Preview Page

# Overview:

We need to provide a page to preview the result video on the phone. Since it’s almost impossible to render the video directly on the phone, this page uses some storyboards to simulate the video.

# Goals:

* Render the story using Silverlight DispatcherTimer and storyboards.

# None Goals:

* Encode the actual video.

# Design:

We use two images to render the scene: A foreground image and a background image. The process is described below:

* Foreground image is being displayed.
* Background image is being loaded in the background.
* A DispatcherTimer is started.
* Once foreground image’s display time is over, start the transition animation.
* After the transition animation is completed, alter the z-index of the foreground/background images, if the transition itself doesn’t do that.
* Switch the reference of foreground and background image’s object reference, so the code logic is clearer. This is an in-memory pointer switch, the UI will not be modified.
* Now the process can start again.

We require each image to be displayed for at least 1 second, so it should be enough to load the background image.

## Transition:

The user can choose desired transitions for the photo from a transition library. See the design spec for Transition for more information.