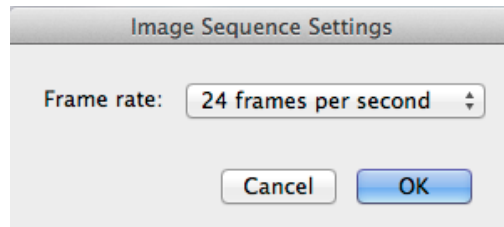


Import Image Sequence

Open Quicktime 7 Pro and from the File menu choose Open Image Sequence...

Browse to the FRAMES folder and select the first image in the sequence. Click open.

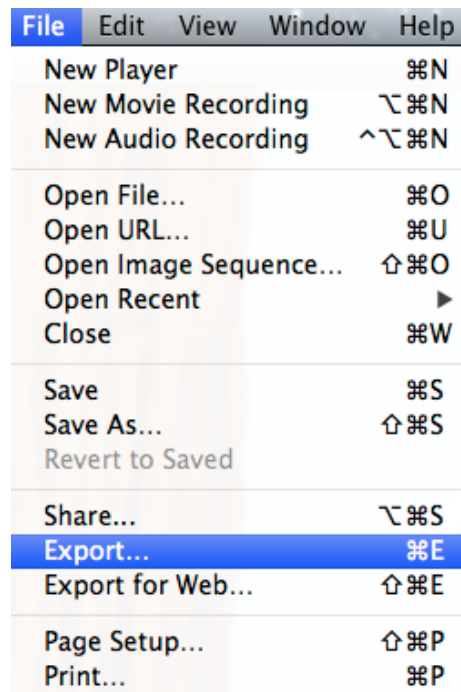


Choose 24 (or 30) frames per second and click OK and a very large Quicktime movie will open that is too big to play.

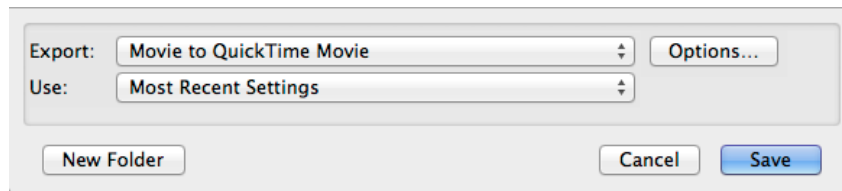
*If you have shot your animation single frame at 12FPS or 15FPS you should import at 12 or 15 frames per second accordingly.

Resizing your QT Movie

From the file menu choose Export...



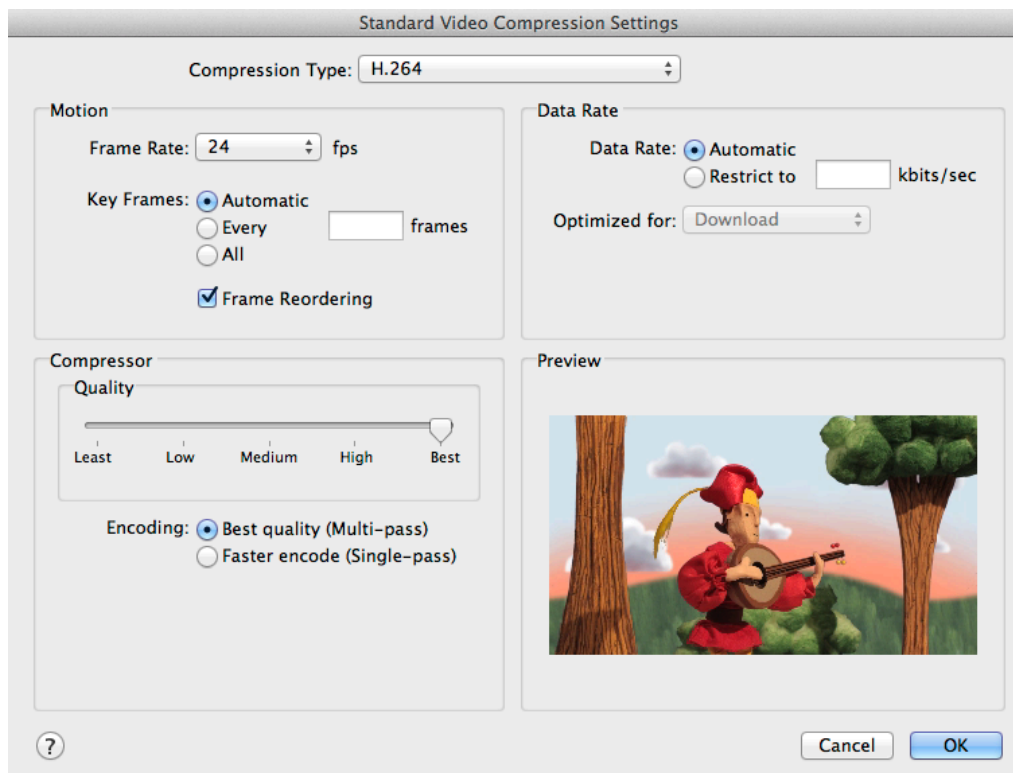
In the Save Exported File As window set *change the Export setting to Movie to Quick Time Movie* and click on Options.



In the Size tab choose HD 1920 x 1080 16:9 (choose HD 1280 x 720 for medium quality HD). Check *Preserve Aspect Ratio* using Crop. Check *Deinterlace Source Video*.



In the Settings tab choose H.264. *If you have shot your animation single frame at 12FPS you should still export at 24 frames per second.



Your Movie Setting should be as follows. . .



Click OK and browse to destination folder and name accordingly.

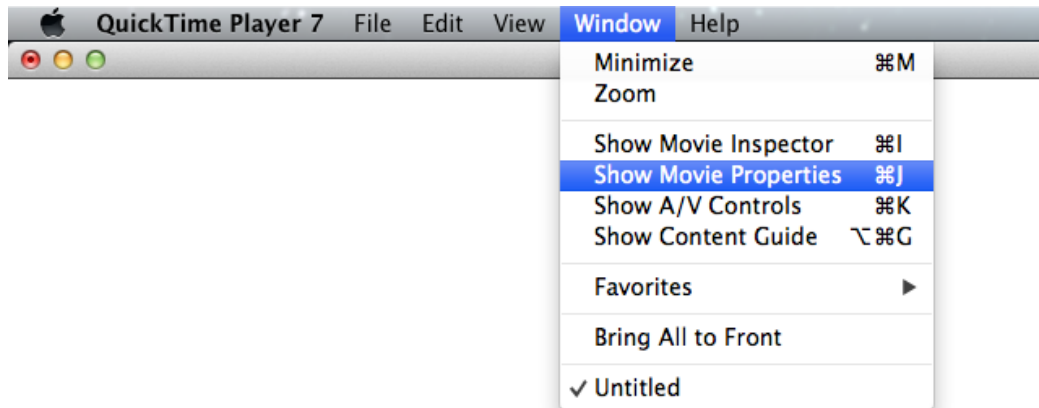
Close original QT movie. Open newly exported movie in QT and play back at full screen (Cmd-F) to test animation.

Note: If your images are upside down from shooting on the Downshooters follow the instruction below before exporting.

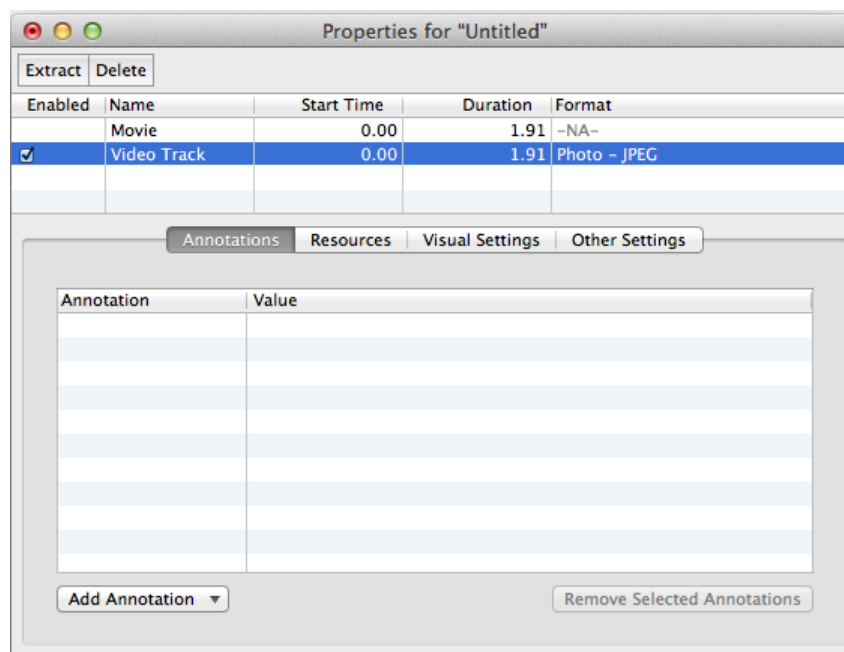
How to Flip your Image Sequence Using QuickTime 7 Pro

Open QuickTime 7.
Open Image Sequence.

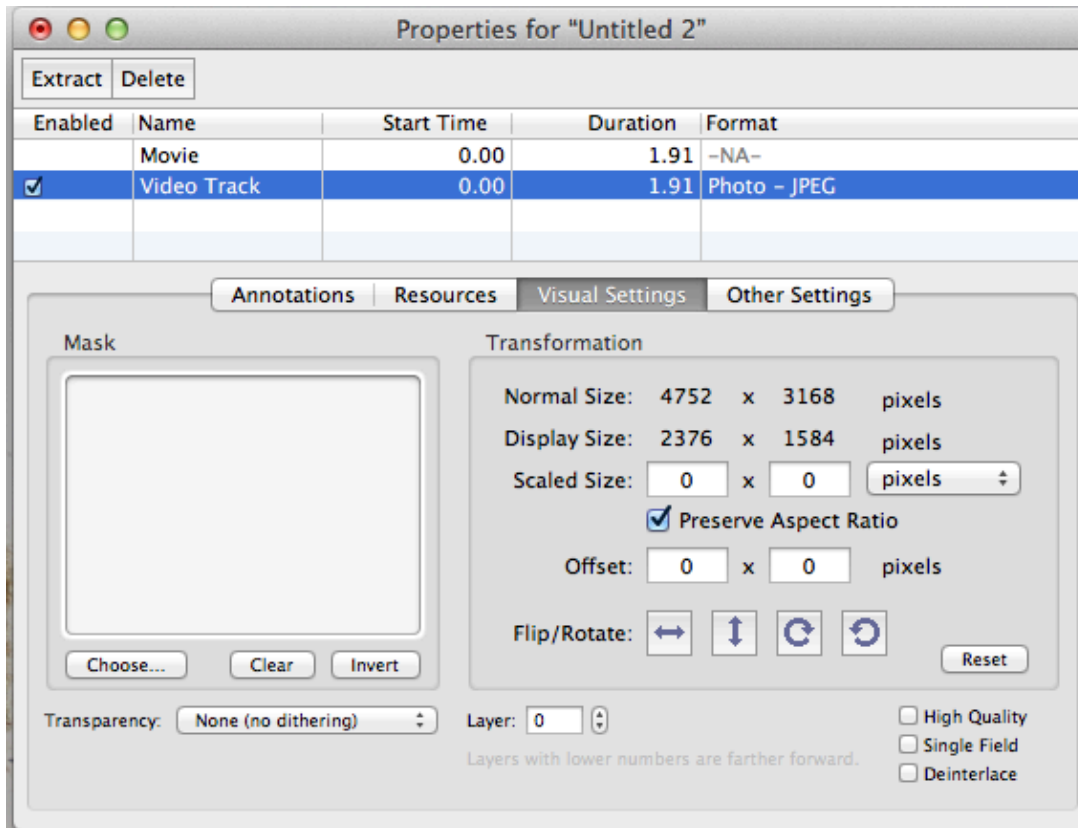
Go to Window, Show Movie Properties.



Once in the Movie Properties box, click on the Video Track blue bar.



From here you will see Flip/Rotate options near the bottom right of the box. Rotate your image sequence by pushing these buttons until your image sequence is right side up.



Then simply exit out of the movie properties box and export as usual by going to File, Export, and choosing the correct settings and destination of your movie.