Animation compression using TMPGEnc

- The animations produced by glTIP are in AVI (uncompressed) format.
- The file size is too large for storage purpose.
- A software, TMPGEnc, can help you to convert the animation into MPEG-1 format.

Getting Started

- TMPGEnc has been installed in the lab.
- Also downloadable at http://www.tmpgenc.net/e_main.html
- To start the application, click on the Desktop’s “Start” button
- Select “TMPGEnc” “TMPGEnc”.
**Setup for the TMPGEnc**

- A Window (project Wizard) will pop up and requests the user to setup the application.
- You may skip this step by clicking “Cancel”, then default options will be used.
- The Interface for TMPGEnc will then be opened.

**Input the Source**

- To select the input animation, you can simply drag it into the TMPGEnc interface.
- Click on the “Setting” button and ready for the animation compression.

**Setting for animation compression**

- To make it work, you need to adjust the dimension of the output animation.
- The width & height must be multiples of 8.
- Commonly used dimensions are 4:3 - 320x240 or 640x480.
- Click the “OK” button when the setting is done.

**Final Step**

- By default, the compressed animation will be put into the same directory as the input source.
- You may change the output path or filename by clicking the “Browse” button of the “Output filename” field.
- Click the “Start” button to compress the animation.
- The animation will be played as the compression progress.
Outline

• Animation compression using TMPGEnc

• Using the resources provided
  – USB port
  – Card reader

Using the USB port

• Whenever you need to transfer data from the digital camera or memory card reader, you need to connect the USB cable to the Computer.

• Two USB ports can be found after you have opened the lid of the computer.

Note

• If you need to process the photos stored in the memory card, you are suggested NOT to edit them directly.

• The memory cards are not suitable to read / write data frequently.

• Please transfer the files to the local computer (e.g. d:/temp) for editing purposes.