

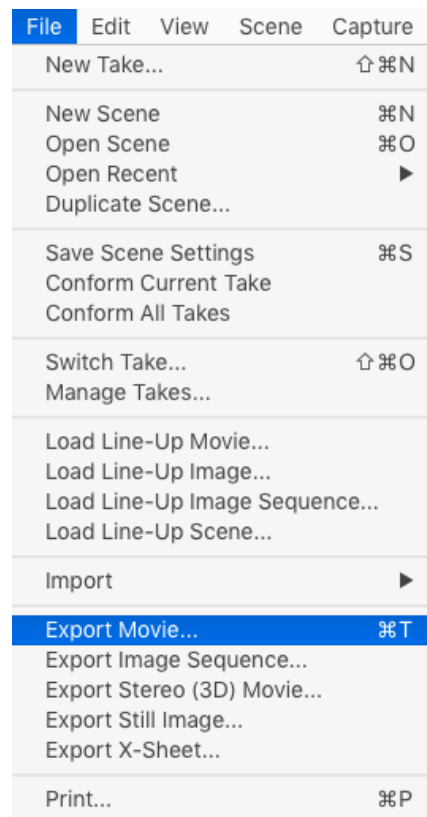
Export a Quicktime Movie with Dragonframe

This document will inform you on how to export your project at the correct settings for Intro to Animation. For the purposes of this class, use the following settings: 1920x1080, 24fps, Quicktime Apple ProRes422 (HQ), Audio: 8 kHz / 16 bit / Stereo Uncompressed)

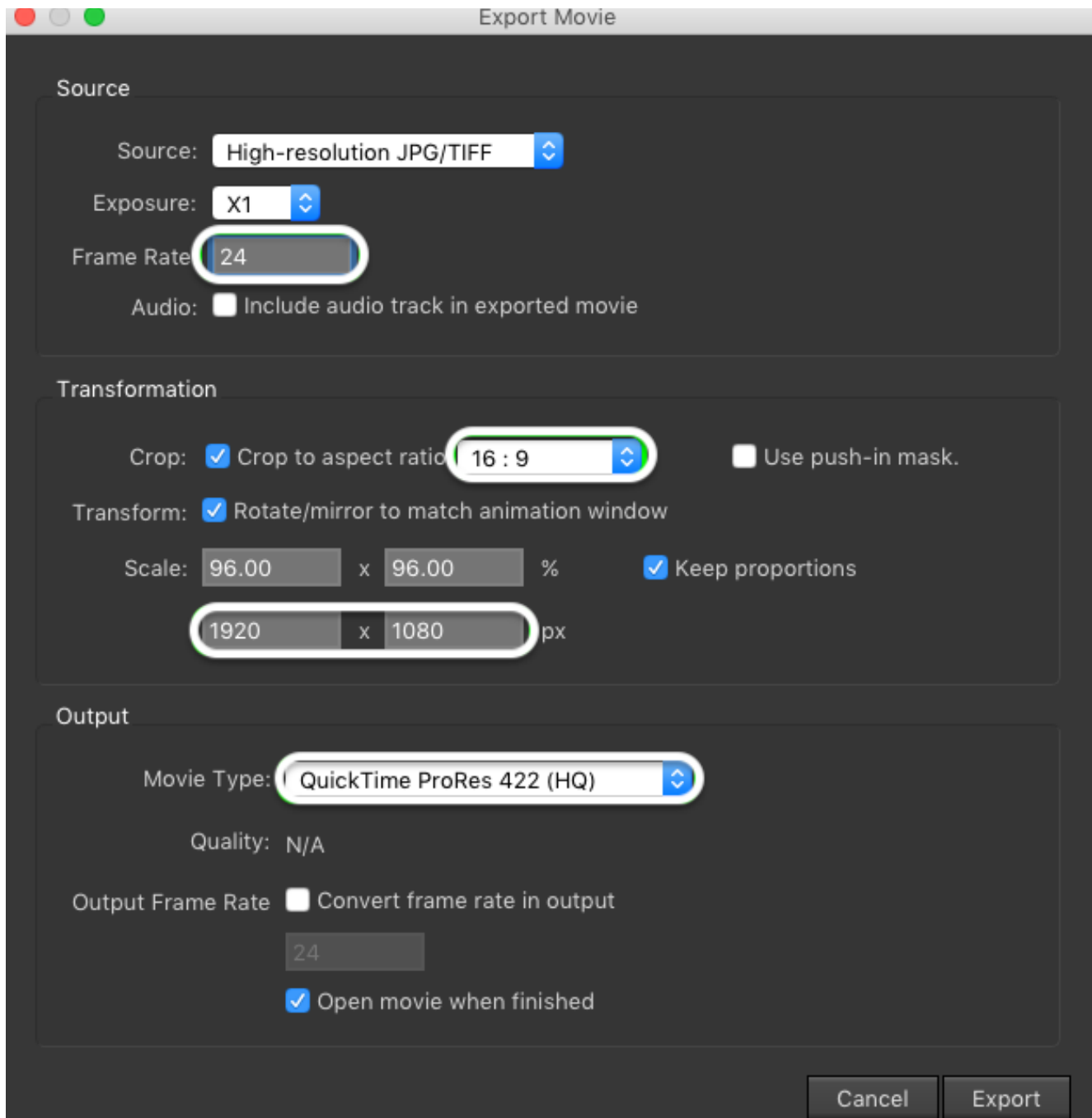
Screen captures are from DragonFrame vsn 4.0.2. Your screens may vary slightly in different versions, but the basic steps and settings should be the same.

Exporting Your Project at the Correct Settings:

1. Review your animation and make sure you are happy with the timing. Dragon should export the entire sequence, but just to be safe go to the last frame and press *o* to set an outpoint at the end of your sequence.
2. Choose *File->Export Movie* from the menu (or use the keyboard shortcut $\text{⌘}+T$).



3. In the settings window that pops up, verify the settings look as below. The most important ones are circled and are detailed below the image.



- a. Frame Rate: 24
- b. Aspect Ratio: 16:9
- c. Push-in mask: Unchecked (unless you know how to use it and want to)

- d. Scale: 1920x1080 px. The actual scale percentage may vary, depending on the size of the camera image. The important thing is to set the correct pixel dimensions. You may need to temporarily **uncheck** *Keep proportions* so you can enter 1920x1080.
 - e. Movie Type: Quicktime ProRes 422 (HQ)
4. Click *Export*
 5. Open your movie in Quicktime Player (this should happen automatically if *Open Movie* was checked above.
 6. Use  + I to see the *Movie Inspector* window and verify your file has the correct settings
 7. Review your movie and make sure it looks correct!

For more information and exploration of advanced features, download the [Dragonframe User Guide PDF](#)