

Exporting from Dragonframe

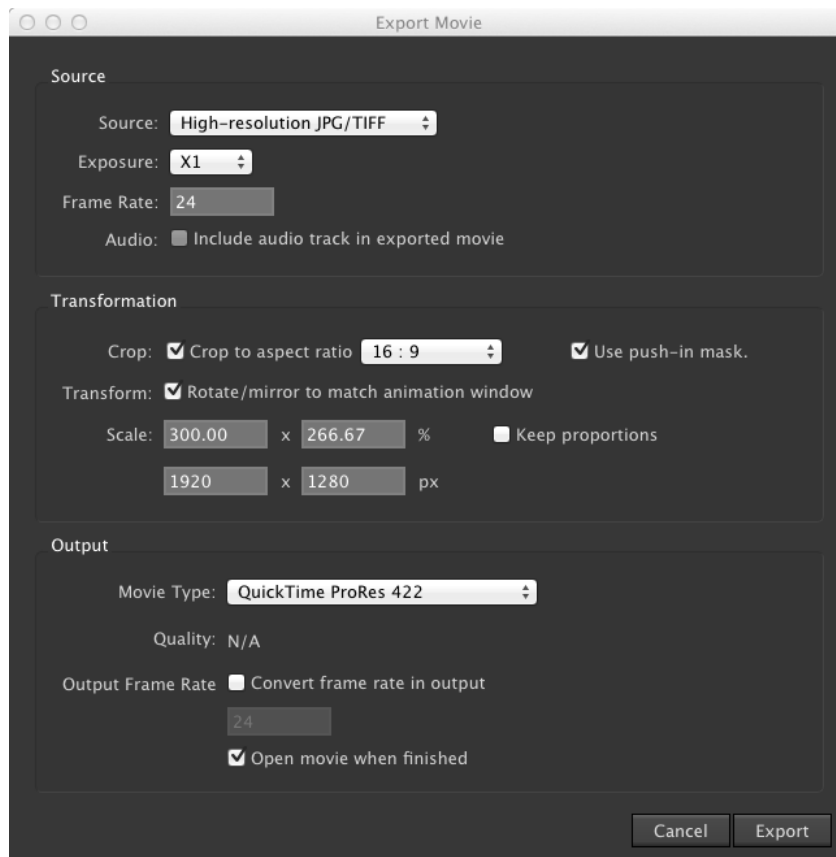
Bring your animation to life. Professional on-screen tools for precise movements. Step, play, capture, repeat.



Step 1:

Check all of your source settings to make sure you are exporting correctly.

1. Set **Source** to **High-resolution JPG/TIFF**
2. Set **Exposure** to **X1**
3. Set **Frame Rate** to **24**



The screenshot shows the 'Export Movie' dialog box in Dragonframe. It is divided into three main sections: Source, Transformation, and Output. In the Source section, 'Source' is set to 'High-resolution JPG/TIFF', 'Exposure' is 'X1', and 'Frame Rate' is '24'. There is an unchecked checkbox for 'Include audio track in exported movie'. In the Transformation section, 'Crop' has 'Crop to aspect ratio' checked and '16 : 9' selected, with 'Use push-in mask.' also checked. 'Transform' has 'Rotate/mirror to match animation window' checked. The 'Scale' section shows '300.00' x '266.67' % with 'Keep proportions' unchecked, and '1920' x '1280' px. In the Output section, 'Movie Type' is 'QuickTime ProRes 422', 'Quality' is 'N/A', 'Output Frame Rate' has 'Convert frame rate in output' unchecked and '24' selected, and 'Open movie when finished' is checked. 'Cancel' and 'Export' buttons are at the bottom right.

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Transformation

In the Transformation section adjust the crop aspect ratio to match your project settings.

1. Check **Crop to aspect ratio** and set to 16:9
2. Check **Rotate/mirror to match animation window**
3. In the **Scale** section set **px** to 16:9 = 1920 x 1080
4. Check **Keep proportions**

Output

1. For **Movie Type** select
 - **Quicktime Prores 422** for use in editing software.
 - Set the **Quality** slider to high if it is available.
2. Uncheck **Open movie when finished**.
3. Click **Export**
4. Name the file "ASSIGNMENT_LASTNAME" (ex. SIMPLECYCLE_BONADONA) and choose to save into the appropriate assignment folder within the "FS35 HAND INS" folder located on the desktop.
5. Open the exported file into Quicktime to make sure your movie exported correctly.

