

Video Post

You can create simple camera edits inside 3ds Max without a special non-linear video editing application such as Adobe Premiere. It is nowhere near as intuitive but it works. Within Video Post can add multiple cameras as well as special effects to your scene as well as composite still images behind your animation.

Rendering: Video Post...

Queue

By default there is a Queue where events are created and set up



Events are executed in order from Top to Bottom
Items in the queue are called Events



Add Scene Event and choose camera

View
Label: Unnamed
Camera01

Scene Options
Render Options... Scene Motion Blur
Duration (frames): 0.5
Duration Subdivisions: 2
Renderer Type: Production Dither %: 50

Scene Range
Scene Start: 0 Scene End: 37
 Lock Range Bar to Scene Range
 Lock to Video Post Range

Video Post Parameters
VP Start Time: 0 VP End Time: 36
 Enabled

OK Cancel

Add camera

Scene motion blur

Duration = virtual shutter speed for motion blur

Uncheck both if you want to reuse segments of time in your timeline or shorten/extend time

Lock Range Bar to Scene Range: keeps the same amount of frames in the video post scene as in the max scene but allows for arbitrarily placing time segments in different sequences.

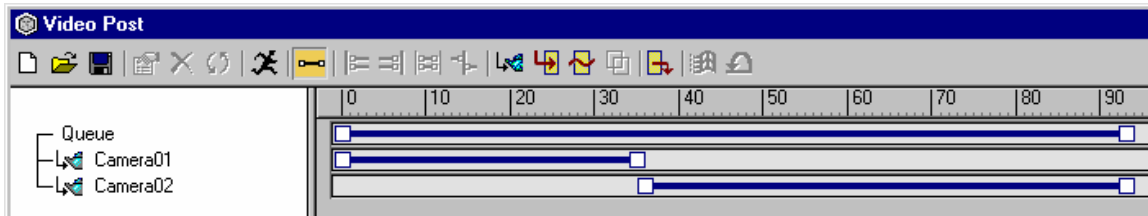
Lock to Video Post Range: (default) keeps the scene and the video post sequences the same.

Uncheck both **Lock Range Bar to Scene Range** and **Lock to Video Post Range** if you want to manually type in the segment of time your camera will render (ex. Camera 1: Start – 1; End – 37 – Camera 2: Start: 22; End – 79.) and change the amount of frames in your animation thus slow down or speed up your motion.

Your camera is added to the queue

Add Multiple Cameras and tweak timeline for each

Deselect timelines in your queue to add other cameras



Add Background Images using Image Input Event

Add images (.bmp .tif etc.) or other animations (.mov .avi) to the background of your animation. Deselect timelines in your queue to add image output event.

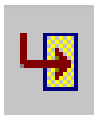
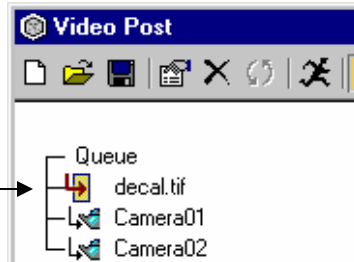


Image Input Event

Place Image Input Event before your camera in the queue to render it behind your animation. Add Image Layer Event to Camera and Image Input Event to composite.

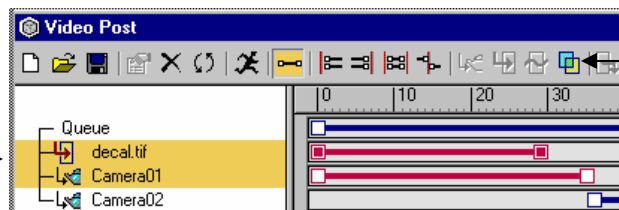
Make sure image input event is placed before camera. Click and drag into position if necessary

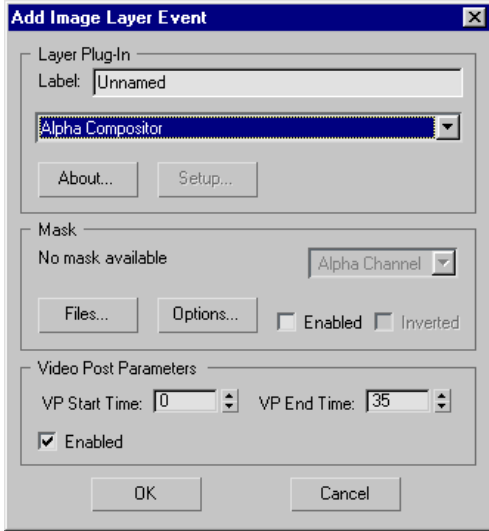


Add Image Layer Event

Select both camera and image input event so Image layer event becomes available.

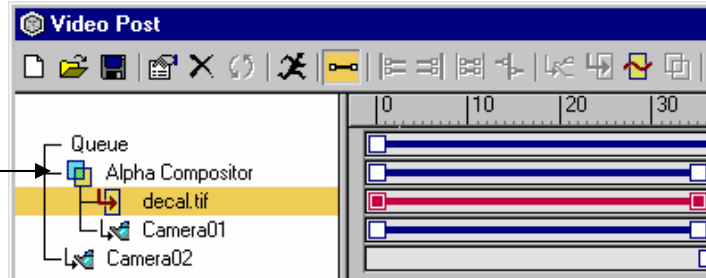
Select both image input event and camera in order to use the image layer event





Choose Alpha Compositor from Pull Down Menu

Image Layer Event as parent to image input event and camera



It should look like this

(Other Image Layer Events include: Simple Wipe, Cross Fade, etc.)

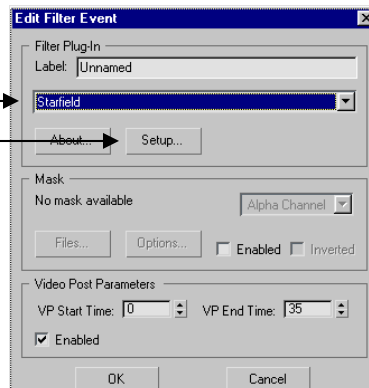
Add Image Filter Event to Camera to create interesting post-production effects such as starfields, glows, brightness levels, fades, lens effects, blur, etc.



Image Filter Event

Select Camera you want to add Image Filter Event first. Add Filter Event and Select one from pull down menu.

Select Filter Event then be sure to enter setup to create parameters



Choose setup to alter default parameters for filter or set up parameters

Be sure to check parameters for each effect. Some need to be set up to work.

Add Image Output Event at end of Queue to post-process your sequence

Here you choose a single image for output or a series of images as well as name, and file format type.

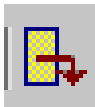
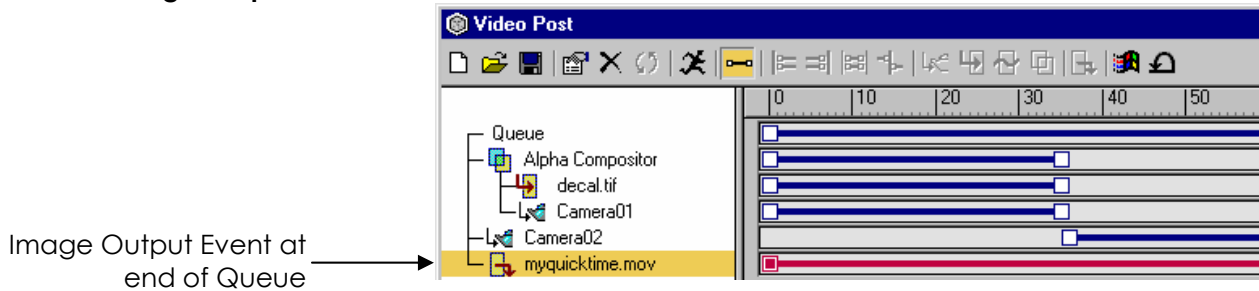


Image Output Event



Render Sequence

Click Render Sequence Button to render Image Output Event



Render Sequence