# Video Player

Daniel Mariages

# 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 de class Mat (Matrix)

# TODO 3

- Create a loop for reading the video, when the video ends or a "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 righter 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 de videowriter we created before

# Conclusion

# Thank you for your attention