sketch_170317b | Processing 3.3

Java ▼

sketch_170317b ▼

```
1  import processing.video.*;
2
3  Movie mov;
4  int newFrame = 0;
5
6  void setup() {
7  size(640, 360);
8  background(0);
9  mov = new Movie(this, "yourmoviehere.mp4");
10 mov.play();
11
12 }
13
14 void movieEvent(Movie m) {
15 m.read();
16 }
17
18 void draw() {
19 background(0);
20 image(mov, 0, 0, width, height);
21 if(frameCount % 48 == 5)
22 {
23   saveFrame("frames/####.png");
24 }
25 }
26
27
28
29
```

Console   Errors

Open the processing file.

```
import processing.video.*;

Movie mov;
int newFrame = 0;

void setup() {
size(640, 360);
background(0);
mov = new Movie(this, "yourmoviehere.mp4");
mov.play();

}

void movieEvent(Movie m) {
m.read();
}

void draw() {
background(0);
image(mov, 0, 0, width, height);
if(frameCount % 48 == 5)
{
  saveFrame("frames/####.png");
}
}
```
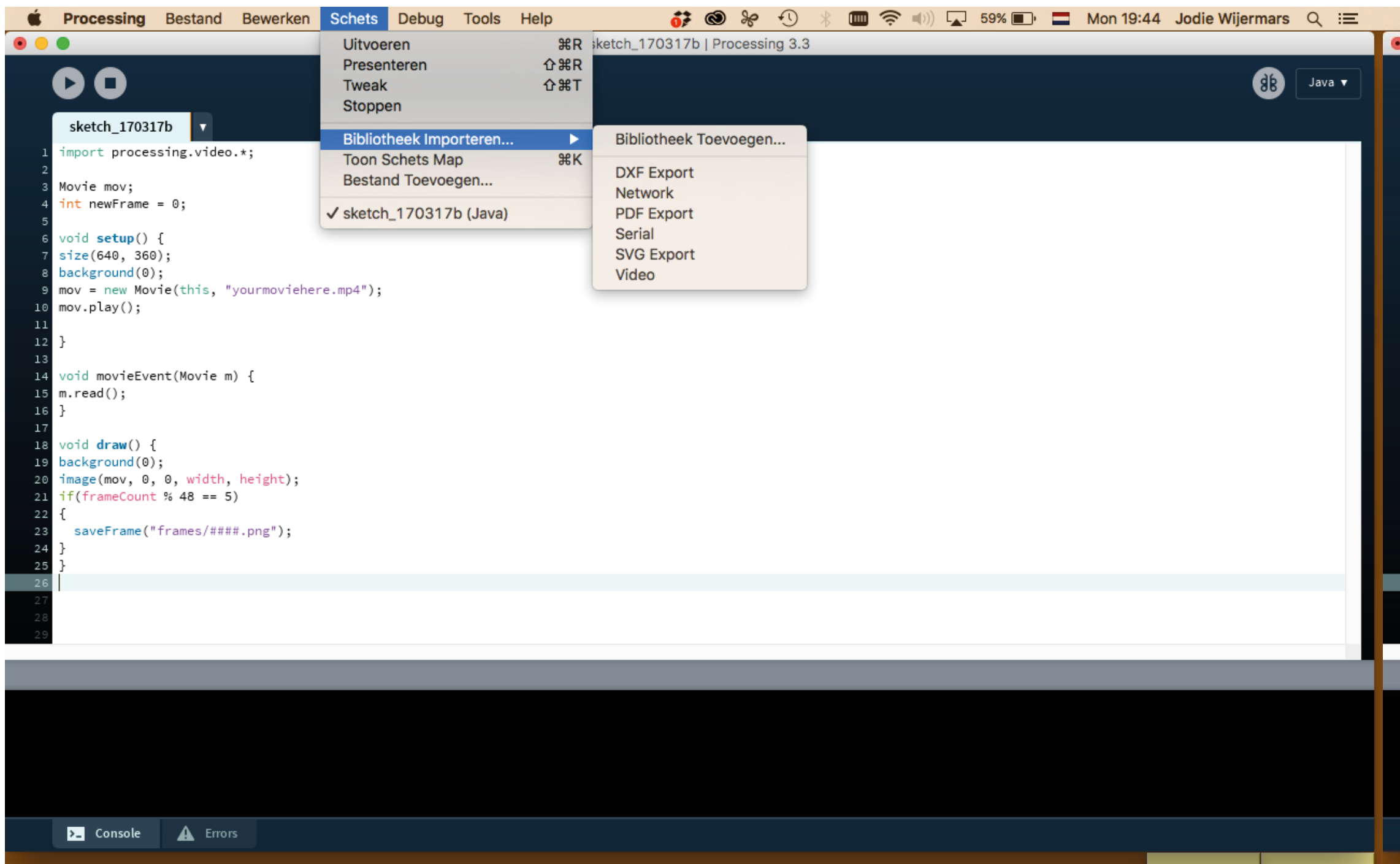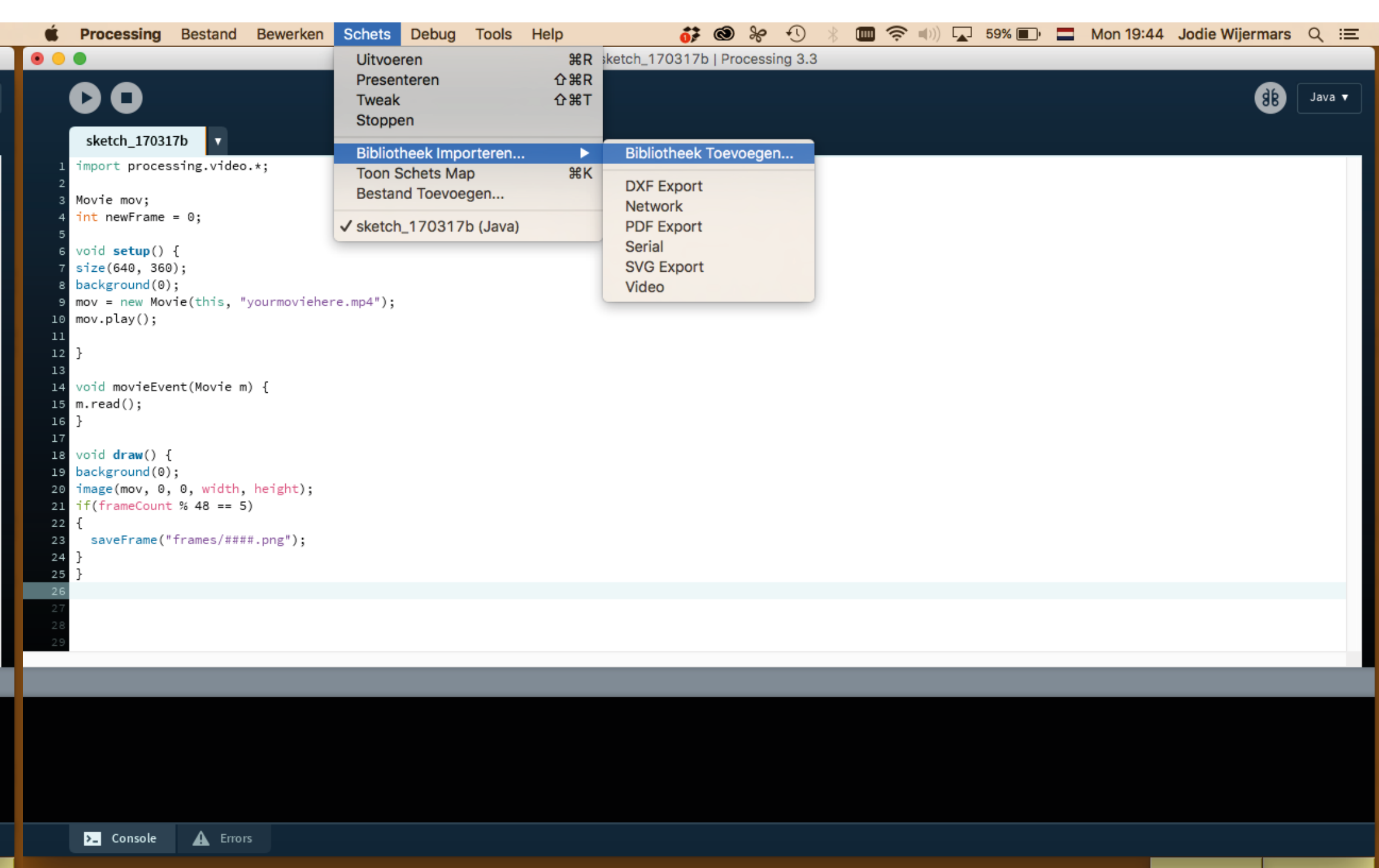
Go to **Sketch** (schets) > **Import library** (bibliotheek imprteren)

Mon 19:44   Jodie Wijermars

sketch_170317b | Processing 3.3

Schets menu:

Uitvoeren	⌘R
Presenteren	⇧⌘R
Tweak	⇧⌘T
Stoppen	
Bibliotheek Importeren...	▶
Toon Schets Map	⌘K
Bestand Toevoegen...	
✓ sketch_170317b (Java)	

Bibliotheek Importeren submenu:

- Bibliotheek Toevoegen...
- DXF Export
- Network
- PDF Export
- Serial
- SVG Export
- Video

sketch_170317b   ▼   Java ▼

```
1  import processing.video.*;
2
3  Movie mov;
4  int newFrame = 0;
5
6  void setup() {
7  size(640, 360);
8  background(0);
9  mov = new Movie(this, "yourmoviehere.mp4");
10 mov.play();
11
12 }
13
14 void movieEvent(Movie m) {
15 m.read();
16 }
17
18 void draw() {
19 background(0);
20 image(mov, 0, 0, width, height);
21 if(frameCount % 48 == 5)
22 {
23   saveFrame("frames/####.png");
24 }
25 }
26
27
28
29
```

Console   Errors

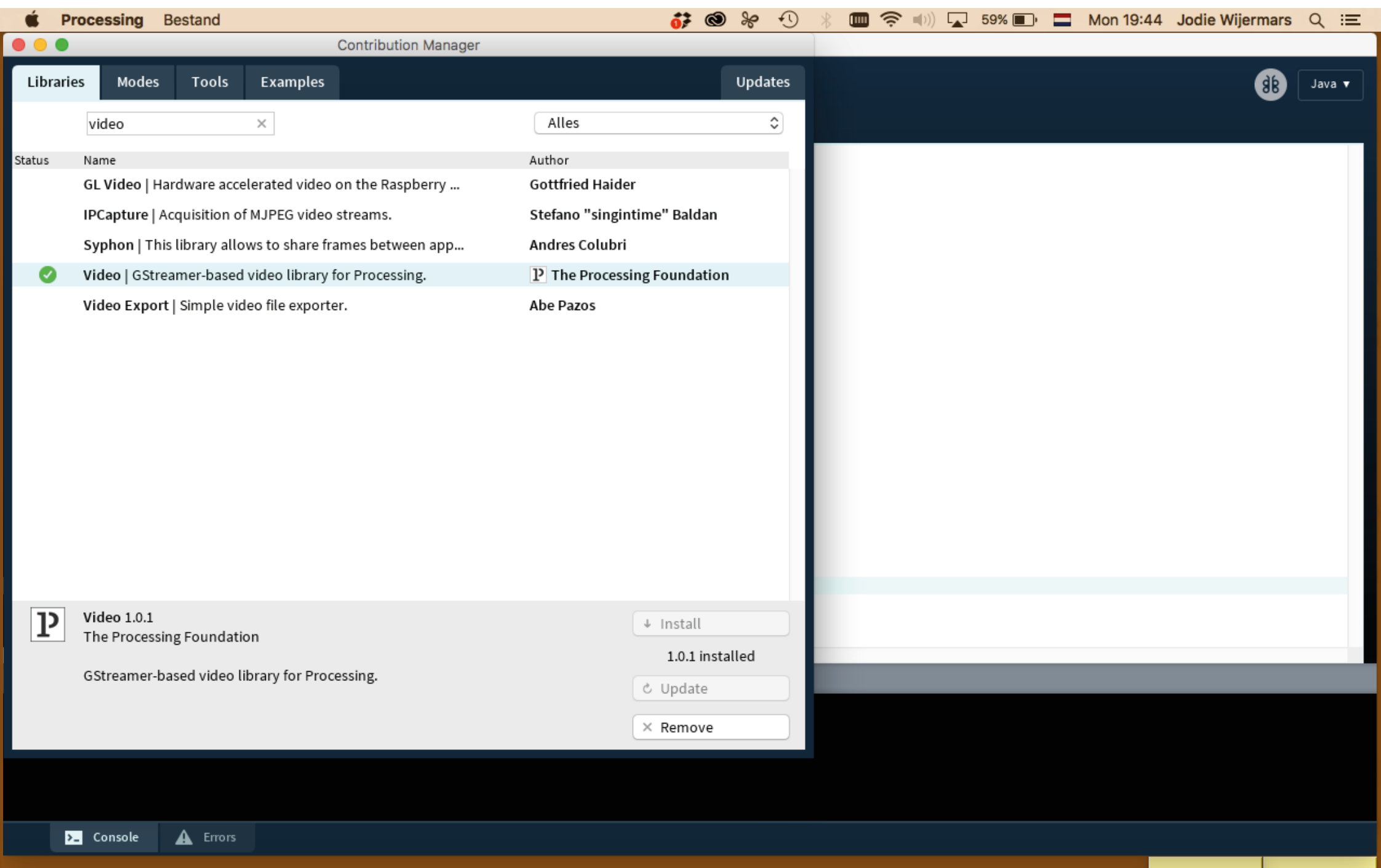Click on **add library** (Bibliotheek toevoegen)
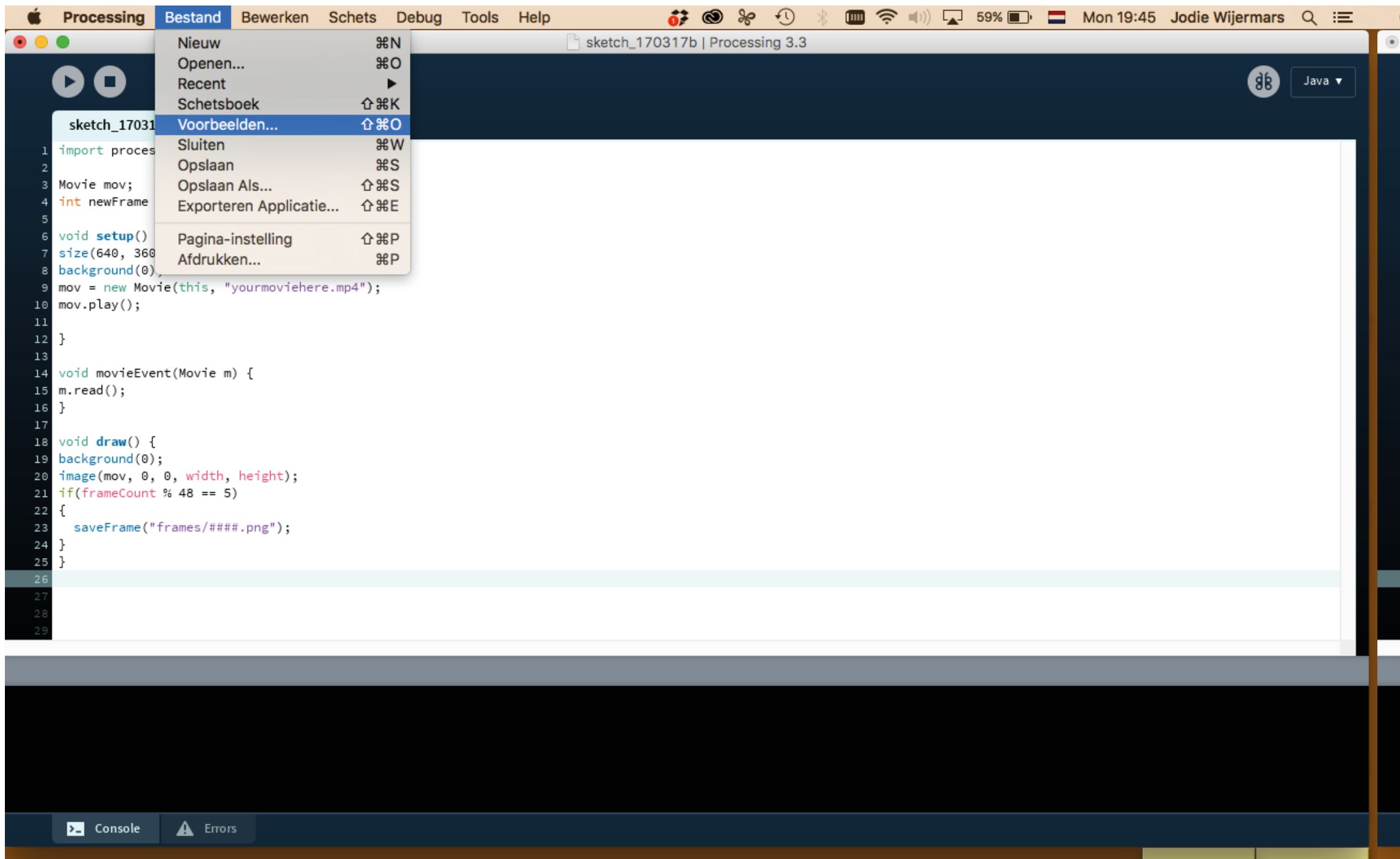
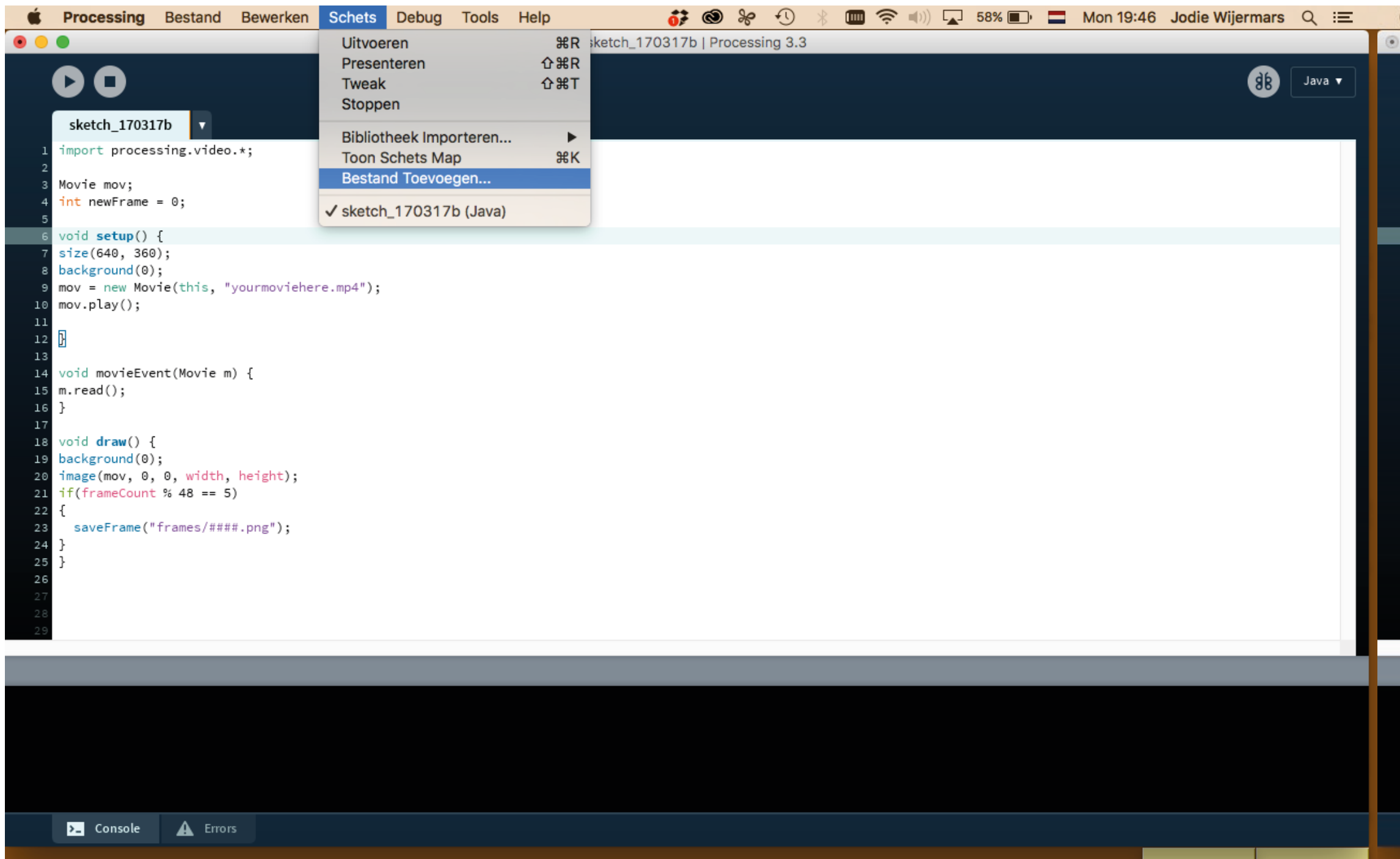Go to **File** (bestand) > **Examples** (voorbeelden)
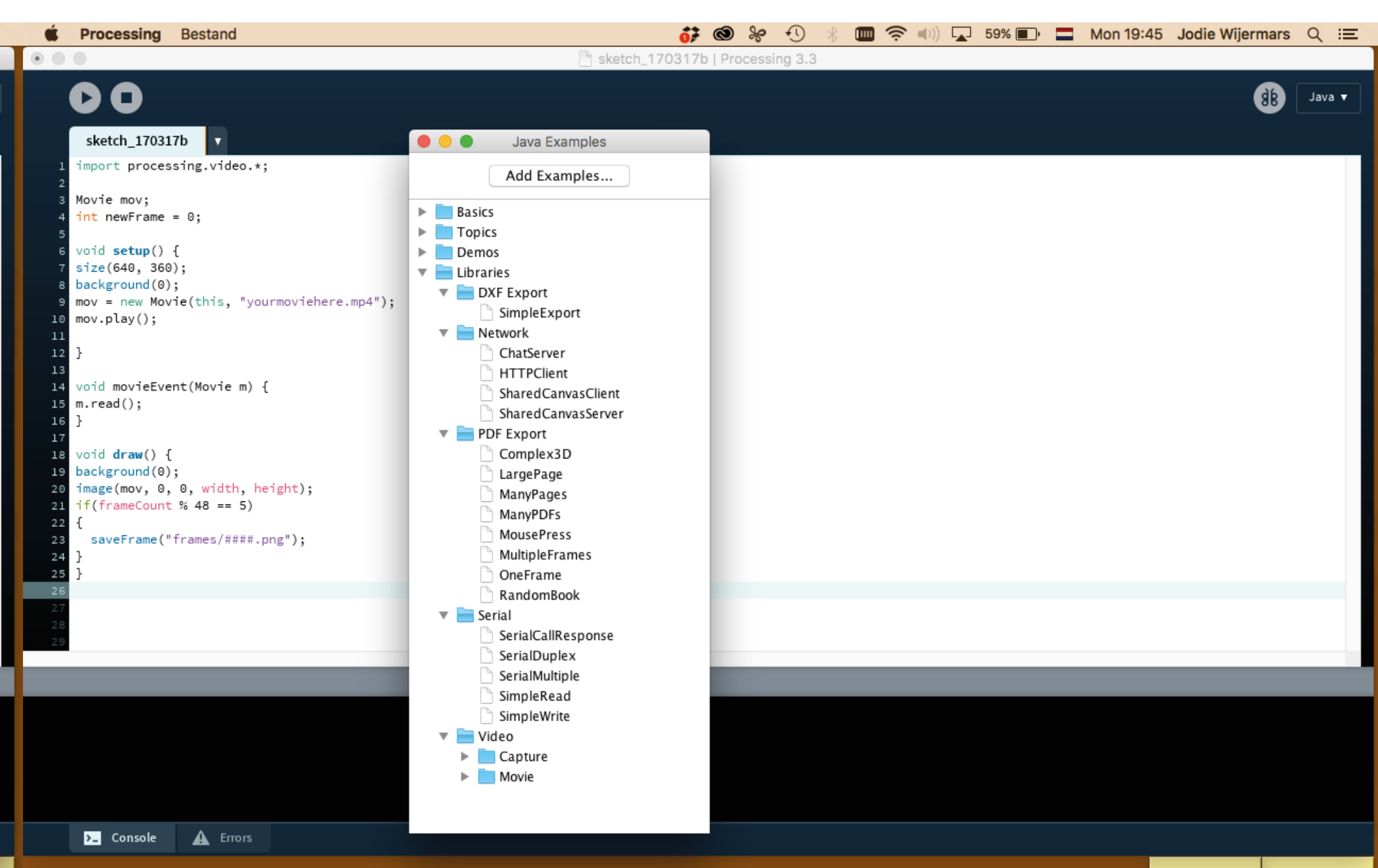
Now you get this window. Click on **Add Examples**
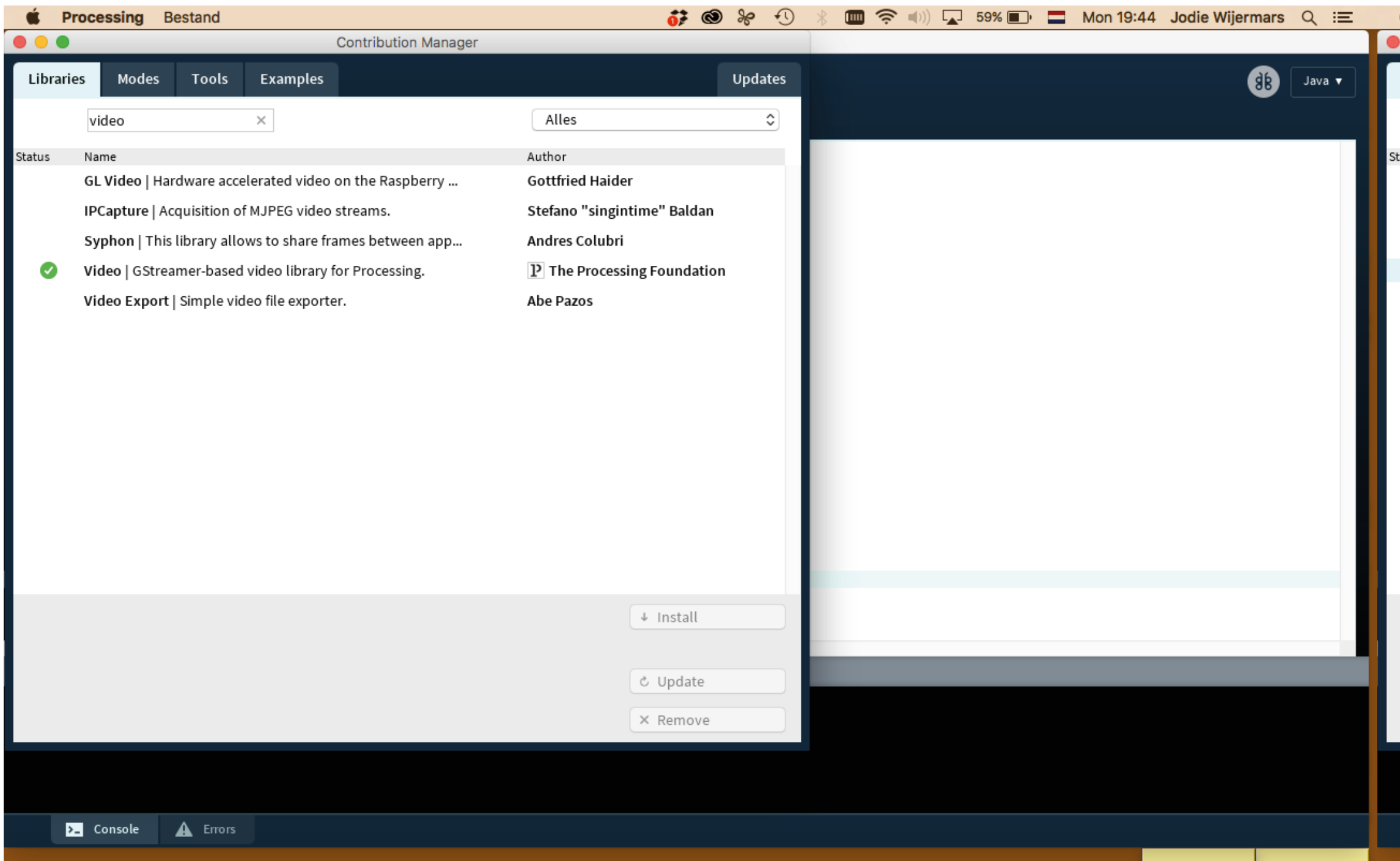
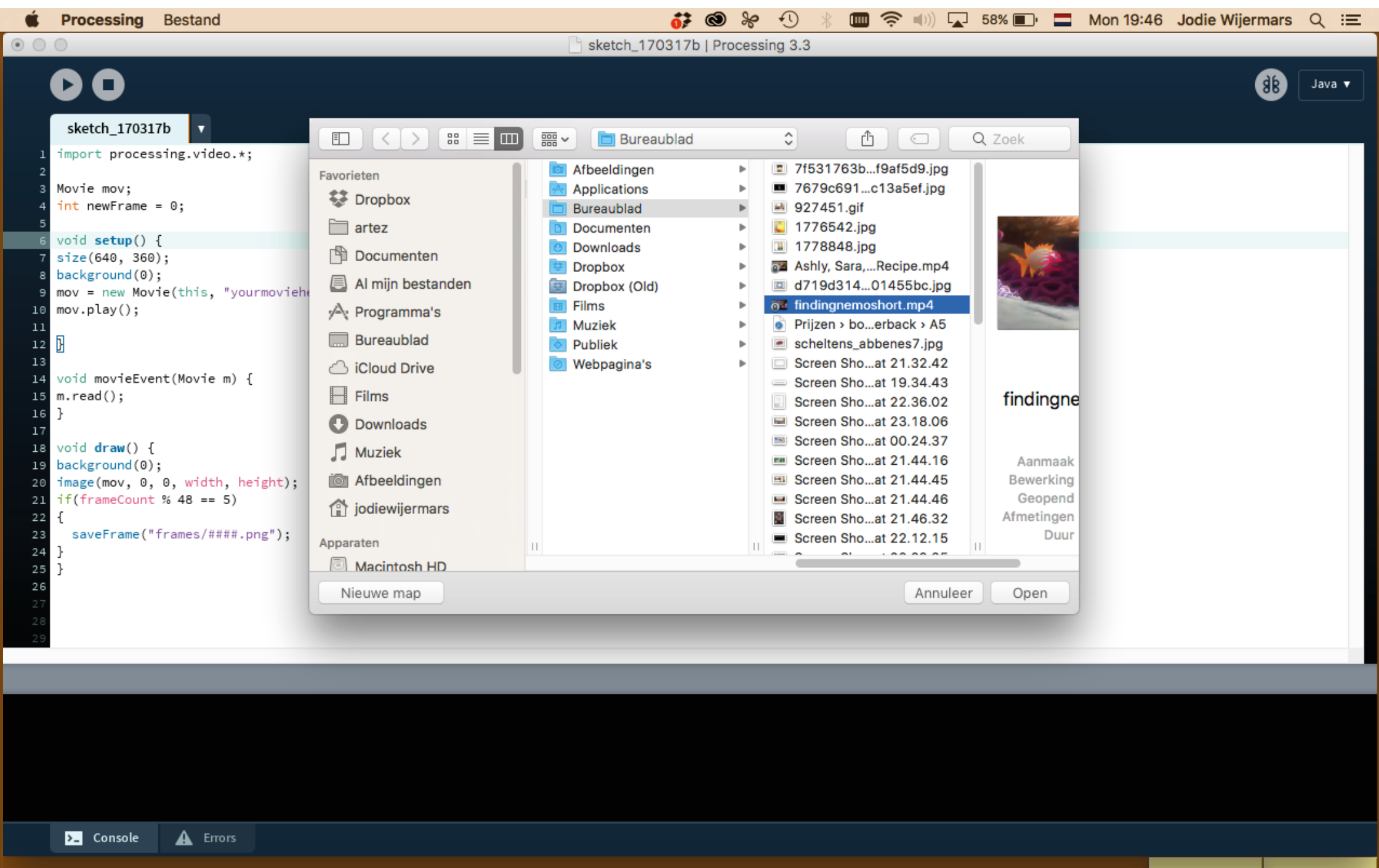Now you get this window. Go to **Libraries** > Type **video** in the search bar

Install **Video | G Streamer-based video library for Processing.** And go back to your code file.
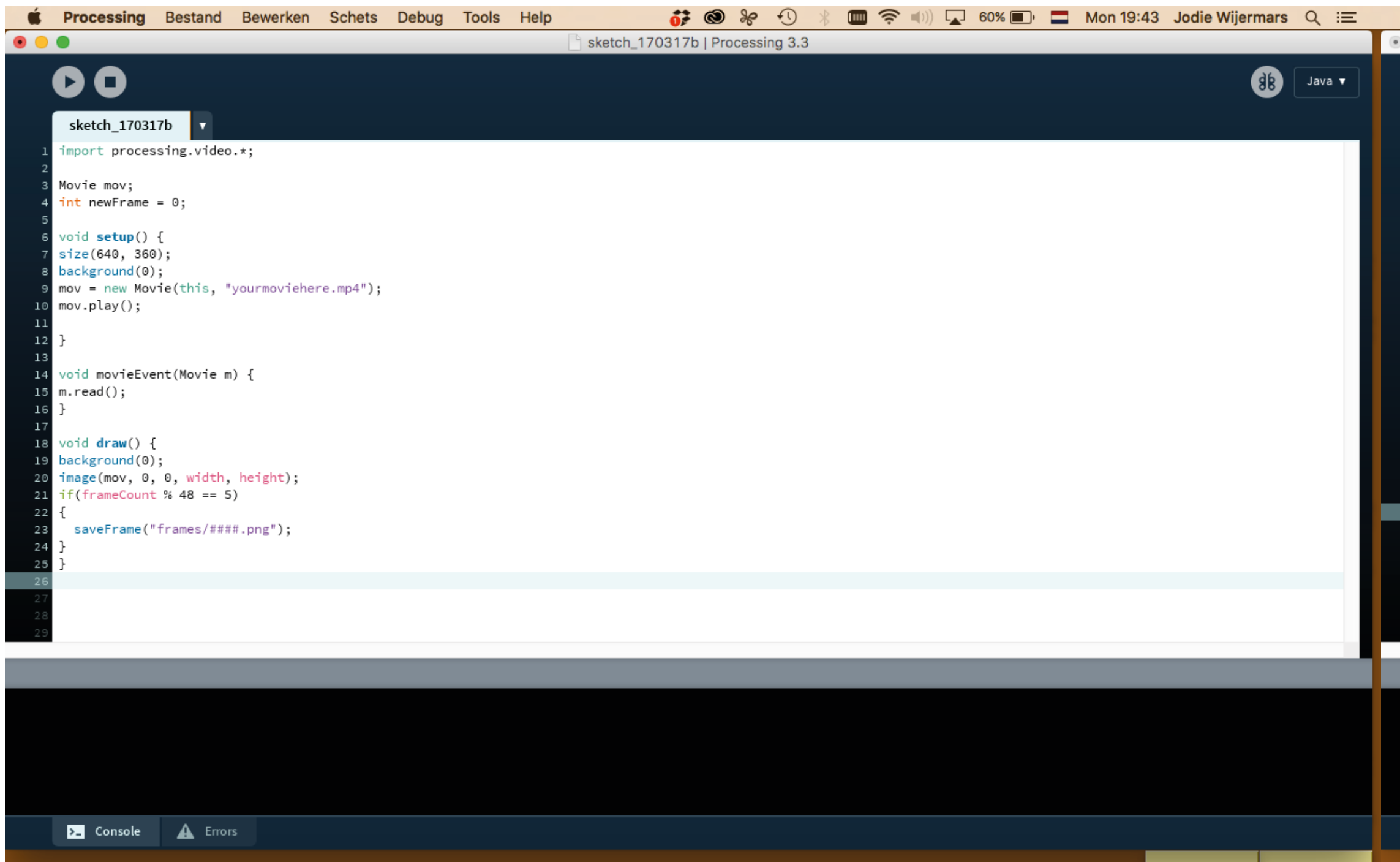
Go to **Sketch** (schets) > **Add file** (bestand toevoegen)

Search for your **movie file** and **open** this file.

sketch_170317b | Processing 3.3

Java ▾

sketch_170317b ▾

```
1  import processing.video.*;
2
3  Movie mov;
4  int newFrame = 0;
5
6  void setup() {
7  size(640, 360);
8  background(0);
9  mov = new Movie(this, "yourmoviehere.mp4");
10 mov.play();
11
12 }
13
14 void movieEvent(Movie m) {
15 m.read();
16 }
17
18 void draw() {
19 background(0);
20 image(mov, 0, 0, width, height);
21 if(frameCount % 48 == 5)
22 {
23   saveFrame("frames/####.png");
24 }
25 }
26
27
28
29
```

Console   Errors

Delete the name **yourmoviehere.mp4** and write down the **name of your own movie file**. Line 9.

```
1  import processing.video.*;
2
3  Movie mov;
4  int newFrame = 0;
5
6  void setup() {
7  size(640, 360);
8  background(0);
9  mov = new Movie(this, "findingnemoshort
10 mov.play();
11
12 }
13
14 void movieEvent(Movie m) {
15 m.read();
16 }
17
18 void draw() {
19 background(0);
20 image(mov, 0, 0, width, height);
21 if(frameCount % 48 == 5)
22 {
23   saveFrame("frames/####.png");
24 }
25 }
26
27
28
29
```
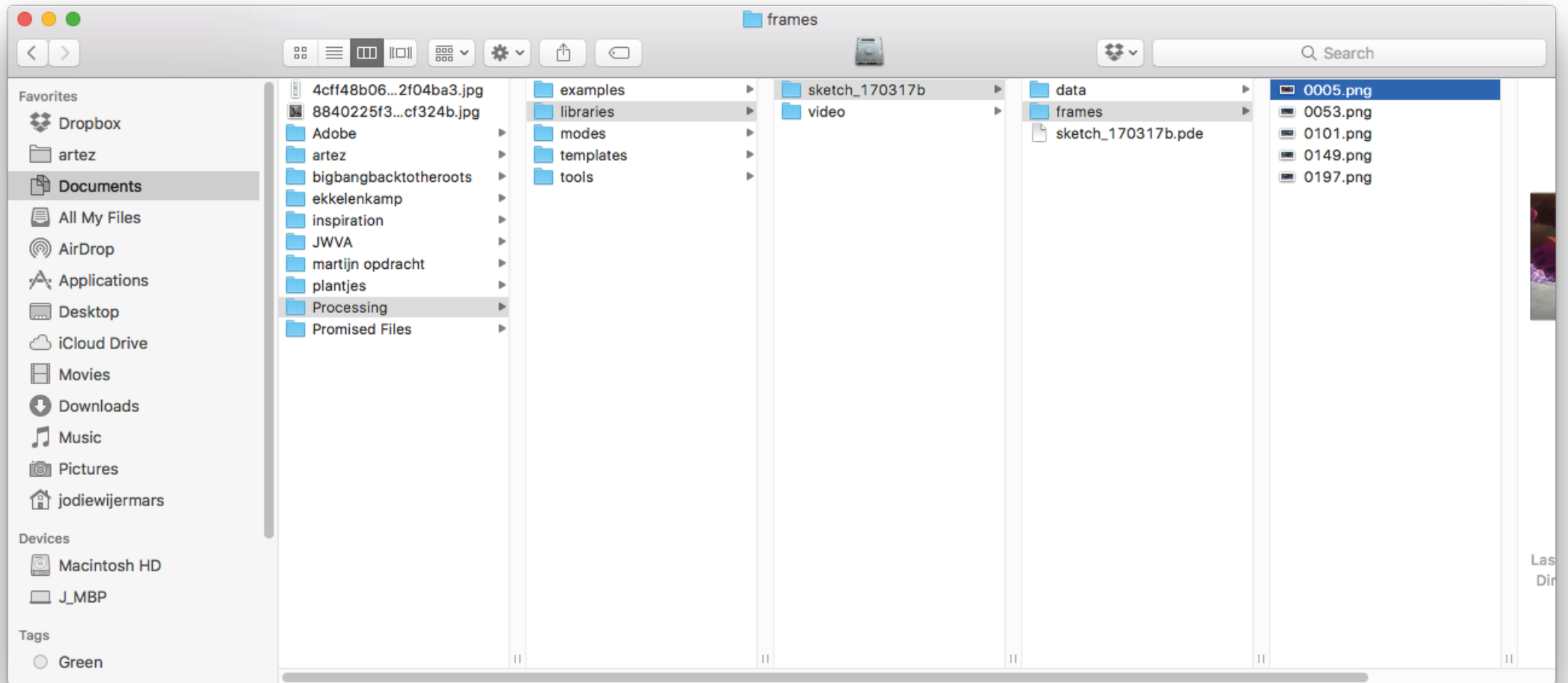
Press the **play button** (round button, top left).
Now your video starts to play, <u>don't click this away before the end of the video.</u>

You can find your images in the file **Processing** > **Libraries** > (name file) > **frames**.