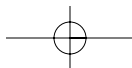
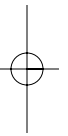
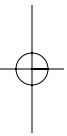


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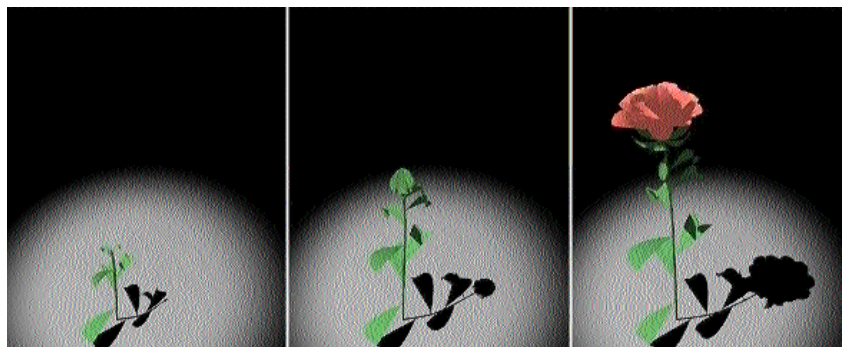




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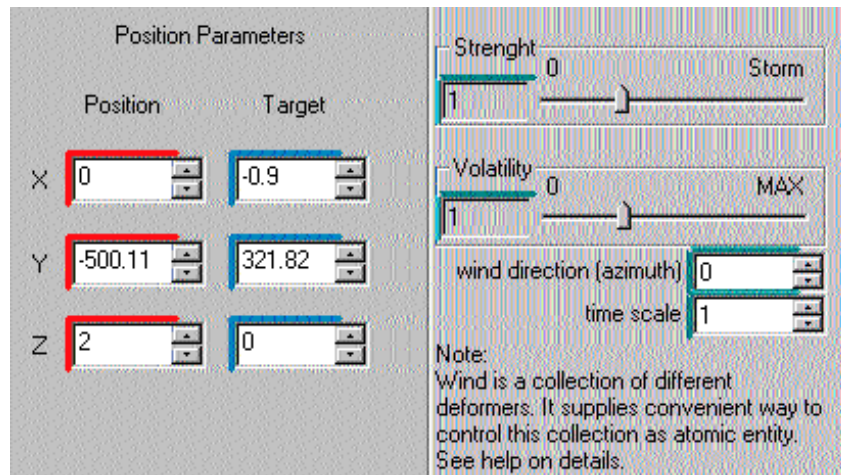
Animation with World Builder

World Builder provides sophisticated terrain modeling, and rendering tools which enable you to create stunning 3D landscapes with natural looking topology, atmosphere, vegetation, and lighting. However, World Builder goes much further by providing the ability to animate many of its objects and properties. For instance, you can animate the position, rotation or scale of any object from rocks and trees to entire landscapes. You can animate individual points on a Skeleton line or groups of Skeleton lines to simulate the formation of land masses. You can animate the color gradient of a sky along with the color, density, scale, and speed of the turbulent clouds which drift along it. Furthermore, you can animate the brightness, color, and position of scene lights, the depth and speed of rippling water, and the strength with which simulated wind blows over a field of grass.



MANUAL & PROCEDURAL EVENTS

Animation consists of a series of still images or frames which when viewed in a rapid sequence, produce the illusion of motion. Computer animation most often means keyframe animation which is the process of placing key transitional points along a time line which consists 30 frames for each second of video animation. Each keyframe stores a value which corresponds to the state of an object property at a specific frame. Each keyframe is used to calculate the in between values for the object or property that has been keyframed.



For instance, you could keyframe an object to move across a scene by first placing the object as desired and creating a keyframe at the object's origin: at frame 0. Next, you would move along the timeline to frame 30, reposition the object to a new location, and then create a second keyframe. When you play the animation, the program takes over and creates all the in between positions necessary to make the object move smoothly between frames 0 and 30.

In World Builder you use keyframes to control the timing and thus the motion of manual events and procedural events. Manual events include changes in object properties such as translation, rotation, or scaling. As the name implies the motion produced by these events is initiated exclusively by manually created keyframes.

Procedural events contribute a lot to the natural look of World Builder Scenes. Procedural events include rippling water, wind blown grass, and turbulent clouds, events which due to their complexity would be extremely difficult or



Animation with World Builder

impossible to create using manual keyframes alone. Procedural events are created by special purpose World Builder programs called procedures. World Builder Procedures are numerous, and run cooperatively with World Builder. You can apply many of World Builder's Procedural events simply by turning them ON. When you keyframe or edit procedural animation parameters, you are influencing rather than initiating a motion.

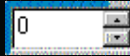
Whether you use manual or procedural events, creating animation with World Builder is as easy as editing a texture, moving a camera, or editing a Skeleton Line.

What can I animate?

Many World Builder objects and properties may be animated in fact, any object property parameter which displays an Animation Status Indicator may be animated. An Animation Status Indicator consists of a horizontal and vertical color bar which frames the upper left corner of an Entry Field. Status Indicators may also consist of a color bar that runs horizontally along the top of a gradient.

Along with indicating whether a property parameter is animatable, the Status Indicator's color also changes to indicate one of four states:

Cyan - (default) The Property may be animated



Blue - The animatable Property has been selected, and is current. The property's Track is also displayed in the Track Editor and any keyframes are displayed and may be edited.



Red - The Animate Button is ON and the animatable Property may be keyframed. As you create new keyframes they will appear in the property's Track in the Track Editor.



Yellow - The animatable Property has been keyframed.



How do I animate?

You produce keyframe animation in World Builder in five steps

- Select the object or object property that you want to animate.
- Move to the frame where you want the object property to change.
- Press the Animate button.
- Select and edit the Property Parameter (Track) to the desired value.
- Press Return or click Apply to create a keyframe.

You can also create a series of keyframes for the selected property parameter by clicking create key and clicking along the Time Scale at the frames where you wish to create each key. You can then use the Next and Previous keyframe buttons to quickly move to each keyframe and edit its values.

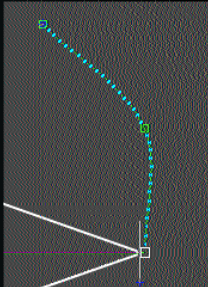
- Select the object and object property parameter that you want to animate.
- Click the Add Key button.
- Click along the Time Scale where you want each keyframe.
- Press the Animate button, then use the Previous and Next Keyframe buttons and the Property Page to access and edit each keyframe to the desired value.

Some types of procedural Animation such as Cloud Drift require you to simply set it to ON. There are just three steps in applying procedural animation.

- Select the object and object property that you want to animate.
- Right click the property and click to uncheck Disable from the Context Menu.

You can also import animated objects into World Builder that contain VUE information.

Trajectory Edit



Trajectory Edit allows you to edit keys associated with a Manipulator controlled object. Manipulator controlled objects include World Builder Landscapes, Water and Scene Objects like rocks, trees and 3D mesh objects. When you click Trajectory Edit in the Object Toolbar, the Track Property Page appears and the object's trajectory is drawn in the viewport. The trajectory is a green spline with cyan colored tick marks representing each animation frame. Keyframes are light green or white squares depending on whether they are unselected or selected. You can change the position and shape of the object's trajectory and with it the object's motion path. You accomplish this either by editing keyframe parameters in the Trajectory Property Page or by interactively positioning selected keyframes in any viewport.

You select a keyframe either by clicking the desired frame in a viewport, or using the Key spinner in the Property Page. The selected frame number is displayed to the right of the Key spinner. Below these buttons are the X, Y, Z value spinners that represent the values for the key at that point. Unlike the X, Y, and Z spinners in the Move Property Page, these values do not display the interpolated values between keys. Furthermore, you can not change these values without the Animation button on, and only the value at that key will be affected, rather than the entire starting point for the animation. Below the key values box are the spinners for the Tension, Continuity, and Bias, as well as the



Animation with World Builder

Ease to and Ease From Spinners.

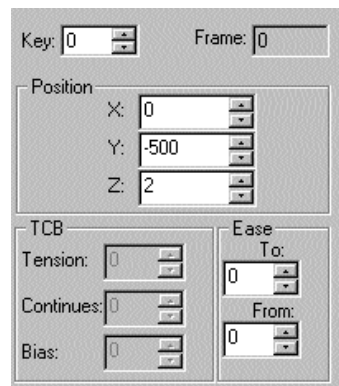
Edit an Object's Trajectory procedure

1. Select an object that has been animated.

TIP: The object's transformations must be controlled by a World Builder Manipulator. Manipulator controlled objects include World Builder Landscapes, Water and Scene Objects like rocks, trees and 3D mesh objects.

2. In the Object Toolbar, click Trajectory Edit.

The Object's motion path, or Trajectory, appears in the viewports. The individual frames are represented by cyan tick marks, and the keyframes are represented by green squares. The Track of <Objectname> page appears in the Property Editor as well. Note that the first key, Key 0, is current and is highlighted white in the viewports.



3. In the Property Page, click to advance the Key spinner one key, and click Apply.

The second keyframe, Key 1, is current, and it is now highlighted white in the viewports. Also, the Frame field updates to show the frame that the key is on, and the Position X, Y, Z spinners update to show the coordinate values of the second key.

4. Click the third Keyframe square in the viewports.

The third Keyframe, Key 2, is now current. You can select a Keyframe either with the spinner or by clicking in the viewports.

5. Select Keyframe 1 again, then change the X, Y, or Z value spinners and

press Return.

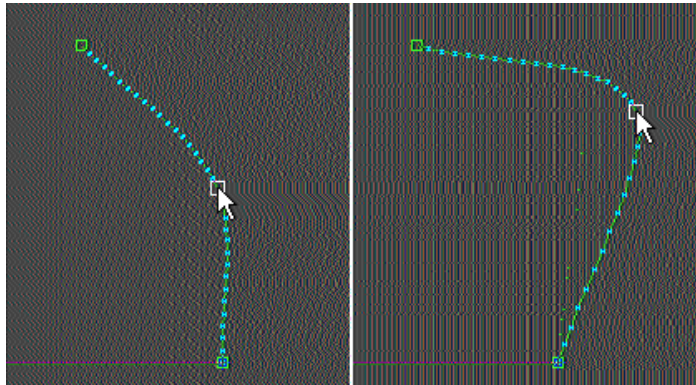
The white Keyframe square is relocated to the new position specified in the Position boxes.

6. Move the mouse pointer over the Keyframe square and click to grab the Keyframe square.

The Keyframe square is stuck to the pointer.

7. Click again to set the Key in a new position.

The Keyframe is relocated, and the X, Y, and Z spinners reflect the change.



TIP: You can right click to cancel the move Keyframe operation.

8. Region Zoom to get a closer view of the first and second Keyframe Boxes and the Trajectory segment between them.

The interpolation curve and frame ticks are now more visible.

9. Adjust the Tension to 0.75 and press Return or click Apply.

The segments around Keyframe 1 are mostly straight, and the curve is more closely confined to the Keyframe square.

WARNING: The Undo button does not apply to the Position values or the Tension, Continuity, Bias, or Ease To and From values.

10. Return the Tension to 0.0, then change Continuity to 0.35.

The Trajectory curve now slightly overshoots the Keyframe square.



Animation with World Builder

- Return Continuity to 0.0 and change Bias to -0.75.

The curve occurs before the Keyframe square.

- Change Bias to 0.75.

The curve moves to occur after the Keyframe square.

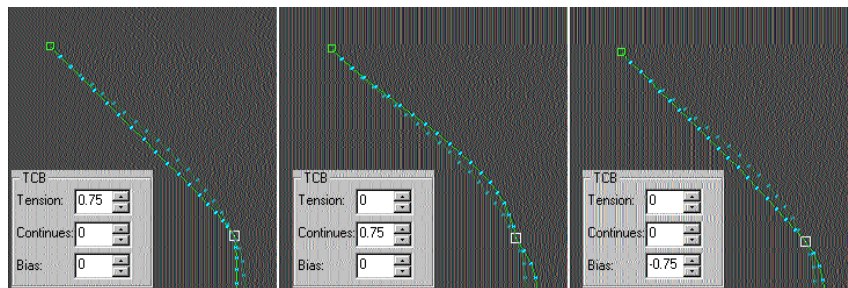
- Return Bias to 0.0 and increase the Ease To spinner to 1.0.

The frame ticks become more dense just before Keyframe 1. The object will markedly decrease speed as it approaches Keyframe 1, and accelerate abruptly when it passes the Keyframe.

- Increase Ease From to 1.0.

The Object will now accelerate slowly out of Keyframe 1.

TIP: The Constant Velocity button in the Track Editor will reset Ease To and Ease From to 0.0.



TRACK EDITOR

Each animatable property parameter in World Builder has an associated animation Track which is accessed via the Track Editor. Tracks are used to contain and organize the keyframes for each object property. The Track Editor enables you to create, and edit the keyframes in the animation tracks for the selected property. It consists of a Time Scale with a Track Slider and a red current frame indicator. To the right of the timeline are the Track Editor Tools which consist of two rows of buttons that enable you to create and edit keyframes. You can move, scale, align and slide selected keys. You can also lock a selection set, delete selected keys, make velocity constant between keys, and zoom in and out of the timeline.



The Edit Keyframe Parameters button accesses the Key Parameters dialog for the selected keyframe. This enables you to select linear or spline interpolation, and edit Ease To, Ease From, Tension, Continuity and Bias.

You can opt to show or hide the Track Editor. This can be very helpful when you want additional screen space and are not using World Builder's animation tools. You Hide or Show these tools from the View menu, or by clicking the Animation Control or Track Editor buttons located at the bottom of the screen, under the Animate button.

Select a Property Parameter Track procedure

Most World Builder animation is accomplished by keyframing Object Property Parameters which are located on the Property Page for the selected Object and Object Property. The first step in animating World Builder objects is selecting which property parameter you want to animate. Selecting a property parameter also selects its associated track in the Track Editor. This enables you to view and edit the Object Property Parameters for the selected object.

1. Select the object in a viewport or the Object Tree.



Animation with World Builder

2. Select the object property you want from the Property Tree.

The Property Page appears

3. Click any Property Parameter which displays an Animation Status Indicator.

The Status Indicator changes to blue, indicating that has been selected and its Property Parameter Track is current. Any keyframes shown in the Track Editor are keys for the selected Property.

NOTE: If the Animate button is selected, the Status Indicator changes to red and its Property Parameter Track is current.

Track Editor Tools

The Track Editor tools are two rows of buttons located to the left of the Track Editor. These enable you to create, edit, and delete the keyframes displayed in the Track Editor. You can create any number of keyframes for the current track, align selected keys to the current time, move, slide, scale or delete frames.



The Track Editor is a window on the currently selected track. It consists of three horizontal areas; the Track Scale, the Current Track and the Track Slider. The Track Scale, located at the top of the Track Editor, displays a numeric view scale on the current track with each tick mark representing a frame or range of frames .

Directly below the Track Scale is the Current Track, which displays the keyframes for the currently selected property parameter. You use the Current Track perform all keyframe editing. When you place the mouse pointer anywhere within the Track Scale or Current Track, the number of the frame or keyframe at the pointer appears in the Frame Status Area. Frame Status is located just to the left of the Current Track.

Below the Current Track is the Track Slider. This enables you to scroll through the animation when you are zoomed in on the Current Track. You zoom in on the Current Track to get a more detailed view of complex keyframe sequences. Each time you click the Zoom In button, the Time Scale is expanded and the Track Slider is adjusted to the new view area. The Zoom Out button reverses this process.

Track Editor View procedure

You zoom in and out on the Current Track using the Zoom In and Zoom Out buttons located at the lower right of the Track Editor Tools.

Track Editor

1. Select an object, property and animatable property parameter.

The Animation Status Indicator changes to blue and the parameter's keys appear in the Current Track.

2. Click Zoom.

The Track Editor is zoomed in, the Track Scale is adjusted and the Track Slider appears.

3. Click Zoom several times.

As you zoom in to the Current Track, the Track Scale is magnified.

4. Click drag the Track Slider horizontally.

You can scroll horizontally along the animation frames.

5. Click UnZoom several times.

The Track View displays the entire animation and the Track Slider is hidden.

Keyframe Selection procedure

You can select keyframes in the Track Editor by clicking to select individual keys or by click dragging to create a selection area around several keys. You can add or remove a keyframe from the current selection by pressing the Control key and clicking the keyframe. The Select All Previous Keys and Select All Subsequent Keys buttons enable you to select all keys between current keyframe.selection, or current frame, and the start or end of the animation. You can also lock the current keyframe selection by clicking Selection Lock.

1. Select an object, property and animatable property parameter.

The Animation Status Indicator changes to blue and the parameter's keys appear in the Current Track.

2. Click a keyframe.

The keyframe changes from gray to white indicating that it is selected.

3. Click anywhere in either the Track Scale or Current Track.

The keyframe changes to gray indicating that it is no longer selected.



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- Click in the Current Track and drag a selection area around several keyframes.

The keys are highlighted white.

- Press the Control key and click a keyframe.

The selection status of the key is reversed. Any selected keyframe is unselected and any unselected key is selected.

- Move the Time Slider to the middle of the timeline.

- Click Select All Previous Keys or Select All Subsequent Keys.

Every key between the current frame on the Track Scale and the start or end of the animation is selected.

NOTE: If you have one or more keyframes selected and you click either button, all previous or all subsequent keys are added to the selection.

- Click Selection Lock.

The Selection Lock button sticks and the keyframe selection is locked.

- Click or Control click another keyframe or click anywhere in the Track Scale or Current Track.

The selection remains unchanged. You cannot add, or remove keys or deselect a locked selection.

- Click Selection Lock and click any key.

The keyframe is highlighted.

Keyframe Create & Edit procedure

The Track Editor Tools also enable you to create, delete, move, scale, shift and align selected keyframes in the Current Track. You can also delete all keyframes outside the current frame range and specify constant velocity across a range of object position frames only.

- Select an object, property and animatable property parameter.

The Animation Status Indicator changes to blue and the parameter's keys appear in the Current Track.

2. Click Create Key.

The button sticks.

3. Move the mouse along the Current Track.

The current frame or keyframe is displayed in the Frame Status Area.

4. Click on the desired frame in the Current Track.

Each time you click the Current Track, a keyframe is created and a white keyframe appears.

5. Click Move, select one or more keys, and click drag them along the Current Track.

The keyframe(s) are moved without affecting unselected keys.

TIP: While moving, sliding or scaling one or more keyframes, you can cancel at any time by clicking the right mouse button while the left mouse button is clicked.

WARNING: If you Move a keyframe over an unselected keyframe the unselected key, and its parameter value, is replaced. There is no undo.

6. Click Slide, select one or more keyframes and click drag them along the Current Track.

As you slide the selected keyframe(s) all unselected keys are also moved.

NOTE: If you Slide a keyframe outside the current frame range, the keyframe value at the first or last animation frame, is equal to the interpolated value between the key outside the frame range and the nearest key within the frame range. Whenever a key is positioned outside the current frame range, Delete Out of Range appears and enables you to delete these keys. There is no undo.

TIP: You can select and move keys that have been shifted or scaled outside the current frame range using Select All Previous or Select All Subsequent.

7. Click Scale, select one or more keyframes and click drag them along the Current Track.

Only the selected keys are scaled.

8. Move to any frame.



Animation with World Builder

The red Current Frame Indicator points to the selected frame.

9. Select one or more keyframes and click Align.

The keys are snapped to the current frame and key scale is maintained.

10. Select one or more keyframes and click Delete.

The keyframes are deleted, there is no undo.

Keyframe Parameters procedure

The Key Parameters dialog box displays the parameters for the selected keyframe in the Current Track. You may edit the current key's parameters or you may click the arrows to move to the previous or next keyframe.

You can adjust the timing between keys for both Linear and Spline interpolations using Ease To, Ease From. These control acceleration and deceleration into and out of the selected keyframe. Tension, Continuity, and Bias adjust the smoothness of transitions between keys when using Spline interpolation.

You can also click Remove All Keys which deletes all keyframes in the Current Track in a single operation. There is no undo.

1. Select an object, property and animatable property parameter.

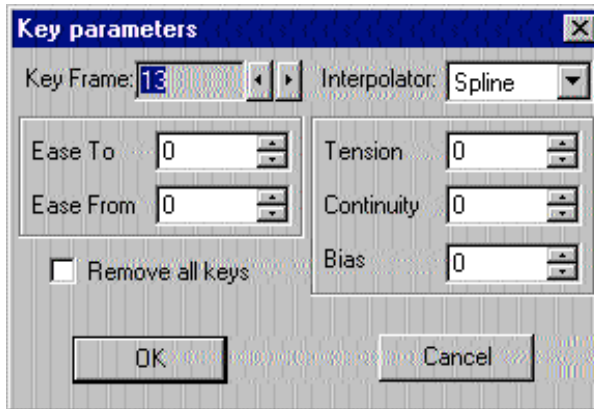
The Animation Status Indicator changes to blue and the parameter's keys appear in the Current Track.

2. Select the desired key from the Current Track.

The keyframe changes from gray to white indicating that it is selected.

3. Click Key Parameters.

The Key Parameters dialog appears and the current keyframe is shown in the Keyframe entry field.



Key Frame: 13

Spline
Linear
Spline

4. Click the arrows to select the previous or next keyframe.
5. Edit the Ease To or Ease From values to set acceleration/deceleration into and out of the current keyframe.
6. Select Linear from the Interpolator pull-down.
The Tension Continuity and Bias fields are inactive.
7. Select Spline from the Interpolator pull-down.
The Tension Continuity and Bias fields are active.
8. Click Remove All Keys and OK.

A check appears in the box and all the keyframes in the Current Track are deleted. There is no undo.



Animation with World Builder

ANIMATION TOOLS

The Animation Tools are located directly below the Property Editor, and consist of two rows of buttons that enable you to turn animation on, navigate the animation and timeline, and determine the current frame. Clicking the Animate button changes that button from blue to red and toggles animation mode on for the currently selected animation track. To keyframe an object or property, click the Animate button, move to a non-zero frame, and transform the object or change a property's numeric value. World Builder automatically creates a key at the current frame, and the animation between the two values is created.



The Current Frame entry field displays the frame number and can be used to change to any frame in the animation. This is accomplished by typing in the desired frame and pressing return. You can also move along the time line using the Time Slider or by using the First Frame, Last Frame, Next Frame, Previous Frame, Next Keyframe or Previous Keyframe buttons.

Animation Tools

You can playback the animation either forward or backward and view the result in the viewports and in the current Property Page. The Property Page enables you to preview animation such as animated color gradients that will not otherwise be displayed unless a rendered sequence is produced.

TIP: You can also view a thumbnail of parametric animation such as drifting clouds or wind blown grass by clicking Preview from the Property Tools. This brings up the a small Preview window, renders the animation and automatically opens the Media Player to display the motion.

Set/Remove Key allows you to optionally create a keyframe at the current frame or if the frame has an existing key delete the key at the current frame. You can also render the animation for all active cameras in the scene for a specified range of frames. You can also specify the current active frame range and assign .VUE files for camera and light transformations.

World Builder provides the option of showing or hiding the Animation Tools. This can be very helpful when you want additional screen space and are not using World Builder's animation tools. You Hide or Show these tools from the View menu, or by clicking the Animation Control or Track Editor buttons located at the bottom of the screen directly under the Animate button.

NOTE: When you hide the Animation Controls, the Tool Tip Area splits and the Command Prompt Area is displayed on the right side of the Tool Tip Area. The Coordinates Display Area is hidden.

Play the Animation procedure

1. Open or create an animation.
2. Click Play Forward.

The animation plays in a continuous loop.

3. Click Stop.

The animation stops

4. Click Play Backward.

The animation plays backward in a continuous loop.

Navigating the Animation procedure

You can move to any frame in the animation by click dragging the Time Slider or typing the desired frame in the Current Frame entry field and pressing return.

You can also move through the animation frame by frame or keyframe by keyframe using the Next/Previous Frame and Keyframe buttons. You can also play the animation forward or backward, and go directly to the first and last



Animation with World Builder

frames.

1. Open or create an animation.
2. Click First Frame or Last Frame.

The current frame is set to the first or the last animation frame. The red Current Frame Indicator and Time Slider reflect each move.

3. Click Previous Frame or Next Frame.

The current frame is moved back or forward one frame. The red Current Frame Indicator and Time Slider reflect each move.

4. Select an object, property and animatable property parameter.

The Animation Status Indicator changes to blue and the parameter's keys appear in the Current Track. The Previous Keyframe and Next Keyframe buttons are enabled.

5. Click Previous Keyframe or Next Keyframe.

The current frame moves to the previous or next keyframe. The red Current Frame Indicator and Time Slider reflect each move.

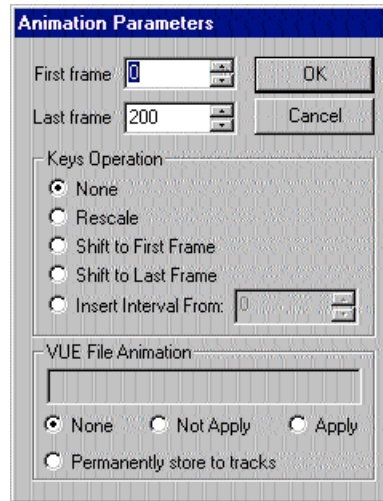
Movie Parameters procedure

You can edit the number of frames in the animation and control the effects of VUE files imported from 3D Studio by clicking the Movie Parameters button and accessing the Movie Frames dialog. When you edit the number of animation frames, you are provided several options which enable you to set the beginning and ending frames of the active time segment. This can be used, for example, to limit the playback range for the animation which is useful when you want to work on or review a specific animated sequence.

You can also specify what will happen to existing keyframes when the active time is edited.

1. Open or create an animation.
2. Click Movie Parameters.

The Animation Parameters dialog appears.



3. Select the First and Last frames for the new active time segment, click None from Keys Operation, and click OK.

The active time segment is applied to the scene and the frame range is displayed in the Time Slider, and Track Editor. Any frames which lie outside the active segment have not been deleted. Notice that the Delete Out of Range Keys button becomes active in the Track Editor toolbar.

4. Click Movie Parameters.

The Movie Frames dialog appears.

5. Select the First and Last frames for the new active time segment, click Scale from Keys Operation, and click OK.

The new active time segment is applied and the keys are scaled to the new frame range.

Rendering an Animation procedure

1. Verify that you have Output settings for all Cameras in the scene.

Record Animation will automatically render all Cameras in the scene.

TIP: To suppress rendering for a particular Camera, use the Property Tree tools to Tag and Hide the Camera.

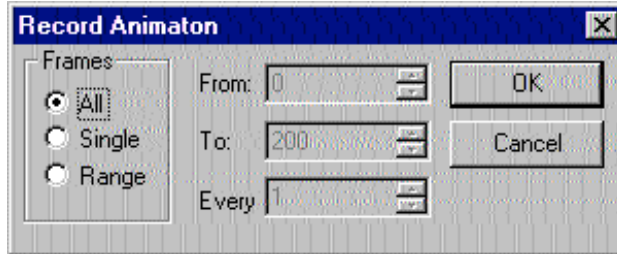
WARNING: Unlike still image rendering, if you do not have a file name specified for a Camera Output, the Frame Buffer will not stay on the screen, even if Single is specified in the Record Animation dialog box.



Animation with World Builder

- Click Record.

The Record Animation dialog appears.



- Select All.

All the frames in the animation will be rendered to disk for all the visible cameras in the scene.

- Select Single.

Only the current frame is rendered to disk for all the visible cameras in the scene.

- Select Range and specify the frame range you desire.

The specified range is rendered to disk for all the visible cameras in the scene.

- Set the Every field to the frame offset you want.

This number specifies a frame offset. For example 1 renders every frame, 2 renders every other frame, etc.

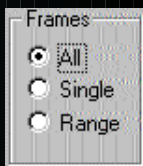
The Images are rendered to disk.

Make an AVI procedure

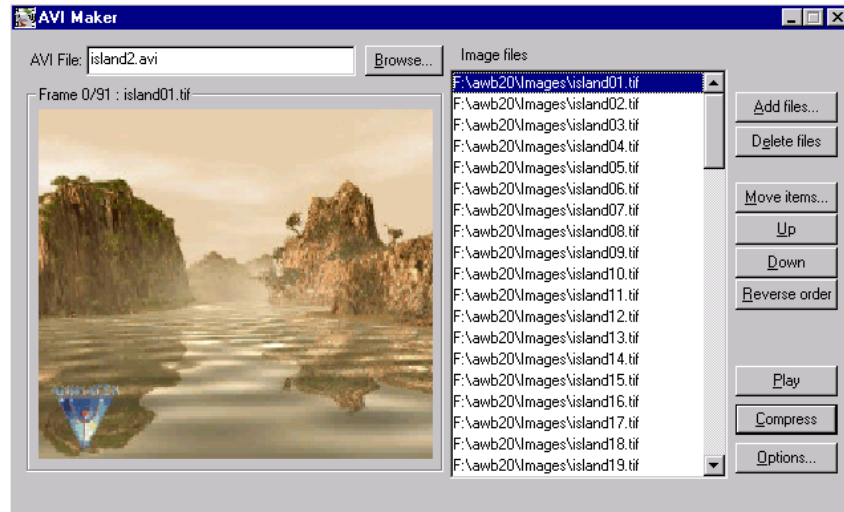
World Builder renders animations by rendering a series of still images to disk. You can record a frame sequence to video or film or you can create a digital animation. When these still images are viewed in quick succession, the illusion of movement is created. World Builder provides a utility to compile and compress a series of still images into a Windows Media Player AVI animation file.

- Choose Tools/Make AVI.

The AVI Maker appears. The AVI file window in the upper left displays the output path and file. The Image Files area shows the list of images to be compressed into an AVI file. The editing tools Load Files, Play, and



Options are the only buttons enabled.



TIP: The AVI Maker utility is a stand alone program. This enables you to work with World Builder while AVI Maker is running.

2. Click Browse.

The Open AVI File dialog appears.

3. Specify a path and type in a file name for the AVI animation.

4. Click Add Files.

The Open Image File dialog appears.

5. Locate the series of pre-rendered images that you want to use to create the AVI file.

6. Click any one of the files in the series, then click Open.

All the files in the series are displayed in the Image Files window. The files are selected by default. The first image in the list is displayed in the Image window, and the Frame number and still image file name are listed. This way you know which still image will be associated with the frame number in the AVI file. The Delete Files, Reverse Order, and Compress buttons are now enabled.

NOTE: If you wish to create an AVI from files that are not in a series, you have to explicitly select each file, and place them in the correct

Browse...

Add files...

Delete files



Animation with World Builder

order in the Image Files list.

- Click Reverse order.

The order of the selected files is inverted.

- Click Reverse order again, then click any file in the Image Files list.

The file appears in the viewport at left. The file is selected, and the rest of the files are deselected. Also, the Move Items, Up and Down buttons are enabled since only a portion of the files are selected.

- Click Move Items.

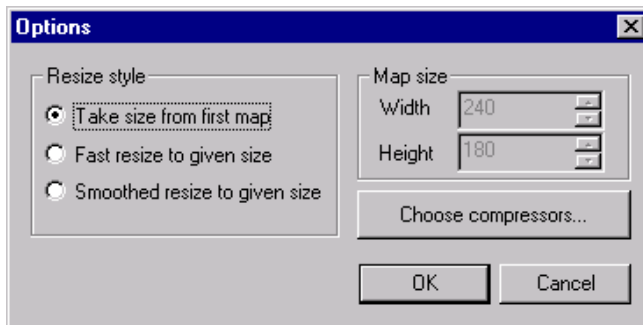
The Move Items dialog appears with a Move Items to: spinner. The top-most file in the list of selected files is displayed in the field. If you specify a number then click OK, the selected files will be moved to that slot number in the series.

- Click Cancel, then click Options.

The Options dialog appears.

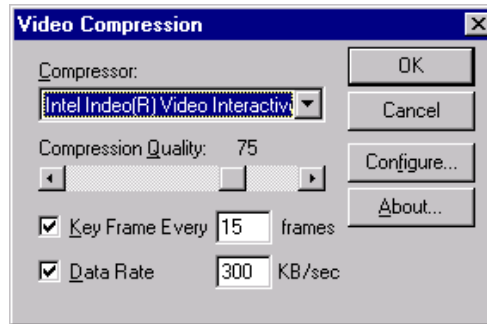
- Select the Resize Style you want.

Take Size From First Map will resize all successive images to the size of the first image in the list, Fast Resize enables the Map Size spinners and the images will be resized to the specified Width and Height, and Smoothed Resize to Given Size will resample the images and create frames resized and smoothed to the specified Width and Height.



- Click Choose Compressors.

The Video Compression dialog appears.



13. Select the compressor you want from the pull-down list.

You can select from Codecs such as MicroSoftVideo 1, Radius Cinepak, Intel Indeo* R32, Intel Indeo* Video Interactive, and Full Frame (uncompressed). The choices may vary depending on which options are available on your particular system.

WARNING: Full Frame (uncompressed) can result in some extremely large AVI files.

14. Select the Compression Quality and click Configure to set additional options for the selected codec.
15. Select Keyframe and specify the keyframe of `fst`.

This option creates a complete frame instead of just a difference frame and will increase AVI file size.

16. Select Data Rate and specify a target value.

This option enables you to specify the target playback rate for the animation.

17. Click OK to exit the Video Compression dialog and OK to Exit the Options dialog.
18. Click Compress.

The AVI Maker loads, compiles, and compresses each image in the list and saves the finished AVI to disk. The percentage of completed frames appears in the AVI Maker title bar and the current frame is displayed in the viewport. A progress bar appears at the bottom of the AVI Maker and the Play Button becomes active when the compress is completed.

19. Click Play.

