Video Player

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Pre-rendered videos

- Pre-rendered videos take up more space.
- Nowadays it is faster and easier to use real-time rendered video.
- Videos rendered in real time can show changes that may have occurred in the story or modifications that the player may have made.

Pre-rendered videos

OpenCV

It can be used to detect and recognize faces, identify objects, track camera movements, track moving objects.

This time we will use it only to play a video.

Why OpenCV?

OpenCV is already prepared to play a video in a very fast and easy way frame by frame.

TODO 0

- Download opencv_world470d.dll from this drive link and put it in the Game folder.

- https://drive.google.com/drive/folders/1E2reKN2OMKGYwkMO8R6Kh1hAZxfOvS1E?usp=sharing

TODO 1

- Open the video file you want to reproduce

TODO 2

- Save the video frames using the class Mat (Matrix)

TODO 3

- Create a loop for reading the video, when the video ends or "esc" is pressed it will close

TODO 4

- Use the imshow() function to give a name for the window and choose what you want to display, in this case the video frame

TODO 5

- Create a loop (if) using WaitKey() for stopping the video

TODO 6

- Get width and height from the video we want to reproduce using video.get()

TODO 7

- Create a video writer from the class VideoWriter
- Use the 'M', 'J', 'P', 'G' codec (motion codec) in fourcc

Codec: A codec compresses or decompresses multimedia files, such as songs or videos.

TODO 8

- Write/Show every frame using the videowriter we created before

Conclusion

Thank you for your attention