

Video Texturing the Book pages

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This tutorial explains how to easily customize the Book composition that is in the downloads section to use video textures for the front or back face of the book pages.

{mosimage width=320&height=240}

Customization consists of creating a video texture in MediaStudio Pro 8 and applying it to the front or back face of a book page. Use the links below to view example output of this technique.

Windows Media
Quicktime

BookExample.wmv (803 KB)
BookExample.mov (1168 KB)

{mospagebreak title=Installing the composition}
Installing the composition

If you've just downloaded the book.zip file, unzip the contents to a directory on your hard drive and start Cool3D Production Studio. Right click on the EasyPalette and select 'Import' from the context menu (Figure 1).

{mosimage width=534&height=298}

This will bring up the 'Import Thumbnails' dialog. Select the Book.uez file that you unzipped from the archive and click Open (Figure 2).

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This will create a new thumbnail in the EasyPalette Composition/Movies category (Figure 3).

{mosimage width=387&height=261}

Cool3D Production Studio will take a while to create a preview of the composition in the EasyPalette. Be patient.

Eventually EasyPalette will return to its normal mode of displaying a preview of all the thumbnails. The book composition is now correctly installed in the EasyPalette.

{mospagebreak title=Creating the video texture}

Creating the Video Texture

Start by downloading this [page.zip](#) archive. It contains a small MediaStudio Pro project that can be used as a template for the video texture. After unzipping the archive, load the [page.dvp](#) into MediaStudio Pro. In MSP, the preview window should look like the one in Figure 4.

{mosimage width=490&height=496}

The project consists of an image of a book page overlaid with another smaller image ([chessset.jpg](#)) and a title. Right click on the image in the Video 2 track and select 'Replace With/Video File' from the context menu (Figure 5).

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From the 'Replace with Video File' dialog (Figure 6), select the video file that you wish to use and click Open. The [chessset.jpg](#) image should now be replaced with the video of your choice.

{mosimage width=426&height=473}

After modifying the title clip to suit your taste, you are ready to create the video texture clip that will be used in Cool3D Production Studio. Cool3D will accept either an avi or mov (quicktime) file as a video texture. For the examples shown at the beginning of this tutorial, I used quicktime files. To create the video select the 'File/Create/Video File' menu (Figure 7).

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In the 'Create Video File' dialog enter the name and select the type of video file that you want to create. Figure 8 shows that I selected a file type of Quick Time. You can click on the Options button and review the settings that will be used to create the video file. Figures 9 and 10 show the settings that I used for the examples.

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{mosimage width=355&height=377}

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Finally, click 'Save' to create the video texture.

{mospagebreak title=Applying the video texture}

Applying the Video Texture

In Cool3D Production Studio, create a new project (Figure 11) and set the project window dimensions to 720x480 (Figures 12 and 13).

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{mosimage width=298&height=278}

{mosimage width=258&height=295}

Left click on the new compositor/movie that you installed from the Book.uez downloaded file and drag it into the new project window. The project window should now appear as the one in Figure 14.

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Bring up the Object Manager window (Figure 15) and select either the Page1 or Page2 object (Figure 16).

{mosimage width=148&height=26}

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In the timeline, select the Texture attribute and make sure that the current frame selector is at Frame 1 (Figure 17).

{mosimage width=399&height=271}

Now, depending upon which side of the page you want your video texture to appear on, select either the front or back face of the page in the Face Toolbar. Do this by deselecting all faces except the one that you wish to modify. For the front face do as shown in Figure 18.

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Figure 19 shows the back face setting.

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In the Attribute Panel, click on the Video button (Figure 20) to load the video texture.

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This will bring up the Open Video File dialog (Figure 21). Select your video texture file and click Open.

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If you loaded your video texture on the front face of the page, make the changes outlined in Figures 22, 23, 24 and 25.

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If you loaded your video texture on the back face of the page, make the same changes as for the front face except, use the settings in Figure 26 instead of the the settings in Figure 23.

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Your video texture should now be displayed on the selected page. Thats it for this tutorial. I hope you found it useful.