

WeatherProducer Movies

A movie automatically displays a series of related graphic products organized in a sequence for a specified length of time. The displayed products can be graphics, images, or composites that combine several layers and can also include user-defined annotation. Each graphic is a *frame* in the movie and will have a consistent navigation. You can control the speed at which the movie plays, and the length of time to wait between each replay (or loop). Movies can be played in a show¹ or exported as an animated .gif image.

Figure 1: Sample movie product (standard)



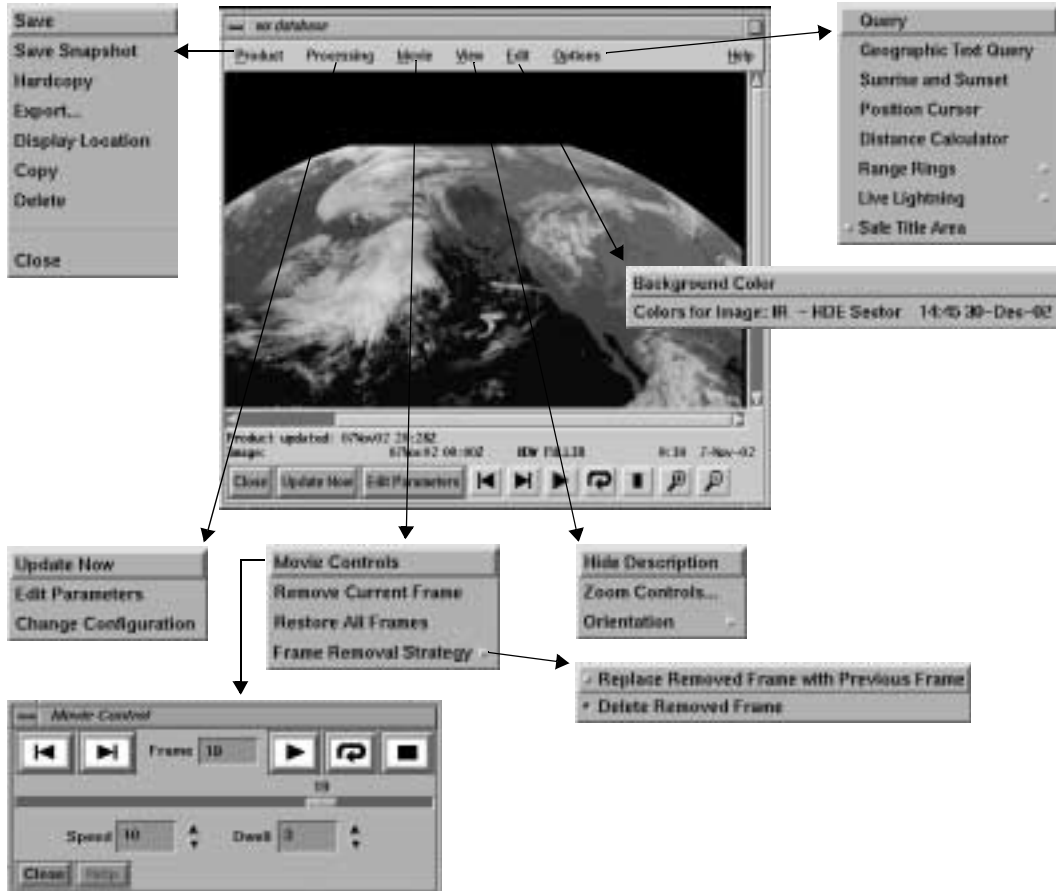
There are two types of movies:

Standard. Displays a series of graphics where the only change between frames is time, such as the last six hours worth of radar images.

Multiple source. Displays individual graphics in a sequence you specify. The frames may vary by factors other than time. For example, you may want to display a loop of gridded model data by forecast period.

1. To use a movie in a show, the movie must first be prepared using the Show Element Builder.

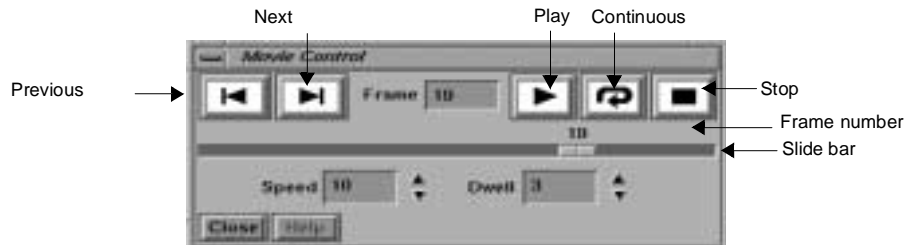
Figure 2: Movie product options



View a movie

To view a movie, open the movie view window click the Play button in the view window or on the movie controls window. To access the movie controls window, select Movie Controls from the Movie menu.

Figure 3: Movie controls



Movie controls

The movie controls window (Figure 3) provides various buttons enabling you to view the movie according to your particular needs.



Play. Click the Play button to view the entire movie in sequence just once.



Continuous Play. Click the Continuous Play button to view the entire movie in sequence repeatedly. Click the Stop button to abort a continuous play session.



Stop. Click the Stop button to end the current viewing session.



Previous Frame. Click the Previous Frame button to view the previous frame in the movie sequence.



Next Frame. Click the Next Frame button to advance to the next frame in the movie sequence.



Speed. The total seconds required to complete one full movie loop is displayed in the speed display box. The higher the number, the slower the speed of the movie, as the movie is played back over a longer period of time. Adjust the speed using the up and down arrows to the right of this display box.



Close. Click Close to exit from the movie controls window.



Help. The Help button is not available at this time.

Other movie controls include:



Frame. Displays the movie frame number currently in view.

Slide bar. The slide bar and associated frame number (above the slide bar) indicate the view location in the overall movie sequence. Drag the slide bar box in either direction to change the frame that is currently being viewed.



Dwell. Dwell time indicates the number of seconds to pause on the last frame of the movie. To adjust Dwell time use the up and down arrows to the right of the Dwell display box.

Viewing adjustments

Temporary viewing adjustment options include:

- Removing one or more frames from the current movie.
- Restoring all frames to the original movie sequence.
- Replacing one or more movie frames with the previous frame.
- Deleting removed frames.

These options are all available from the movie view window Movie menu (and Frame Removal Strategy submenu). Note that:

- Frames can not be deleted or replaced while viewing a movie in loop or continuous mode.
- Before making adjustments, establish your frame removal strategy: replace removed frame with previous frame or delete removed frame.

NOTE: If you replace a removed frame with a previous frame the length of the movie does not change.

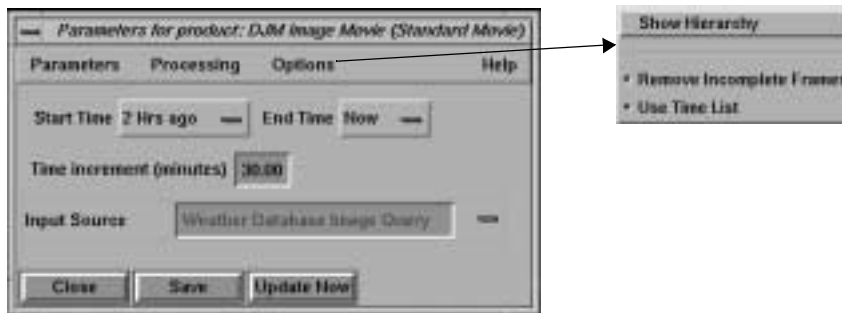
Create a standard movie

There are two ways to create a standard movie:

- Create a movie product, then specify the graphic product to be included
- Create a graphic product, then convert it to a movie²

Define your movie in the movie product edit parameters window.

Figure 4: Movie product edit parameters window



Start/end time. Select the start and end time of the imagery for the movie. You may specify times relative to now (such as six hours ago), or specify exact times (such as March 23rd at 13:00).

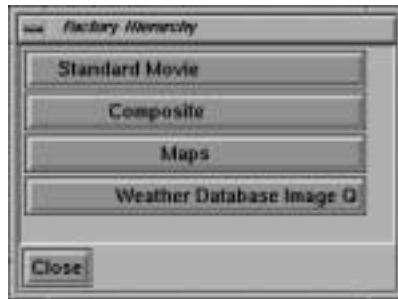
Time increment. Specify the time increment for the selected imagery by entering the time, in minutes, between available versions of the imagery.

Input source. Specify the product that defines the imagery you want to include in the movie by clicking on the Input source bar.

². Select Make Movie from the edit parameters window Options menu.

Click the Options menu Show Hierarchy selection to review the movie's factory hierarchy. Click on a factory button to bring up the parameter window associated with that factory. Toggle the Remove Incomplete Frames selection on the Options menu to establish that incomplete frames are not included during a viewing session. Toggle the Use Time List selection on the Options menu to view a movie product that has incomplete and/or missing images; the Use Time List option establishes new time settings during viewing to make the movie appear finished.

Figure 5: Sample factory hierarchy window

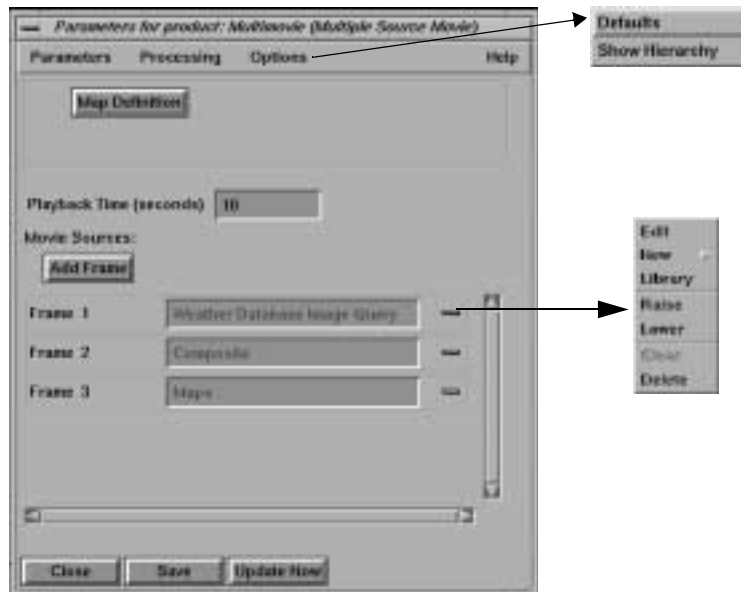


Click on Save to store your work, then on Close to remove the window from your screen. You may also click on Update Now at any time to build and view the movie.

Create a multiple source movie

A multiple source movie allows you to specify a product for each frame of the resulting movie. You may use any type of graphic product for each frame, such as composites and gridded model data. To create a multiple source movie select Multiple source Movie from the desktop New menu Product menu Movie menu. Enter a name, open the new movie icon, then click the Edit Parameters button to display the multiple source movie edit parameters window. Use the Add Frame button to specify the frames you want in the movie.

Figure 6: Multiple source movie edit parameters window



Playback time. Specify the length of the movie in seconds by typing a number in the Playback Time text box. You will be able to modify this later, if necessary.

Add frame. Click on Add Frame to enter the first frame of the movie. The Input Source box appears. To add content, select Edit, New, or Library from the layer pull-down menu and establish a product for this movie.

Click Save to store your work. Click Update Now at any time to build and see the movie.

Save and retrieve a movie snapshot

Like other products, each movie consists of two parts: the parameters that define the movie (such as the graphics you want to include and the settings for playback time) and the resulting movie in the current view window. When you save a movie, you are saving only the parameters; the actual graphics will be recreated every time you update the product.

You may also save a *snapshot* of the movie (the graphics only). This type of save might be used to store a specific series of images such as a hurricane or severe weather event.

To save a snapshot of a movie, use the view window Product menu Save Snapshot option. The actual images in the movie will be saved — not the parameters. To view a snapshot later, use the Snapshot option when creating a new movie.

Exporting movies as animated .gif files

Use the Export feature to create an animated .gif image of a movie. To export a movie, select Export from the view window File menu.

In the Export Options dialog box that opens, click OK. Use the File Export dialog box to select a directory and file name for the export. Click OK.

Adding movies to a show

Before a movie can be added to a show for on-air viewing, it must be specially prepared. The movie product must be compressed into a format suitable for video display. Once the movie product has been created, drag the product into a show element builder. There the movie is compressed and exported to the Show Element Builder library. Add the compressed movie to a show using the show window New menu.