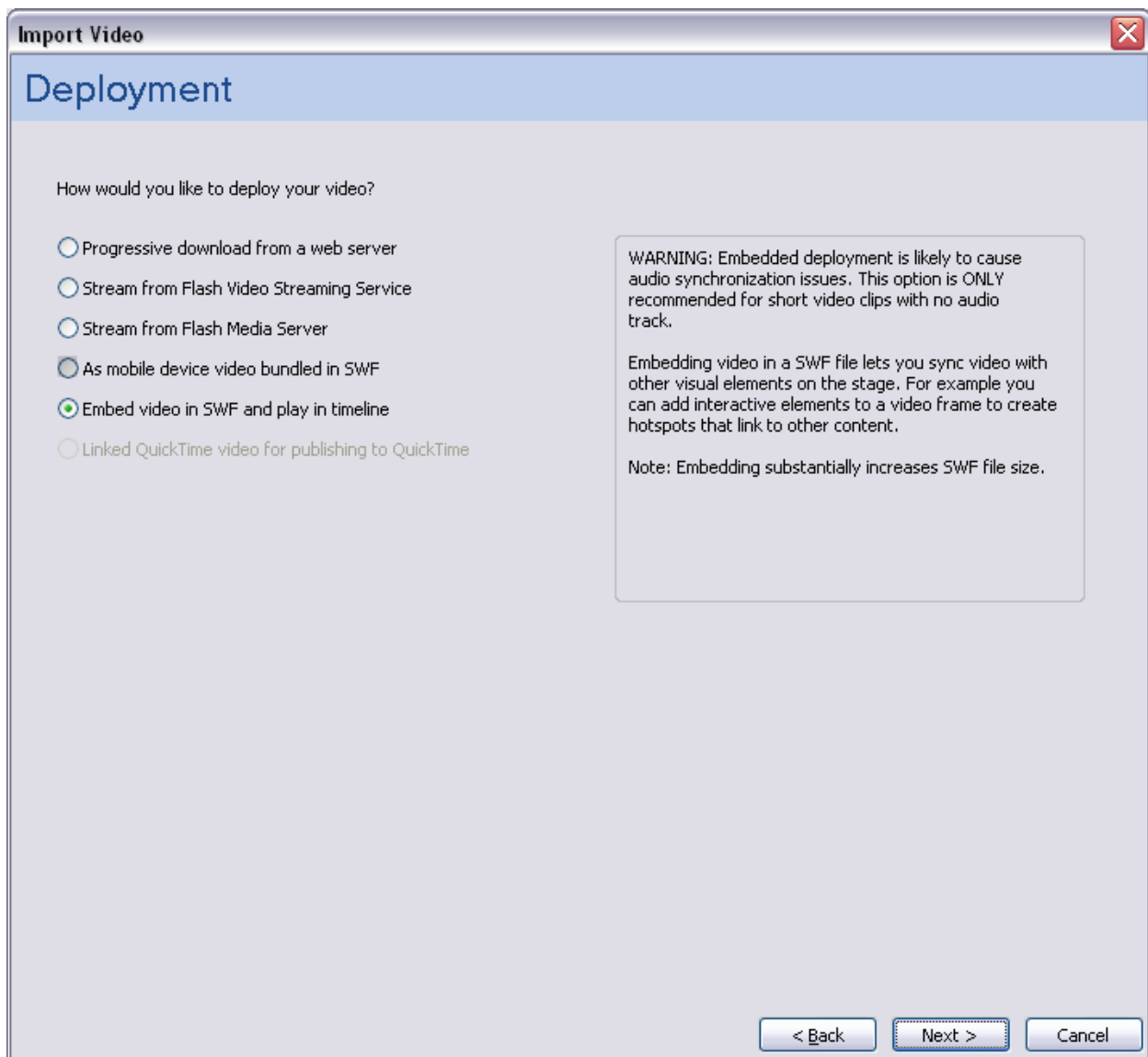


Importing Second Life Video into Flash

by David Miller of subQuark.com

The output from Fraps is an uncompressed AVI file. In order to record at a high frame rate (30 fps, for example) Fraps does not have time to compress the video as it is recording. But Flash will take care of that for you. You can even edit a bit within the video import dialog.

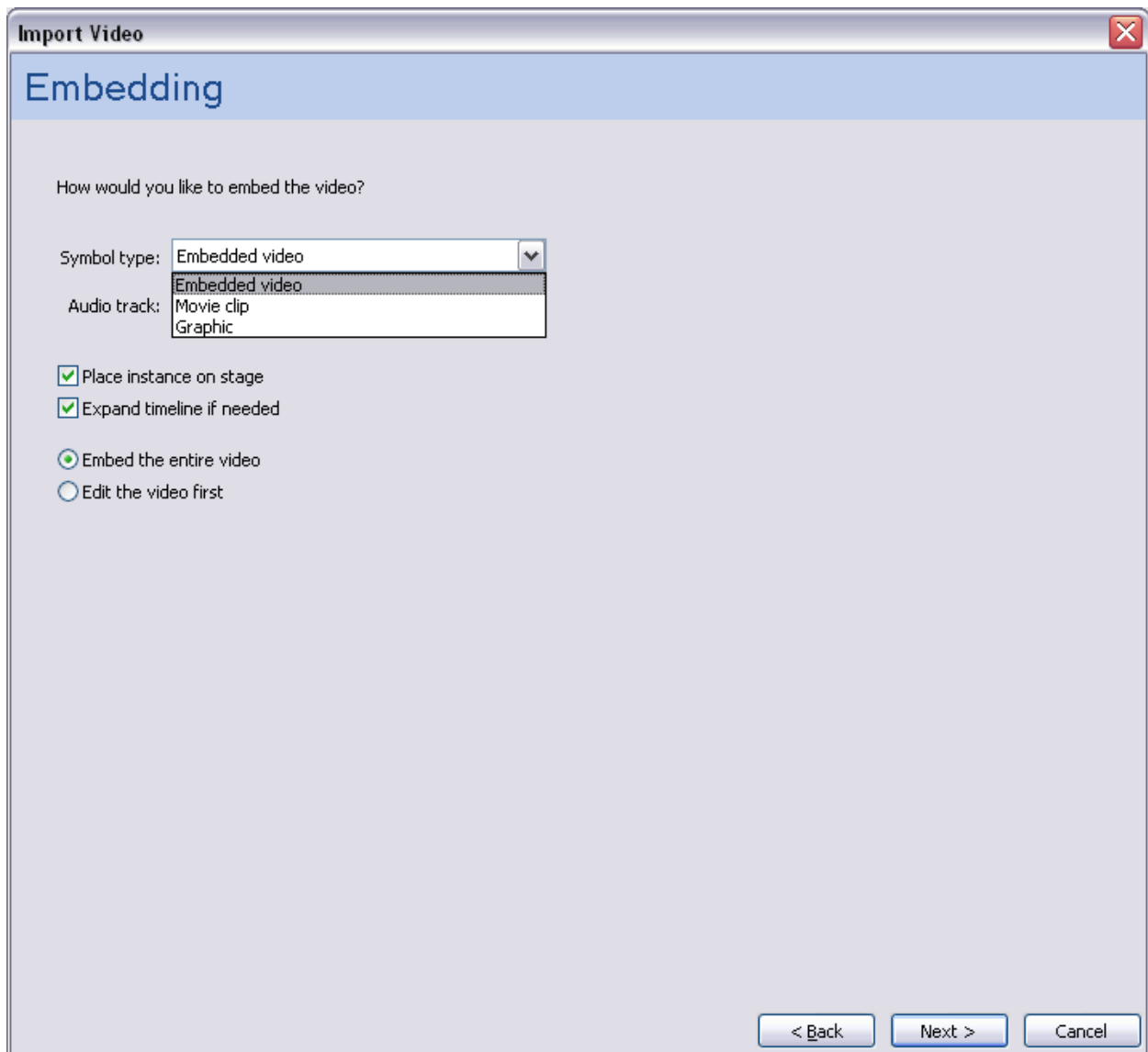
The first step is importing the video and determining its deployment. Since we make self-contained flash files, the video needs to be embedded as indicated below.



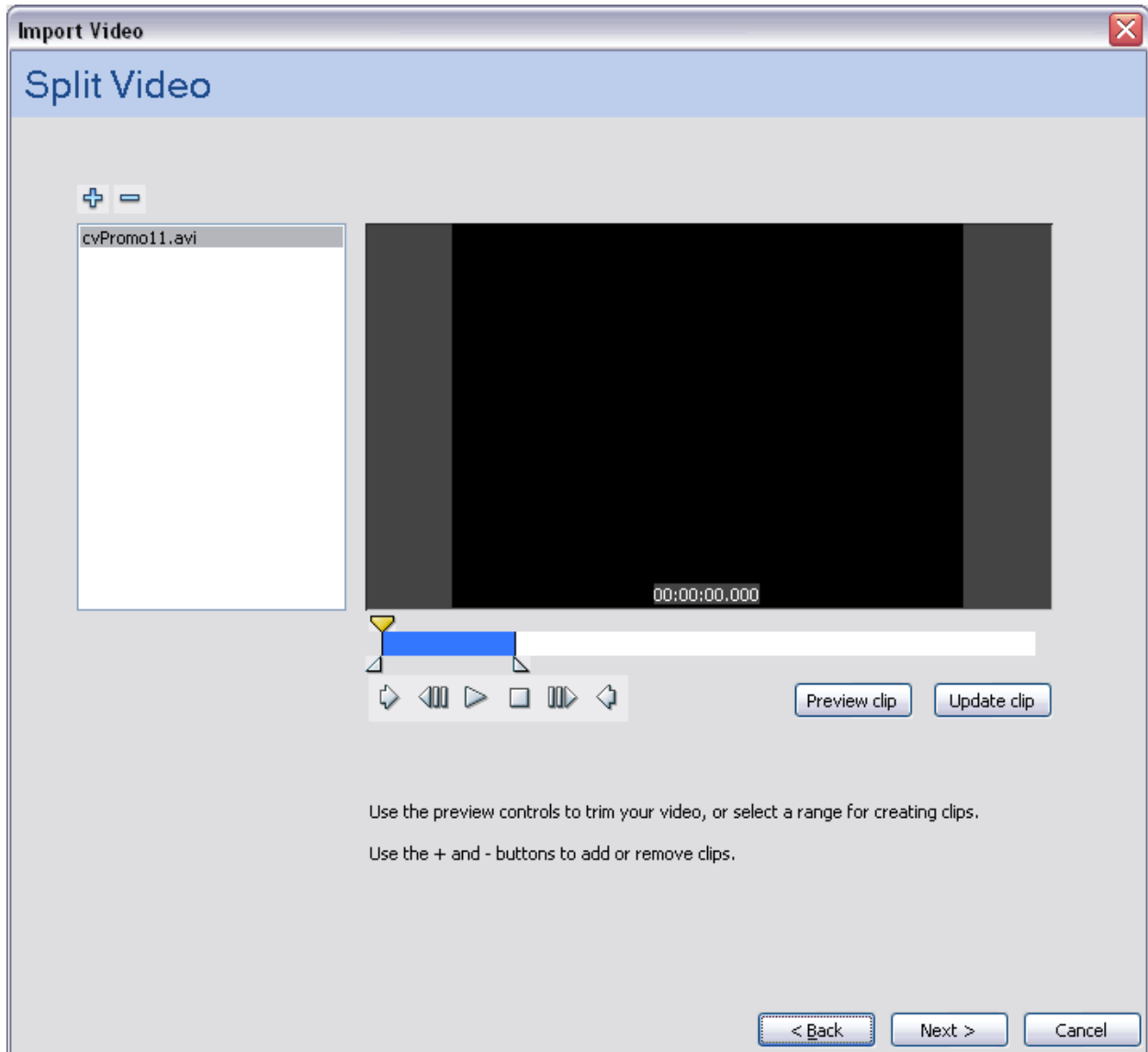
You have a choice in how it is placed on your timeline and this depends on your end use. If you will be converting your final Flash piece into a podcast as an additional resource, then the video must be embedded in order for it to play properly.

If you are strictly doing flash interactions, you may find a movie clip as a more flexible option (and less messy with the total number of frames). When creating flash interactions such as branched scenarios, I always import video as a movie clip.

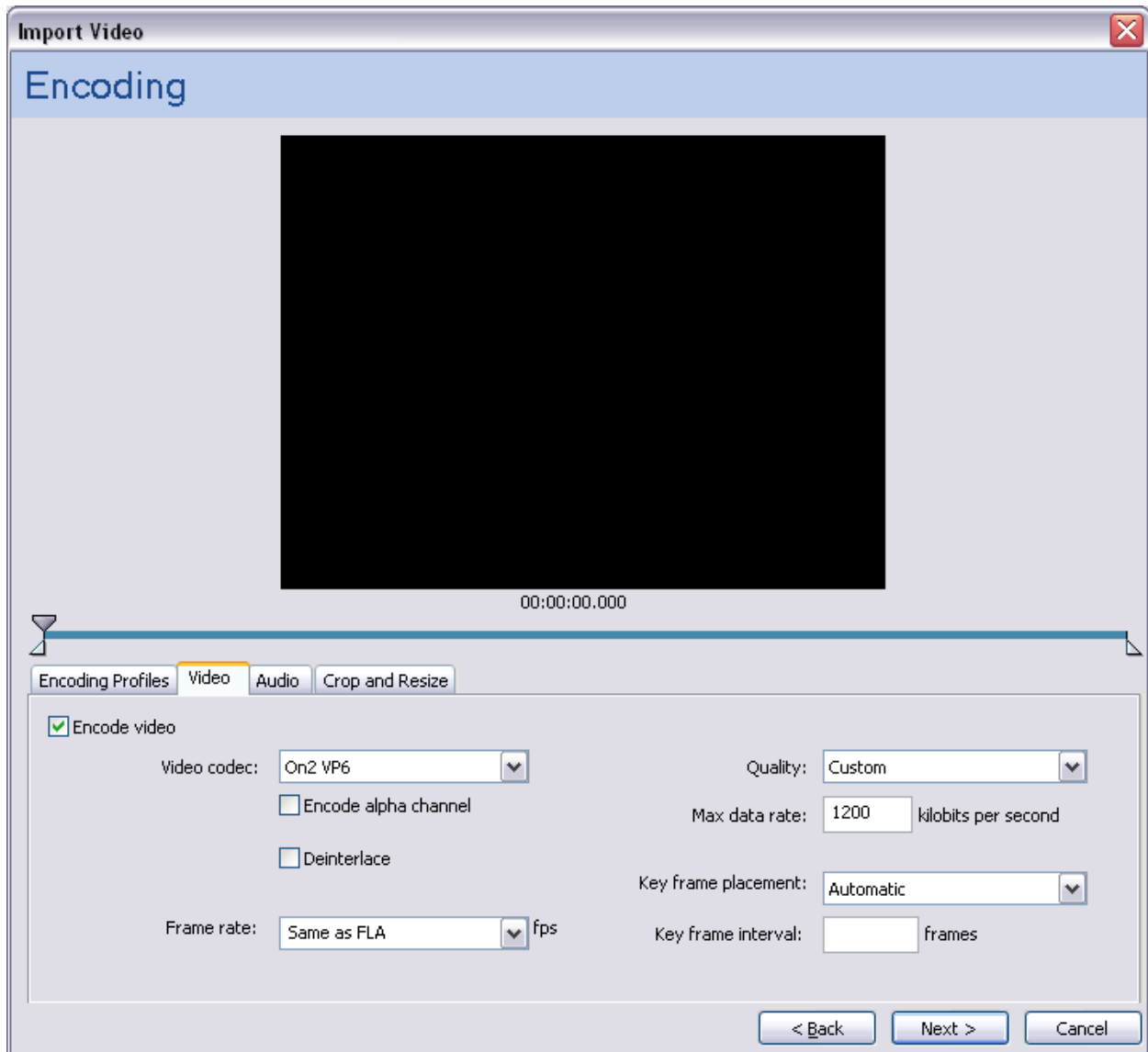
At this point you have an option to do some general editing.



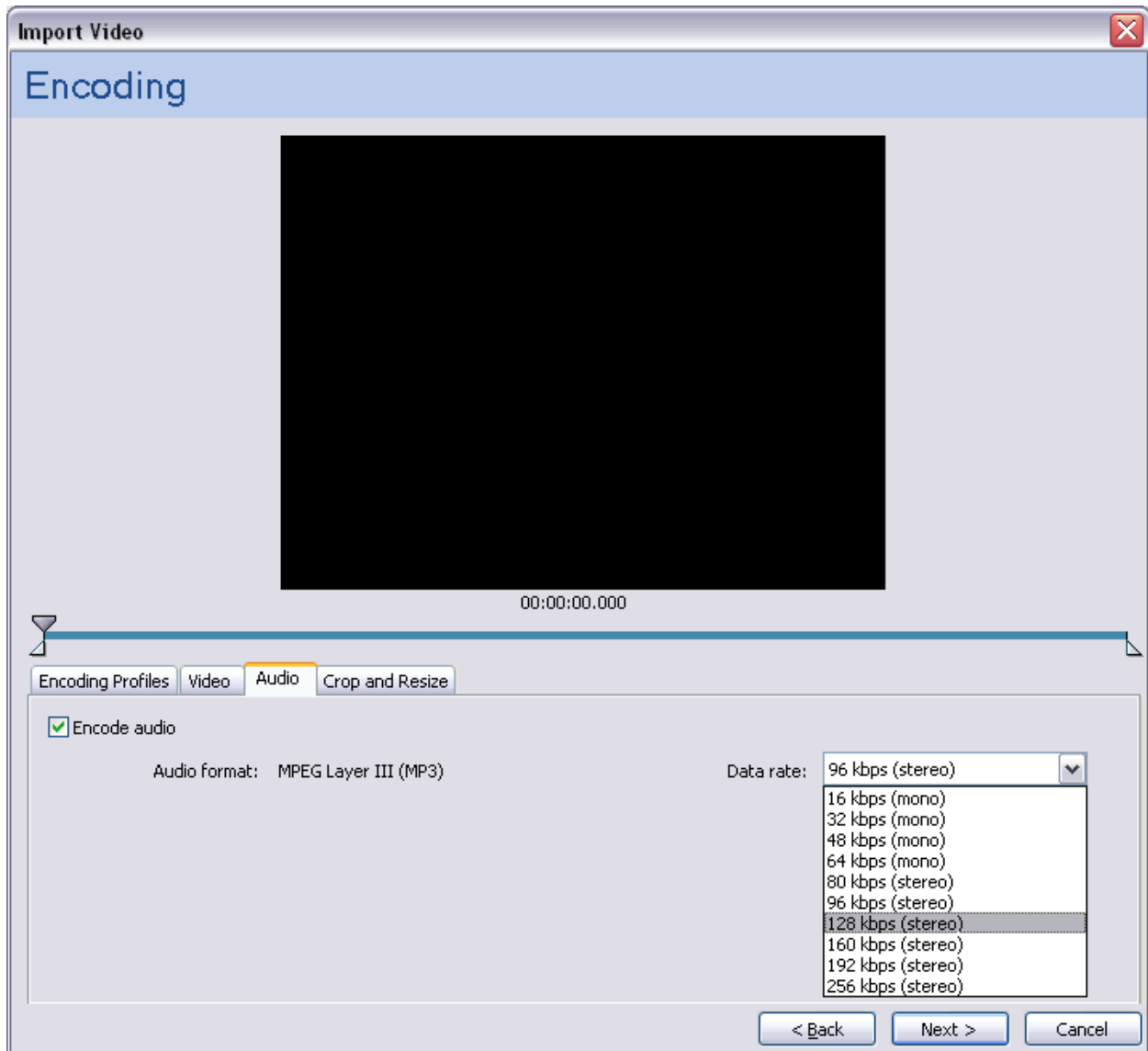
If you need to trim from the start or end (it's always good to have a few seconds before and after in your videos) then this works very well. You can play with editing out parts within your video if desired.



I don't use the preset compression rates but you can try them and judge the quality versus file size trade-offs for yourself. The higher the data rate, the larger the final file. I have found that a video data rate of 1200 kilobits per second works very well with the ON2 VP6 compressor. I leave the other options at their default values.



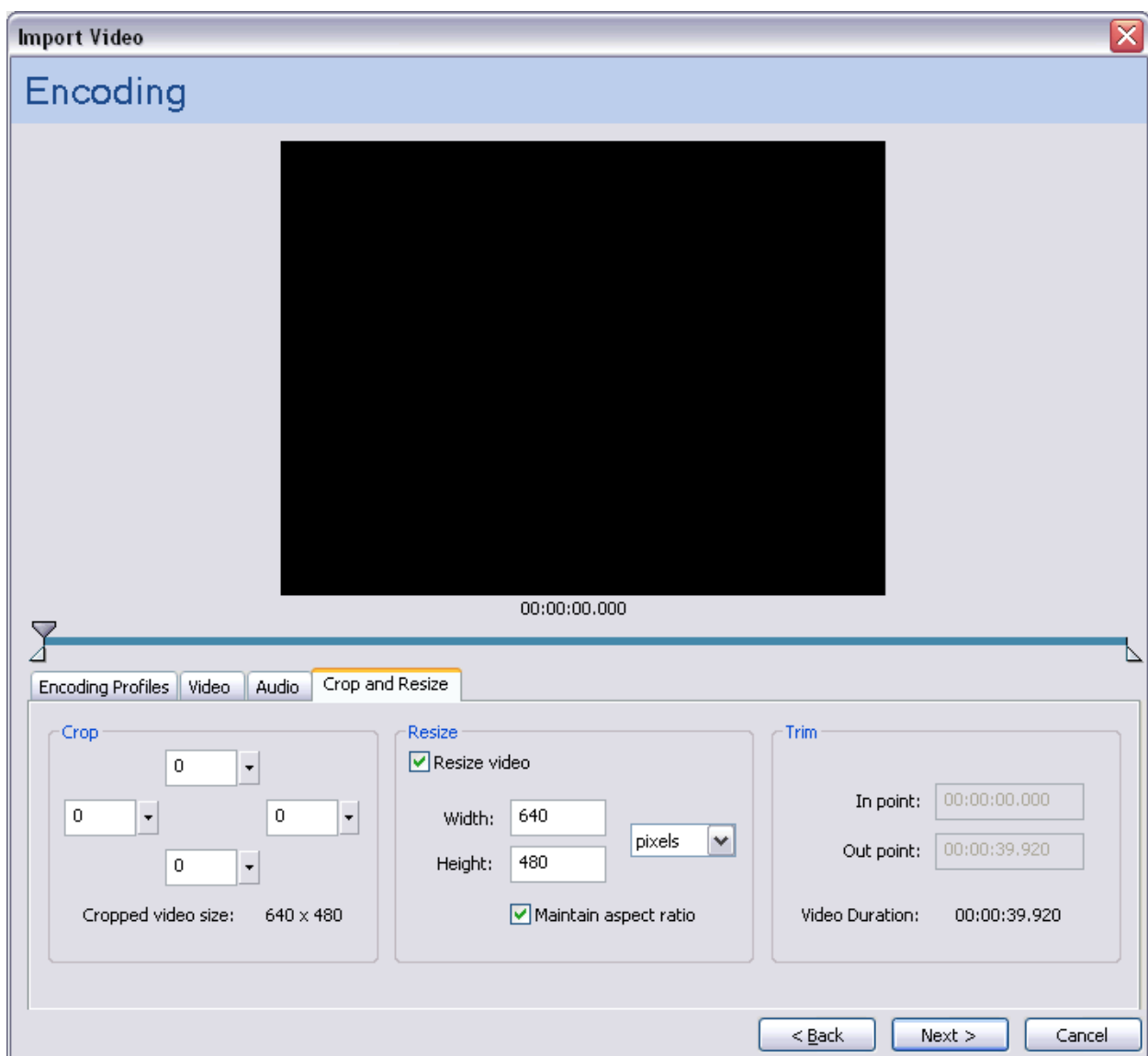
I find that audio often suffers in most online presentations and opt for higher data rate than the default value. Again, this does affect file size and needs to fit with your requirements. I use 128 kilobits per second for most work. Experiment and use decent speakers or headphones to hear what your end user will. Laptop speakers are typically poor and should not be used as your guide for this.



Almost done! Depending on your initial video size, you may need to resize. It is worth the trouble to film your video in the exact size you need to reduce anti-aliasing (this information is found in a few of the PDF handouts on subQuark.com).

I cheat, thanks to a decent graphics card, and film at double my final size. In effect, I “double” the resolution. It’s like turning up the anti-aliasing within Second Life. But since it is an even multiple (twice the size), I maintain good quality.

Experiment on your own and find a process that works well and jot it down for reference later to save time and “automate” your work.



Once you have everything set, let Flash do it's thing. This can be a long process and a good time to get coffee, answer emails, or any of the other 100 things on your plate!

Good luck, have fun, and be creative!

