

3Denlive

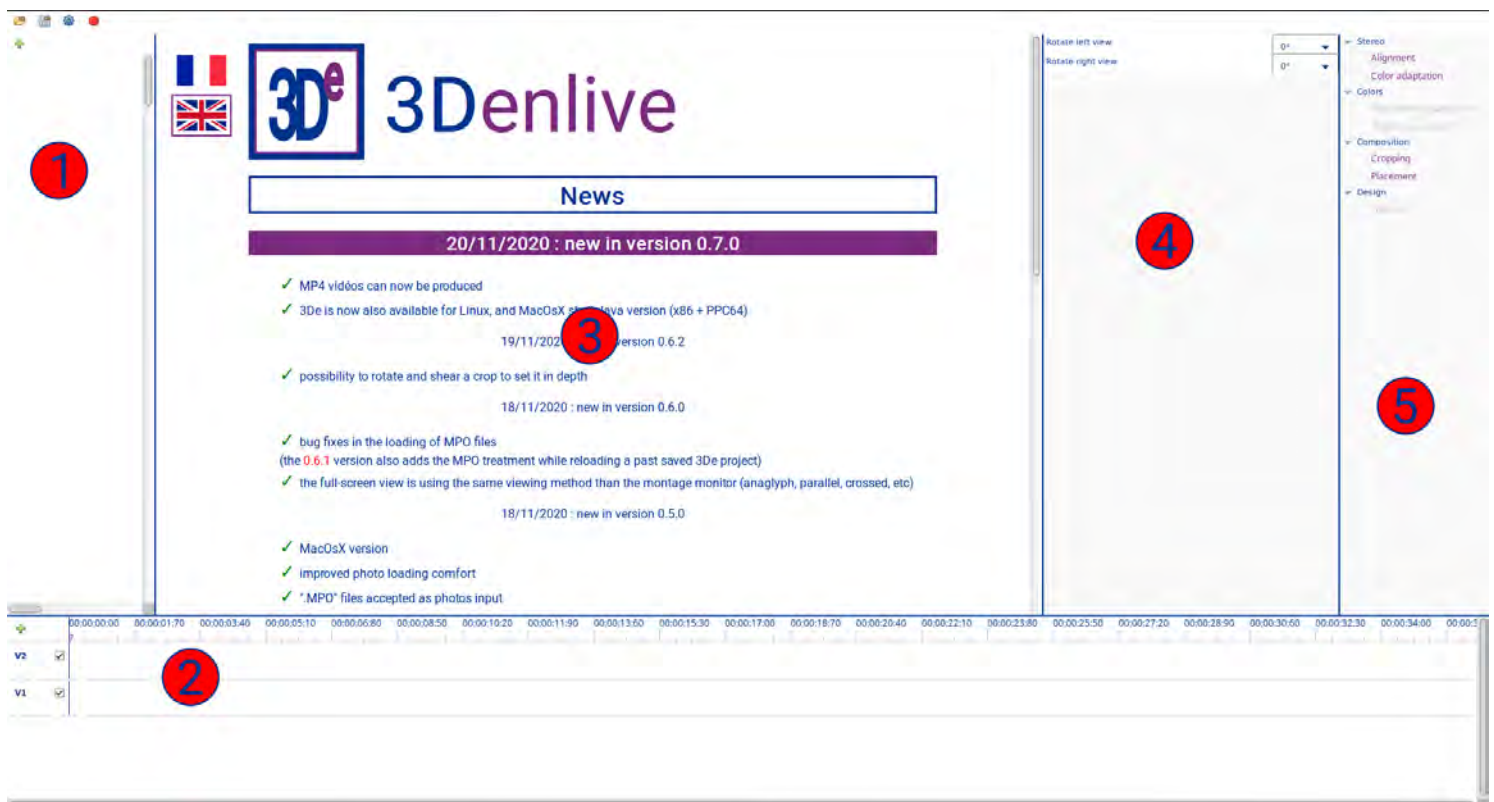
3De Quick Start Guide

With 3De you will be able to produce nice stereo static compositions (JPG, PNG, etc.) or animated stereo video montages (MP4).

If you have a question or encounter a problem with 3De, do not hesitate to post on the 3De dedicated group (<https://groups.io/g/3Denlive>). Feedbacks are always welcomed, and a happy user is always a reward for a software developer.

Opening 3De for the first time

When launching 3De, you should get a screen like this:



① **Media collection:** this left vertical panel displays the photos or videos you need to build the composition or the animation. You can also add images containing texts, backgrounds, objects, or framings. Each media is displayed as a small thumbnail with few information about it (like its file name). Each media can be in a different format (size, file type, etc.). When a media is a static picture, a duration of 5 s is defined on it, to enable an easy manipulation with the software time logic.

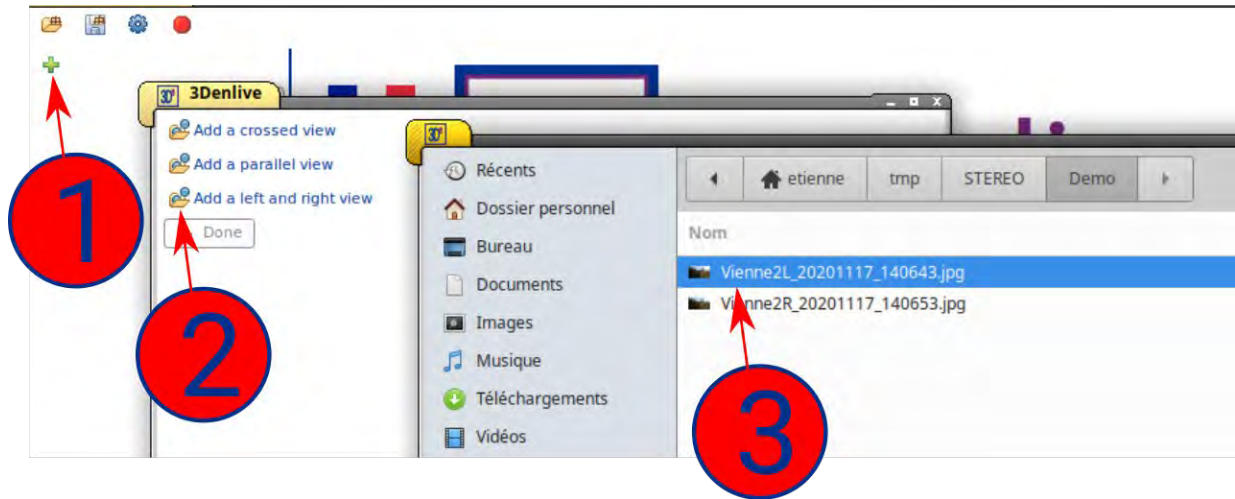
② **Timelines:** this bottom horizontal panel displays the clips of your composition. Each clip uses a media of the first panel. It always have a start time, and a duration. All clips are considered in the same format (size and ratio height/with). Thus, all medias are resized to fit in this format. You can define the project format to be identical to the media you have (for example HD 720).

③ **Monitor:** this central panel holds multiple purposes. 1) When the software is starting, it displays the latest news page. For some reasons (typically you are offline, or you have security rules blocking this on your machine), it may fail to load this page from the web site. In this case, you can access to this news page by clicking on the lamp button at the top right of the 3De application. 2) When you click on a media on the left panel, it displays a view of it, in its original format. 3) When you click on a clip on the bottom timelines, it display a view of it, in the project format. 4) It is also the player for the video or the composition you are created (play, pause, etc.).

④ **Properties:** this panel on the right of the Monitor holds multiple purposes. 1) When you click on a media on the left panel, it displays its properties (file name and EXIF), it also enables you to add a rotation on the media if the camera wasn't horizontal at the shooting time. You can collapse/expand each branch of the displayed properties tree by a double-click on its line. 2) When you click on a clip on the bottom panel, it displays its properties (start time, duration, fade in/out, etc.) and the properties of all actions/filters/effects associated to it. Each box of the Properties panel can be collapse/expanded by a click on its title.

⑤ **Processors library:** this panel displays the collection of actions/filters/effects you can associate to a clip. They are ordered by categories. You can collapse/expand each branch of the displayed properties tree by a double-click on its line.

Importing a media in the media collection



① click on the green + button on top of the Media collection panel.

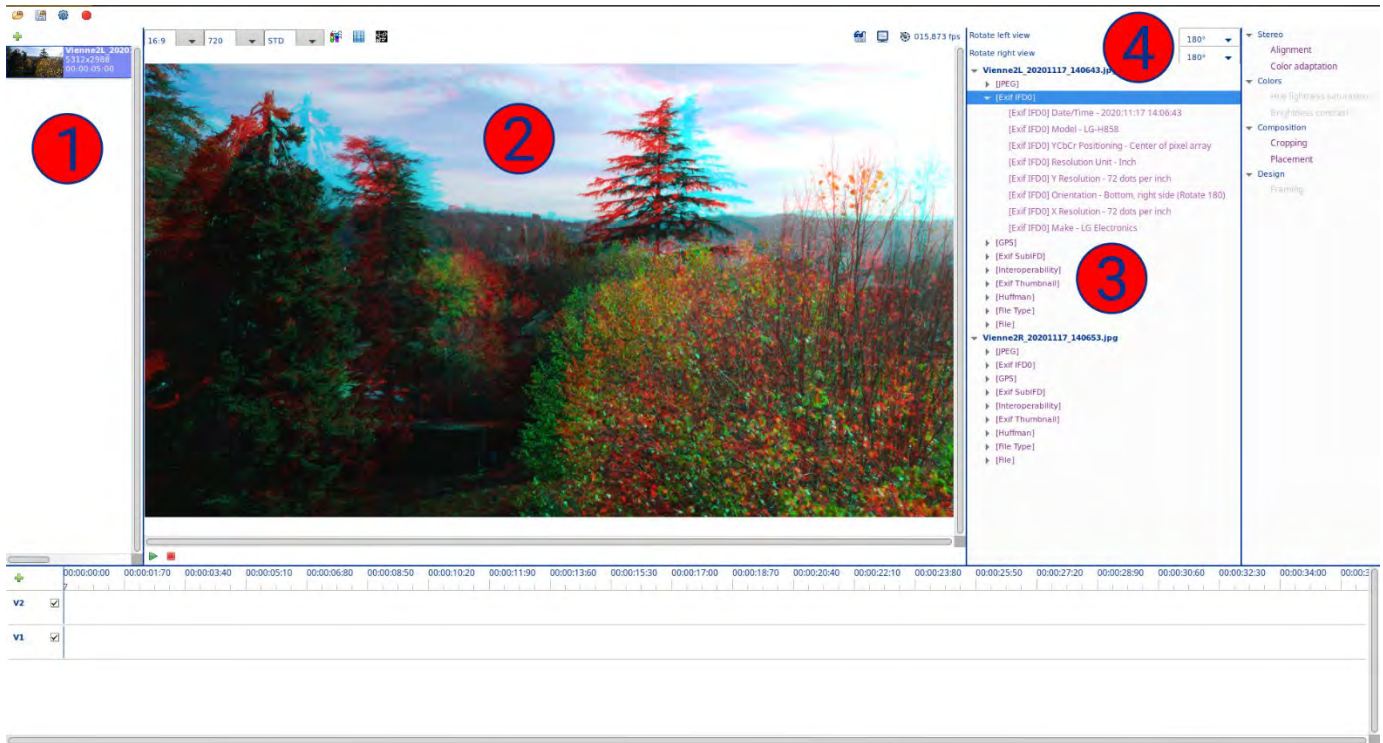
② click on one of the three folder lines depending on the kind of media you want to open (crossed views, parallel views, or separated views a file for each). If you want to add a flat single picture, add it like a left and right view, and select the same file twice.

③ search for the folder on your disk where are the files and double-click on the picture you want. If you have selected the left/right option, you have to do this twice, once for each view.

Points ② and ③ may be done several times before closing the panel ②. You can even let this panel open while working on the main application window, to get it easily later.

The Medias collection panel should display a thumbnail for each stereo media you imported (at least one).

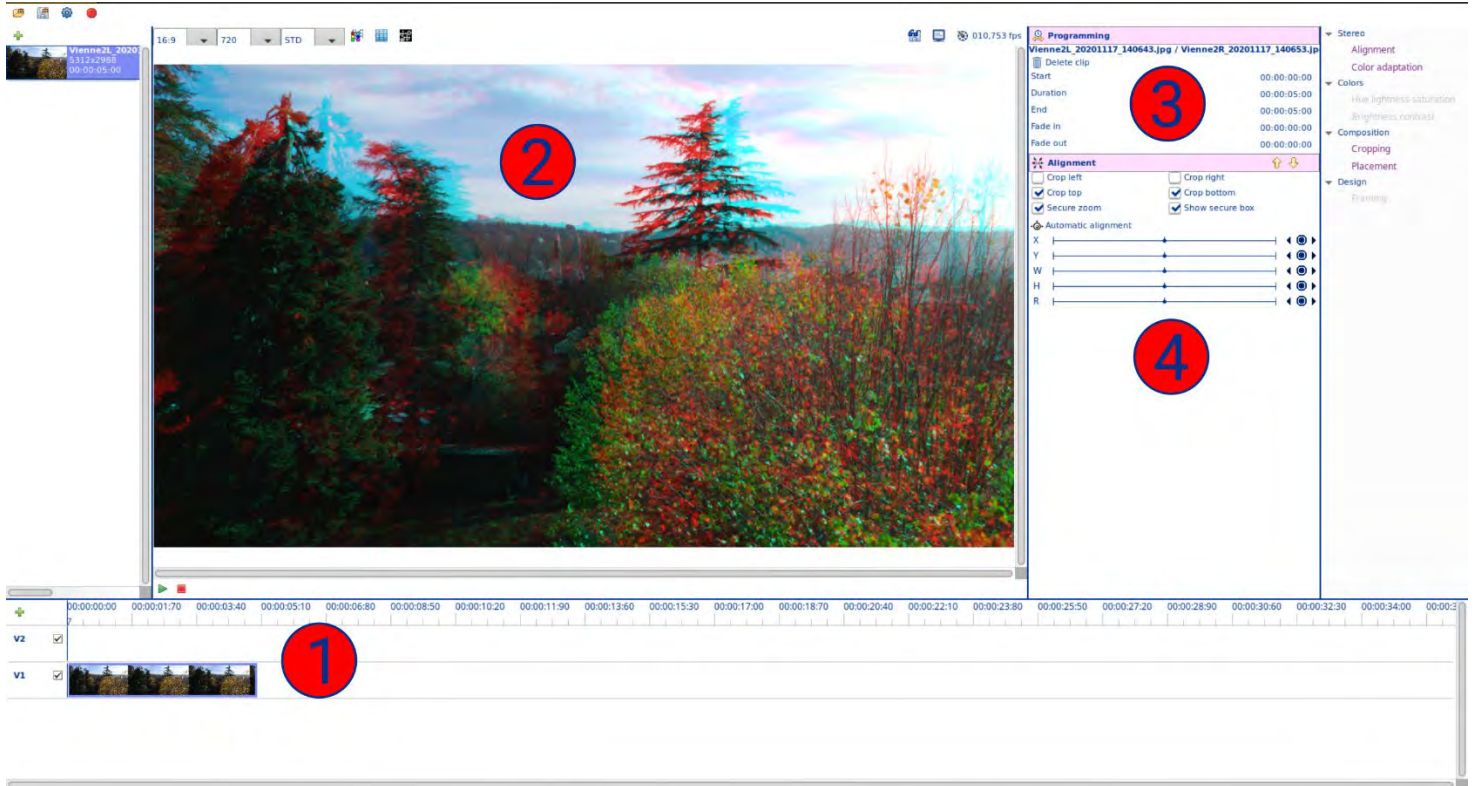
If you click on a media thumbnail, you should get something like this:



- ① media thumbnail, with its file name, and a duration (arbitrarily set to 5 s for a static picture).
- ② a stereo view of the media. By default, viewed as anaglyph: just a convenient way to work on it.
- ③ information available on the media (file name, size, Exif, etc.).
- ④ options you can set manually to turn each media view in case the camera was not in the horizontal standard position at the shooting time.

First alignment of a stereo

Double-click on a media in the left Media collection panel. You should get a screen like this:



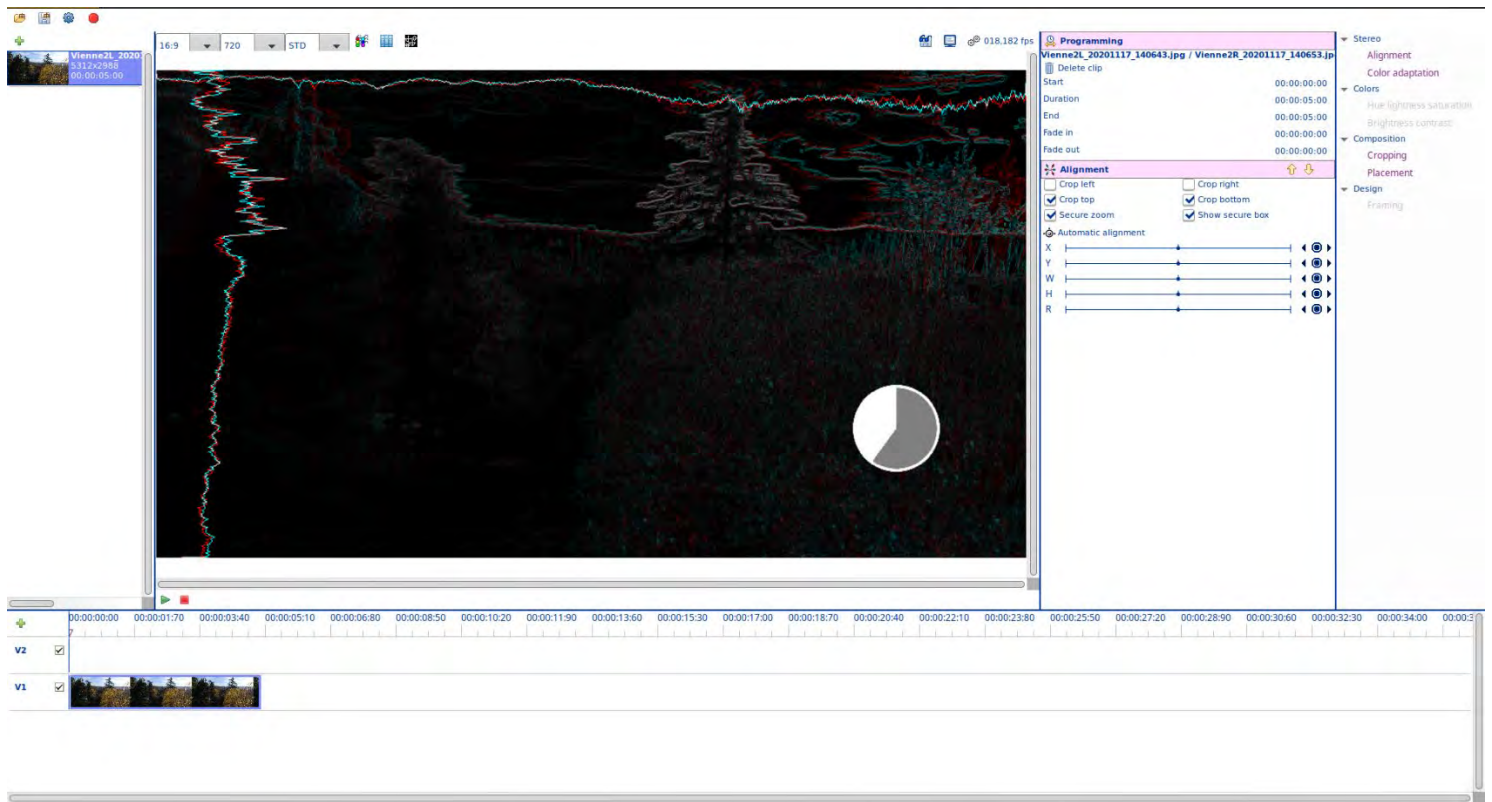
① a clip was added in the first timeline "V1". By default, this clip starts at time 00:00:00:00, and its duration is the one of the original media, thus 5 s by default. You may send a media in another timeline by clicking on this timeline to select it before double-clicking on the media. If you click on a clip before double-clicking on the media, the new clip will be added after it.

② the Monitor now display a view of the new clip. Its disposition may be different from previously because a media is always displayed in its original format (for example 4:3), while the clip is always displayed in the project format (for example 16:9).

③ properties of the clip (start position, duration, etc.). They may be changed manually by editing the time values in the fields on the right. The timeline will be automatically updated to show the changes. This box can be collapse/expanded by clicking on its title. But, it can't be moved, nor deleted.

④ an alignment processor was automatically added to the clip. This box can be collapse/expanded by clicking on its title, it can be moved in the processing stack, and it can be deleted.

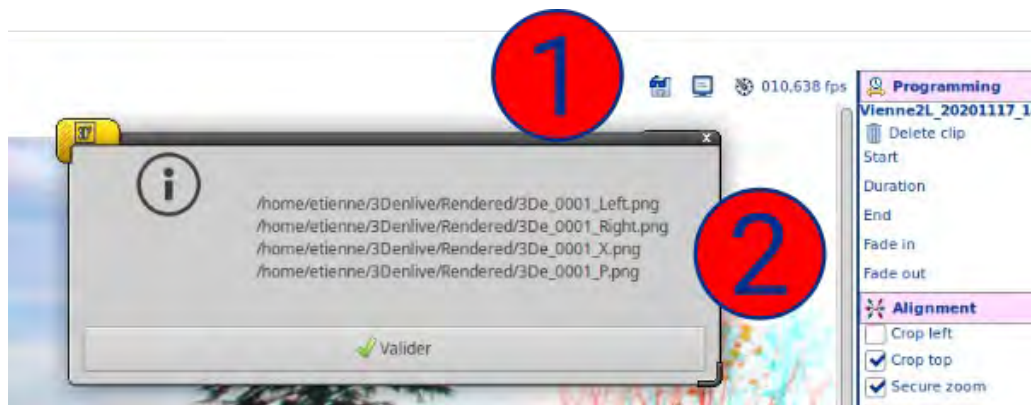
Click on the "Automatic alignment" button. It launches the alignment processing. You should get something like this:



The automatic aligner is evaluating all the parameters in order to fit each view together: vertical position, rotation, and size. In this version, it doesn't estimate other properties. The horizontal position is set to a mean value, not at an optimal one that could avoid a window violation (this will come later).

Use the "X" cursor to adjust the stereo window. Each cursor can be moved in several ways: 1) by a click-and-drag on the central button, 2) by a click or a shift-click on the arrow on the right, 3) the circle between them enables to reset the cursor to its "no effect" value, 4) you may also put your mouse over the cursor and use the mouse wheel, with or without a combination with the shift key, 5) and finally, after having clicked on the cursor button, you may use the arrow keys of the keyboard, with or without a combination with the shift key.

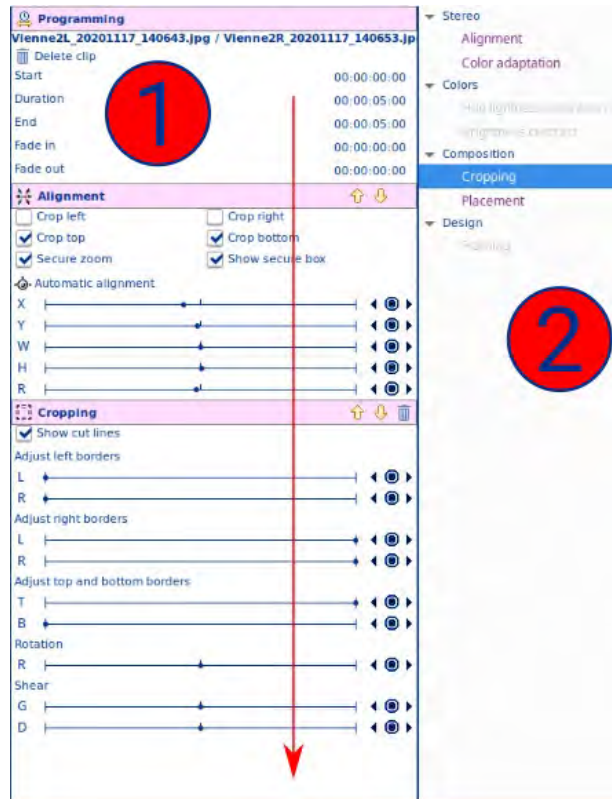
You may use the other cursors ("Y", "W", "H", "R") to change the other alignment parameters: vertical position, width, height, and rotation.



① when you are ok with the stereo rendering, click on the save floppy disk button ①, on the top right of the Monitor.

② after a short rendering time (depending on the configured quality), it displays an information about the location on your disk where the rendering pictures can be found. You automatically have a left and a right views, a crossed and a parallel views.

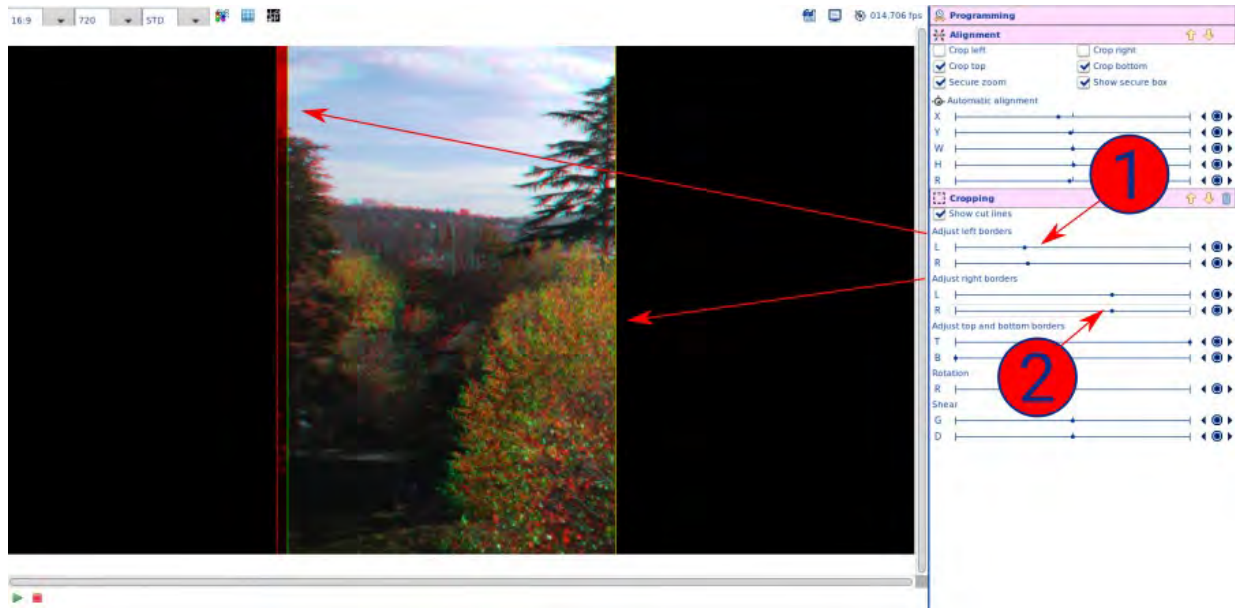
Adding actions/filters/effects to a stereo



① actions/filters/effects are processing applied to the clip there are attached on. The effect stack is always applied top to bottom starting from the original media contained in the clip. You may change the order of the effect list using the orange arrows on the right of each effect box. Some of them may produce different results depending on the others before/after them. For example: if a cropping is applied first, it crops the original image, while if it is applied after a placement effect it will be applied on the image obtained after the placement.

② you can add effects to the stack by double clicking on one of them in the Processor library on the right. An effect can be added several times. For example: you may apply several crops to combine them or align a sub-part of the picture after it was zoomed (a sub-part may be misaligned because of shooting deformations).

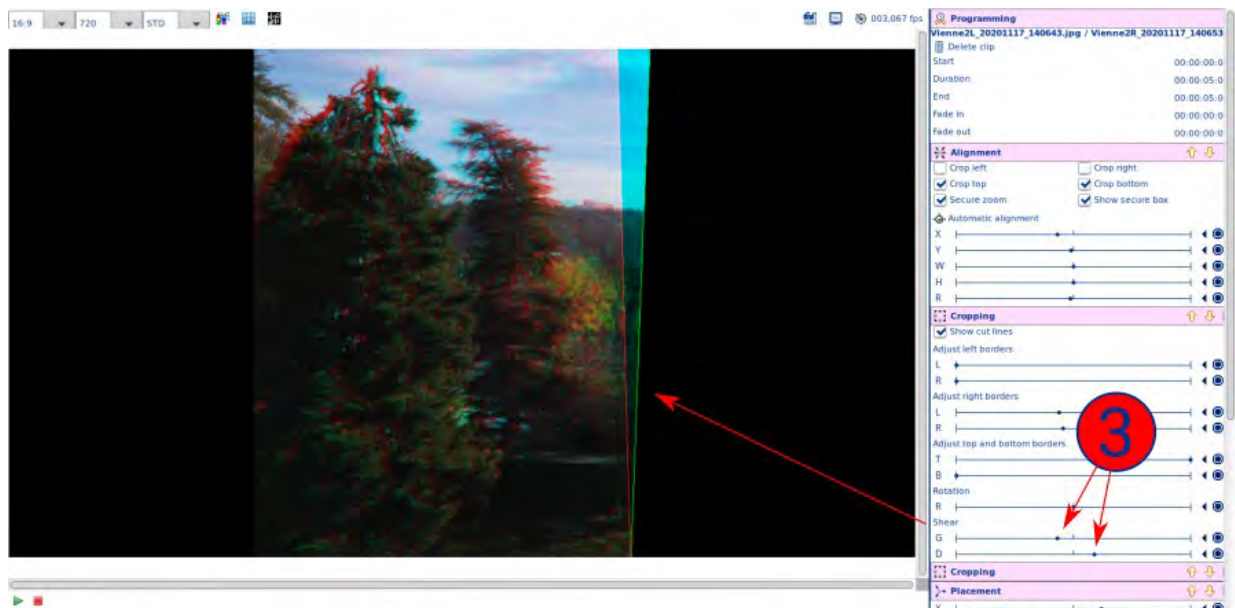
Cropping effect



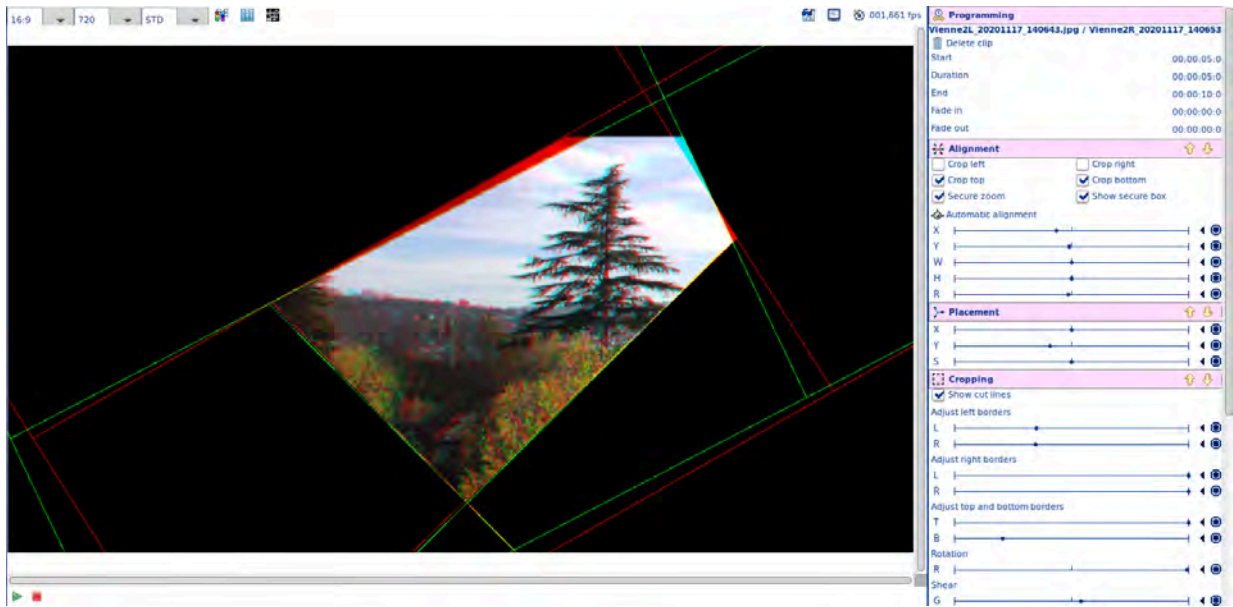
Each of the 4 borders (left, right, top, bottom) of each of the 2 pictures (left, right) can be adjusted independently.

① if a vertical crop is set differently on each left/right picture, it creates a stereo depth effect.

② if a vertical crop is set identically on each left/right picture, it creates a cut "at the window".

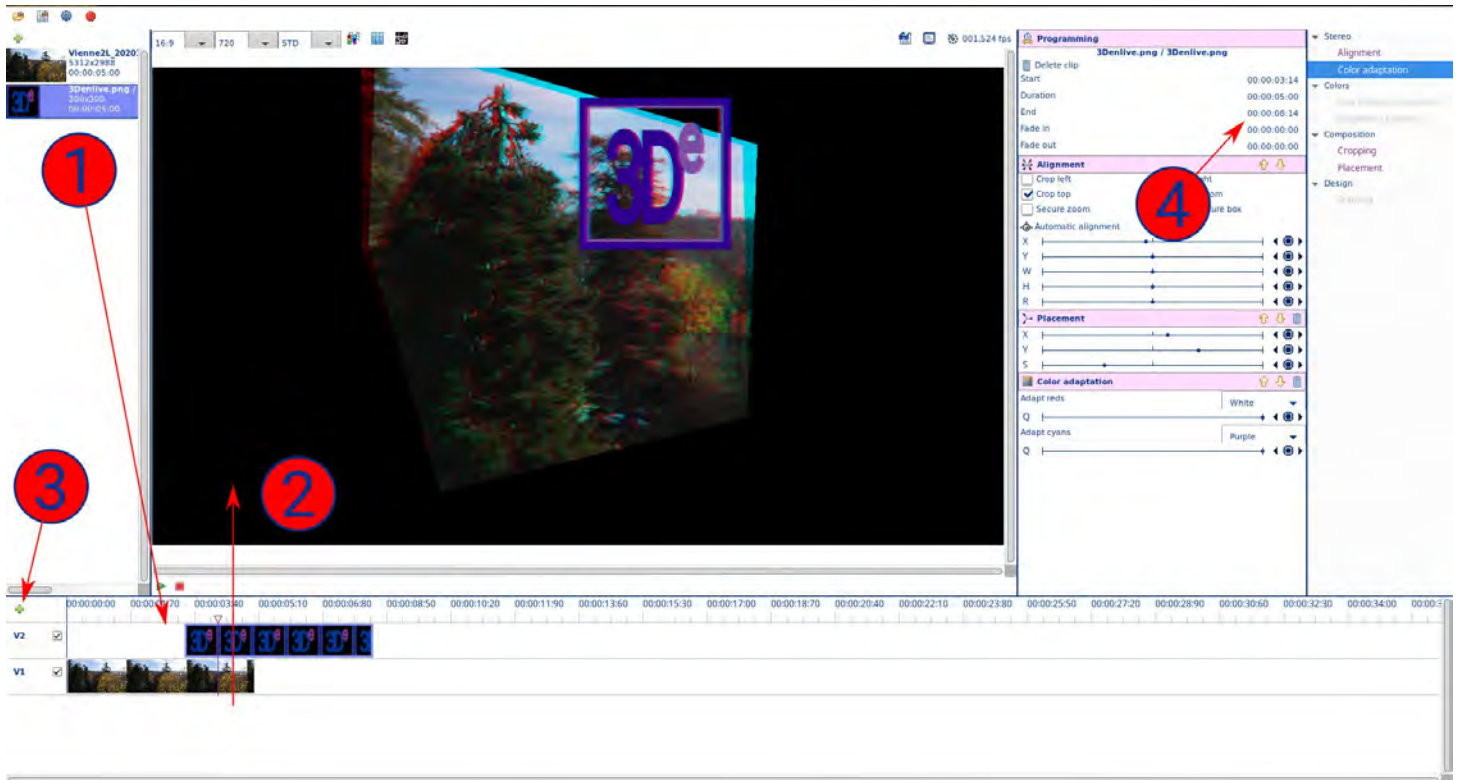


③ when shearing a crop (deformation along a parallelogram keeping the original height), the bottom and top points are no more aligned, providing with a stereo depth effect.



By combining several cropping effects, together with a rotation, you can build complex cropping effects.

Timelines



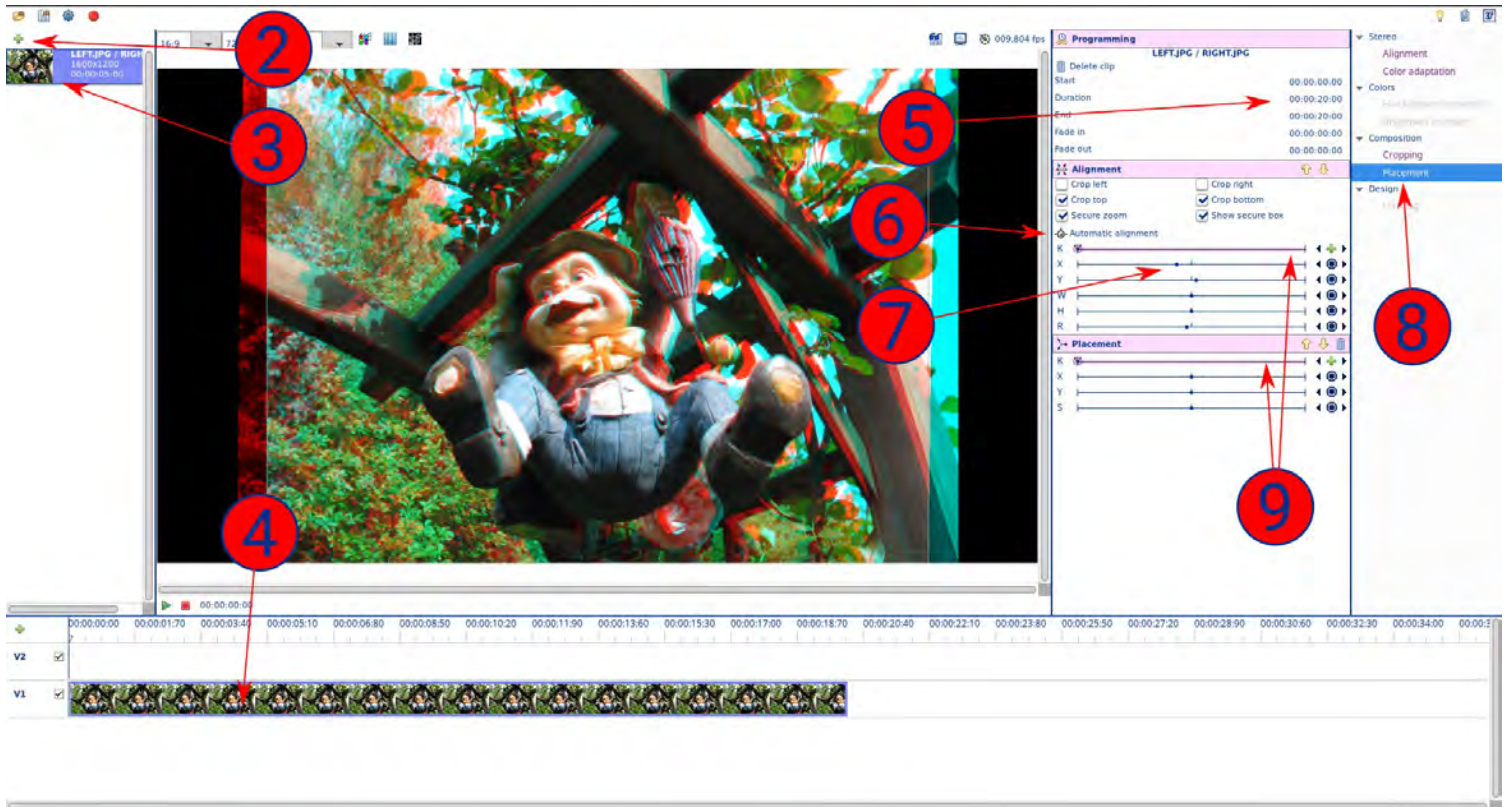
① to create a clip with a media on a specific timeline, click on this timeline to select it (for example "V2"), then double-click on the media. You can move the clip on the timeline with a mouse click-and-drag. This changes its start position.

② the timelines are processed from bottom to top. This means that a clip (for example the 3De logo, here) is always displayed over the content of the timelines below it (for example the trees picture, here). If the 3De logo would have been on timeline "V1" and the tree picture on the timeline "V2", the tree picture would have hidden the 3De logo. If 2 clips are overlapping on a same timeline, the last inserted in the timeline overlaps the first inserted. Be careful, by moving them with the mouse, the second inserted clip may be visible either before or after (from left to right) the first inserted one.

③ you can add new timelines by clicking on the green + button on the top left of them.

④ the starting point, duration, and fade-in / fade-out parameters of a clip can be manually changed by editing the values in its properties on the top-right.

Animate with keyframes

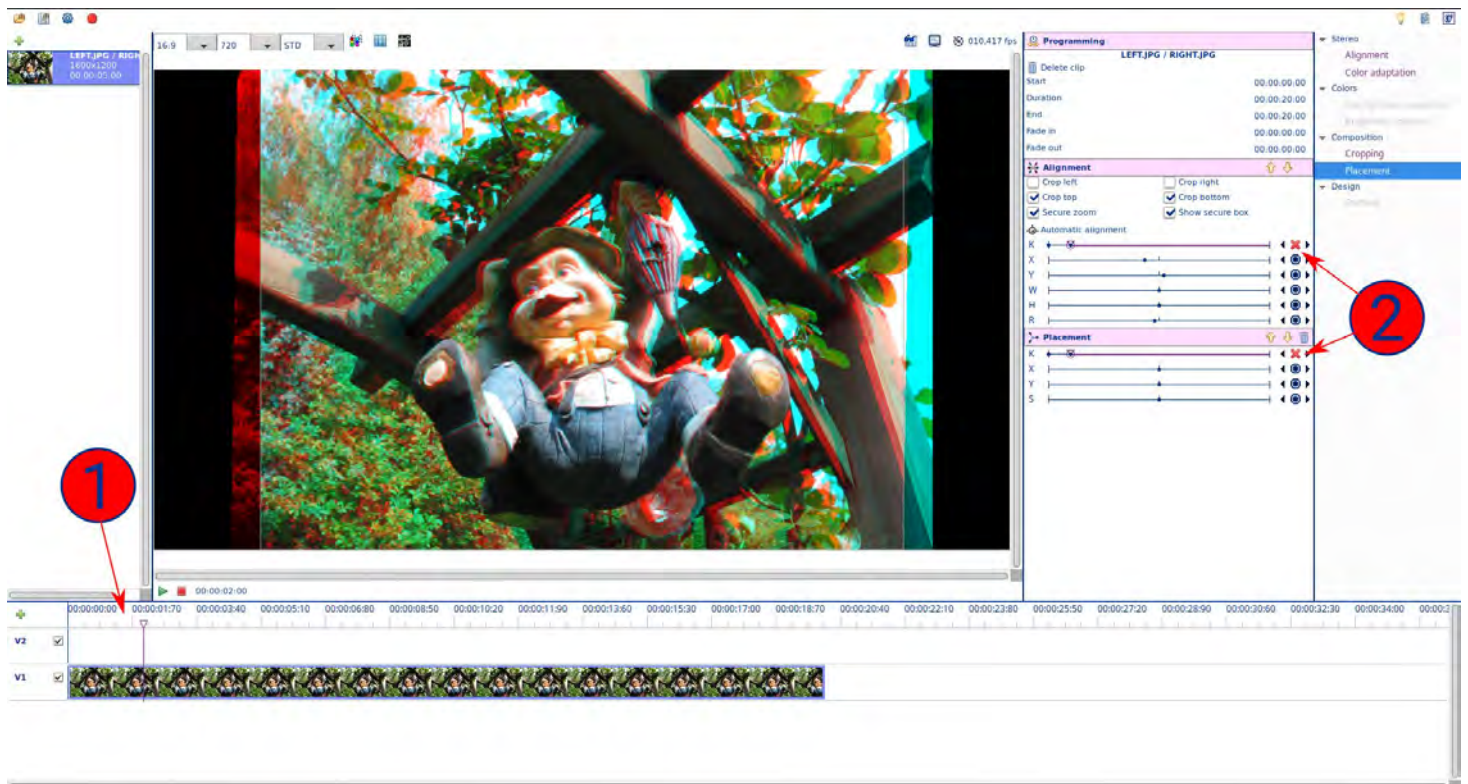


- ① download and unzip this [project file](#).
- ② launch 3De. In the new project, import the left and right JPG of the project.
- ③ double-click on the new thumbnail to add it to the timeline.
- ④ click on the new clip in the timeline.
- ⑤ change its duration to 25 seconds.
- ⑥ click on "Automatic alignment". This cha-cha has strong distortions that can't be handled with simple adjustments; thus the result won't be perfect. But this is an interesting fact for this tutorial.
- ⑦ adjust the X slider to set the stereo view "all behind the window" = no horizontal shift on the shoes. You see there is style a small vertical shift on them. They are several small shifts like this in the picture, because of an approximative cha-cha. Impossible to solve them all

without doing a kind of morphing on the pictures. The whole stereo should stay quite pleasant to view.

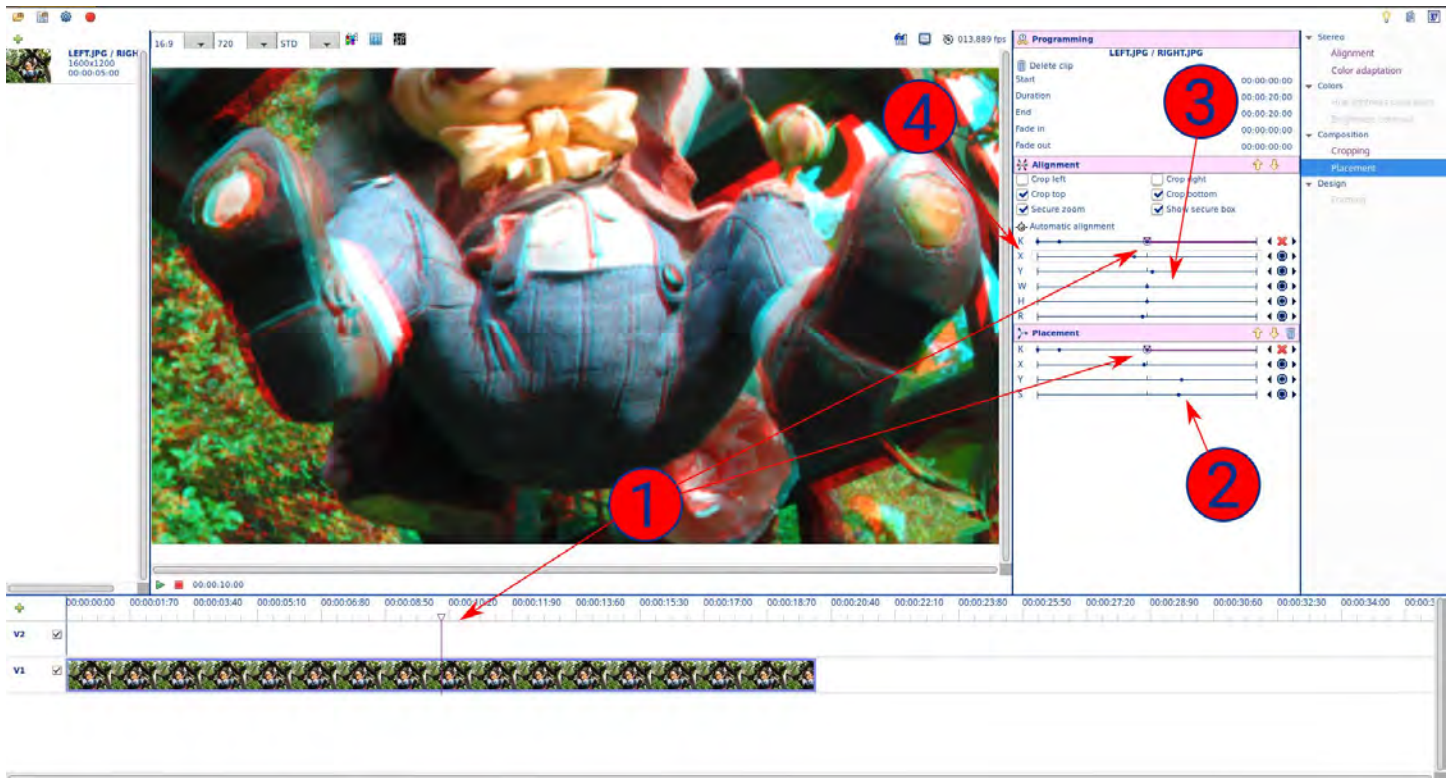
⑧ double-click to add a Placement processor to the clip.

⑨ you see that both the Alignment and the Placement processors have a first "K" slider: the Keyframe tools. Each of them has a first blue point, surrounded by a purple circle: the first Keyframe. When you adjusted the picture on points ⑥ and ⑦, you defined the configuration of this first keyframe. If you play the video like this, this configuration will stay like this during the whole clip duration.



① click on the timeline ruler to set a time around 2 seconds. Click on the clip to get back the processor's properties.

② click on both green + buttons. You should get a new keyframe on each slider. The configuration of these key frame are identical to the original one. If you play the video, it is style like previously.



① do the same to add a new keyframe around 10 seconds.

② adjust the size and position of the view to get the shoes as large as possible.

③ as the vertical shift on the shoes becomes a bit more important, you may play with the alignment tool to get a better alignment on the zoomed gnome, the surrounding elements being less important (on this example, you need to do it manually, because the automatic alignment style keep a big importance on the surrounding elements, thus not really align on the gnome itself).

④ finally adjust the X position of the alignment to get a strong popup effect. If you play the video from the beginning, you should now get an animated zoom on the gnome.

Do the same for the end of the video.

As the first alignment is only working on the original image, when un-zoomed at a very tiny size, you can't obtain an important stereo shift. You will need to add a new aligner, at the end of the processor list, working on the whole image at the full size of the animation. See the project file in the original zip.

Remark: the black background is not the best for a good stereo far effect, because eyes lack of reference points for the convergence. You could add something with colors and textures under the gnome picture.

Here is the MP4 rendered http://3denlive.com/doc/EN/3De_TutoKeyframes_P.mp4

To be continued... Pages from : <http://www.3denlive.com/doc/EN/index.php>