconds only. Keep adding the background by clicking on the plus sign till it builds up to the same video length time as film footage.

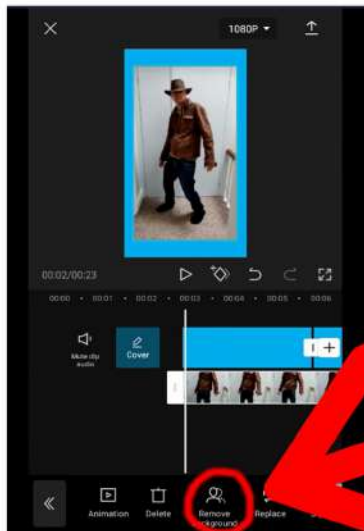
In my case the video length is 20seconds so add 5 backgrounds

STAGE 4.CAPCUT



Now press the **OVERLAY** button and add your video footage that you created in Snap chat.

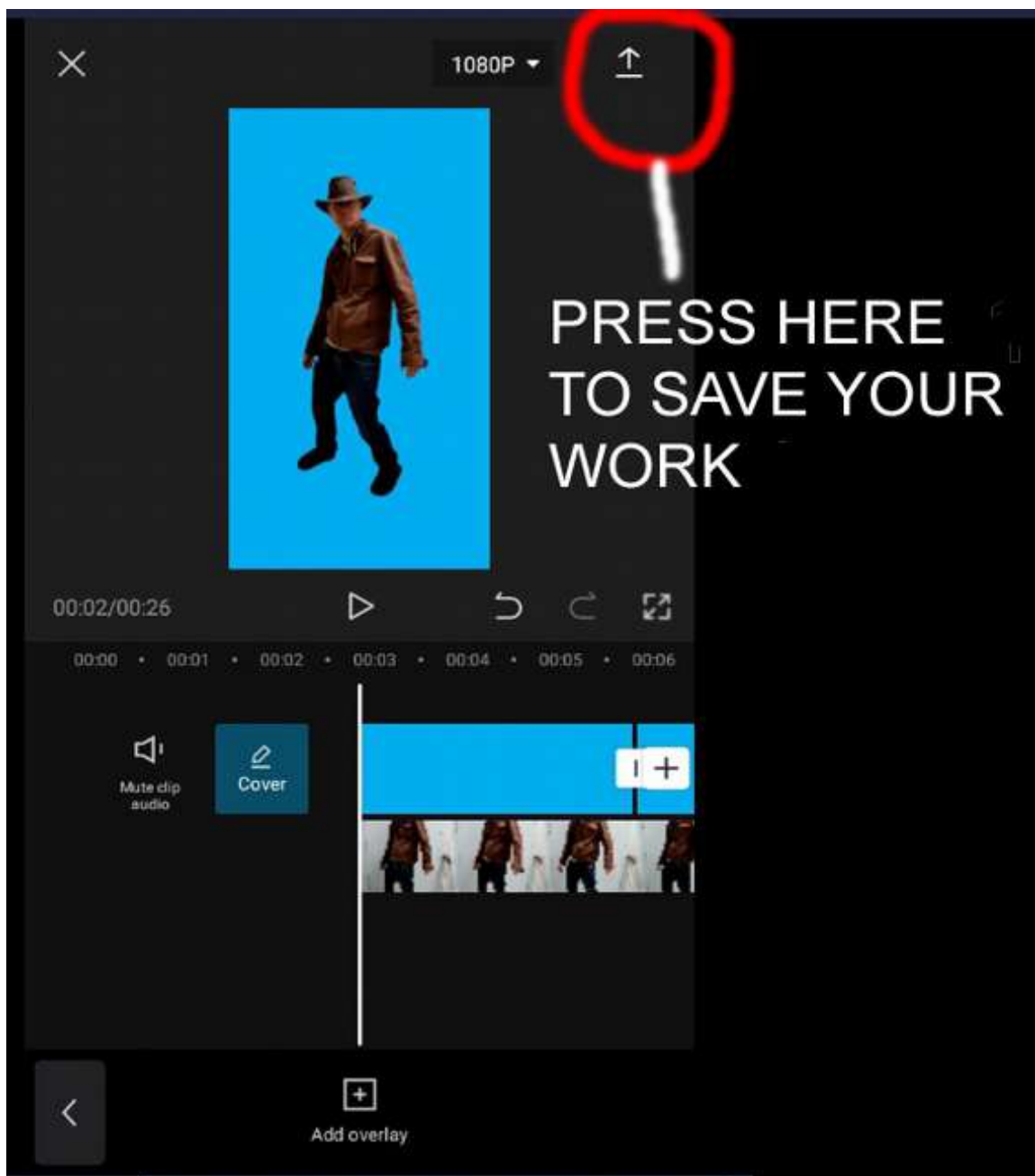
STAGE 5.CAPCUT



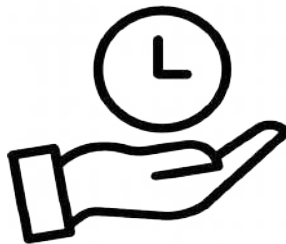
**PRESS REMOVE
BACKGROUND**

You will have to wait a few minutes while capcut removes the background.

STAGE 6.CAPCUT



You will now have a short movie of yourself with a blue background, saved on your phone. This needs to be transferred to your computer.

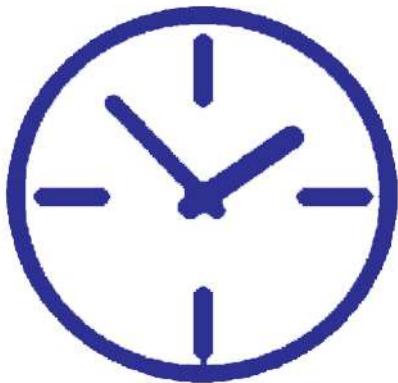


Time saving tip for your next capcut movie.

With reference to stage 4 create a 2 minute long blue backdrop movie (from your blue image) and just save it as a movie, this can be used as the blue back drop, so rather than add blue pictures just add your blue-screen movie.

3. IN THIS SECTION YOU WILL LEARN SHOTCUT

YOU WILL NEED TO DOWNLOAD SHOTCUT TO YOUR PC.



IT WILL TAKE
2 HOURS
TO LEARN
SHOTCUT.

There are 16 stages in this section.

SHOTCUT

What is the Shotcut software and how will it help you?

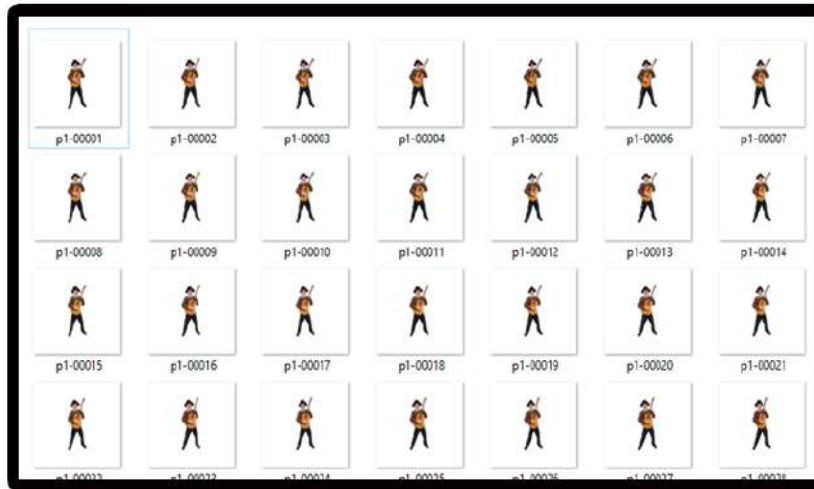
Shotcut is a free, open source, cross-platform video editor. Shotcut is a modern and flexible tool that can help both teachers and students to produce videos. It works like many commercial video, audio and graphic editing software packages since it employs the concept of layers to integrate visual and auditory media into the production of the final video.



Our objective goal with shotcut is to breakdown the capcut video into a series of alpha png's. So we will remove the blue background and save the video into a sequence of individual files with transparent a background to be used in anim8or.



Remove blue back
ground and save
as a series of files
with transparent backgrounds.



STAGE 1.

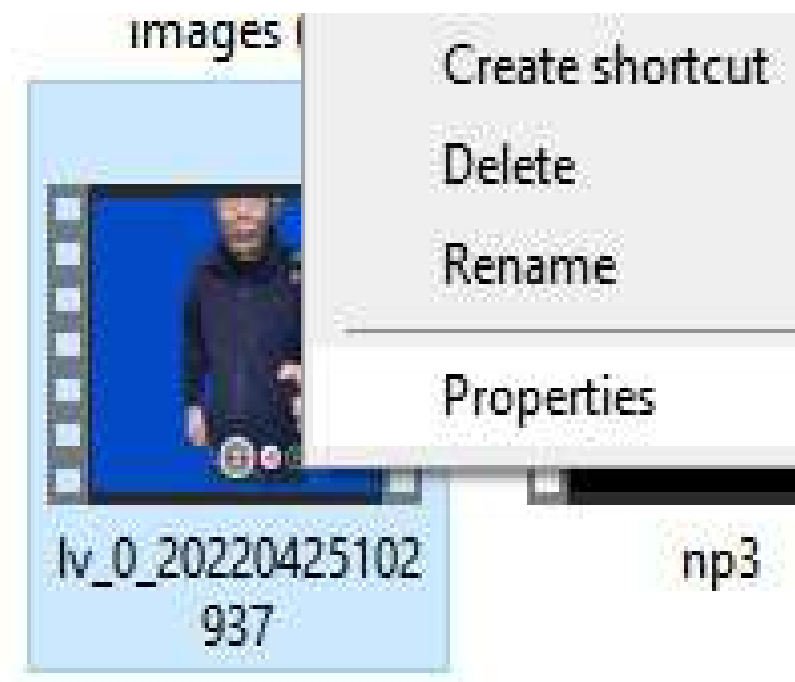
Download Shotcut and install it, it is free!



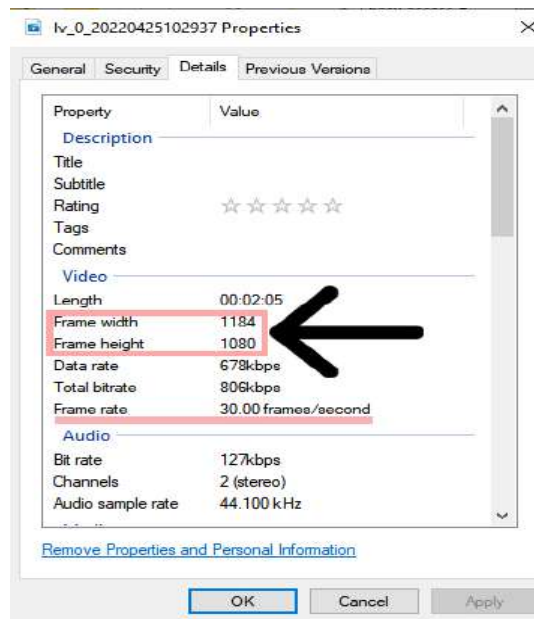
<https://shotcut.org/>

STAGE 2.

Go into the windows files and find the blue back ground video that you made with capcut. Using your mouse right click on your capcut file and **select properties.**



The properties box will give you all the information you need about your movie. Go into the **DETAILS** tab and write down the **frame height and frame width** and note the frame rate.



STAGE 3.

The reason we needed the dimensions of the height and width of the movie clip, is because we need to calculate the **aspect ratio** for shotcut.

What is the aspect ratio?

The aspect ratio states **the comparison of width to height** and is commonly used to describe the shape of a TV or computer screen.

Essentially, it describes an image's shape. Aspect ratios are written as a formula of width to height, like this: 3:2. For example, a square image has an aspect ratio of 1:1, since the height and width are the same.

If you like maths then you can calculate the aspect ratio or go online and put in your height and width and it will do it for you automatically.

https://andrew.hedges.name/experiments/aspect_ratio/

Aspect Ratio Calculator

W_1 <input style="width: 100%;" type="text" value="1184"/>	=	W_2 <input style="width: 100%;" type="text"/>
H_1 <input style="width: 100%;" type="text" value="1080"/>	=	H_2 <input style="width: 100%;" type="text"/>

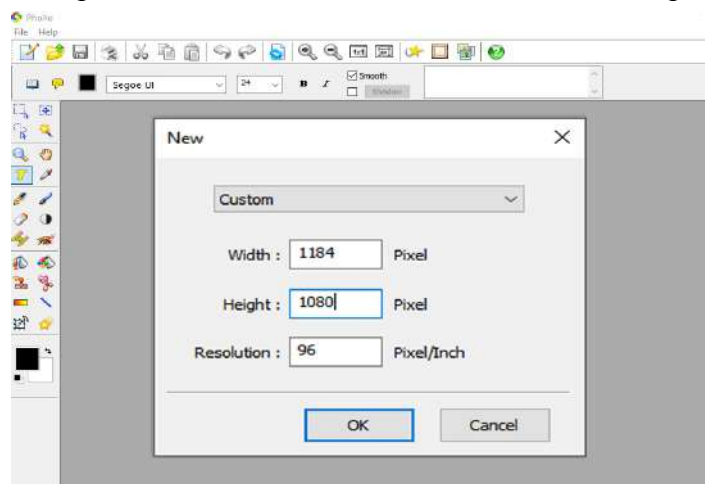
Round results to the nearest whole number

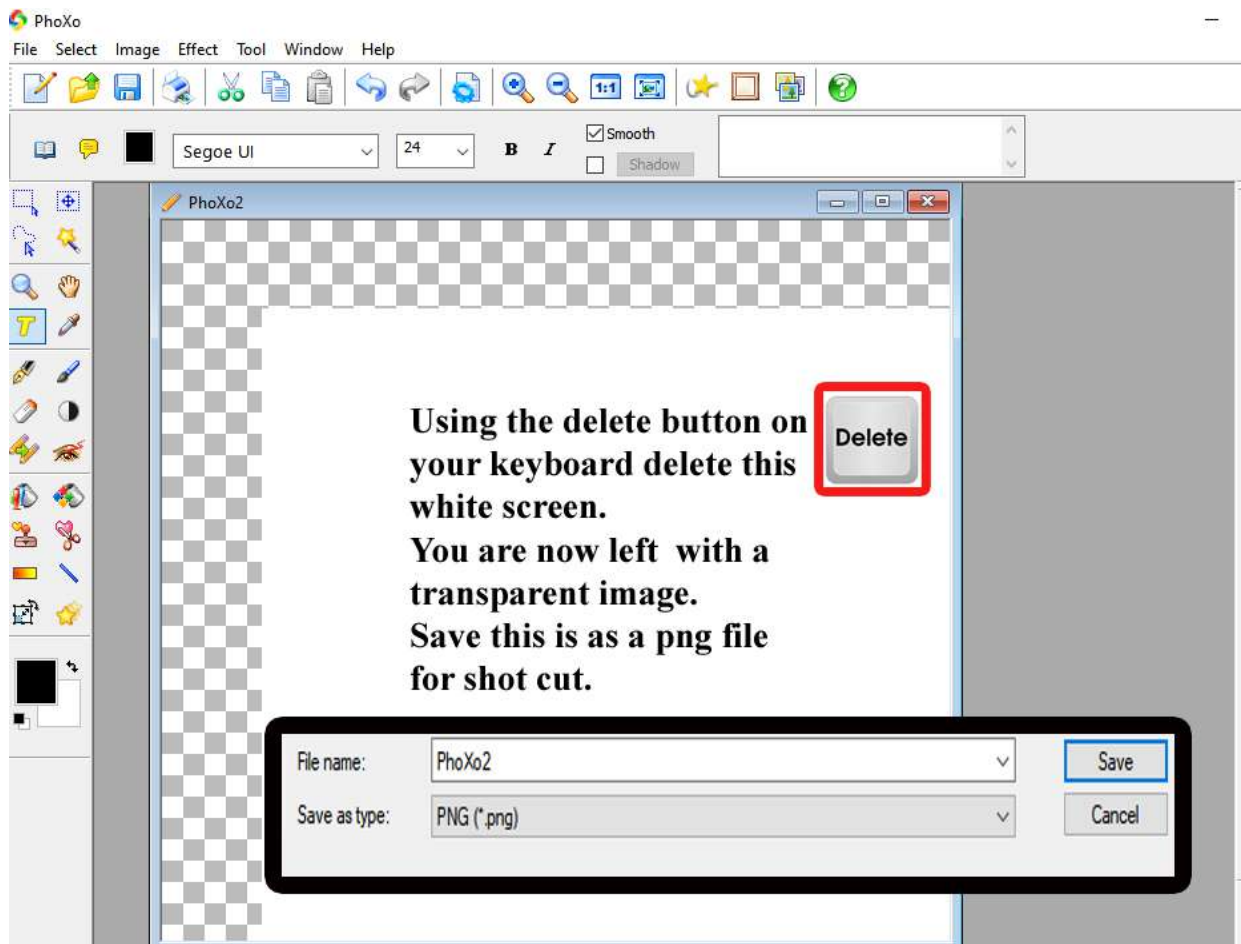
Your aspect ratio is: **148 : 135**

So now you have the width = **1184**
 the height = **1080** of your movie clip.
and the aspect ratio = 148 : 135

STAGE 4.

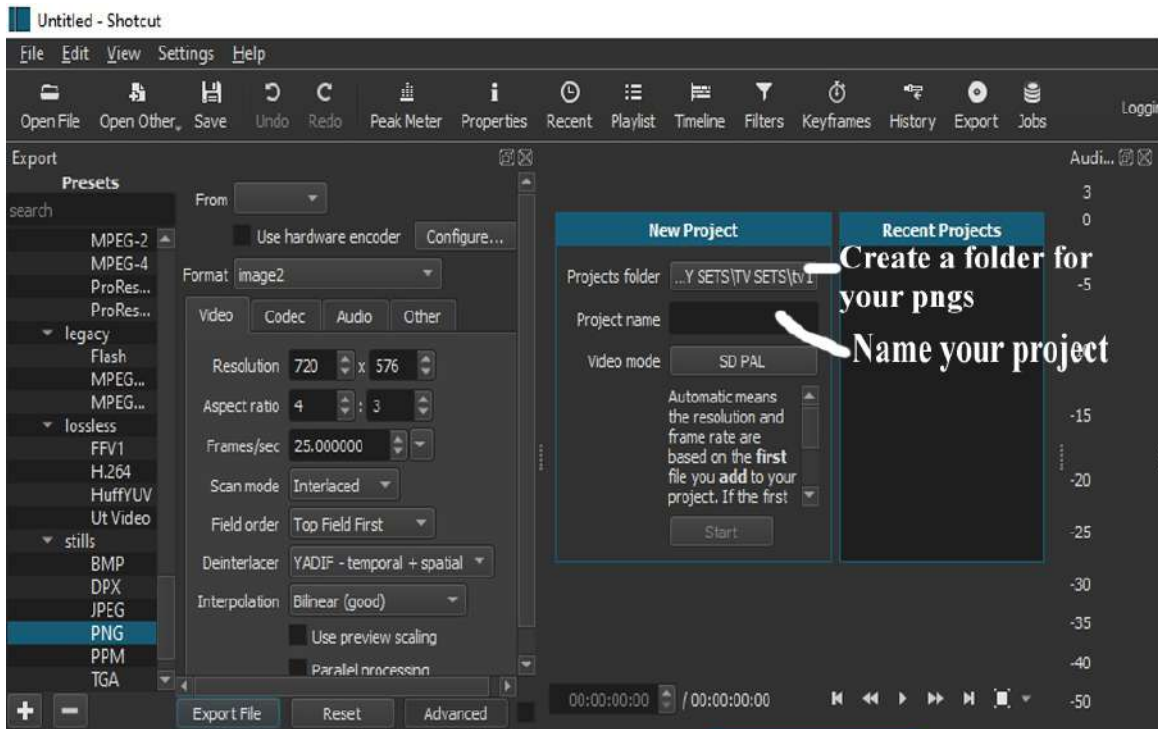
Before we go into shotcut we need to create a png file with a width of 1184 and height of 1080. In Phoxo (or photoshop). It must have a transparent background. In Phoxo from the top left hand corner select file then New, then input your width & height.





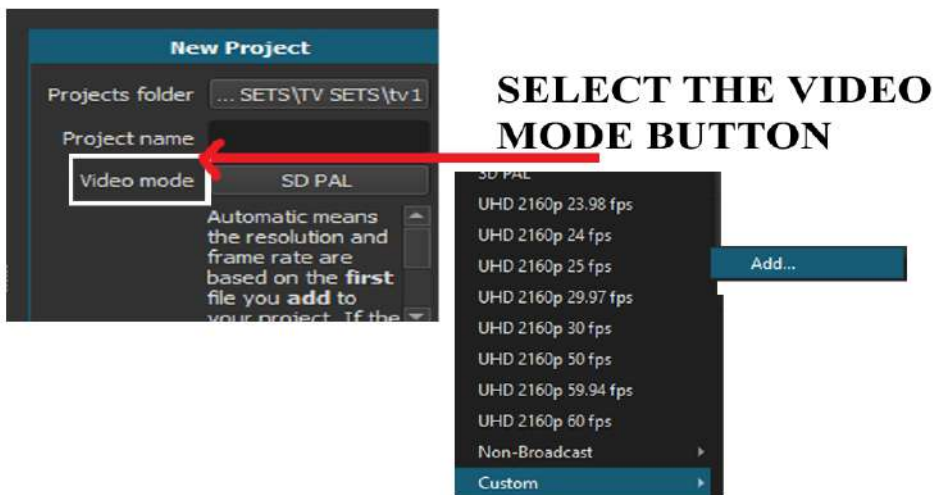
STAGE 5.

Open up shotcut.



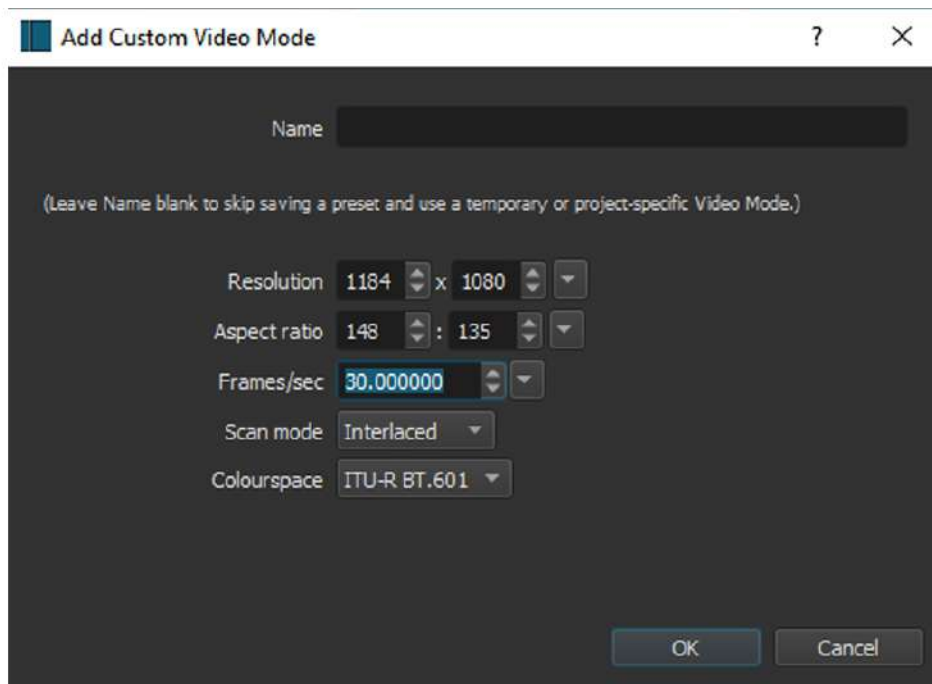
1. In projects folder create a folder on your hard drive for your transparent images
2. Name your roject.

STAGE 6.



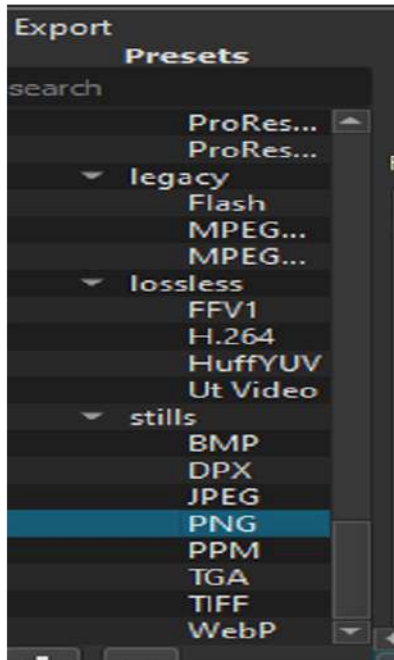
SELECT THE VIDEO MODE BUTTON

THEN SELECT CUSTOM THEN ADD



Now input the width/ height and aspect ratio then frame rate which is 30 frames per second

STAGE 7.

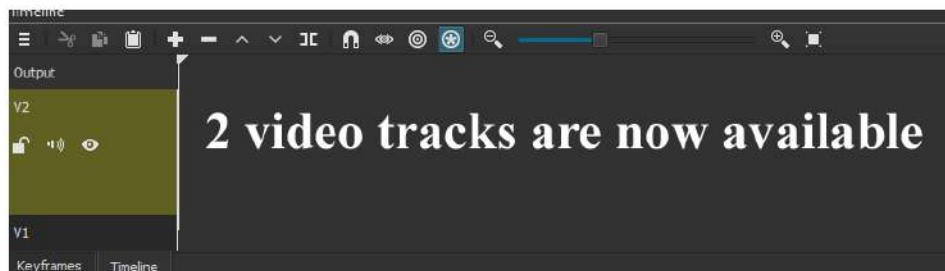
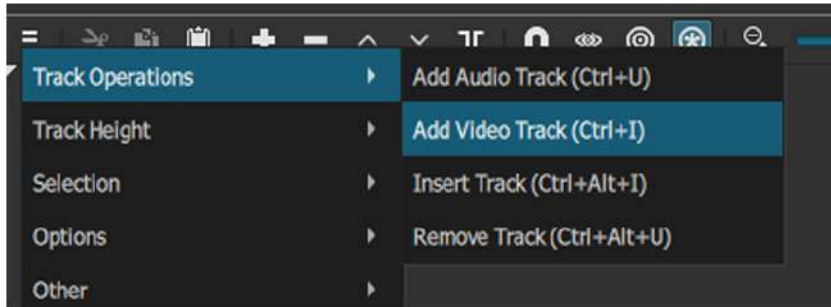


On the left hand side of the screen, on the EXPORT PRESETS scroll down and select PNG.

Remember! we will be exporting the video as a series of png files.

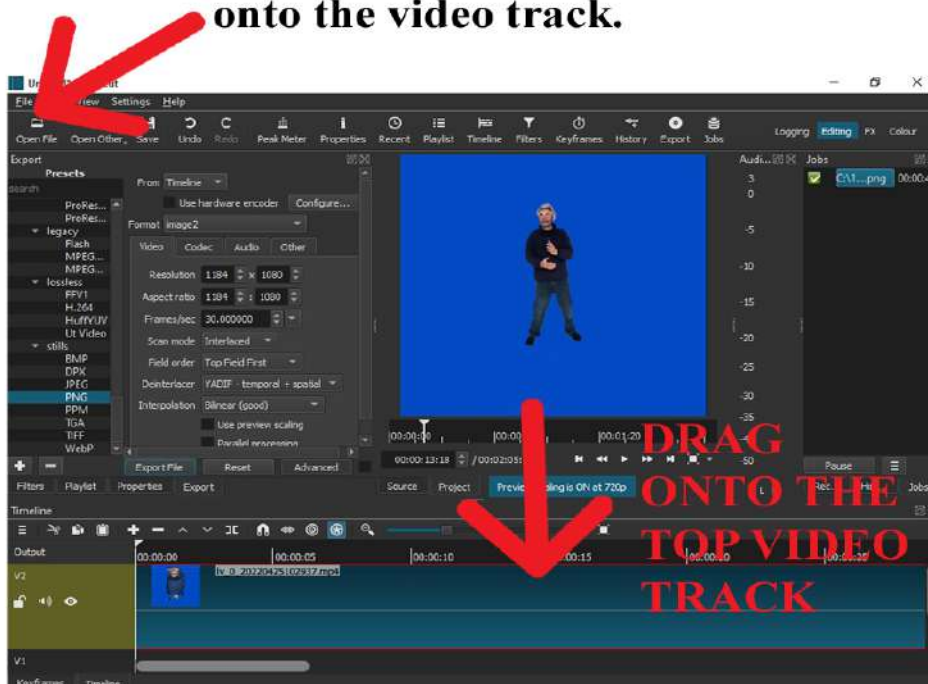
STAGE 8.

In the bottom left hand corner select the 3 white line icon then go to track operations and add 2 video tracks.



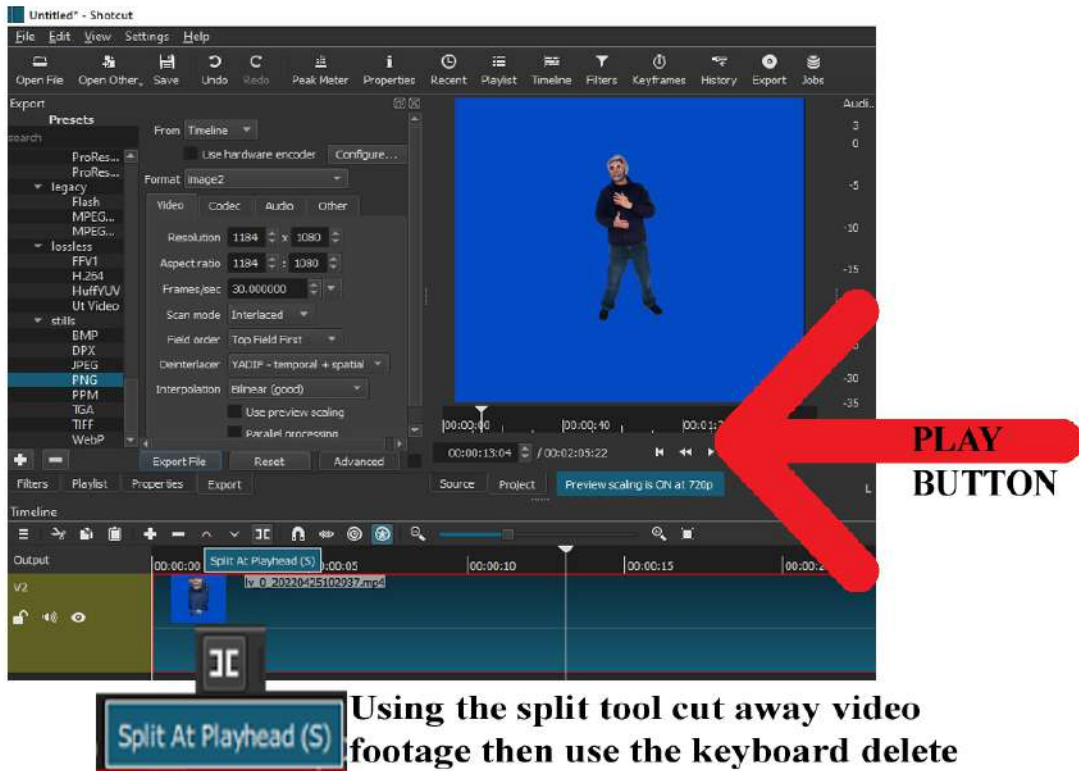
STAGE 9.

Now open your video file and drag it onto the video track.

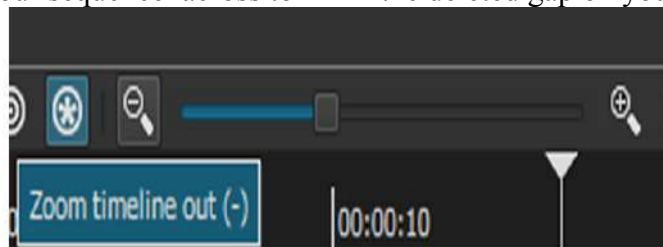


STAGE 10.

VIDEO EDITING



At this stage you may wish to edit your video footage, perhaps there are parts at the beginning that you do not want, simply press the play button then pause at the area you wish to delete. Now select the split tool as shown above and place it on the area you wish to delete, then using delete on your keyboard it will eliminate the area you do not want. Remember to drag your sequence across to fill in the deleted gap on your time track.



Use the zoom tools to view entire film footage.



Drag movie footage across if you have deleted areas.

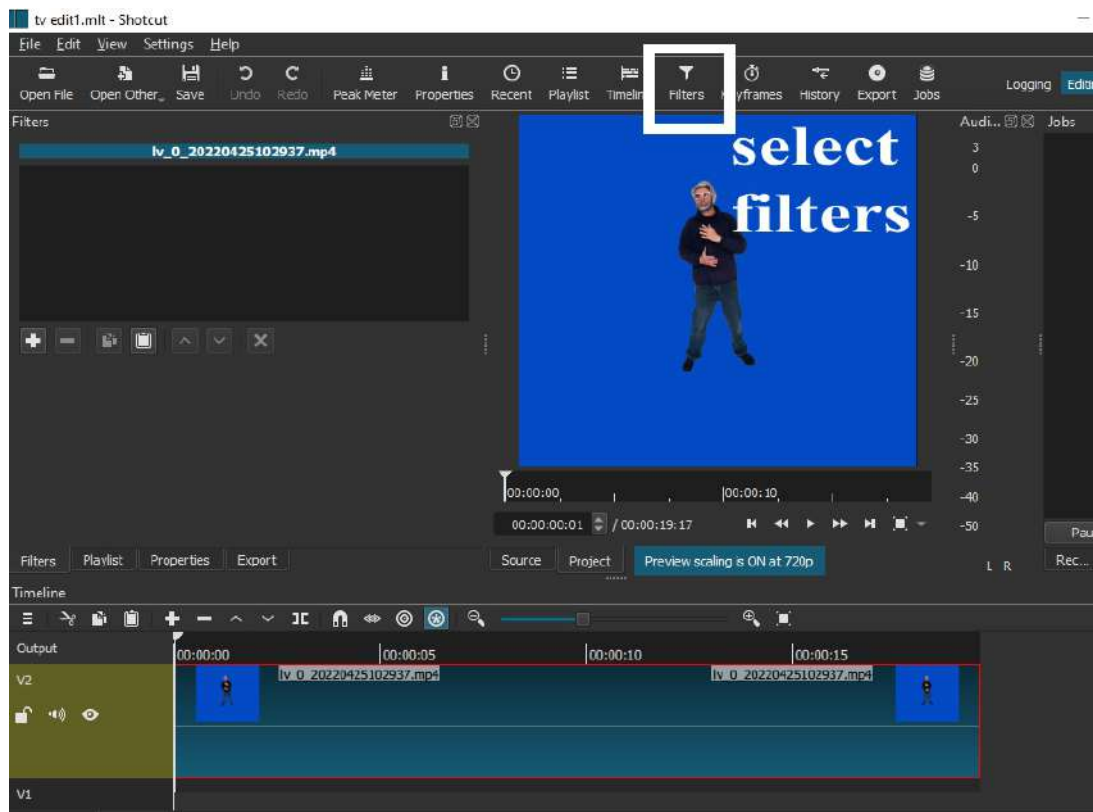
At this stage, your video footage should be edited at the front and the end of your film footage, my example lasts for 25 seconds.

STAGE 11.

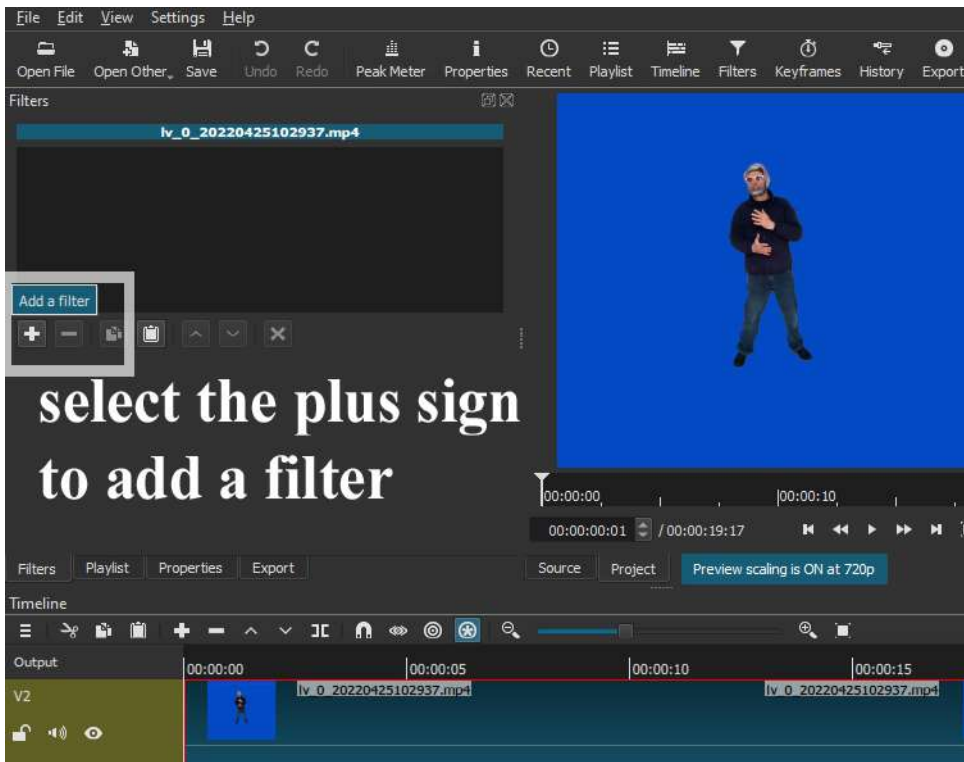
Please remember, our objective goal in shotcut is to create a series of files with transparent backgrounds. We are going to be needing these files for anim8or.

The next stage is to remove the blue background from our video footage.

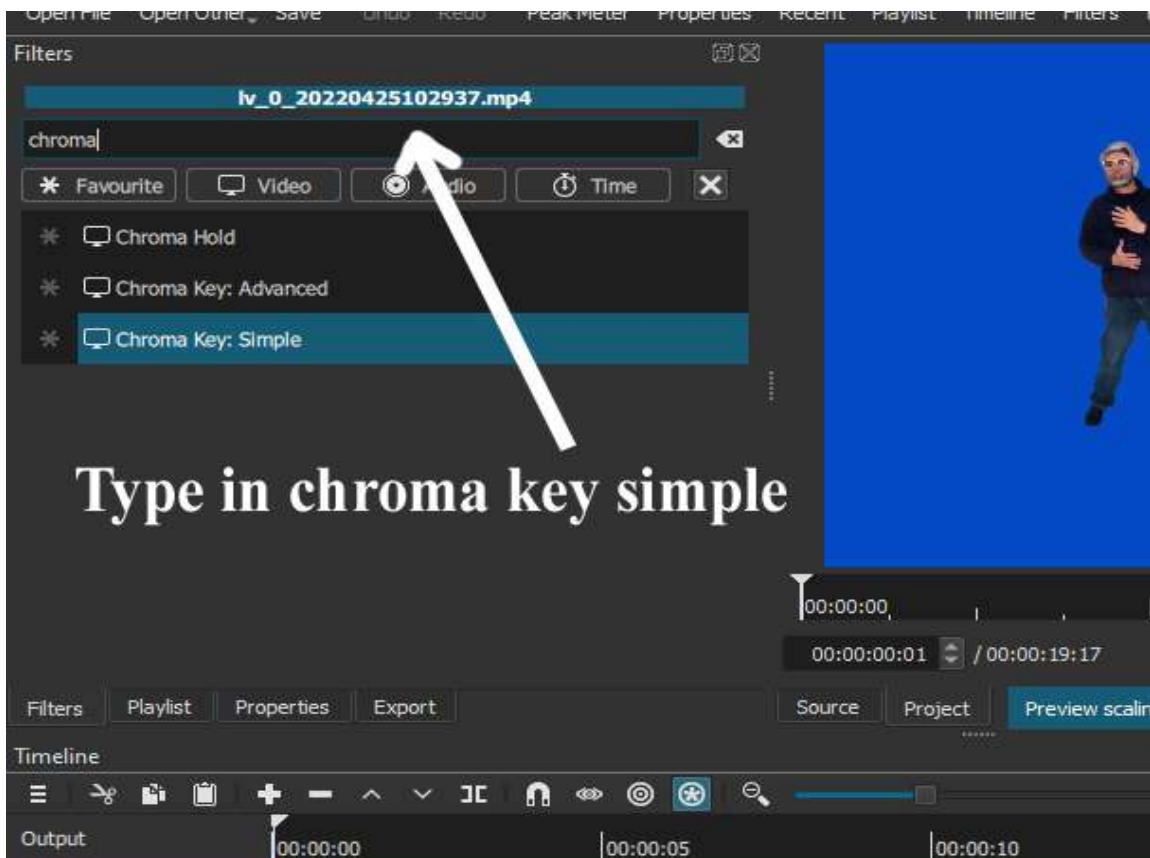
On the top line of shotcut please select the filters button, as shown in the next picture.

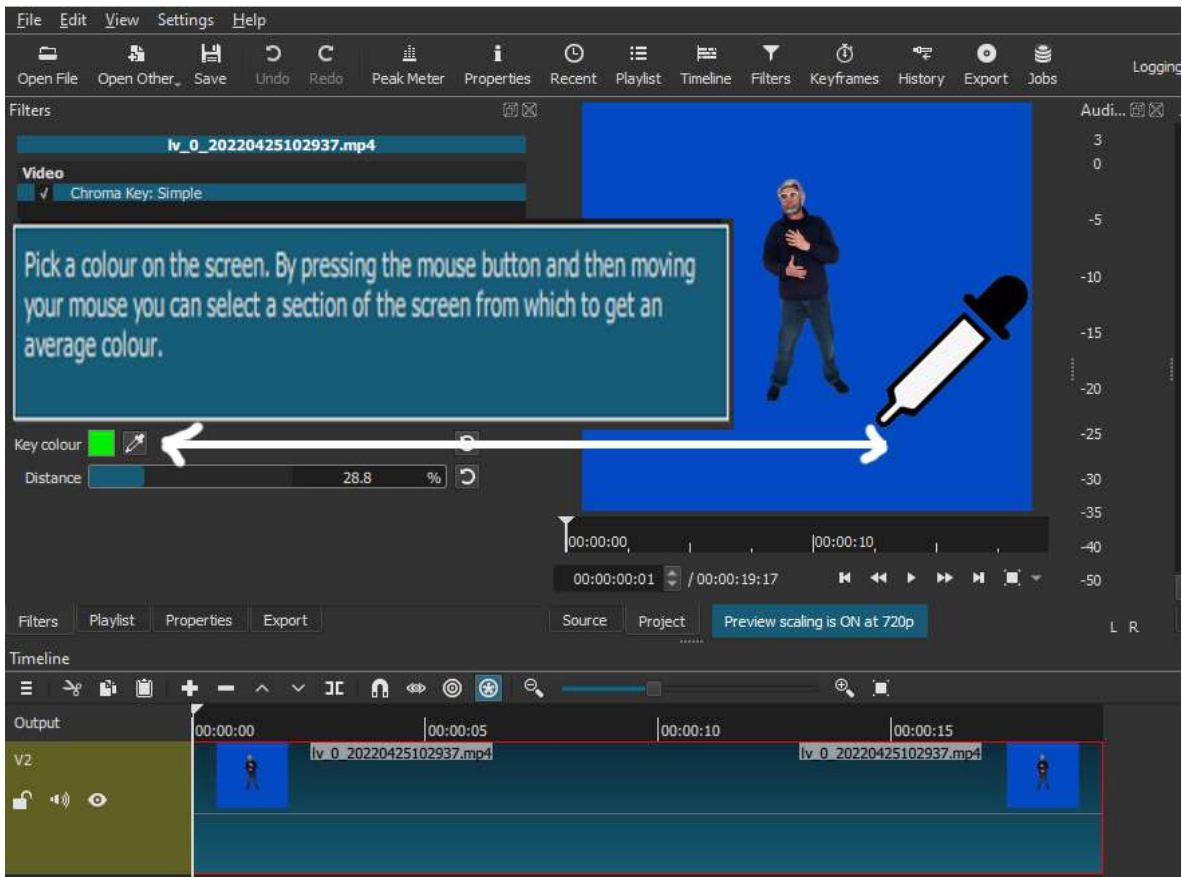


Now select the plus sign to add a filter.



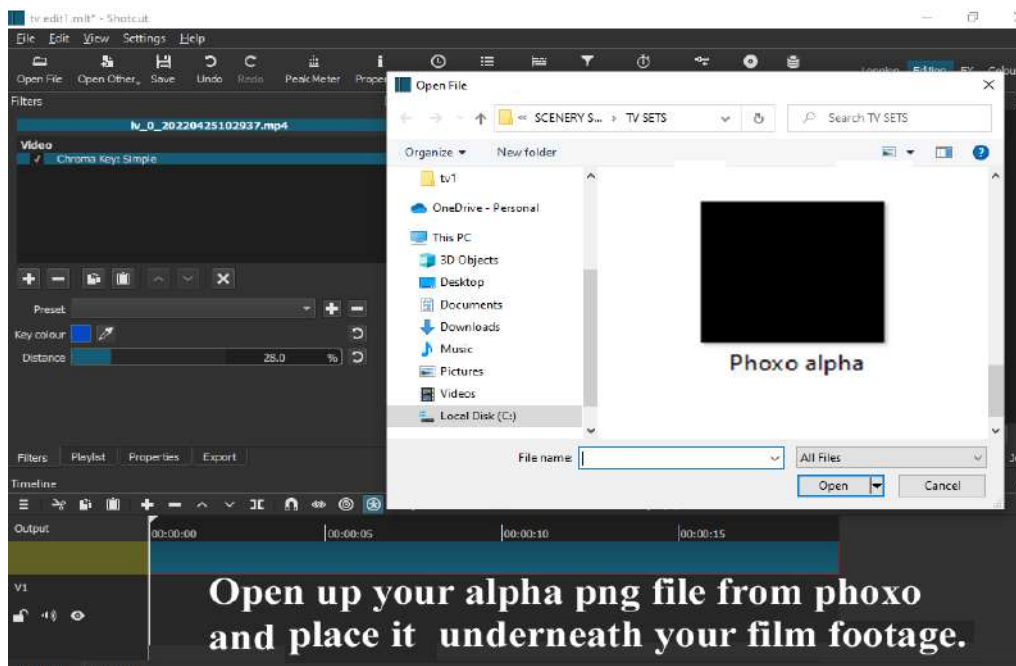
Now type in chroma key simple and the filter will show up.





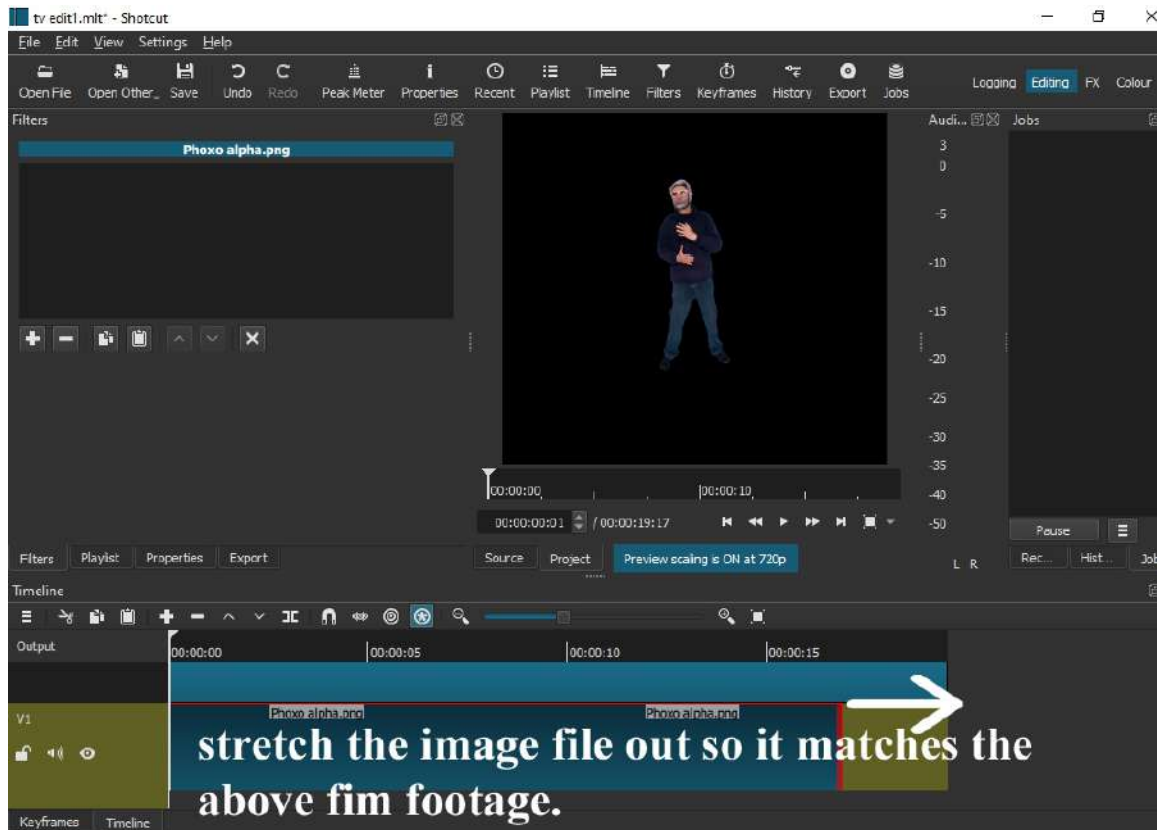
Use the little picker tool to select the colour in the video window.

STAGE 12.

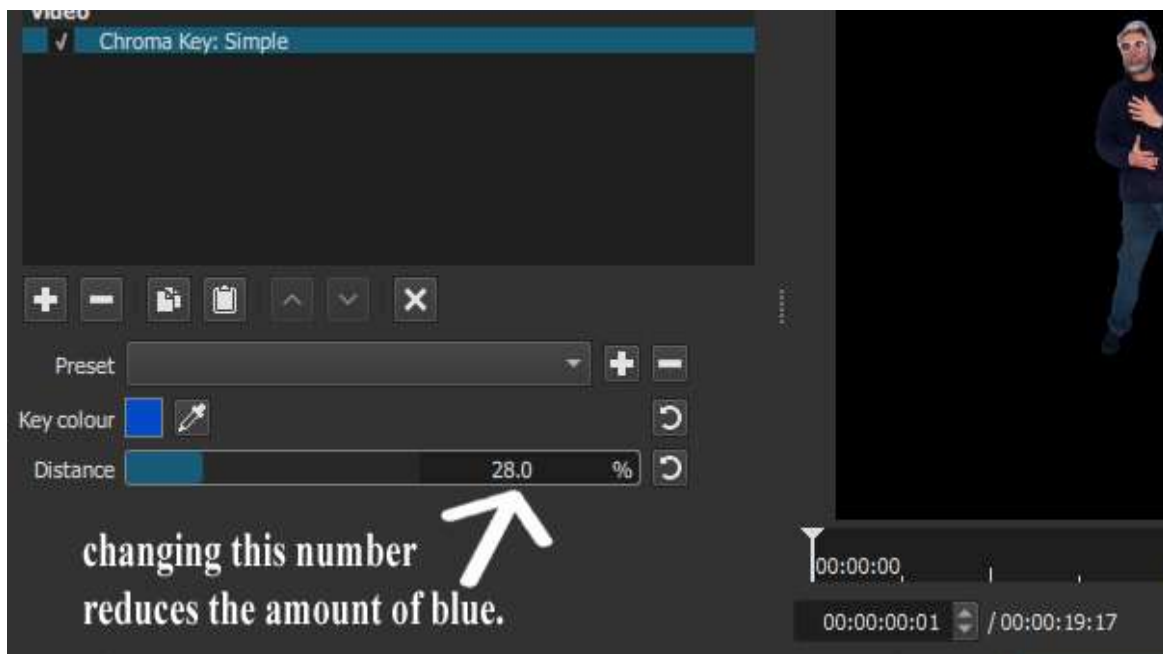


Open up your png transparent file that you created in phoxo and place it underneath your film footage.

Then stretch out your image file so it matches the above film footage, see next picture.



Notice how the blue background disappears.

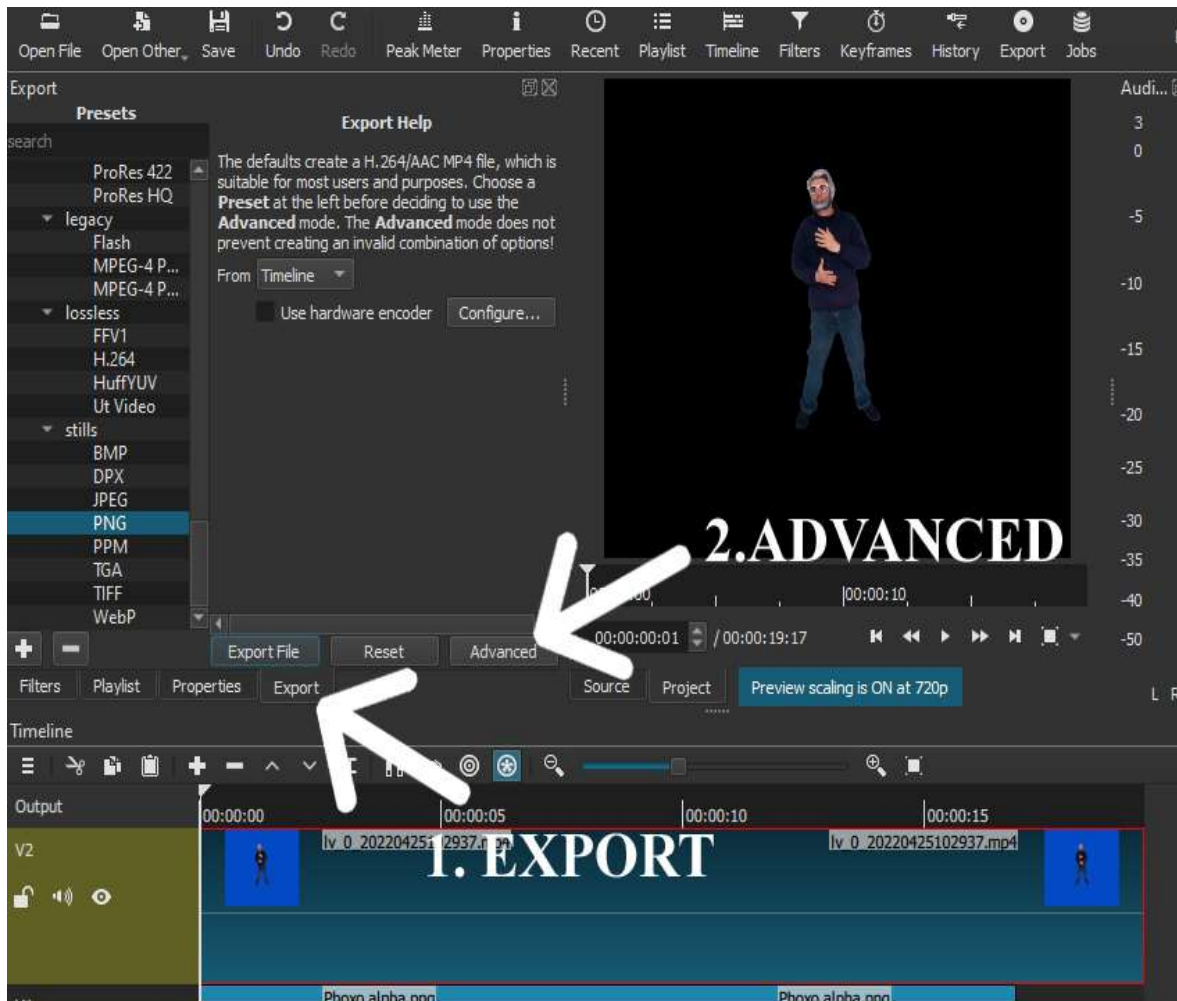


Changing the distance number reduces the amount of blue, don't increase the number too much otherwise it will take away colour from your actor.

STAGE 13.

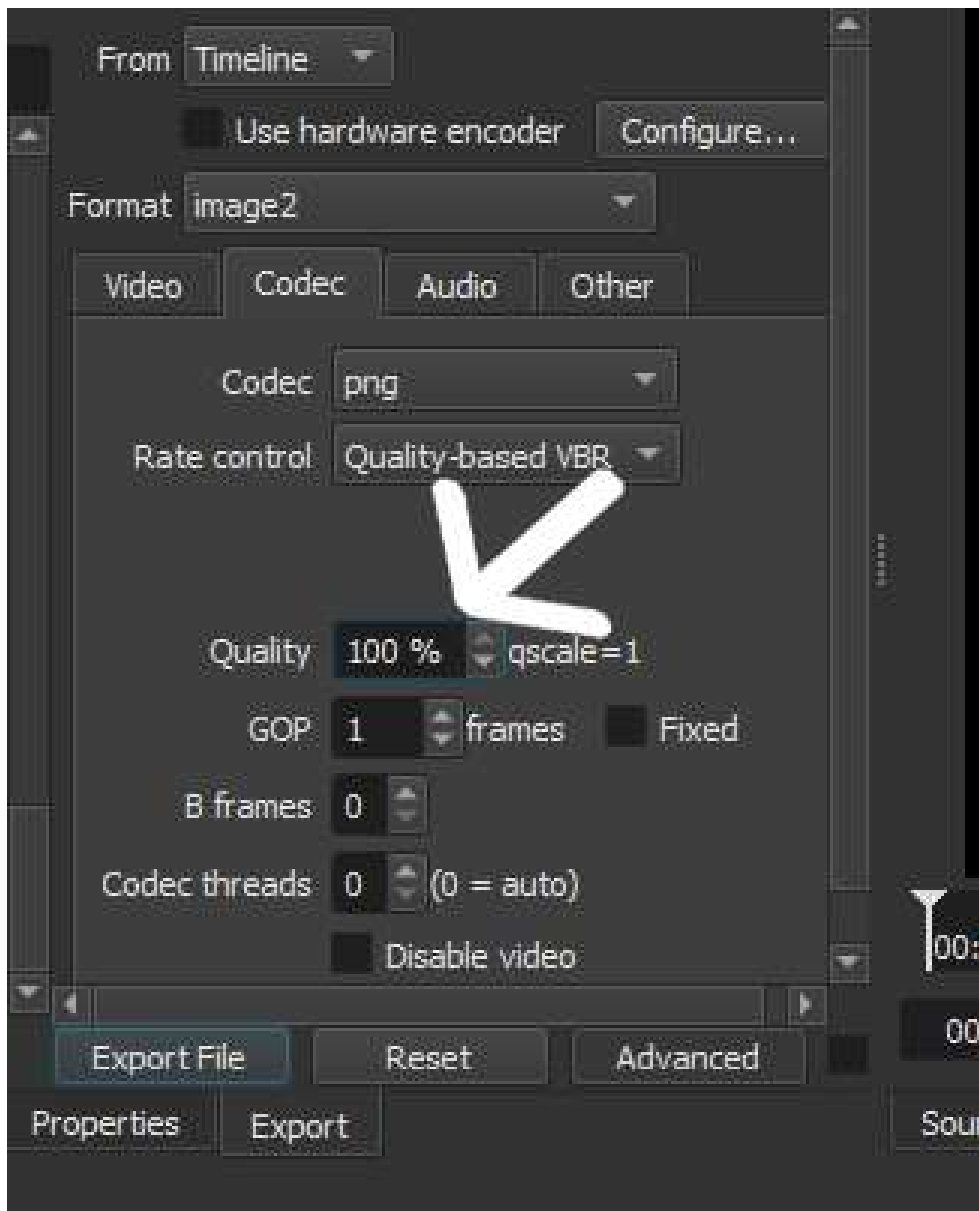
Now we want shotcut to export your film footage as a series of transparent files.

Select the video track with the actor in and then select **EXPORT** and **ADVANCED** as shown in the next picture.



STAGE 14.

In the codec portion change the quality of the final output png images from 55% to 100%



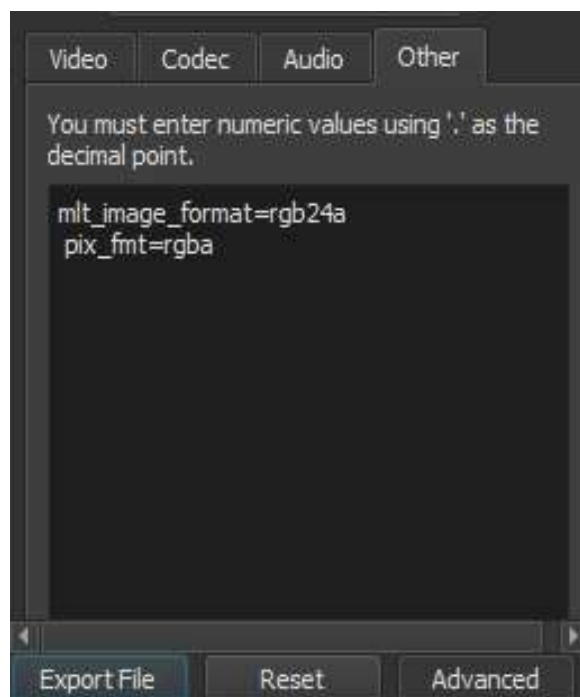
Now select the option labelled **Other**



Delete the text that is in the box and copy and paste in the following.

```
mlt_image_format=rgb24a  
pix_fmt=rgba
```

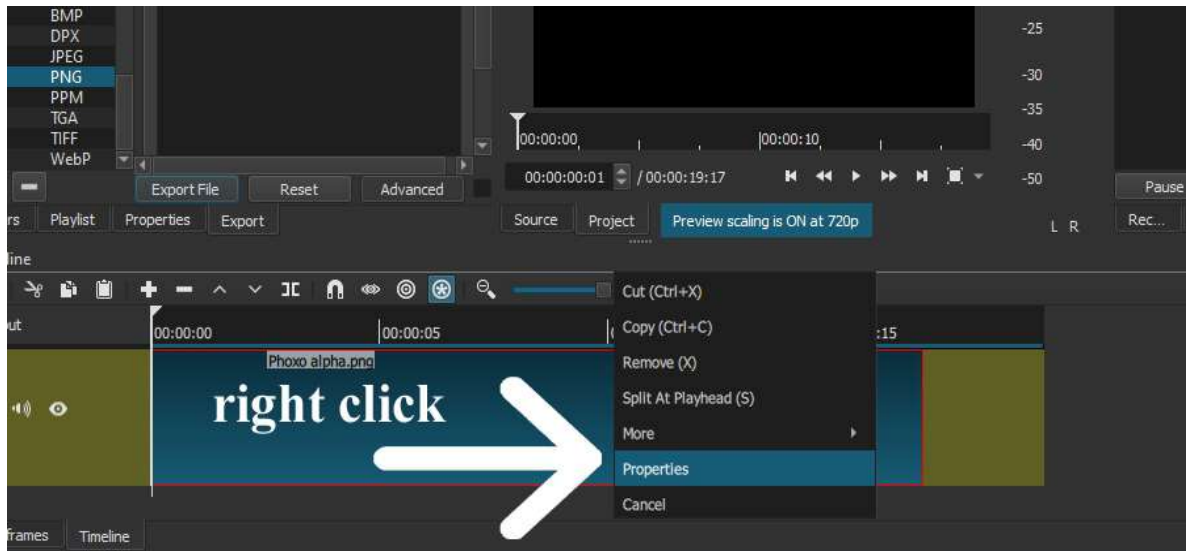
The above text instructs shotcut to export your images with a transparent background.
It should look like the below image.



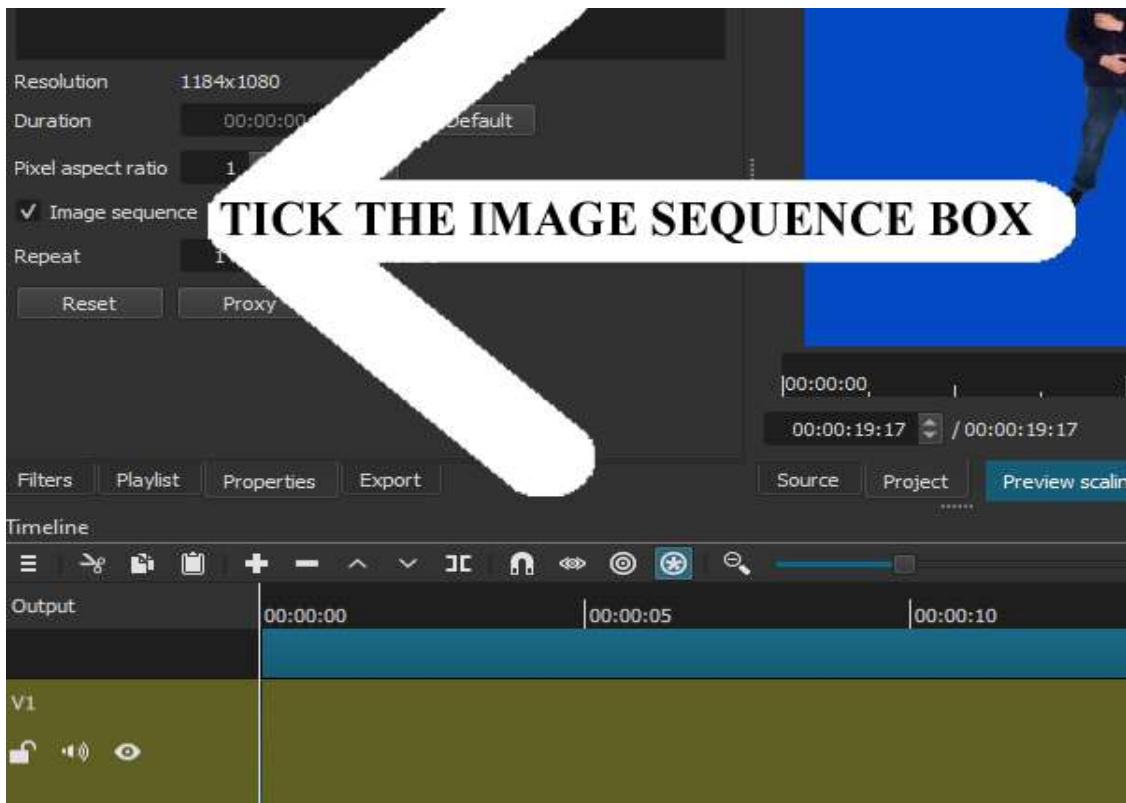
STAGE 15.

Now select the track underneath, this is the png image you created in phoxo.

Right click on properties.

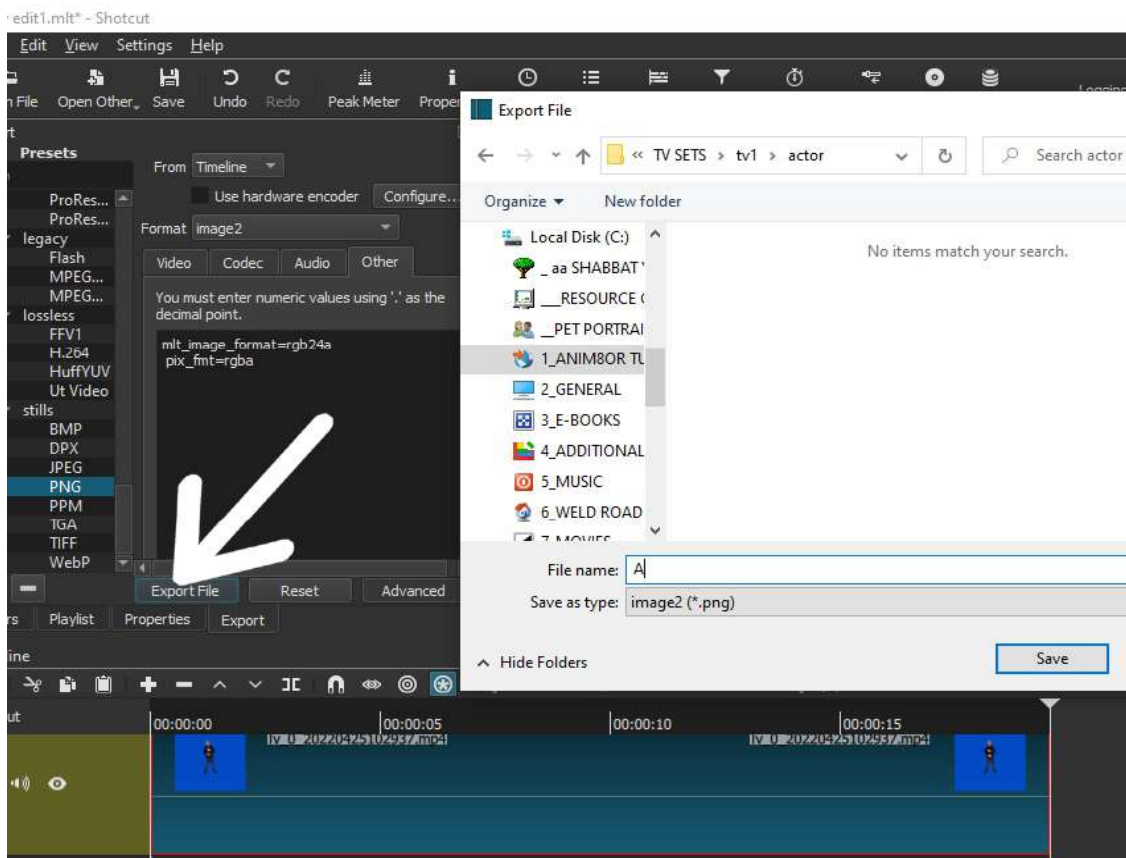


In the properties box tick the image sequence box.



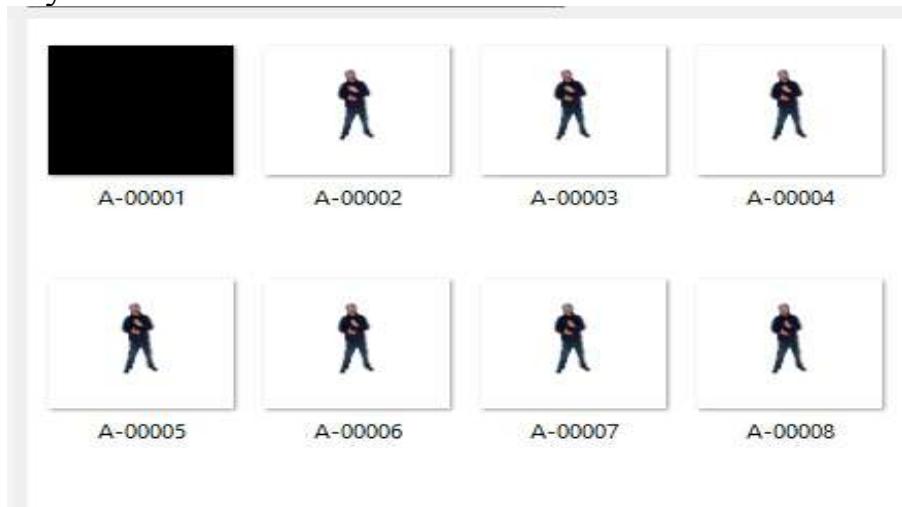
STAGE 16

Now select the video track with the actor in and select **EXPORT FILE.** Create an empty file on your hard drive for files to be exported to. Give the file name something very simple I labelled it –A.



It will take a few minutes for it to create your image sequence.

Finally you now have a folder full pngs with transparent background however your first frame is black.



In order to put things right open up your second frame and overwrite this as your first frame.

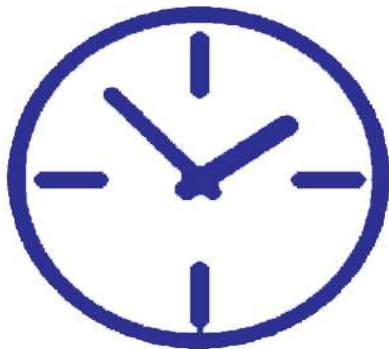
Just save frame A-00002 as A-00001 now **they all have** transparent backgrounds.

The workflow in shotcut is long winded, but after you have done it a couple of times it gets easier.



4- IN THIS SECTION YOU WILL LEARN TO ADD A SERIES OF IMAGES TO ANIM8OR TO PLAY AS A MOVIE.

YOU MUST KNOW THE BASICS OF ANIM8OR.



THIS SECTION WILL TAKE ABOUT 1-2 HOURS TO LEARN

THERE ARE 10 STAGES IN THIS MODULE.

It is time to open up Anim8or



In order to animate your alpha files you need to open up version **v1.01.1402**

The current development release is v1.01.1402, May 17, 2021:
You can download it from the below address.

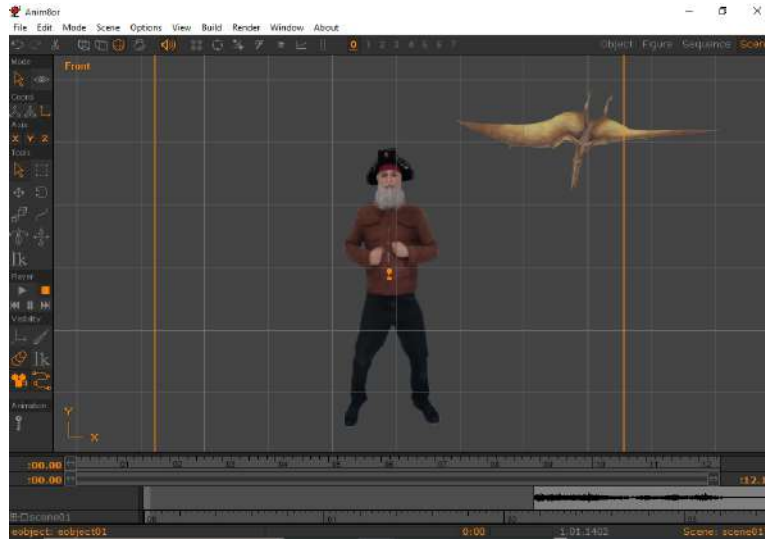
<https://www.anim8or.com/download/preview/files/animcl1402.zip>

Please note older version will not work with animating picture files.



Our objective goal in Anim8or is to create a simple flat plane and animate our transparent pictures on to it.

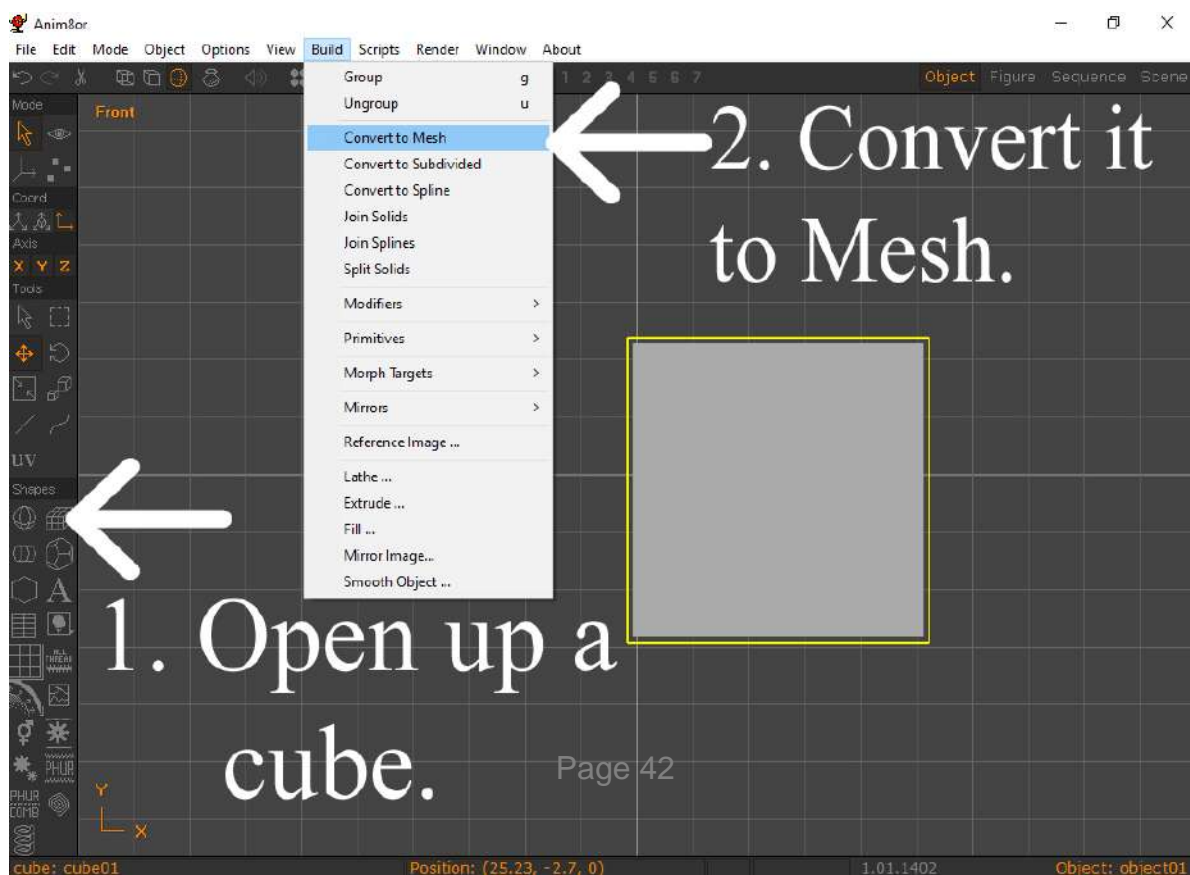
In the scene editor your flat plane will have an animated texture.



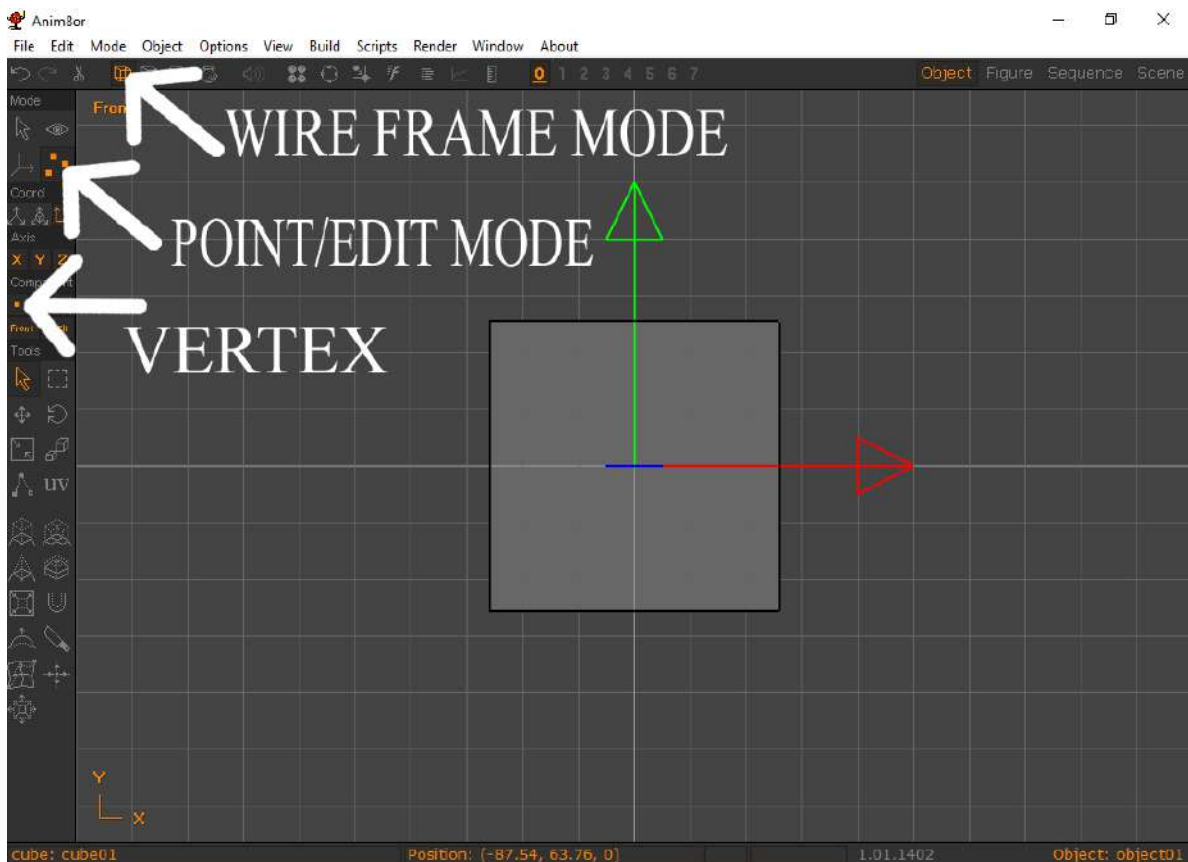
STAGE 1.

In version **v1.01.1402** of anim8or we will create a flat plane for our animated texture.

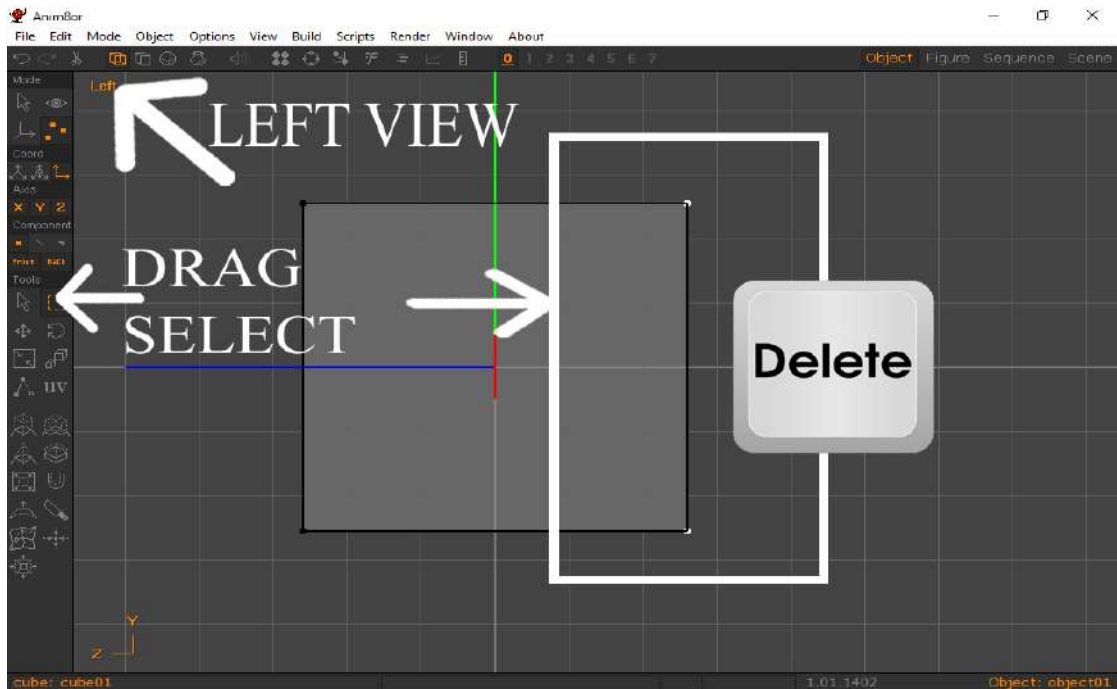
In the object editor open up a cube and convert it to a mesh as shown in the next picture.



Make sure you are in the **wire frame mode**, this will enable you to view the vertex points. Also select the **point edit mode** and **vertex** as shown in the next picture.

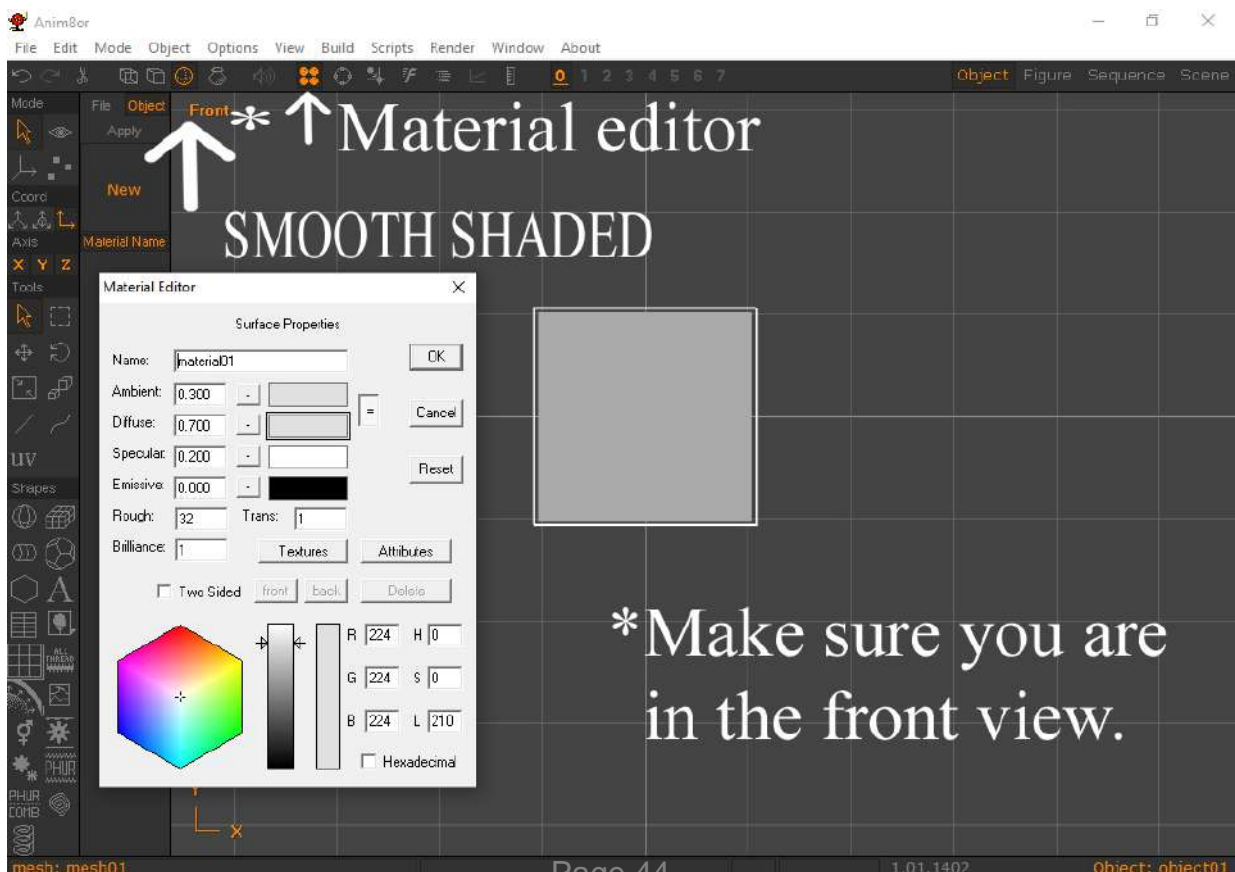


In the **left hand view** go into the point edit mode, select the vertex and using the drag select tool, select all the vertex apart from the front vertex and press **delete** on your keyboard now you are left with flat 3d surface. This removes the unwanted vertex



STAGE 2.

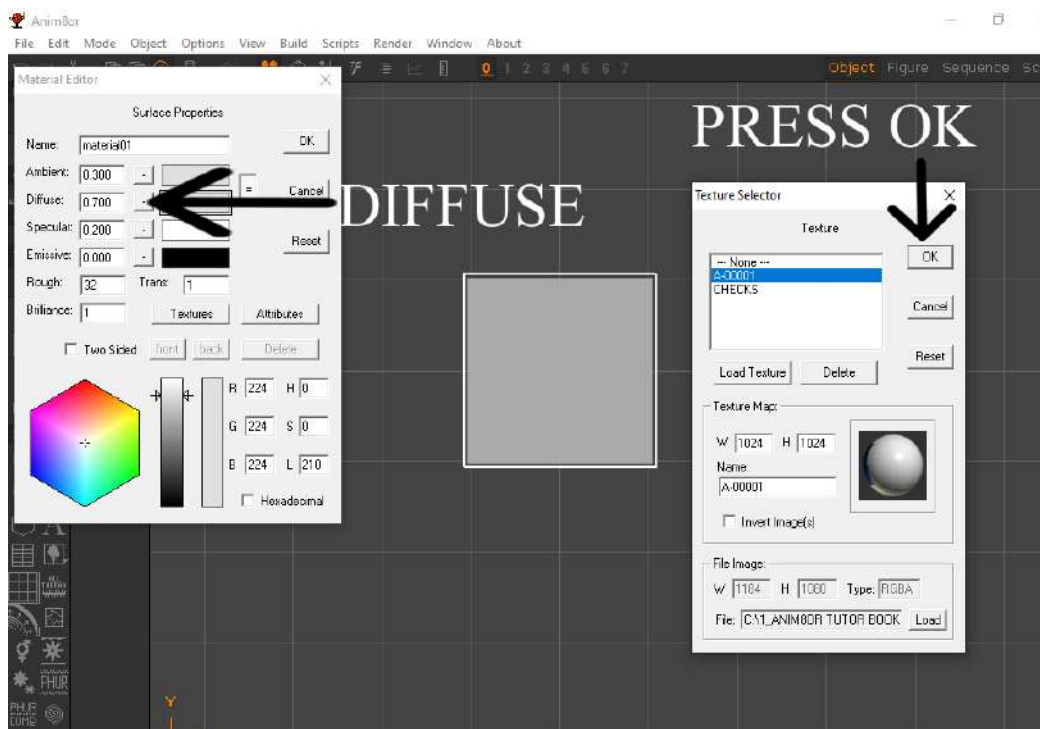
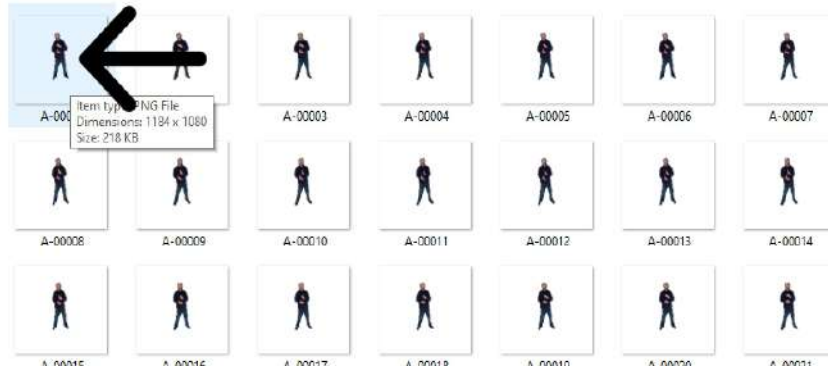
Go into **front view**, and select the **smooth shaded** view option and up the **material editor**.



*Make sure you are in the front view.

You are now going to add the first transparent picture in your image collection to the flat plane that you have created.

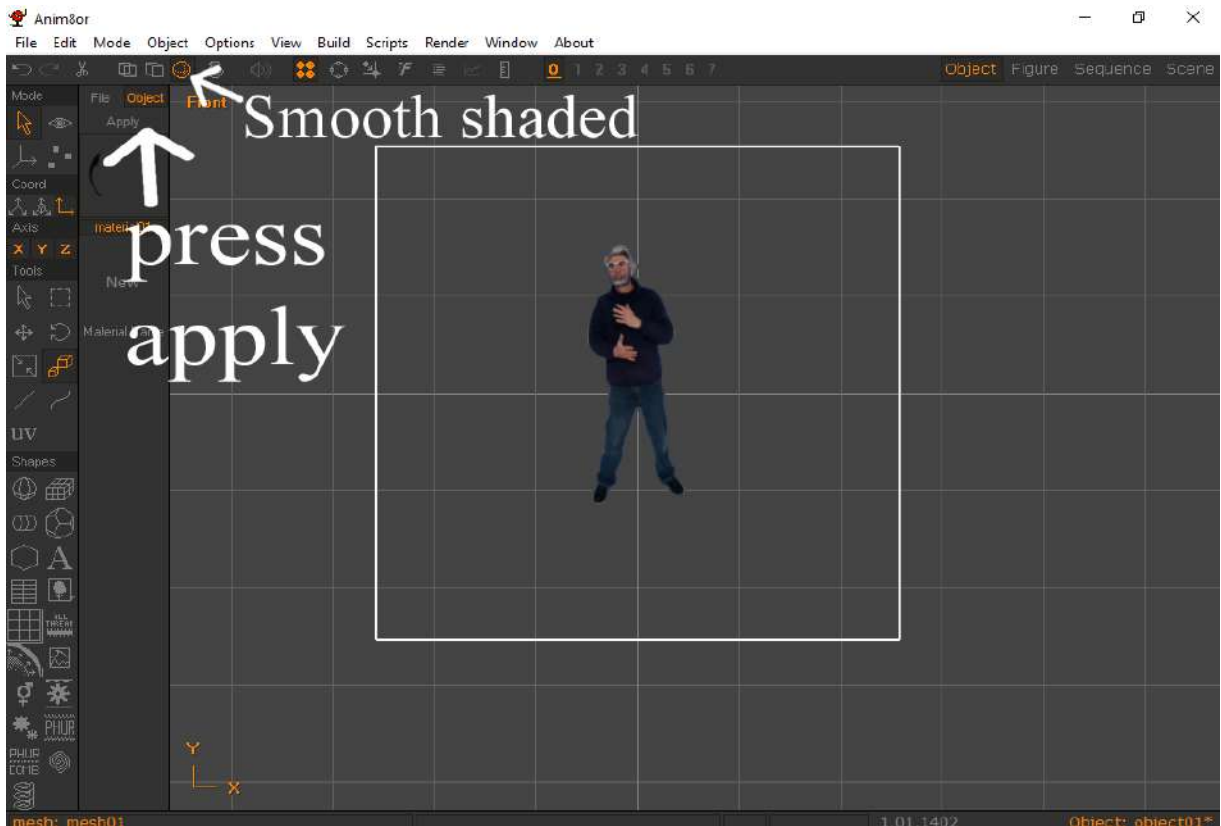
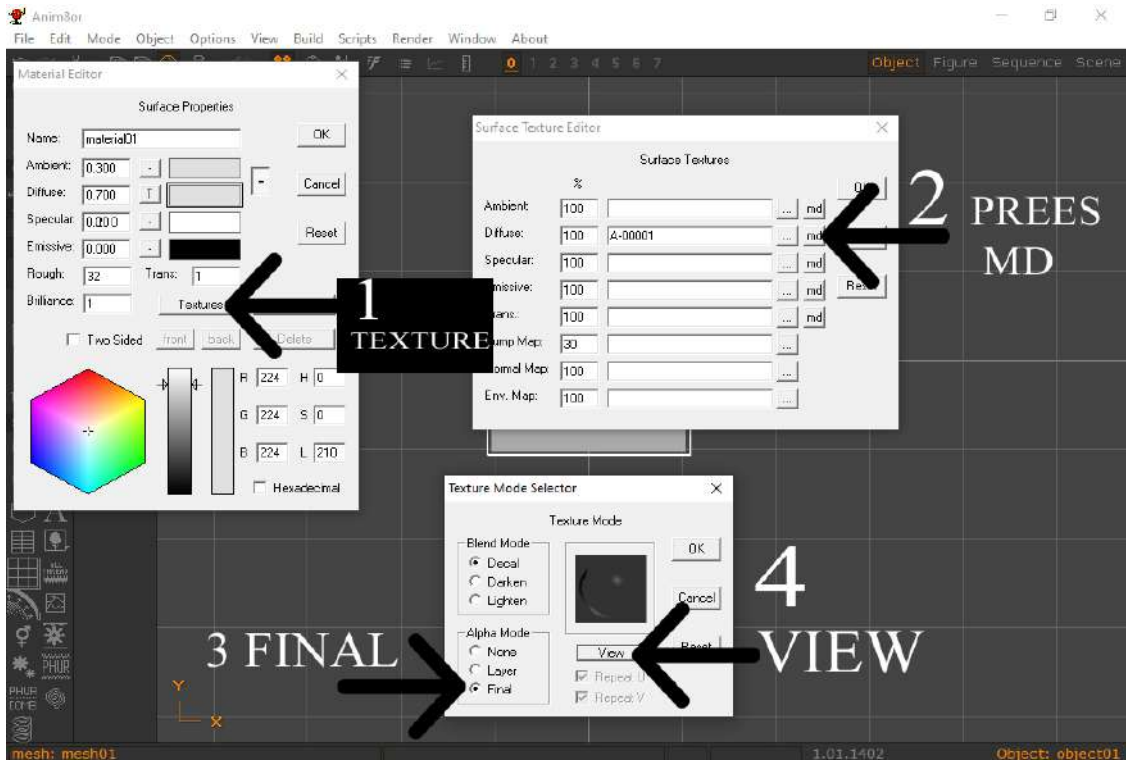
Now go into the front view and centre the plane to the centre of the screen, using the locate tool from the drop down edit menu. Open up the material editor, select the diffuse section and load in the first PNG file with transparent background then press **OK**.



Then press the **TEXTURE** button as shown in the next picture. In surface texture editor box in the diffuse section click on the **MD** button. The texture mode selector box appears showing your image, in order to make the background transparent, in the ALPHA MODE section select **FINAL** then **VIEW**. Remember to press OK.

You now have image with a transparent background in your material library.

ALSO change specular to zero 0.

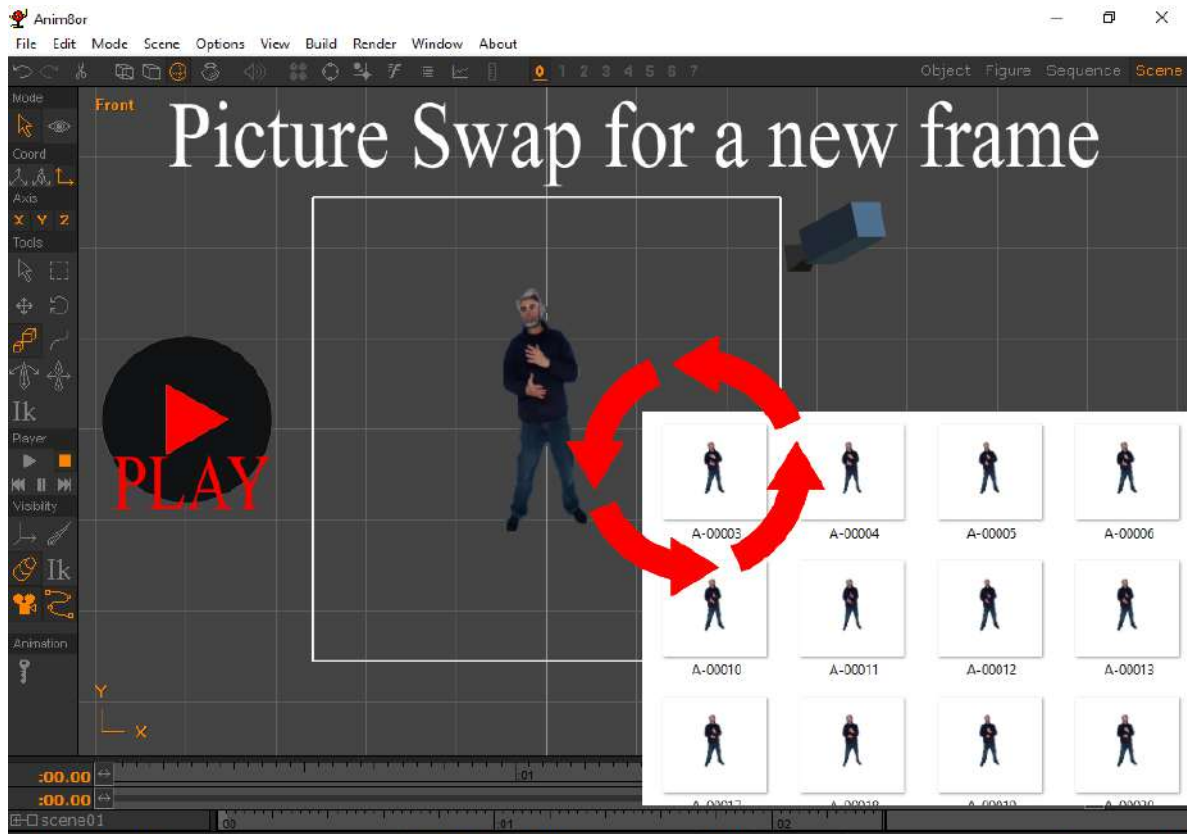


Select the the flat plane, then press apply material. Make sure smooth shaded is on.

STAGE 3.



In the scene editor in Anim8or when you press the play button you want anim8or to play your picture files as a movie. **So for every frame change it swaps one picture for another picture.**



You have to copy and paste a small coded script into the scene editor so anim8or knows how to swap the pictures for every frame change.

PLEASE DON'T WORRY you do not have to understand computer programming and scripting.

But you will have to type into the script where your files are located on your computer hard drive and the name of your picture file material and how many frames you want to play as an animation.

HERE IS THE SCRIPT

Please copy and paste it into windows NOTEPAD program

```
texture $t;
string $texPrefix, $texType, $texPath, $texFileName;
int $i, $k, $texStartingFrame, $texEndingFrame, $texDigits;
int $texFrame, $numFrames;
int $firstFrameNum; // This is an animation frame number to correspond to $texStartingFrame
image. E.g, two torches can burn out of sync by setting $firstFrameNum to different frames.
$firstFrameNum = 0;

// CHANGE 1 SEE NOTES

$t = project.LookupTexture("ghost g-00001");

// CHANGE 2 SEE NOTES

$texPath = "C:/1_ANIM8OR TUTOR BOOK/ANIMATED TEXTURE/SHOT CUT/GHOST
GIRL/Ghost girl pngs/";

// CHANGE 3 SEE NOTES

$texPrefix = "ghost g-";

// CHANGE 4 SEE NOTES

$texDigits = 5;

// CHANGE 5 SEE NOTES

$texType = "png";

// CHANGE 6 SEE NOTES

$texStartingFrame = 1;
```



```
// CHANGE 7 SEE NOTES
```

```
$texEndingFrame = 103;
```

```
$numFrames = $texEndingFrame - $texStartingFrame + 1;
```

```
$texFrame = (frame + $numFrames - $firstFrameNum) % $numFrames;
```

```
$texFrame = clamp($texFrame + $texStartingFrame, $texStartingFrame, $texEndingFrame);
```

```
$texFileName = PrintToString("%d", $texFrame);
```

```
$k = $texDigits - $texFileName.length();
```

```
$texFileName = "";
```

```
while($k > 0)
```

```
{
```

```
    $k = $k - 1;
```

```
    $texFileName = PrintToString("%s%s", $texFileName, "0");
```

```
}
```

```
// At this point $texFileName contains just the padding zeros of the file number (if any)
```

```
$texFileName = PrintToString("%s%s%s%d.%s", $texPath, $texPrefix, $texFileName, $texFrame, $texType);
```

```
if ($t.GetFileName != $texFileName)
```

```
$t.SetFileName($texFileName);
```

STAGE 4.

You should have at this stage the above script copied into windows notepad program

Windows Notepad is a simple text editor for Windows; it creates and edits plain text documents.

You will now need to make **seven changes to the script.**

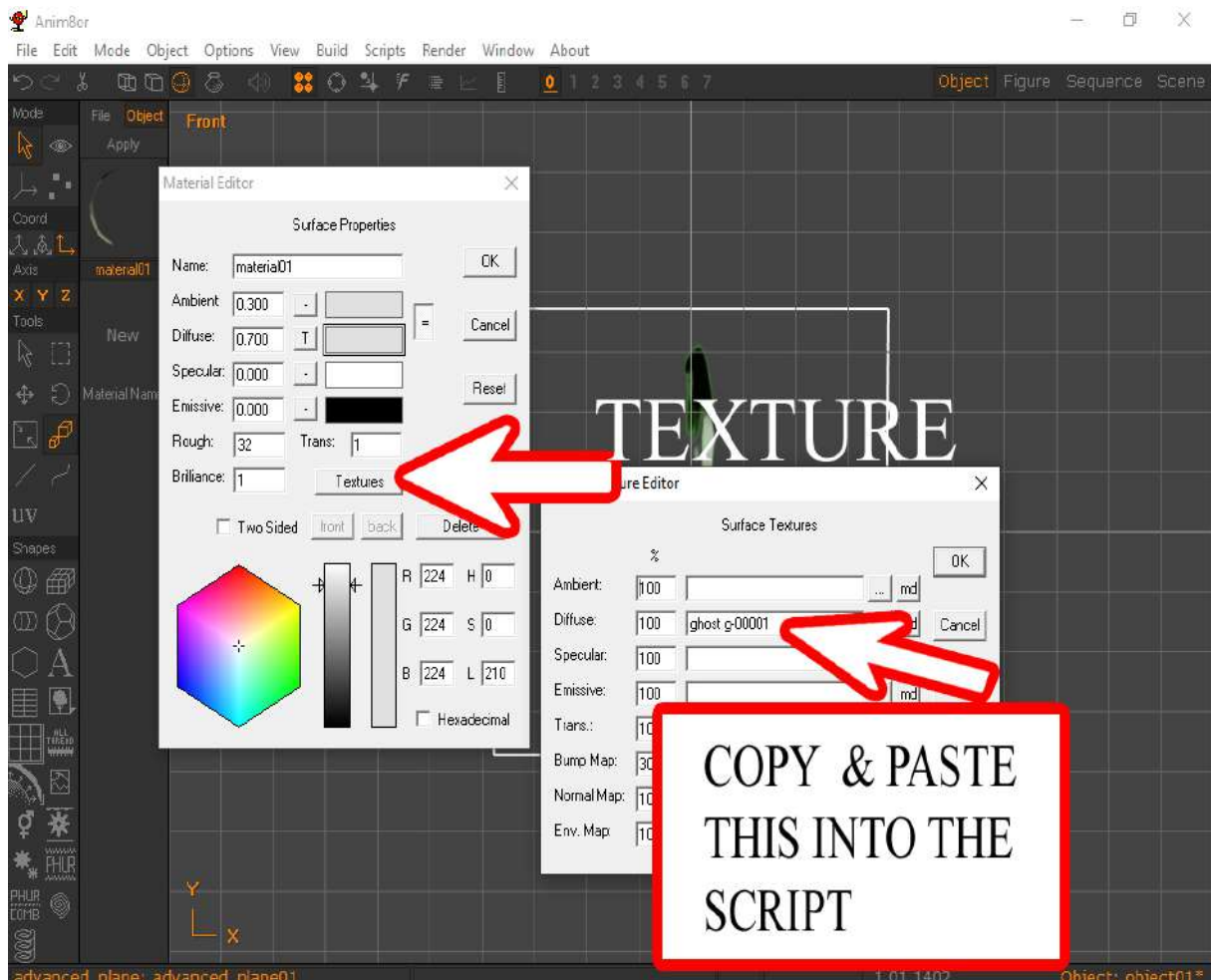
Please look at the script in notepad and lets us now review the first change.

```
$t = project.LookupTexture("ghost g-00001");
```

The first change is the name of your texture in anim8or, go into the material editor and press the texture button. See the next picture and copy and paste

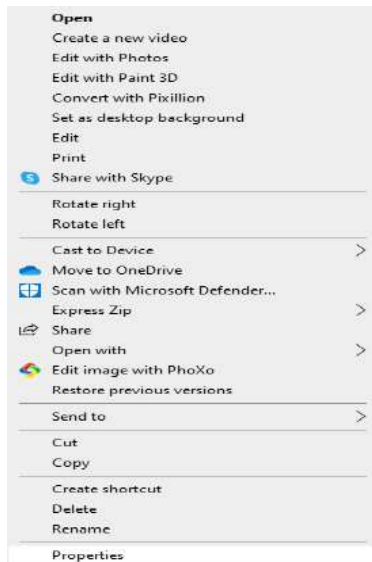
the name of your material into your notepad script.

Obviously you will have to delete the existing name which ghost g-00001 and replace it with your material texture name.

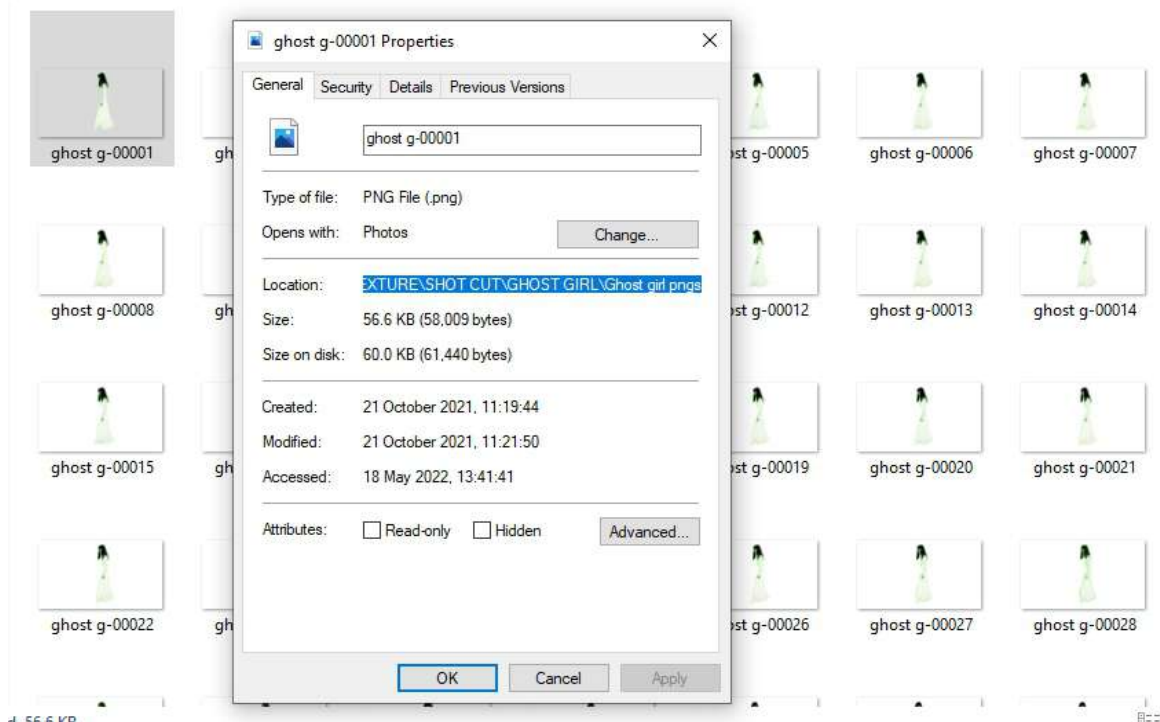


The second change you will make relates to the **location** of your pictures files that you created in shotcut.

Go into the file with picture files with transparent background and with your mouse **right click** on the first picture and a command box appears at the very bottom is properties. Select this.



Now you have the properties box showing.



Copy and paste the location address into the correct place into notepad.

In my example it will look like the below.

C:\1_ANIM8OR TUTOR BOOK\ANIMATED TEXTURE\SHOT CUT\GHOST GIRL\Ghost girl pngs

***NOTICE THE SLASHES ARE THE WRONG WAY AROUND AND YOU NEED ONE AT THE END.**

So please make them into **forward slashes** / and add one at the end /

So it should look like the below.

**C:/1_ANIM8OR TUTOR BOOK/ANIMATED TEXTURE/SHOT
CUT/GHOST GIRL/Ghost girl pngs/**

If you do not change them to forward slashes and add one at the end the script will not work.

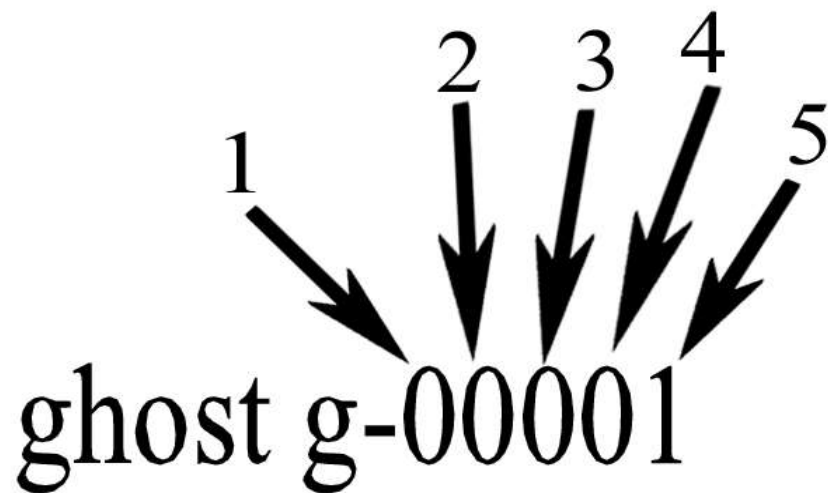
The third change that you will make relates the prefix name.

The easiest way to do this, is to look the first change you made and copy and paste **the prefix name including the end hyphen (-)**.

It should look something similar to the below example my prefix name is **ghost g**, your prefix name will be different. I have highlighted this in red.

```
$texPrefix = "ghost g-";
```

The fourth change is the number of digits in the texture name.



ghost g-00001

The diagram shows the text "ghost g-00001" with five arrows pointing to the digits of the file extension. Arrow 1 points to the first '0', arrow 2 to the second '0', arrow 3 to the third '0', arrow 4 to the fourth '0', and arrow 5 to the final '1'.

```
$texDigits = 5;
```

The fifth change is the type of texture file is it “png”, “bmp”, “gif” or “jpg” in this I used a png.

```
$texType = "png";
```

The sixth change ask you what is the starting frame number, I want it to animate from the first picture in my image files collection. So I put number 1 as my starting frame.

```
$texStartingFrame = 1;
```

The seventh change asks you what is the ending number. In this case we had a 103 picture images so obviously the end frame was 103.

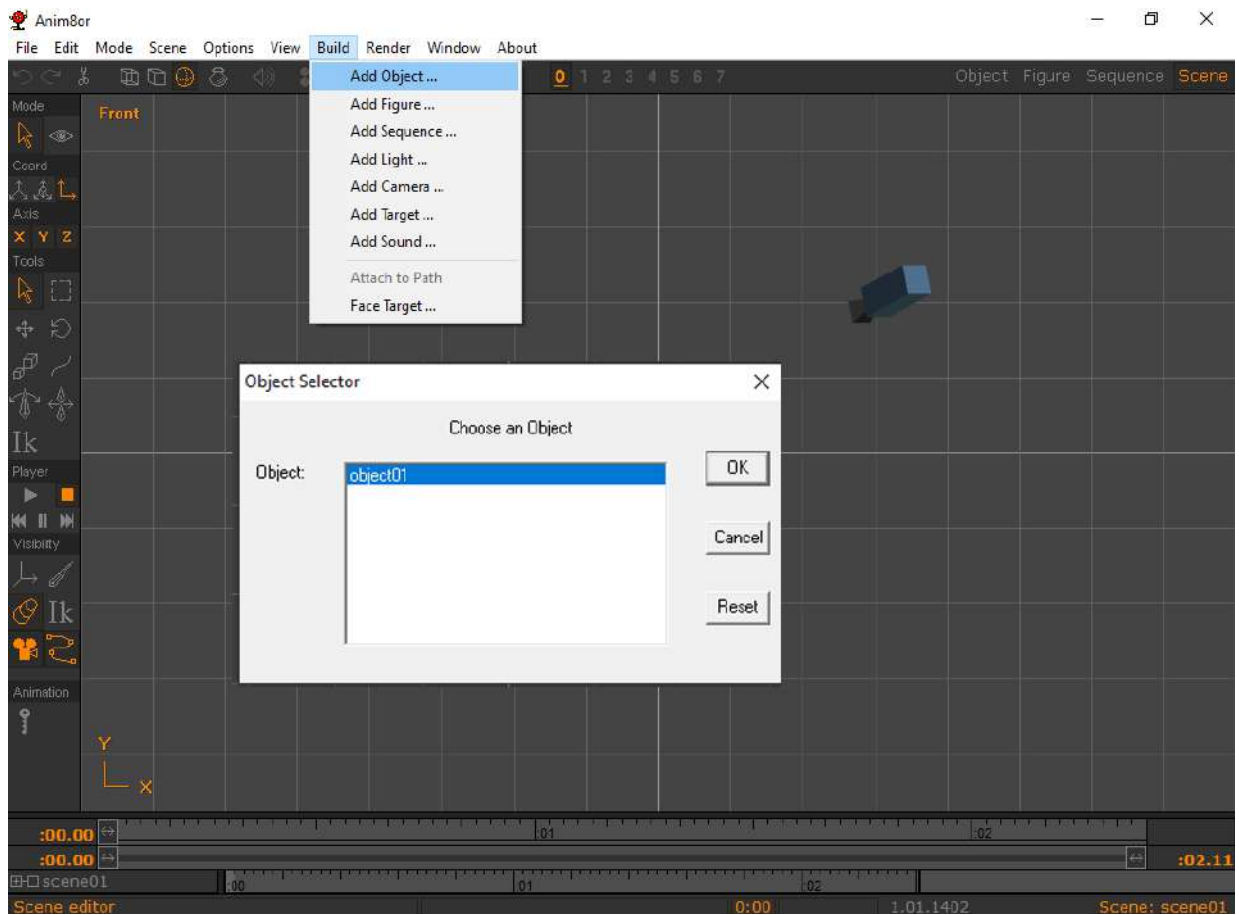
\$texEndingFrame = 103;

You have now made the 7 changes to your script please now save your notepad file in a safe place, please also copy your script because we are to paste it into anim8or.

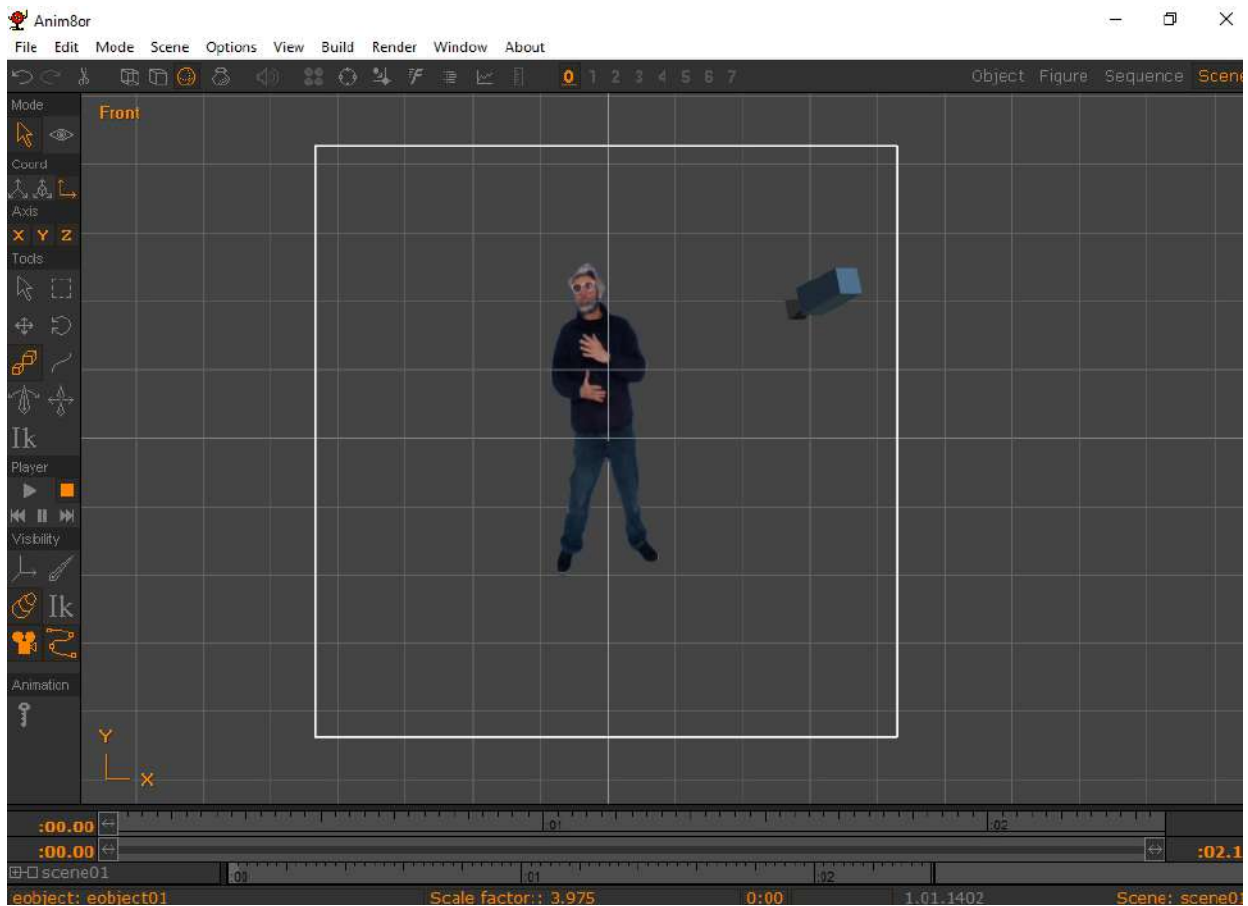
STAGE 5.

Go into anim8or make sure you are using version **v1.01.1402** if you are not using this version of anim8or the script will not work. **Please double check!!!!**

In anim8or go into the scene editor on the top line go into the build option and in the drop down menu ADD OBJECT as shown in the next picture. Now select object 01 which the first picture file that you applied onto a flat plane in stage 2.



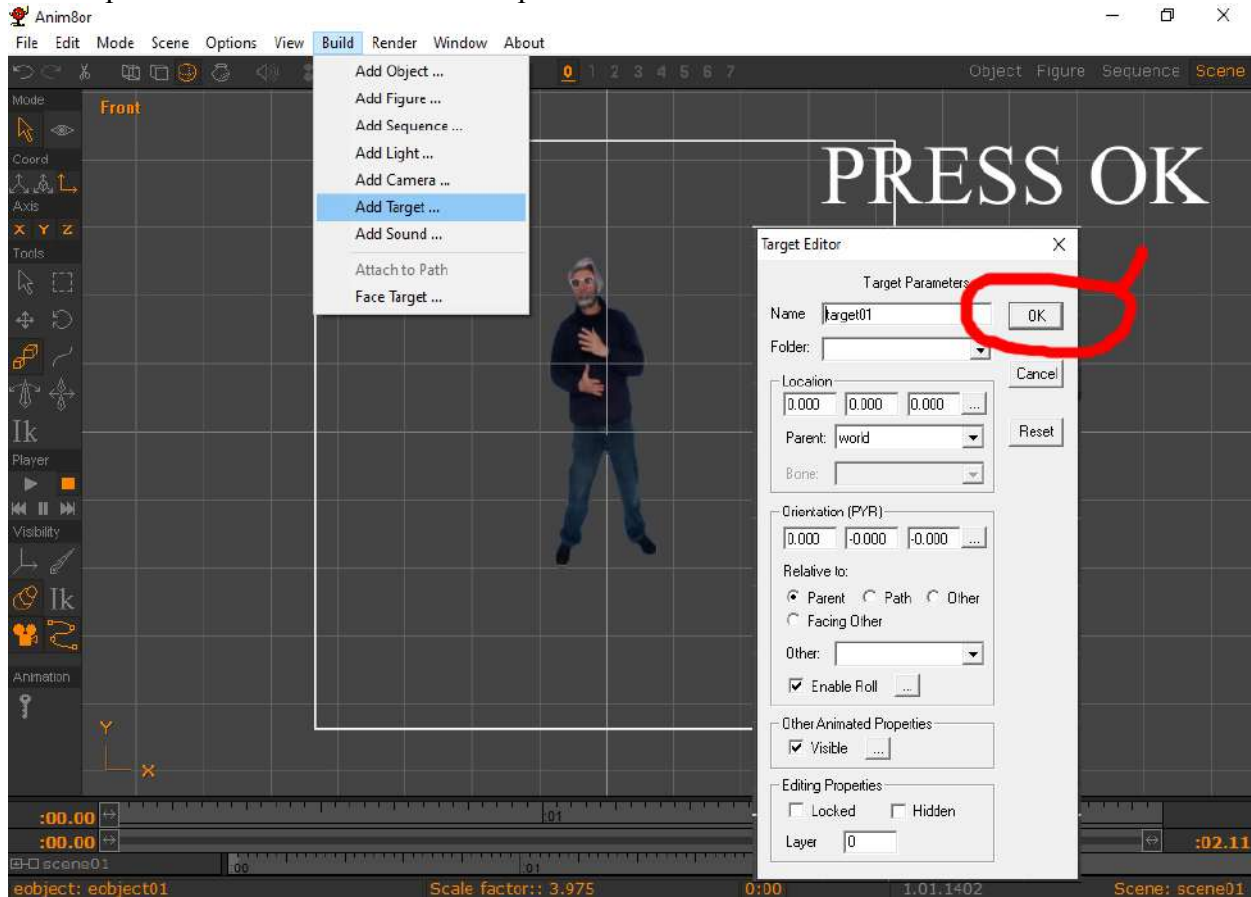
Now you have the first frame of images showing up in the scene editor.



STAGE 6.

Now select the image file on the screen, the outline will turn white.

Then go to the build option top line and in the drop down menu select ADD TARGET and press OK. As shown in the next picture.

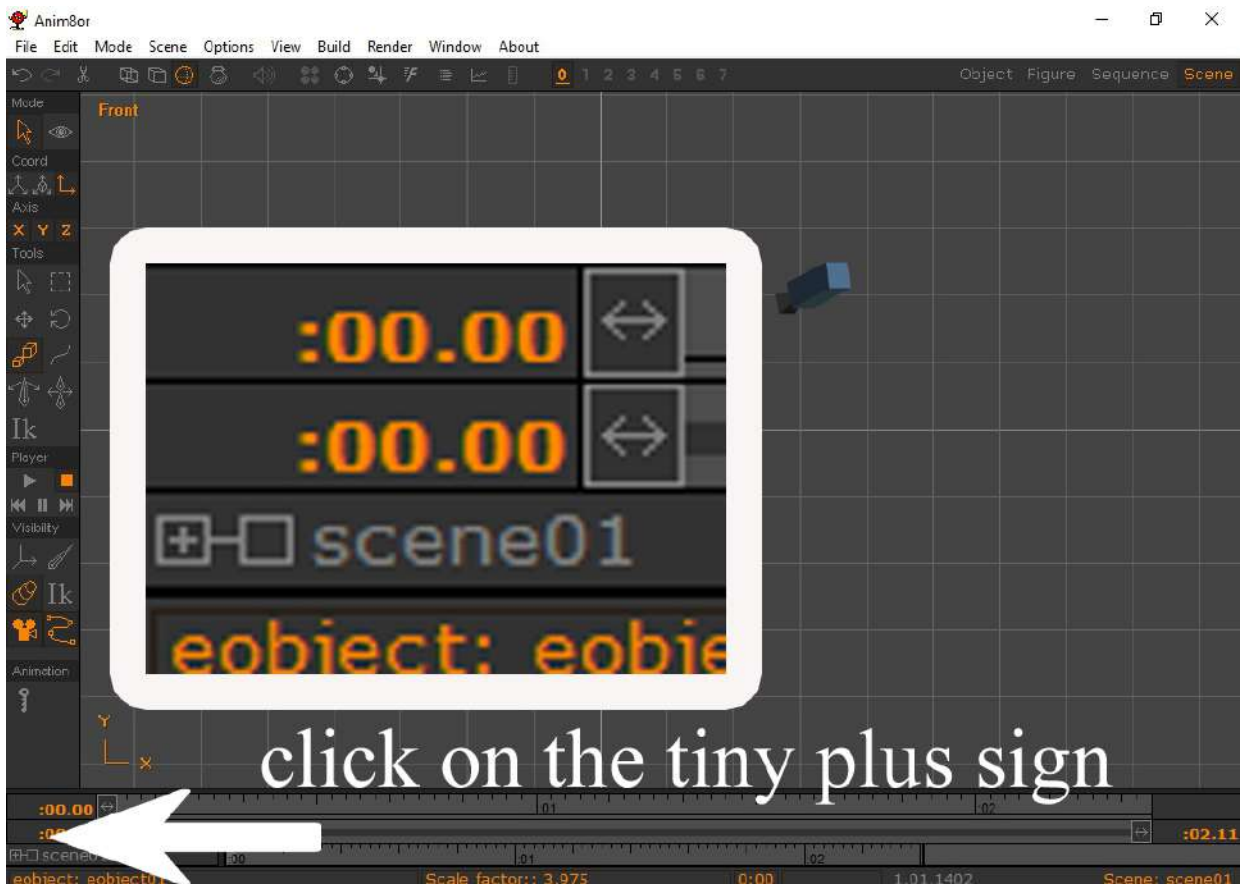


STAGE 6.

You now need to go into the TIME PANEL in the scene editor window.

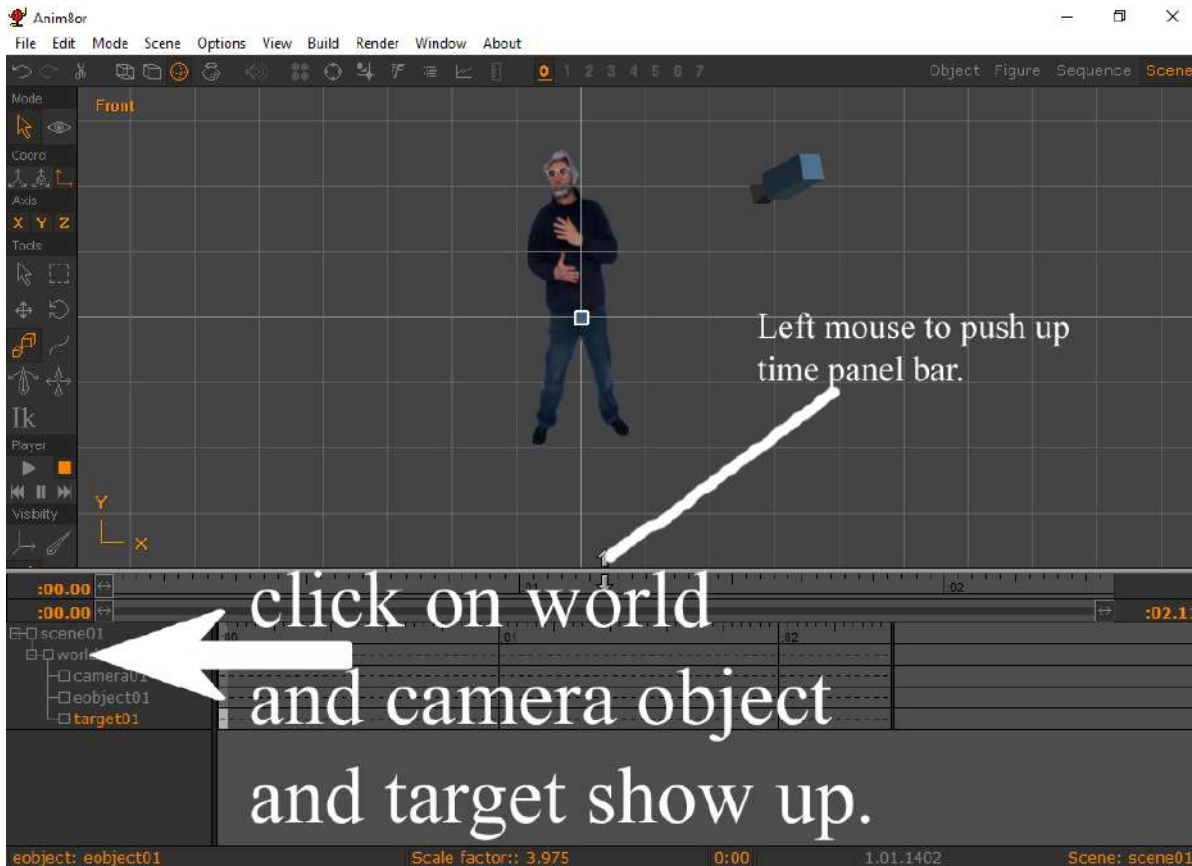
In the left hand corner of the anim8or screen, there is a little plus sign, you need to click on this little plus to open up the time panel.

Please review the next picture.



In the time panel you will notice the name world it has a little minus sign, click on this and the camera and object 01 and Target 01 will show up.

Please review next picture.

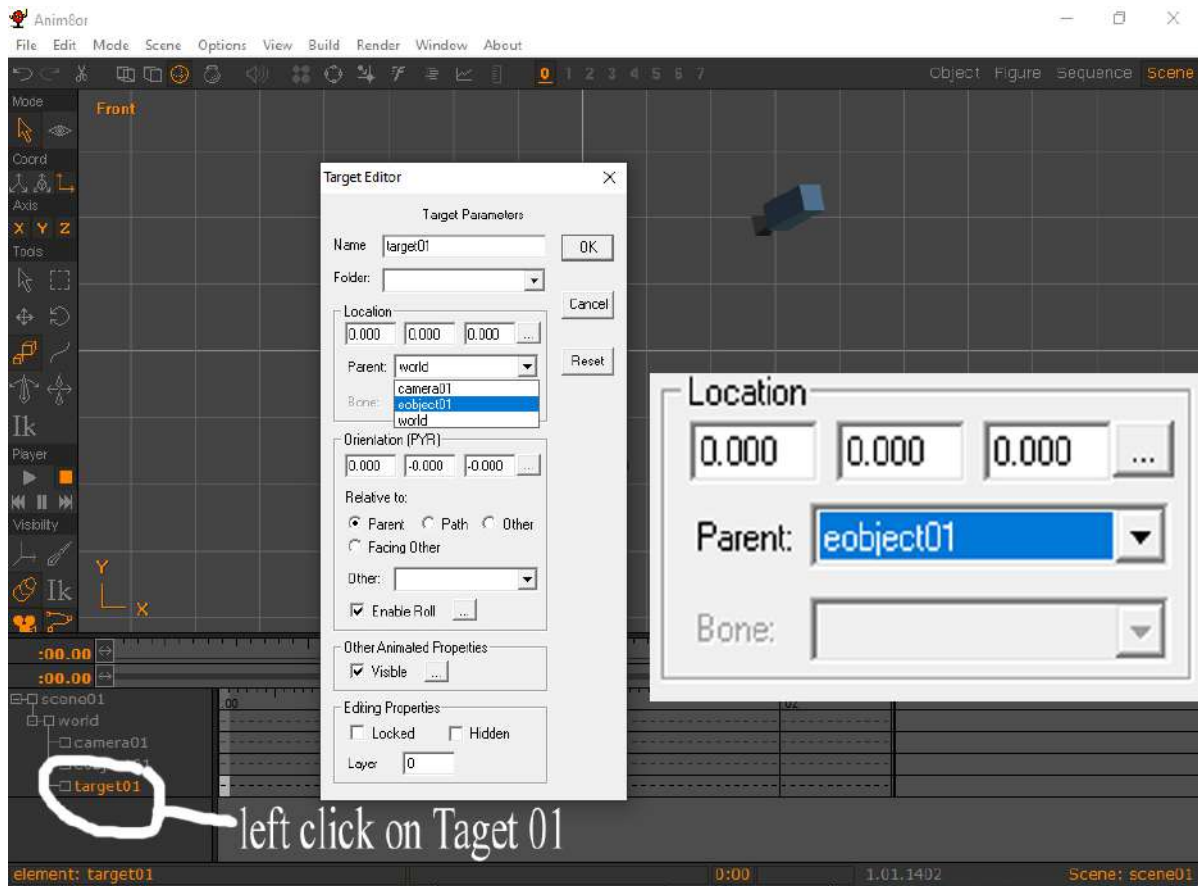


STAGE 7.

Using your mouse left click on the Target 01 in the time panel and the target editor will show up.

In the target editor panel where it says location **you need to make the parent object 01.**

See next picture.



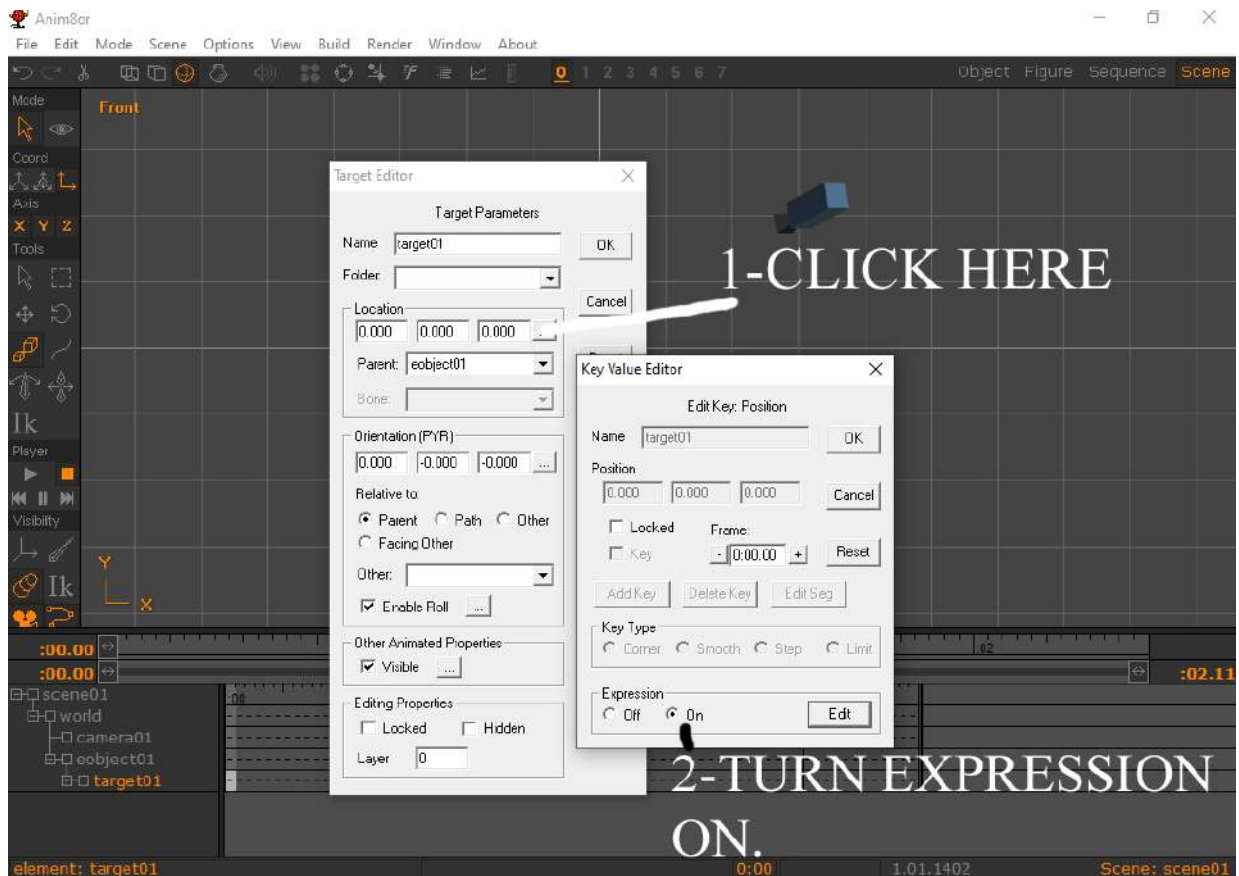
STAGE 8.

Click on the little grey box near the location numbers as shown in the next picture.

The **key value editor box** will show up.

In the key value editor box turn the expression on.

Now click on EDIT.



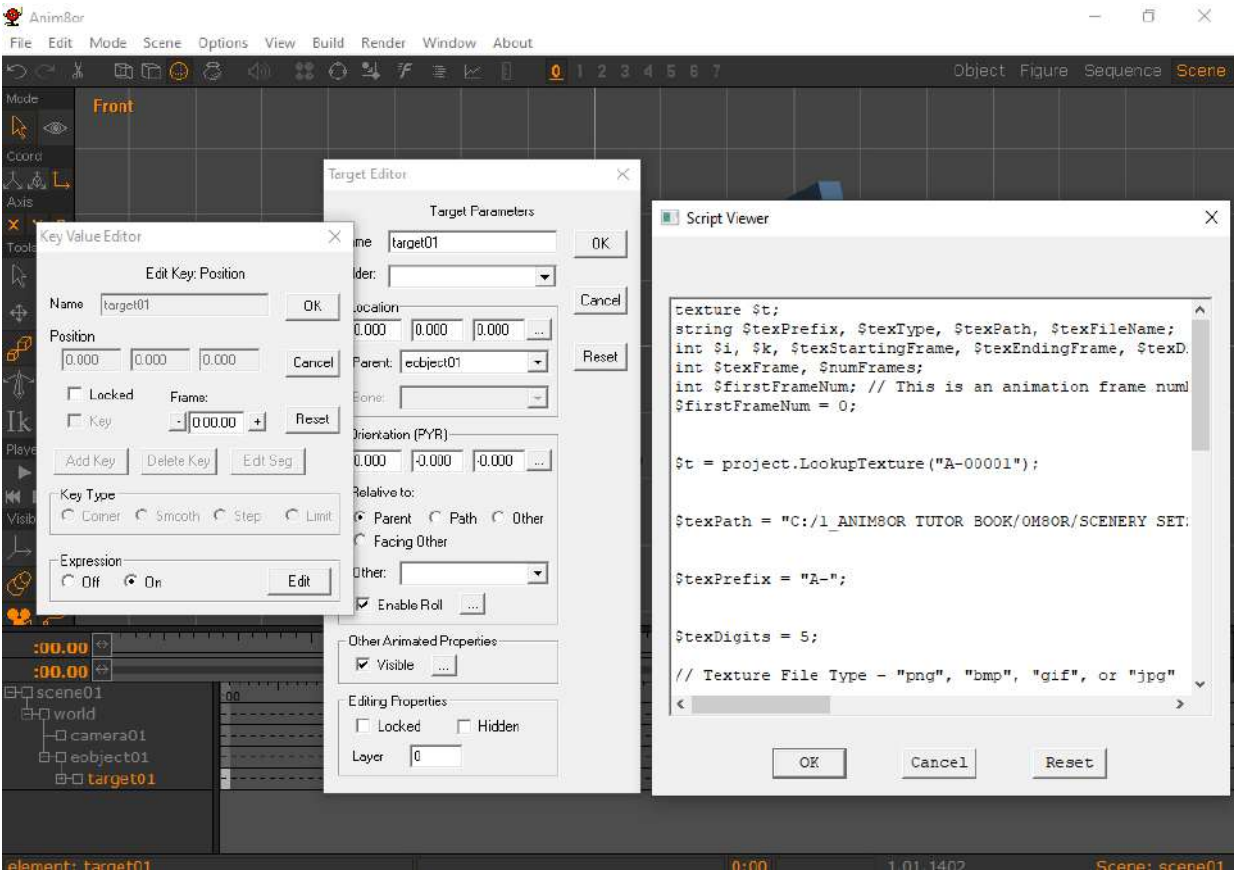
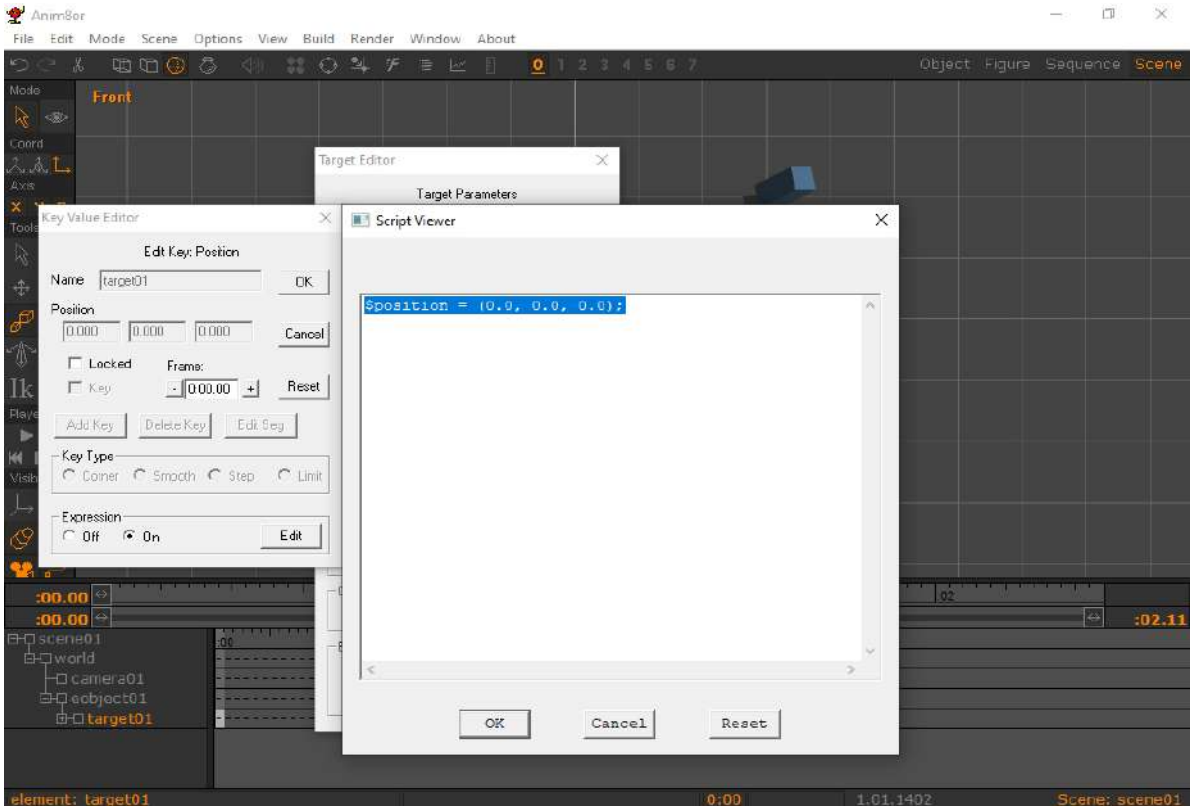
STAGE 9.

When you press edit the script viewer box will show up.

You will notice some script in this box you **must delete this.**

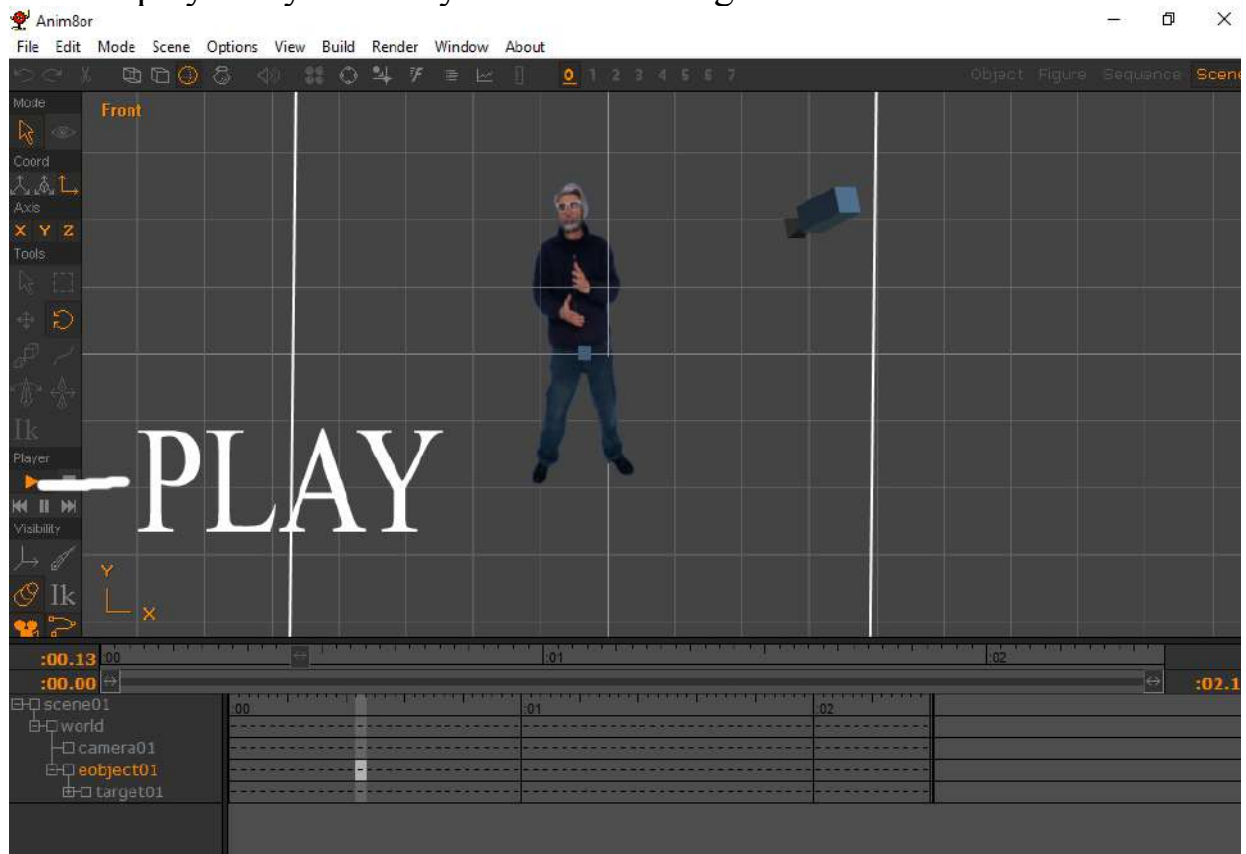
Now paste in your notepad script.

Press OK.



STAGE 10

Press play and you have your actor moving in the anim8or scene window.



EXAMPLES

Filming yourself
on your mobile.



Use the Capcut app
on your phone
to remove background.



Using shotcut to remove the blue background
and create a series of files with a transparent
background saved as png files.



Using the special script you can import your series of pictures files into the anim8or scene editor.

I also added a boat,a sea monster, animated water and sound effects.

Now anim8or is a movie studio.



In the next examples I changed my face using the snapchat app on my mobile. I did not have to buy a false beard and a hat.



You can also create TV studios for documentaries and advert presentations.



You can create music videos for you tube, in the below example using snapchat I created 3 masks on myself, also the middle character with the monkey face has computer generated dancing legs.

You can develop your own soundtracks with free online music makers like magix music maker, you simply drag and drop sound samples to build up songs. These packages are easy to learn and they are a lot of fun and no music knowledge is required.



READ ON-----

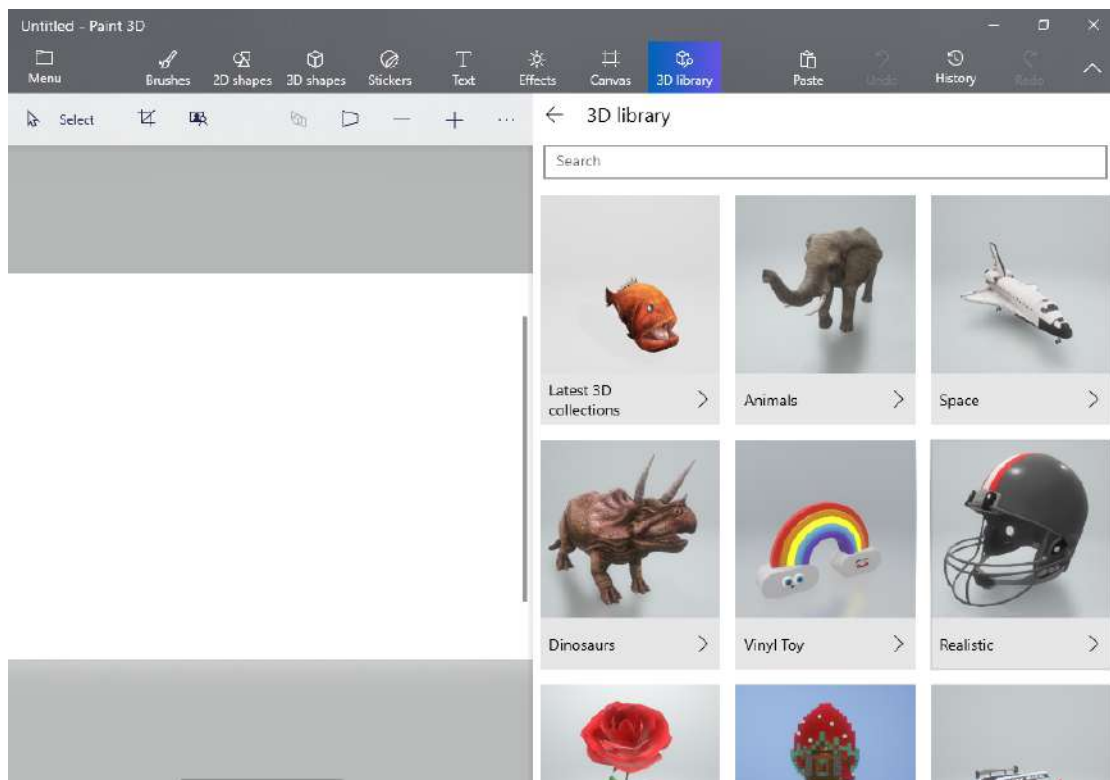
EXTRA RESOURCES

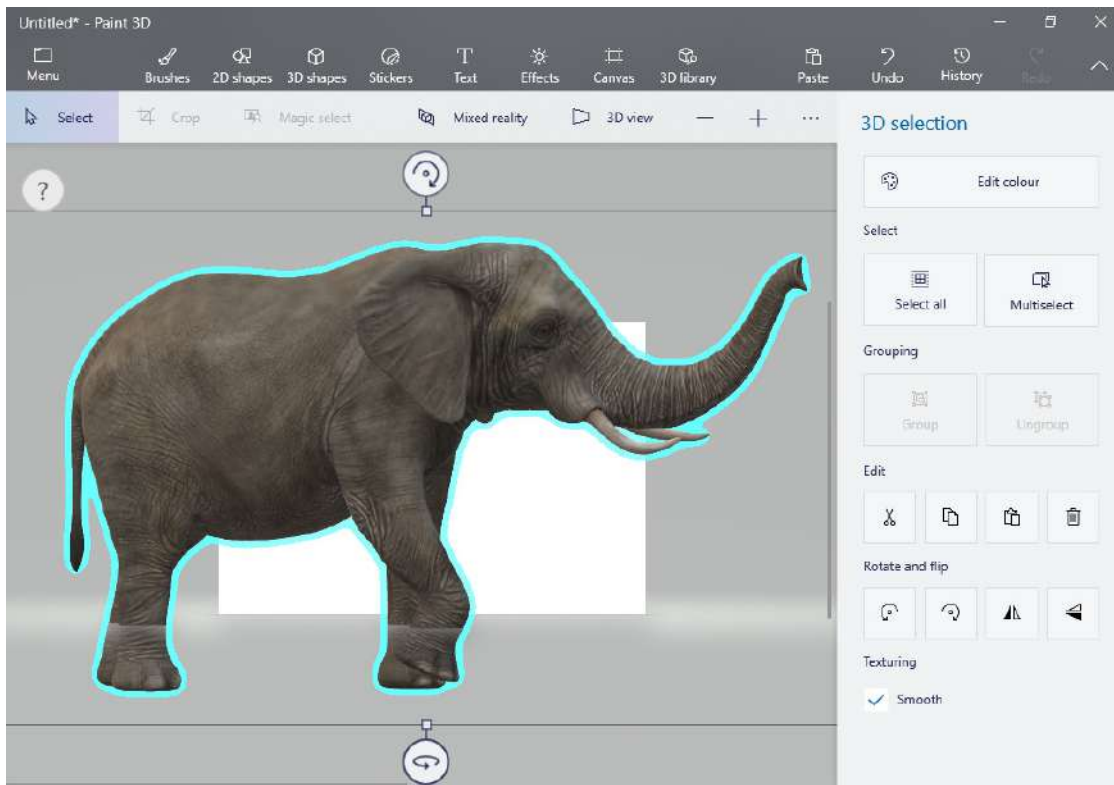
3D MODELS

Anim8or has a fantastic modeling system and good range of building tools. If you are feeling a bit lazy and you want to experiment with ready made 3d models with good textures, I suggest you use windows 10 **free** package **PAINT 3D**. If it not installed on your windows 10 PC, just go to the windows app store and download it.

Our objective is to import models with textures into anim8or.

Open up paint 3d and on the top menu bar open up 3D LIBRARY and double click on a model of your choice.

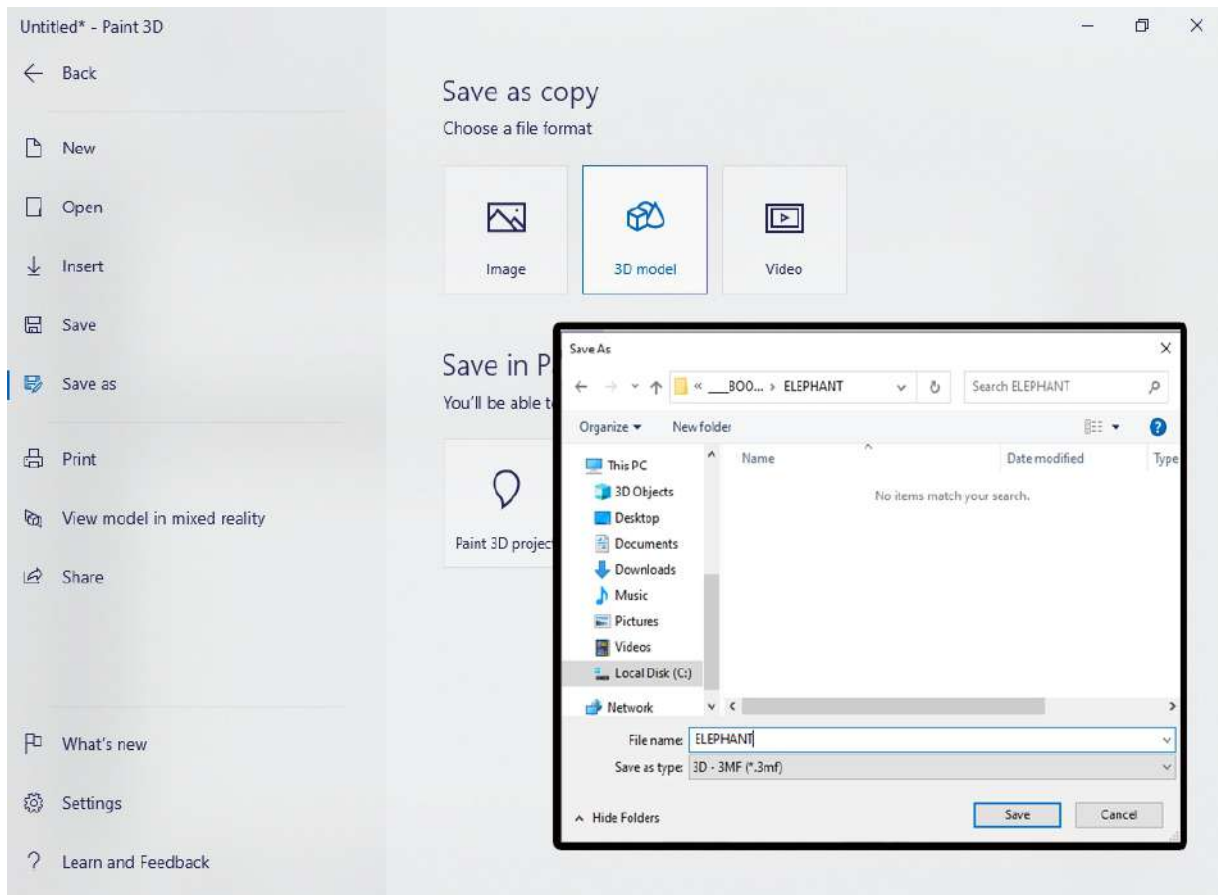




Now we are going to save the model, in this case it is an elephant.

Go into menu then go down to SAVE AS also select 3d model button and save your model, I suggest creating a folder and label it elephant as in my case.

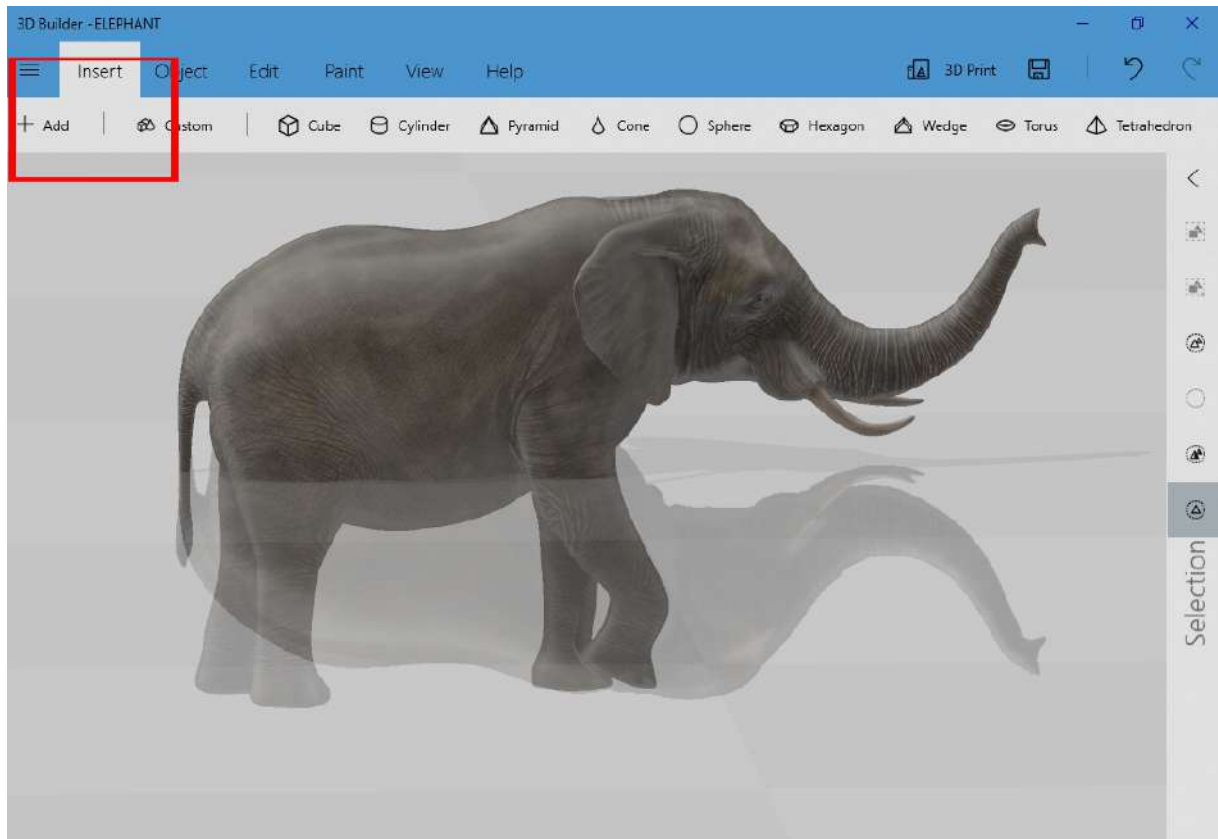
Now save your model as a **3MF file**.



We **can not** import 3MF models into anim8or you have to use another free windows package called **3D BULDER**. If it not installed on your windows 10 PC, just go to the windows app store and download it.

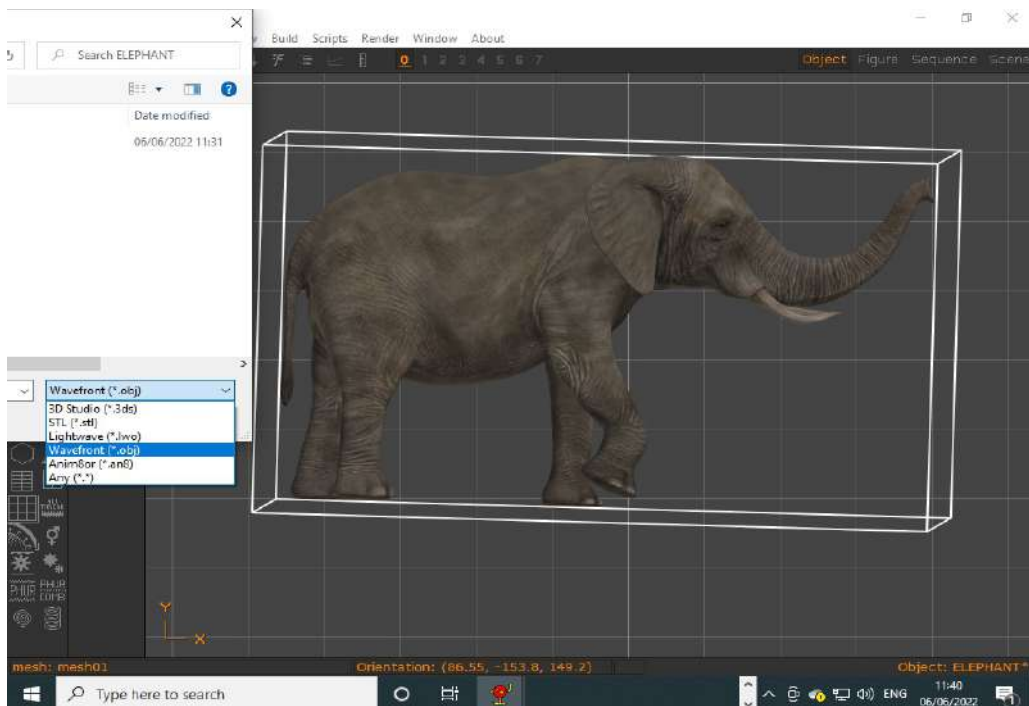
In the top left hand corner of 3D Builder go to INSERT and ADD then add your load model from your file.

Please review the next picture.



In the top left hand corner of 3D Builder go into the drop down menu and select **SAVE AS**, save your model as **OBJ FORMAT**. Please note it will also save a texture file as a png.

Now open up anim8or. On the top menu bar go into OBJECT and from the drop down menu select import and then select WAVEFRONT OBJ as the format. The 3d model will probably be too small for you to see **so zoom in using the mouse wheel**.



You can improve the texture of your model by converting the existing png texture map to a black and white image in phoxo and then adding this as bump map.
You can also experiment with the ambient and diffuse settings etc.

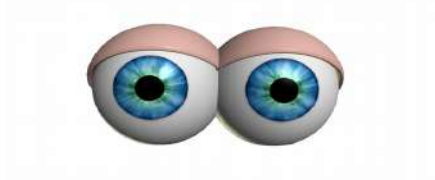
The greatest thing about anim8or is that you can add bones to your 3d models and animate them in the scene editor, and this what they do in the movie industry.



Monster Mash is a new sketch-based modeling and animation tool that allows you to quickly sketch a character and it inflates it into 3D model, and promptly animate it.
You can export it as OBJ file format with a texture into anim8or.

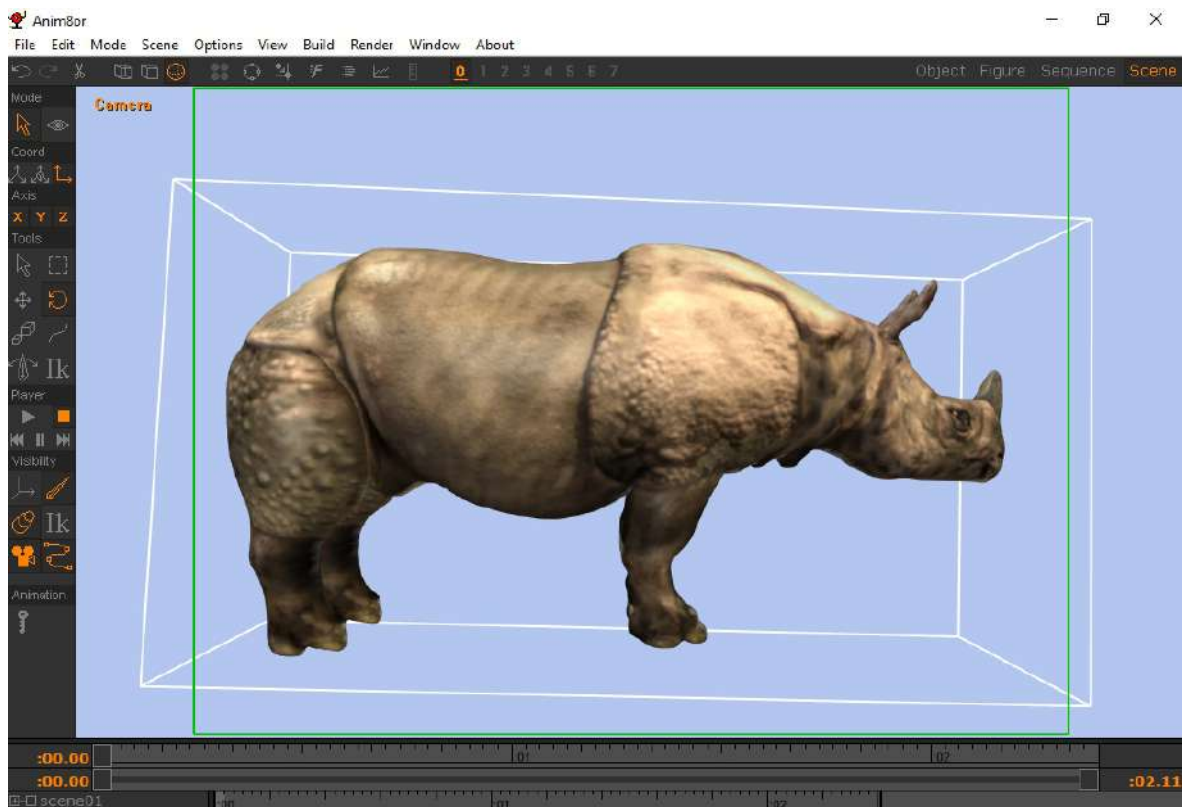
If it does not open in anim8or go into windows 3D Builder and export it as obj file format.

Please watch the video.



<https://youtu.be/k043OByAG-4>

This is something I created and exported it into anim8or, see the next picture, I altered the image in phoxo to iron out the stretch marks and added a black and white bump map. I also altered the material settings.



ADDING SHADOWS.

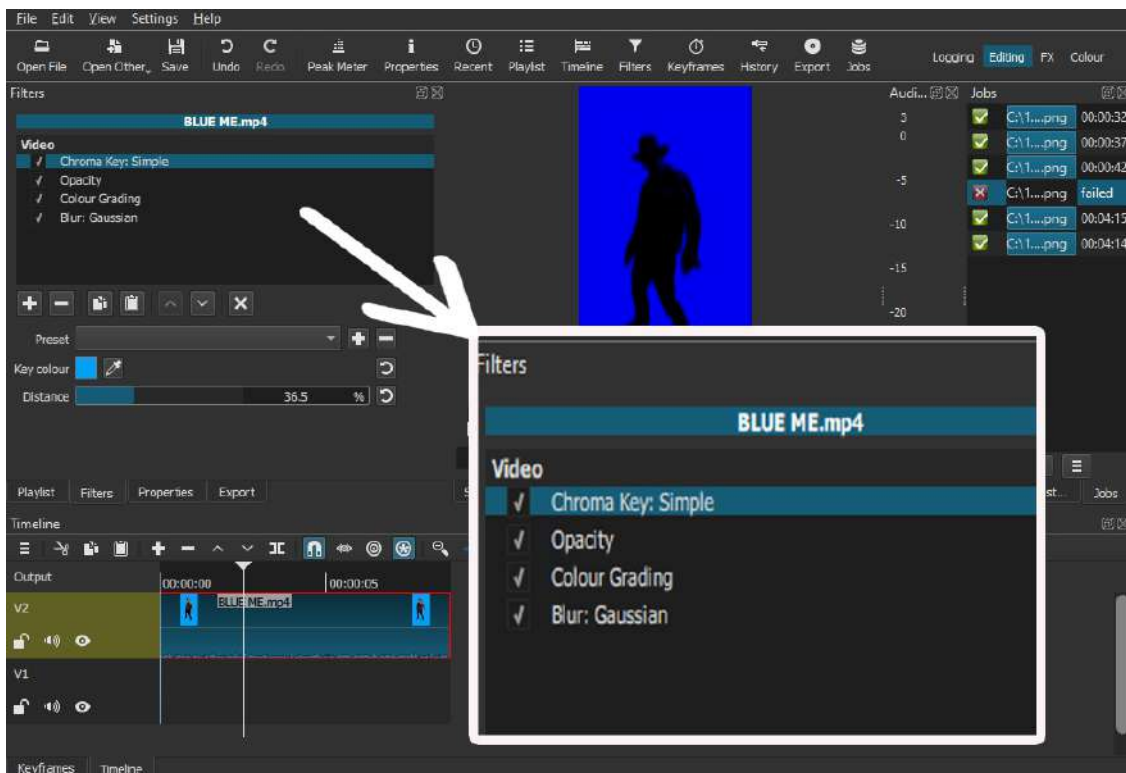
Anim8or can produce shadows of actual 3d models, but it will not be able to generate shadows of your png pictures that you created in shotcut.

You need to take your original film footage from capcut and import them into shotcut.

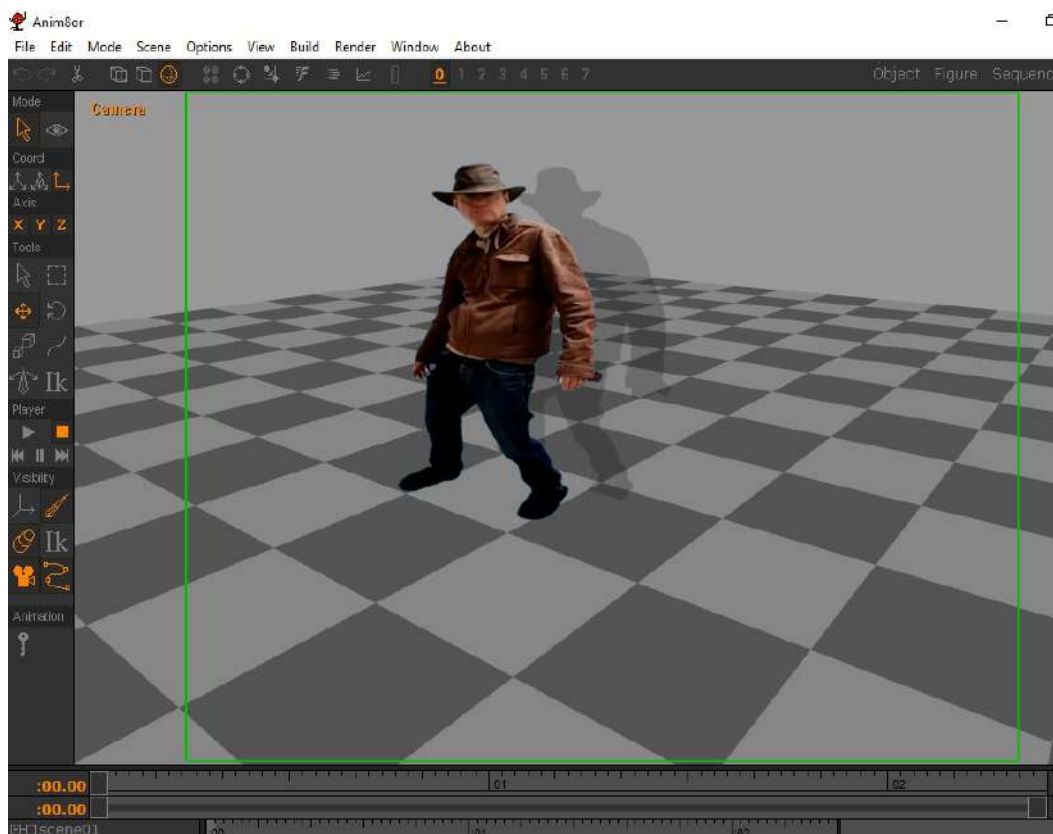
In shotcut add more filters to transform your image into a shadow.

You will need to add

1. Add a **CHROMA KEY SIMPLE** to remove the blue background from capcut.
2. Then add **OPACITY** to make shadow transparent
3. Then **COLOUR GRADING** to make image dark, like a shadow
4. Then **BLUR GAUSSIAN** to give it a photo realistic blur.

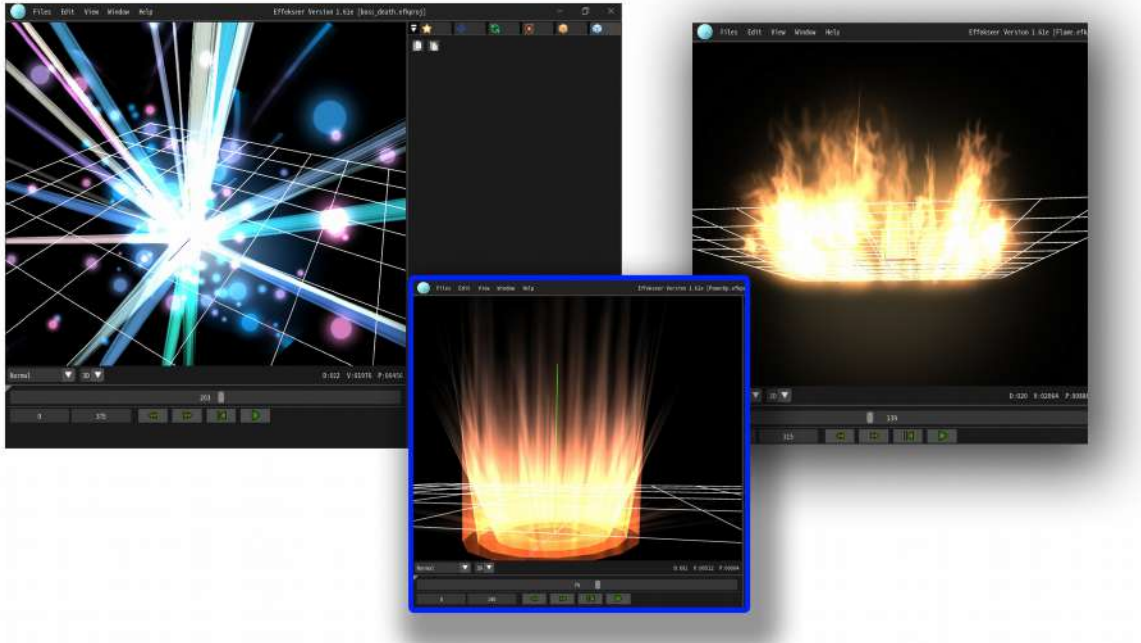


Now you can import shadow images into the anim8or scene window.



EFFEKSEER

Effekseer is a tool that allows easy creation of beautiful particle effects for games and movies. It also exports a series of images with transparent backgrounds. **So no need to use shortcut.**



Create smoke, fire, explosions, sandstorms, fireworks etc.

Here is the website.

<https://effekseer.github.io/en/download.html>

Download effekseer 1.61e and unzip it to a folder, you should have something that looks like the next picture.

Click on the blue sphere icon which is named effekseer and this opens up the application.

You may wish to add this as a shortcut to your desktop.

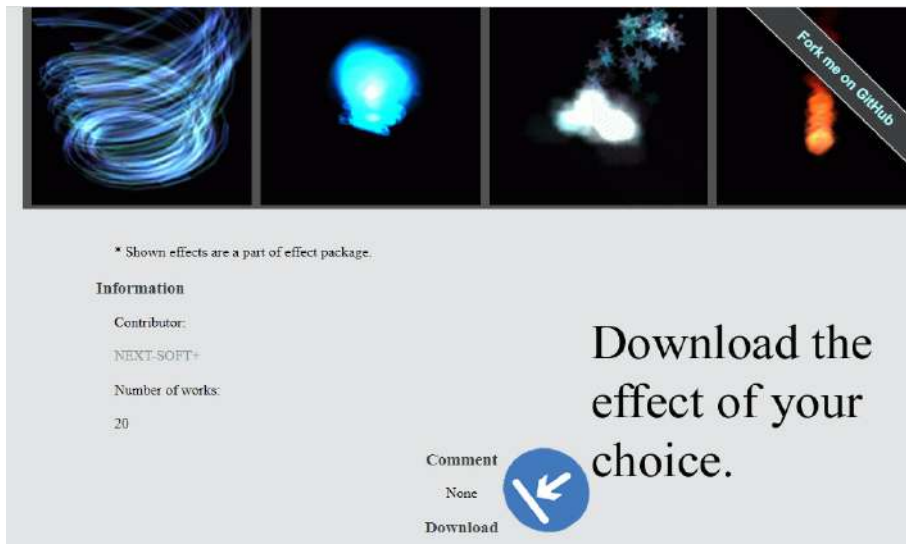
Name	Date modified	Type	Size
resources	13/10/2021 13:45	File folder	
scripts	30/12/2021 14:35	File folder	
tools	13/10/2021 13:45	File folder	
config.Dock	27/05/2022 15:32	XML Document	1 KB
config.network	27/05/2022 15:32	XML Document	1 KB
config.option	27/05/2022 15:32	XML Document	1 KB
config.recent	27/05/2022 15:32	XML Document	1 KB
Effekseer	13/10/2021 13:45	Application	498 KB
Effekseer.exe.config	13/10/2021 13:45	CONFIG File	1 KB
EffekseerCore.dll	13/10/2021 13:45	Application exten...	438 KB
EffekseerMaterialEditor	13/10/2021 13:45	Application	2,796 KB
error_2022_01_06_14_27_23	30/12/2021 14:35	Document	1 KB
imgui	30/12/2021 14:35	Configuration sett...	2 KB
IronPython.dll	13/10/2021 13:45	Application exten...	1,771 KB
IronPython.Modules.dll	13/10/2021 13:45	Application exten...	727 KB
Microsoft.Dynamic.dll	13/10/2021 13:45	Application exten...	872 KB
Microsoft.Scripting.dll	13/10/2021 13:45	Application exten...	138 KB
Newtonsoft.Json.dll	13/10/2021 13:45	Application exten...	660 KB
Viewer.dll	13/10/2021 13:45	Application exten...	4,155 KB

You will now download example special effects and play them in effekseer and then then save them as a series of images with transparent backgrounds ready to be used in anim8or.

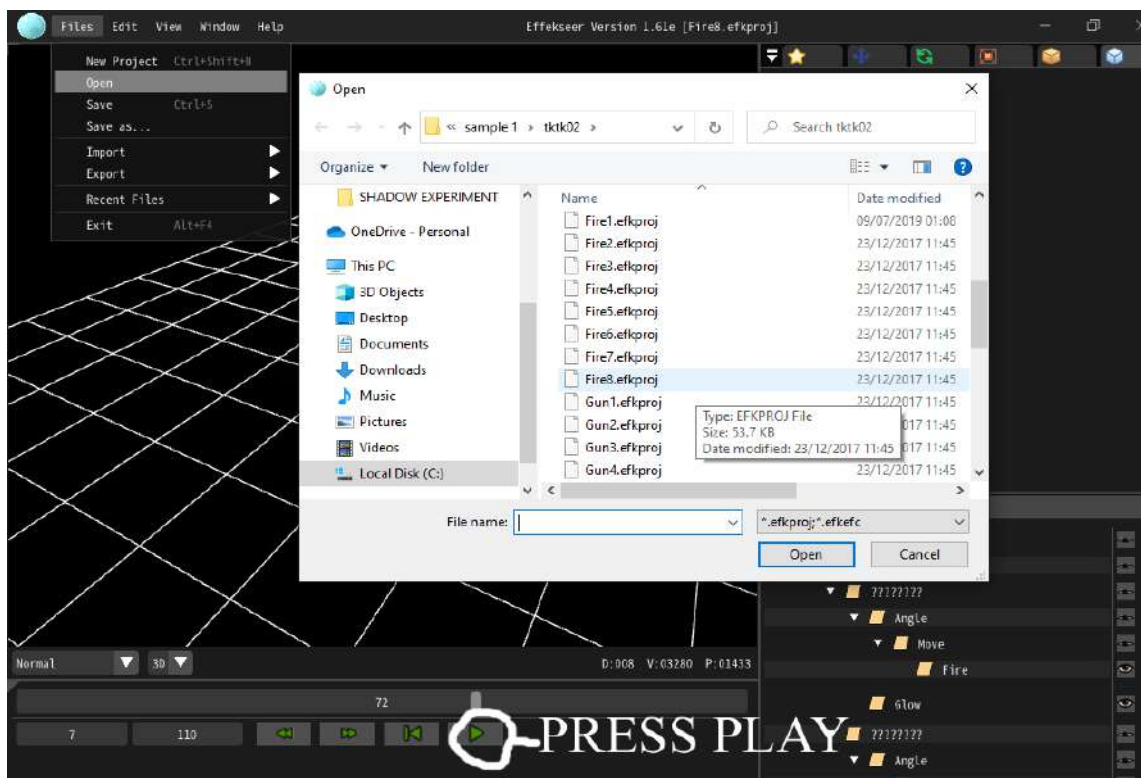
Please visit the sample page

<https://effekseer.github.io/en/contribute.html>

Download the effect of your choice and unzip it to a file on your hard drive.

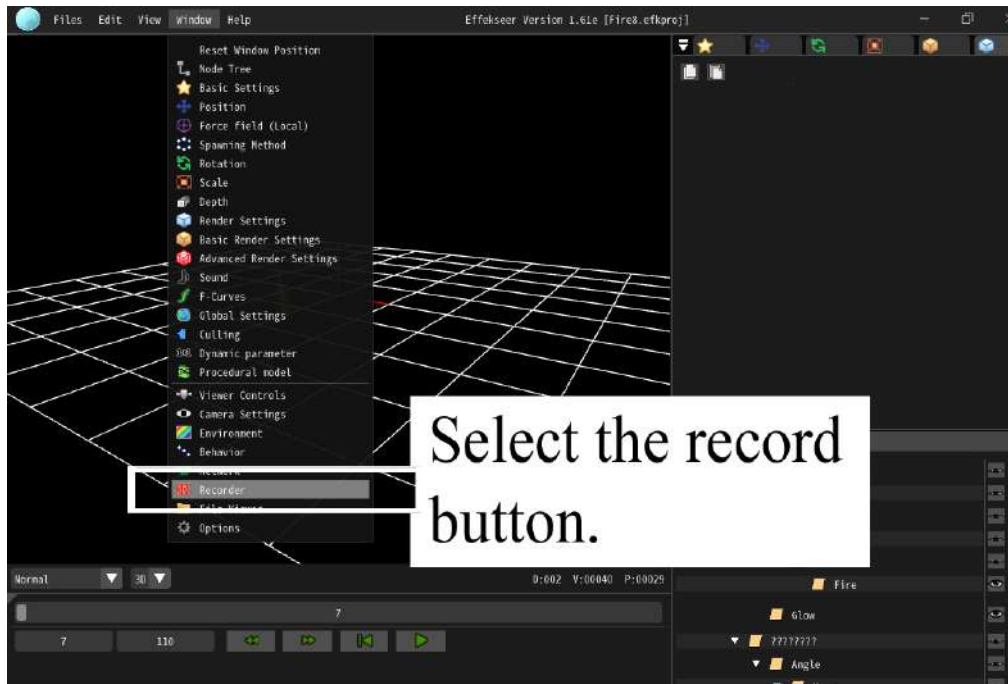


Now open up efekseer and open the effect that you downloaded and press play. Also play around with the mouse and mouse wheel to zoom in and out.

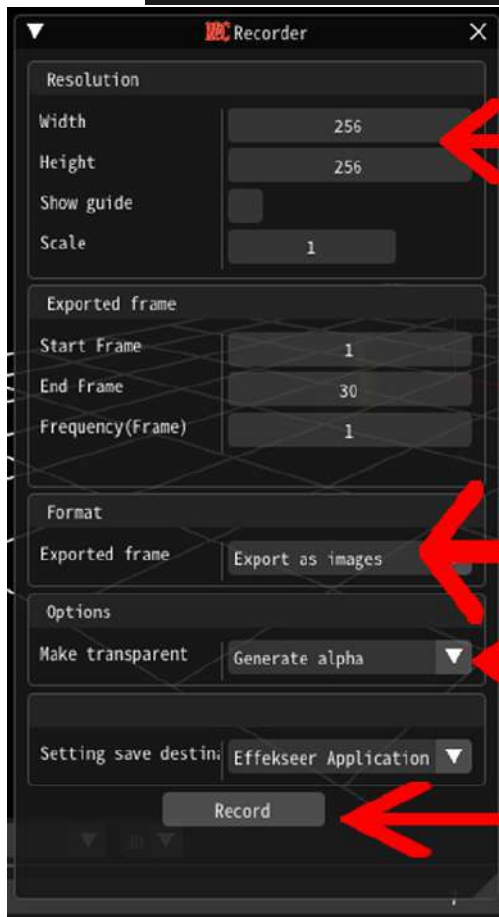


In the next part of this mini tutorial we are going to export the effect as a series of transparent png images ready for anim8or.

On the top menu bar, select **window** and from the drop down options select **RECORDER** it is third from the bottom, as shown in the next picture.



Select the record button.



1. Change the screen size to match your anim8or scene

2. select EXPORT IMAGES

3. GENERATE ALPHA

4. create a file on your hard drive and press record and name your effect.

You will now have a file full of effect images with a transparent background ready for anim8or.

Using the online tutorial pages you can learn effekseer and remember to use the examples to work out the settings and timing for your creative effects.

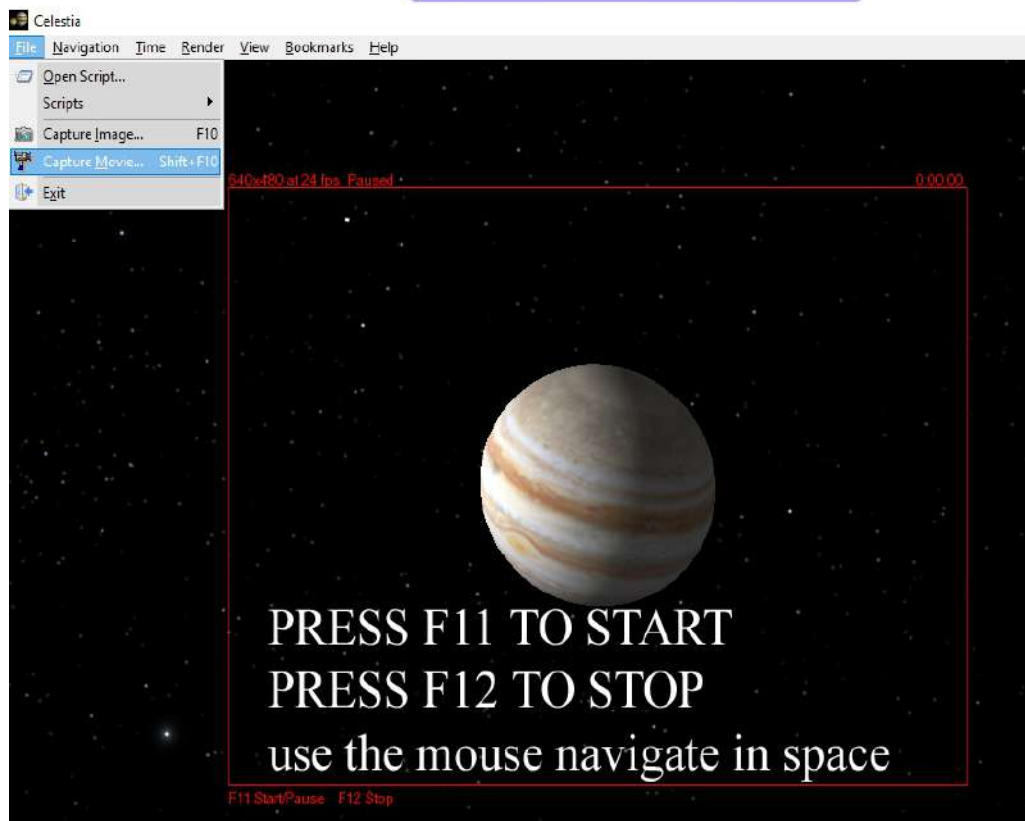
CELESTIA

Using Celestia you can create animated space scenes for sci fi movies.

This application is really easy to learn.

Download

<https://celestia.space/index.html>



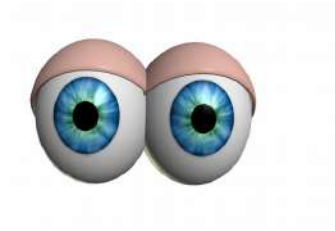
In the top menu bar use the navigation options to select a planet or star system, then in the drop down file command either capture an image for a background scene in anim8or or capture a movie use your mouse and mouse wheel to navigate around space. To **start** filming press **F11**, then **F12** to **stop**. The AVI can be broken down into picture files in shotcut ready for anim8or.

BRYCE

If your interested in creating 3d stunning scenery, that you can import into anim8or or for a movie backdrop scene, then I suggest you use Bryce pro7.

It takes **one day to learn**, using the Bryce tutorial channel by David brinnen.

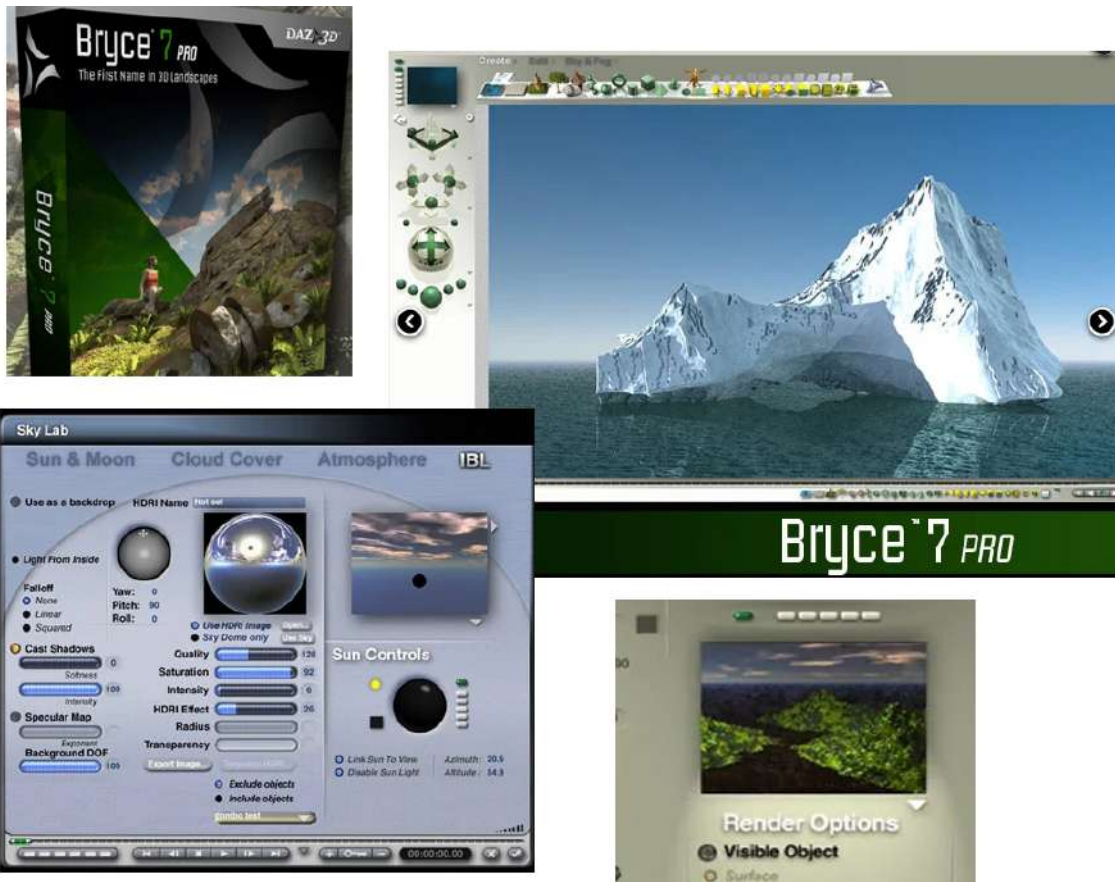
Please watch the videos



<https://www.youtube.com/playlist?list=PL790l24c49DR81OY2tIP2Ou0gBRk61neJ>

Bryce is the easiest 3d scenery application to learn but it is not free it will cost you **\$19.**

<https://www.daz3d.com/bryce-7-pro>



Soundtracks

No one owns the copyrights to the music written by any composer before 1900. The law in the U.S. is that the composer has ownership for their lifetime plus 70 years. So any music written before 1900 can safely be considered in the "public domain".

This seems to be the case in Europe **but please check?**

This means some sites give away for free midi classical files that you can use in your movie.

Always read the small print because some midi files are copyrighted.

So how will midi help you?

A midi file of Beethoven's fifth symphony for example will contain all the instruments and the music.

So using free midi software you import free midi files and change the instruments, speed up or slow down the music.

You can take out instruments so it is possible just to have the drums sounds or even the violins playing alone. You can change a violin into a guitar.

You don't have to understand music, just bring in a midi file and play around with it until you get what you want.

Therefore, the musical compositions of **Mozart, Beethoven and Chopin** are free to copy.
And there are many more!

Aria Maestosa is an open-source (GPL) midi sequencer/editor. It lets you compose, edit and play midi files with a few clicks in a user-friendly interface offering score, keyboard, guitar, drum and controller views.

DOWLOAD FROM HERE

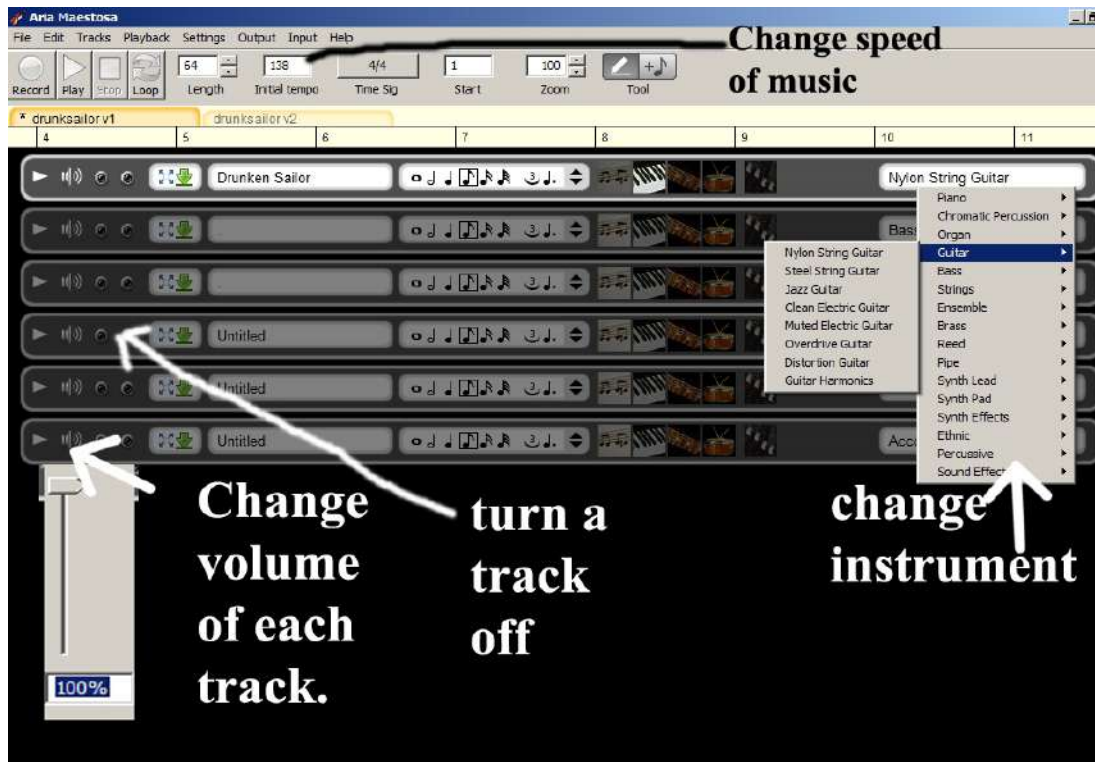


[file:///C:/Program%20Files%20\(x86\)/Aria%20Maestosa/Documentation/index.html](file:///C:/Program%20Files%20(x86)/Aria%20Maestosa/Documentation/index.html)

When you have downloaded Aria Maestosa you will need to also download a multi track midi file and open it.

Start with something simple maybe, play it couple of times then make changes to it. Please review the next picture.

- 1- Change the instrument of each track.
- 2- Turn off tracks.
- 3-Change the volume of each track.
- 4- Change the speed (tempo) of the music.



You will need to convert your final midi file into a wave file so it can be used in your movie editing software like shot cut or even import it into anim8or.

There is another fantastic free sound editing application called **AUDACITY**.



<https://www.audacityteam.org/>

Please watch the video on how to record your midi in audacity **then export it as a 16 bit wave file for video editing.**



<https://www.youtube.com/watch?v=e844VbHBg9s>

Audacity is ideal for making sound effects, for example mix two roar sounds together to create an original dinosaur sound. This wave file can then be imported into anim8or to be used with mouth movements of your 3d models.

There are loads of videos on you tube to help you get started with audacity.

There are also lots simple music making apps online.

Remember to create storyboards for your movie.

A Storyboard is a sequenced graphic representations (think comic strip) representing the shots (clips of video or film) planned for a movie, video or television production. A good storyboard serves two main functions: **planning and communication.**

There are loads of videos on you tube to help you get started with storyboards.

“Imagination is the beginning of creation. You imagine what you desire, you will what you imagine and at last you create what you will ”

