

Basic AV Creation

THIS PAGE IS UNDER DEVELOPMENT

Introduction

For experienced users of PicturesToExe this section may contain little of interest or relevance. They will have a well established methodology and workflow for producing audio visual shows which, to a large extent, will be dictated by their creativity, the software tools they have available and the end use for which the show is to be used. However for new or relatively inexperienced users, the first steps into the world of audio visual shows can be daunting. The following sections have therefore been written to provide some pointers on how to produce a show using the deluxe version of PicturesToExe. The methodology described is one that the author has developed over a number of years and suits the availability of certain software tools and the intended end use of the show : mainly for showing at photoclub nights and also forming parts of shows given to other organisations. It should be clearly understood that the workflow described below does not represent a definitive method for producing shows; there are probably as many different methods as there are PicturesToExe licence holders. It just represents one particular method which it is hoped may provide some useful pointers to new users.

First Steps

So, as a new user, you have returned from your holiday with a camera card full of images. You have purchased a PicturesToExe licence and you are dying to start your first show. Before doing anything, think what sort of show you want to make. Are you just doing it for yourself; do you want to show the family some holiday snaps; are you hoping to make a show that you can show at your local club? It helps to have a clear idea of what you are hoping to achieve before you start.

The first step is to move the images on your card onto the computer. There are various methods of doing this which are outside the scope of this article, but Lightroom is a useful tool as images can be taken directly from the card inserted into a card reader and transferred into a pre-prepared folder. File renaming and the attachment of keywords can also be achieved. But if Lightroom is not available, just use whatever means or software that is available.

Having established the images in a folder on your computer, the next step is to select those images you wish to use for the show. Again Lightroom or Adobe Bridge are useful tools if they are available as they allow images to be allocated labels (all images to be used can have green labels for example) and in Lightroom, there is the added facility to place the images in a "quick collection" for further processing. If neither Lightroom or Bridge is available, then just copy the selected images to another folder and use this as the master project folder.

Image Editing

Having selected the images required for the show (and remembering that additional images may be required and some discarded), it is good practice to edit these images in a photo editor such as

Lightroom, Photoshop, Photoshop Elements or an editor of your choice. However good a show may be, high quality images always make a good show much better. If the images are jpg images from the camera, then a simple edit may be all that is required; levels, auto contrast and perhaps a straightening of those crooked horizons, whatever seems appropriate for the individual image. If the original images were taken in RAW, then they must be processed using either Adobe RAW or the RAW converter software provided with the camera. For insertion into Pictures To Exe, jpg files are required and thus edited RAW files must be converted into jpg versions. But this conversion can probably be coupled with the next step, which is resizing.

Image Resizing

Why resize ? After all if you insert a full size image (say 4288 x 2848 pixels, aspect ratio 3:2) into Pictures To Exe with the "Project Options/Main" tab aspect ratio set to 3:2, then PicturesToExe will resize the image to fit exactly into the slide window and the whole of the image will be visible. So perhaps the best way to explain the reasons for resizing is to look at an example.

Suppose you have a digital camera whose RAW image size is 4605 x 3072 (i.e. an aspect ratio of 3:2). You want to show the final version of your PicturesToExe project on your high definition TV with a resolution of 1920 x 1080 (i.e. an aspect ratio of 16:9). If you do not crop the image to the same aspect ratio as your TV, the image will not fill the screen. The first figure below shows a 4605 x 3072(3:2) image in a window sized in PicturesToExe to an aspect ratio of 3:2. The image fills the available display area. The second figure shows the same image in a window whose aspect ratio is 16:9.



In the example above, the background color in "Project Options/Screen", was changed to yellow to demonstrate the fact that the un-cropped image does not fill the screen. If the color had been left at black then the fact that the image did not fill the screen would not be so obvious. The same situation will occur with any variation between the original image size and the size of the display device used. The following display/image dimensions are those that might be found on typical display devices :

- Image from a 14Mp camera = 4608 x 3072 (aspect ratio 3:2)
- HD TV screen = 1920 x 1200 (aspect ratio 16:9)
- Digital projector = 1400 x 1050 (aspect ratio = 4:3)

So it is desirable to think about the display unit you are going to use for your show and resize accordingly.

A second reason for resizing is to reduce the overall size of the finished "exe" file. As an example if 20 images, 4288 x 2848 are inserted into PicturesToExe and published as an "exe" file, the approximate file size will be 9Mb. If the same number of images are cropped to 1400 x 920, inserted and published, the "exe" file will be approximately 2Mb. So keeping image file sizes down produces a smaller "exe" file and thus is easier to publish on the web or as video for mobile devices.

A final word on resizing images. If you want to zoom in to an image, the file size should be typically larger than the final image size by the zoom factor, e.g. a 3 times zoomed file should be about 3 times larger than the final screen image size.

Insertion and Sorting

The Commentary

Music/sound Effects

The Final Edit

Publishing

Tidying Up

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