PencilTest

version 1.0.0

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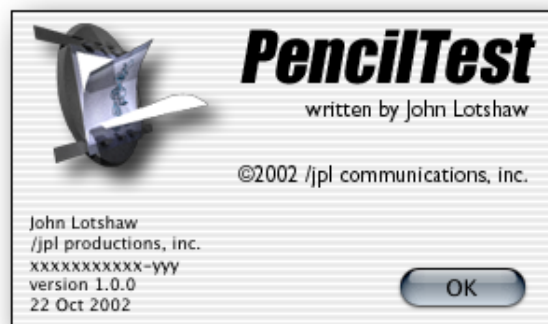QuickTime is a trademark of Apple Computer, Inc.

Portions of this application contain code written by Björn Eirriksson of Einhugur Software. © 2002 Einhugur Software.

Welcome to PencilTest!

PencilTest exists for one reason: to take a batch of images and make a QuickTime movie out of them. That's all it does. It does it's job in a quick and easy manner, with only a few very useful features to complicate things.
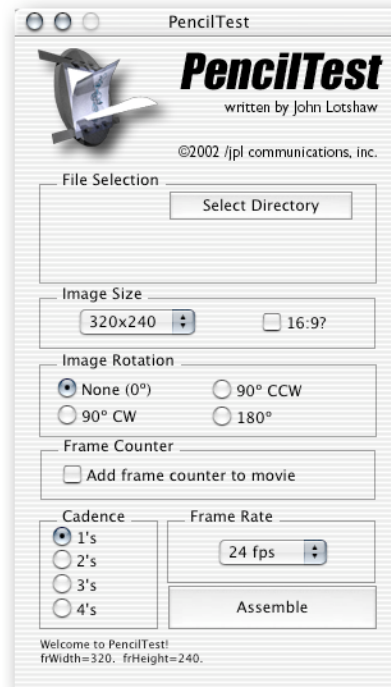
PencilTest Interface

Upon starting PencilTest, you will be presented with a splash screen, like this one:

Press return, or click the OK button to continue.

The main window will appear, looking like this:

First thing you'll want to do is register the program. If you've paid the registration fee (it's only US$15), you will have received an email containing a registration code. You'll need that handy to register the software. Select **File ▶ Register**, or press command-R. That will present the Registration window, which looks like this:
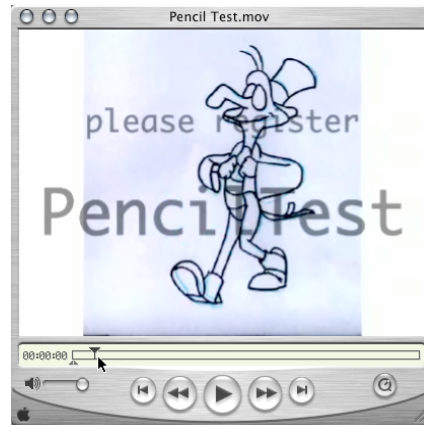

Enter your name and your company's name (if applicable), followed by the serial number. The serial number is listed in your email this format:

PTSTxxxxxxxxxxx-yyy

Enter everything left of the dash in the left hand edit field, and the three digit checksum in the right edit field. If the serial number is valid, the "Not Valid" button will become active and say "OK". Clicking on the button will save the registration information.

Why should I register?

While this program is freely distributable, the registration code isn't. PencilTest will work normally, but unless a registration code is present, the resulting QuickTime movie will be watermarked, like this:
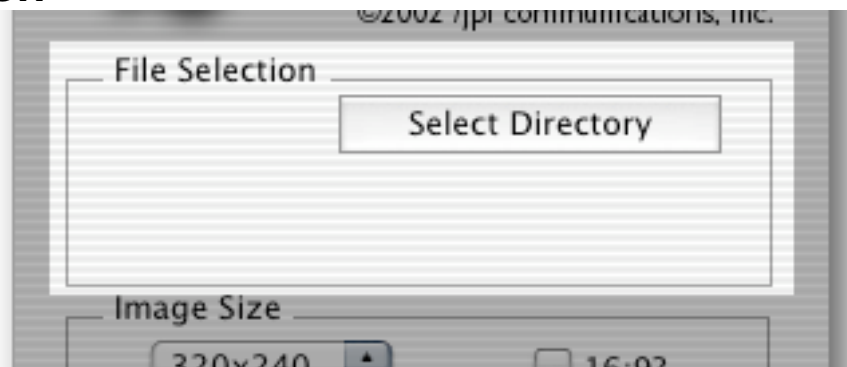
Registering PencilTest will allow the creation of clean QuickTime movies.
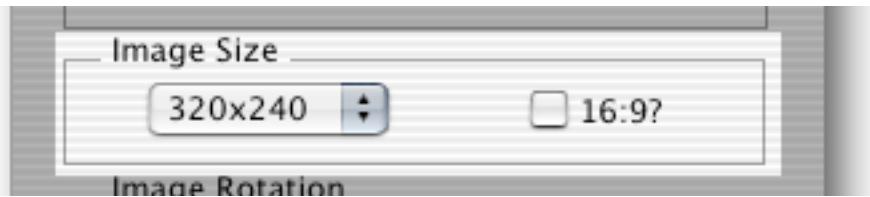
Using PencilTest

PencilTest was designed to be simple to use. There are a few minor requirements that must be met in order for the program to accomplish it's goals. First, PencilTest will add all of the images in the target folder to the movie. This means that the only contents of the target folder should be the desiredframes. Second, the frames must be named in sequential order, and be listed with leading zeros. For example, the first frame should be named `001`, the second `002`, etc. The number does not need to be contiguous, but must be sequential.

File Selection

Click ont the "Select Directory" button. This will produce a dialog asking you where the files you wish to compile into the movie are located. Once you've selected your files, the path will appear in the space underneath the button.

Image Size

> Image Size
> 320x240 ⬍   ☐ 16:9?
> Image Rotation

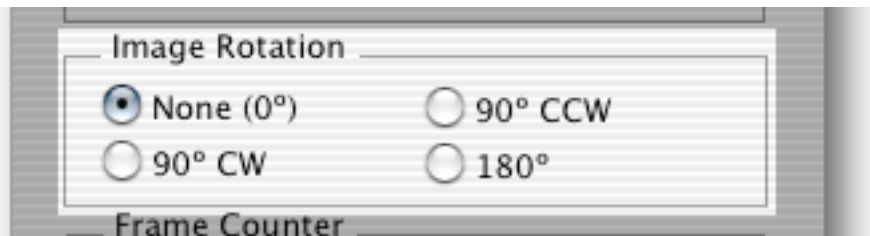The size of the QuickTime movie can be chosen here. The available sizes are:

240x180, 320x240,400x300, 480x360, 640x480

Clicking on the "16:9?" checkbox will change the available sizes to reflect an image aspect ratio of 16:9, which is used in high-definition television and widescreen DVDs. The available sizes when "16:9?" is chosen are:

240x135, 320x180, 400x225, 480x270, 640x360

If your frames don't fit into the 4:3 or 16:9 aspect ratios, don't panic[1]! PencilTest will automatically size your images to fit and center them in the frame.

Image Rotation

> Image Rotation
> ⦿ None (0°)   ◯ 90° CCW
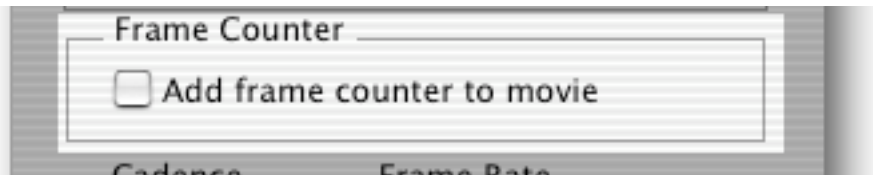> ◯ 90° CW   ◯ 180°
> Frame Counter

When scanning hand-drawn cels into a computer, it may be necessary to rotate the resulting scans. For example, 12-field animation paper can only be scanned (and partially at that) on a 8.5x11" (or 8.5x14") scanner in portrait mode, but is usually drawn in landscape mode (like a frame of film or video). Therefore, a 90° rotation must be added to each frame. PencilTest can do this automatically. Simply select the radio button for the necessary rotation.

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[1] Adams, Douglas. *The Hitch-Hiker's Guide to the Galaxy*.

Frame Counter
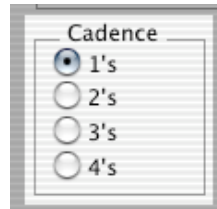
Frame Counter
☐ Add frame counter to movie

PencilTest can add a frame counter to the movie, showing the frame number, cadence beat and total number of frames. If selected, the counter will appear in the lower left corner of the movie, and have this format:
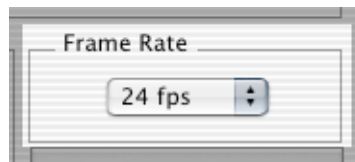
Frame 27c/42

The "27" is the cel number, "c" is the cadence beat (more on that next) and "42" is the total number of cels in the animation.

Cadence

Cadence
⦿ 1's
◯ 2's
◯ 3's
◯ 4's

Cadence simply refers to how many times an individual cel will be repeated before moving on to the next cel. Traditional cel animation is rarely done on 1's—that is, one frame of film (or video) to one cel of artwork. This is due two factors: 1) it's a massive amount of work to do animation on 1's, and 2) animation on 2's can range in quality from "acceptable" to "not too shabby" to "is that really on 2's?!?!" In fact, Bill Plympton, an Oscar-winning animator, animates on 4's (or more!)

Frame Rate

Frame Rate
24 fps ⬍

This is simple. Select the frame rate you want your animation to run at. Valid rates are:
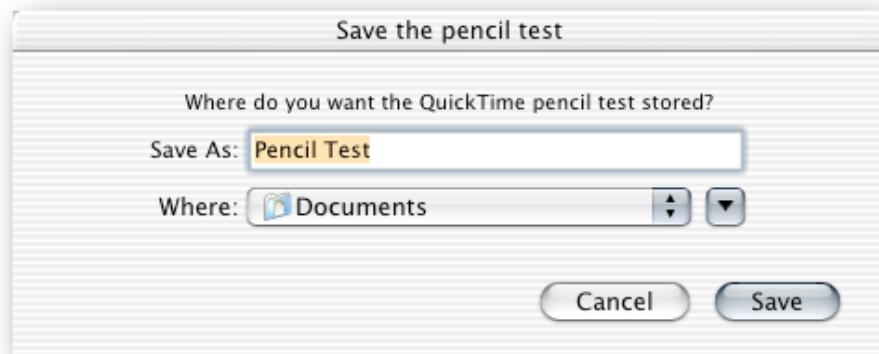
10fps
12fps
15fps
20fps
24 fps (16/35mm film)

25 fps (PAL/SECAM video)
29.97fps (NTSC dropframe)
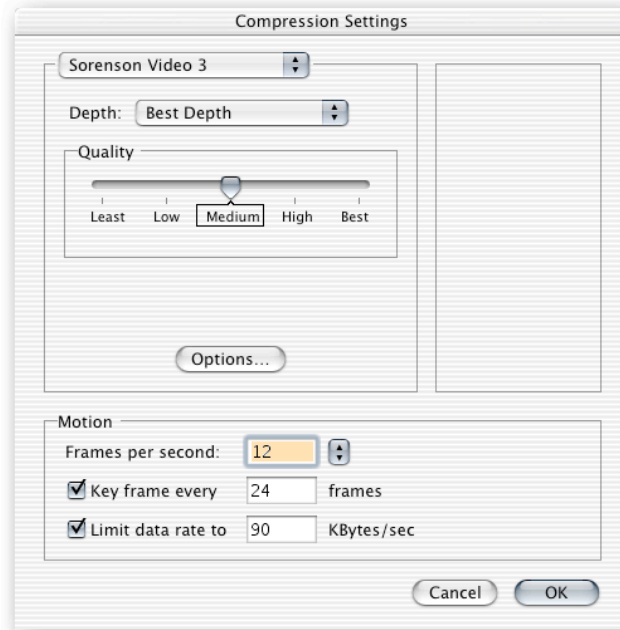30fps(NTSC non-drop frame)

Assemble

The "Assemble" button does just that. It assembles the QuickTime movie from the settings you've specified above. Clicking on it brings up a file save dialog, asking where you want to save your QuickTime movie.
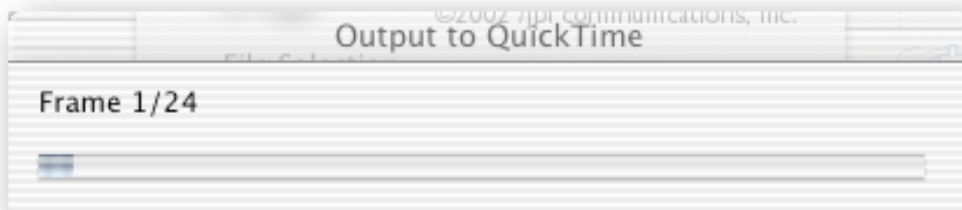

After chosing the output file, QuickTime will ask you a few things:

Choose the codec you want to compress the movie with. Don't worry about the frame rate, as PencilTest's Frame Rate setting will override this one. Click the output file, and you're off and assembling!

Suggestions, Comments, Etc.

If you have any questions, suggestions or comments, feel free to contact us at support@slashjpl.com. Also, visit our web site at http://www.slashjpl.com for updates and news on future versions and products

Thank you for using PencilTest.