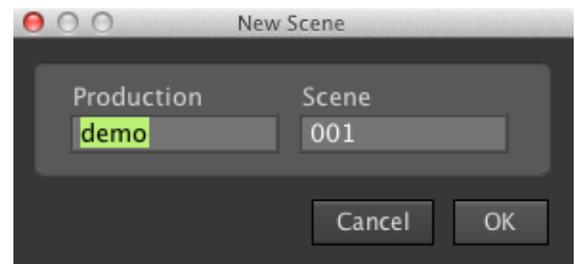
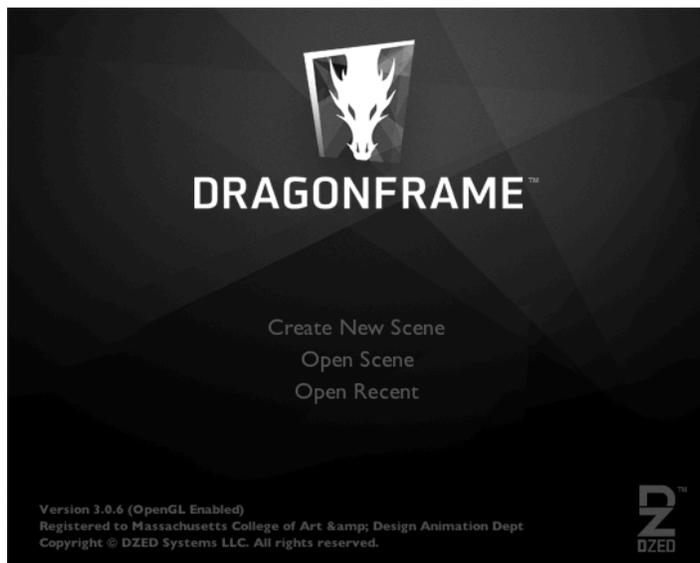


Cheat Sheet / Introduction to Dragon Frame by Chris Newell

Step 1: When launching Dragon Frame be sure that you power on the camera before you try to launch Dragon Frame. If this is the first time Dragon Frame has been launched on this computer since it was last booted, it might take a few extra minutes to load.

Once it loads you should see the title screen. Click on Create new Scene. It will then ask you to name your scene and what number take it is. Note that by creating this new scene, DragonFrame will create a folder with the same name that will encase all files associated with this Scene(see Dragon Frame Folder explanation)

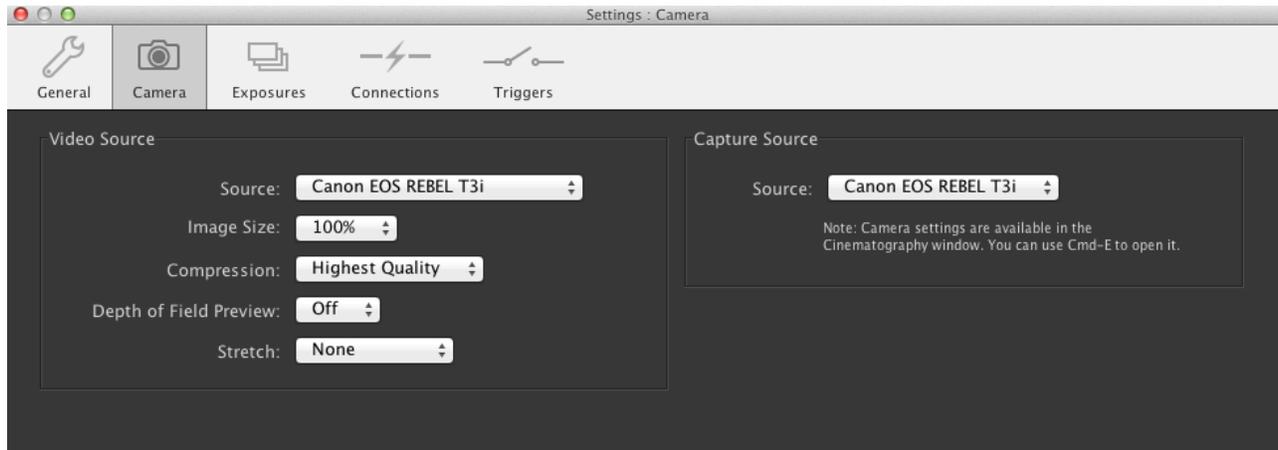


After you've named your scene and Dragon Frame has opened you should be treated to the animation workspace.



This is where you will be animating. When this window appears listen for a click from the camera. That will tell you that the camera and Dragon are communicating. Once you have your camera connected check the Camera Settings.

If you go to Capture > Camera Settings you'll find this window.



Settings for cameras will vary but the Studio Foundation Cage will use the Canon EOS Rebel T3i and should be set as follows:

Source: Canon EOS REBEL T3i
Image Size: 100%
Compression: Highest Quality
Depth of Field Preview: Off
Stretch: None

Capture Source: Should be the same as the Video Source.

Next we will look at the cinematography workspace where we will begin to tweak and set up our shot.

In the top right of Dragon you'll see three buttons, these are the workspace selection buttons.



Animation Workspace

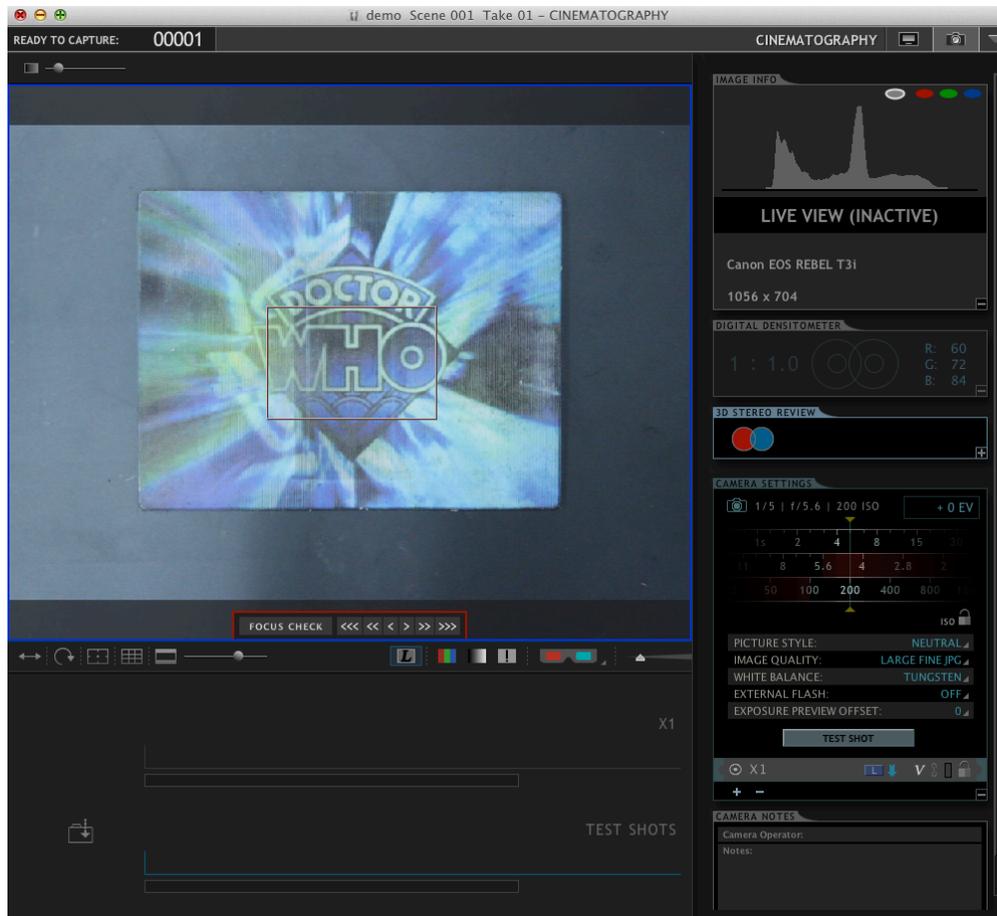


Cinematography Workspace



After you've clicked on the Cinematography Workspace we will begin to setup our camera for our intended shot.

In the Cinematography workspace you have a lot of info but here is the general picture:



In the viewer window (surrounded by a Red box if your camera is in live view, Blue if your camera has powered down) you'll see what your animating space looks like currently.



With these controls you can Flip, Flop, Add Grids, TV Safe Zones, and the slider on the end adjusts the mask of the aspect ration.



These controls allow you to switch back to Live mode, RGB mode, Greyscale mode, reveal Clipping, stereoscope 3D, and a slider at the end which magnifies the viewer window, NOT what your animating.

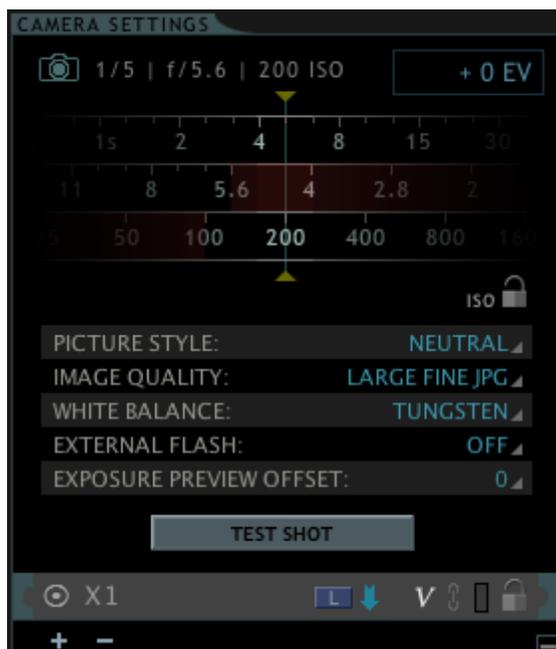


The last set of controls in the viewer is the Focus Check. In the viewer there's a small white bounding box. Click and drag this box to an area that you want to be in focus. Click the Focus Check button and the viewer will magnify the image so you can get a good crisp focus.

Now that we have what we want to animate in focus its time to set up the camera for the scene. Remember, What you see in the viewer won't always be what it looks like when you start animating. This is where test shots come in. Test shots are kept in a different timeline(located below the viewer), and allow us to see what our image will look like and can be referenced later to compare shots, or to recreate a scene that you've shot earlier.

Next is probably one of the best features of Dragon, The Camera settings window.

At the Top we have a summary of the camera settings but right now lets focus on the three dials.



The top one controls the shutter speed, the length of time the sensor is exposed to light. A higher # will be darker but have less motion blur while a lower # will create a brighter image with more motion blur.

The middle track controls the Aperture. Higher # will result in a greater depth of field while a lower # will have less depth of field.

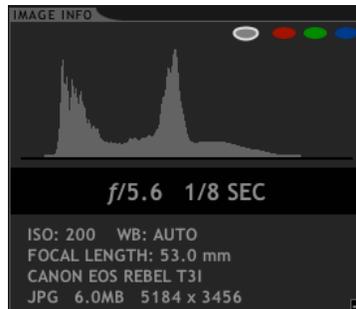
The last Track is ISO or film speed. Having a high ISO will make it more sensitive to light while a lower # will be less sensitive and thus has less noise/grainier image

Picture style: Neutral
Image Quality : Large Fine JPEG

White Balance: Will depend on what your light source is, but Tungsten is likely the best choice for our animation stations in the cage.

External Flash: Off

Exposure Preview Offset: This allows you to change the preview in the viewer yet does not show up in your finalized test shot/animation. This can be used if your animating something that you want to be very dark, but may not be light enough to see while animating.



The last window we will go over is the image info window. Here while you have a test shot or frame highlighted, you can see what settings the camera was set to so you can always have this as a reference.

Once you've gotten your image lit, in focus and your camera is set up, click on the Animation workspace, your ready to start animating!!

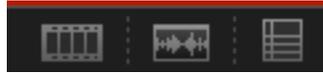
When you switch back to the Animation workspace there's still a few settings we have to finalize before we start. In the lower left you'll see a drop down menu for aspect ratios. You'll likely want it set at 16:9 if your animating in HD 1220x 1080. In the Lower right is the Frames Per Second Menu, here you can set that. 30 FPS is fine.



The number at the top is the frame number. We are currently on the first frame. Press the Enter key to take your first frame.

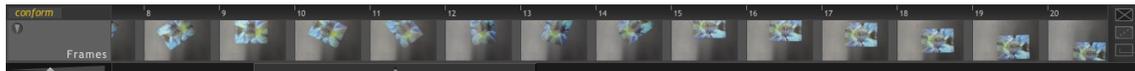
You'll notice the screen goes black when you take a frame and makes a beep. These are both preferences and thus can be turned on and off in the settings. The purpose of the black screen is to keep any unwanted light sources from bleeding into your animation for instance if you were animating in a really dark room. The Beep is a good audio cue to have to know that it took the frame.

If you find you've taken some frames you don't want you can easily delete them. If you want to delete the LAST frame you just took press the delete button twice. If you find there's a frame in your timeline you don't like you can select it in the timeline or the exposure sheet and then delete using the delete key. To view the timeline there's a toggle button to the right of the frame count.



The first from the left brings up the timeline. The middle Brings the audio timeline. The button on the Right brings up the Exposure sheet.

Timeline



PRODUCTION		SCENE	TAKE	SHEET#
demo		001	01	
ANIMATOR		START FRAME: 1		
		END FRAME: 48		
AUDIO	FRM	EXPOSURES	NOTES	
	1	X		
	2	X		
	3	X		
	4	X		
	5	X		
	6	X		
	7	X		
	8	X		
	9	X		
	10	X		
	11	X		
	12	X		
	13	X		
	14	X		
	15	X		
	16	X		
	17	X		
	18	X		
	19	X		
	20	X		
	21	X		
	22	X		
	23	C		
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	26			
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	48			

Exposure Sheet

Just under your view you'll see small progress bar that tracks your frames.

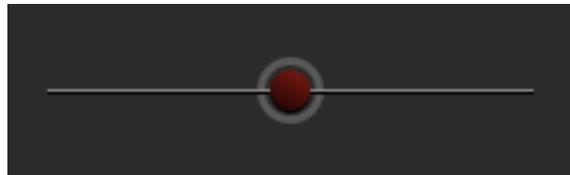
This
used
a loop



can be
to set
point for

your playback. The two ends along the bottom decide the first and last frame, the triangle above the line indicates the current frame we see in the viewer. This can be used to quickly play back certain parts of your animation without having to view the entire thing, in case you want to tighten up a movement or rework something you've already edited.

Last but not least is the Onion Skinning Toggle. Onion skinning is very helpful when you want to really pinpoint your animation.



Onion skinning will show you the the last frame you shot and the live view at the same time so you can gauge how much you want to move your subject without forgetting where it was.

When the Slider is in the center as it is now, Onion skinning is not enabled, its only showing the live view.

When the slider is moved to the right it will show you the previously shot frame as well as the live view. The more you slide to the right the clearer the previous frame will become.

When the slider is moved to the left, it will show you the live view and any frame you have selected. So for instance if you wanted to compare your live view to say your first frame you would select it either via the timeline, the small progress bar, or exposure sheet and then slide the onion skin to the left. Again, the more you move it to the left the clearer that frame will be while the live view will become less prominent.

Oh, if you want to play your animation back, you can do so by hitting "0" on the number pad.



Exporting

Now has come the time to export. To start go to File > Export to Quicktime and this window will appear.

You want to use the High-Resolution JPG. Exposure should be set to X1. If you shot more than one exposure you would specify which one.

You want to crop the image to match your 16:9 aspect ration

Rotate/Mirror to match animation window. In case you used the flip and flops it will correct them to match your animation

Pre-crop, rotate or flip images should be selected.



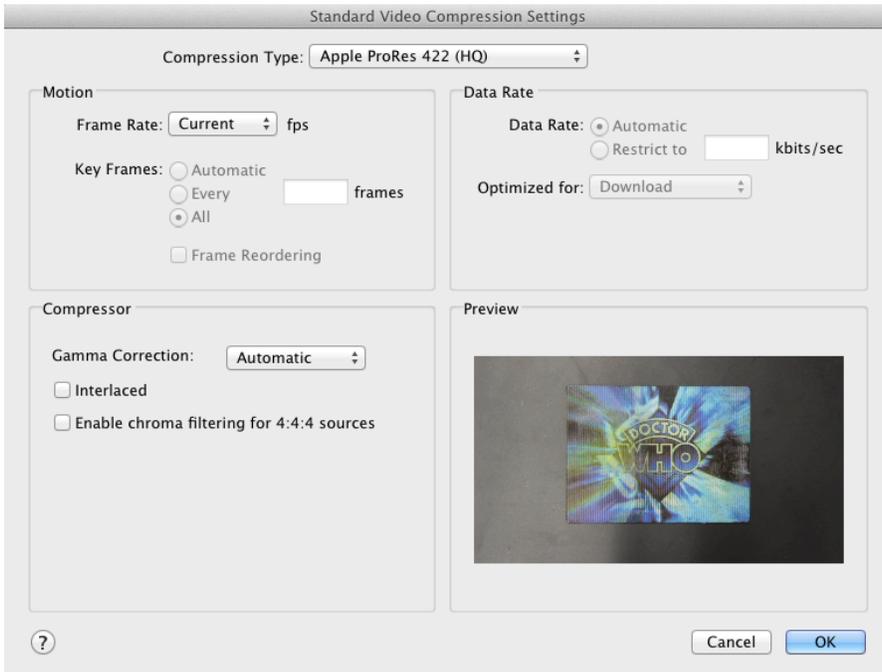
VERY IMPORTANT:

Under scale, it may show the actual size of the stills you took with the camera. You want to specify the dimensions to 1920 x 1080 and it will scale down to fit that aspect.

Output: Should be Compressed, self contained movie. Frame rate at 30 is fine and open the movie when finished. Then click Export. You'll then be asked to choose a destination for where you want to save your movie.

Lastly you'll have one more box to navigate.

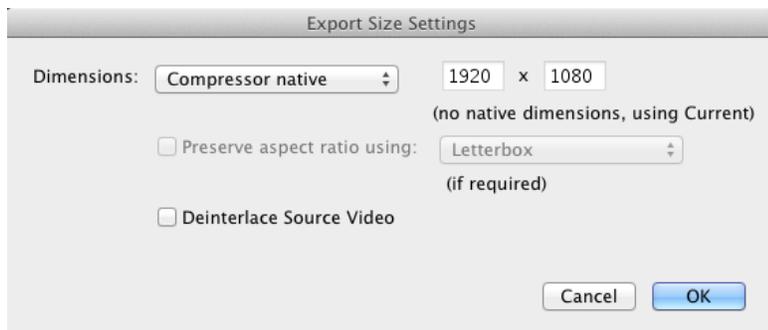
If Prepare for internet streaming is selected, de-select it, then click on the settings tab.



The Compression type should be **Apple ProRes 422 (HQ)**

Frame rate should be 30

Click OK



Under the Size button, You want your dimensions to match your animation, in this case, 1920 x 1080. Click ok and then Click ok again. Congrats! your movie will now begin exporting and open afterwards.

Last Notes:

After you've finished using Dragon you'll want to be sure to get your footage secured on your drive. Dragon is smart where it places all the files you need in one self contained folder. It Even Color Codes Them!!

Here it saves all your high resolution stills, Test shots, low rez stills and other things. You shouldn't change these files names nor where they are kept within the Main Dragon folder. If you've been working off the Macs hard drive you can just drag the one main folder and Bam! you've got all your work on one nice sorted place, no fuss no muss.

Need Help?

Come to Digital Media Zone in South 305 Tuesday and Thursday, 6:45 to 9:45 p.m. if you need help or want a hands-on tutorial using Dragon Frame!

