

Plotting a Path

A way to use PDR's [Paint Animation](#), combined with “masking” to plot a line on a map, graph or any background image or video.

For this example, the route of Christopher Columbus in 1492 is being plotted.

- Before even starting in PDR, use graphics software to import an appropriate map.



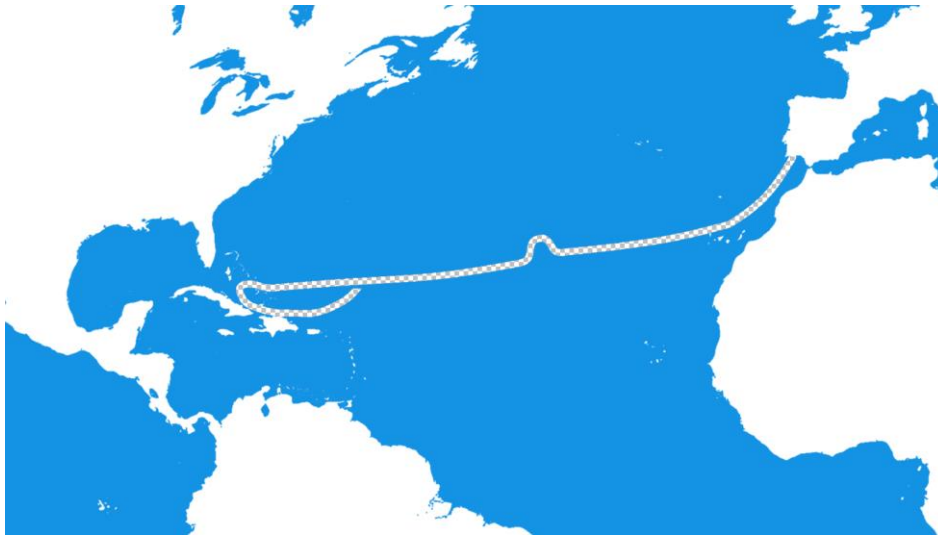
- Name it (say) “Columbus_Map”

- Save it as (say) “Columbus_Map-route” Use drawing, line & paint tools to plot the route in a contrasting colour. i.e. what you want it to look like at the final frame. The colour of the line is irrelevant so long as it's contrasting with the background.



N.B. The map above shows the forward route only (because CC crossed over the line, which complicates to animation). More info later...

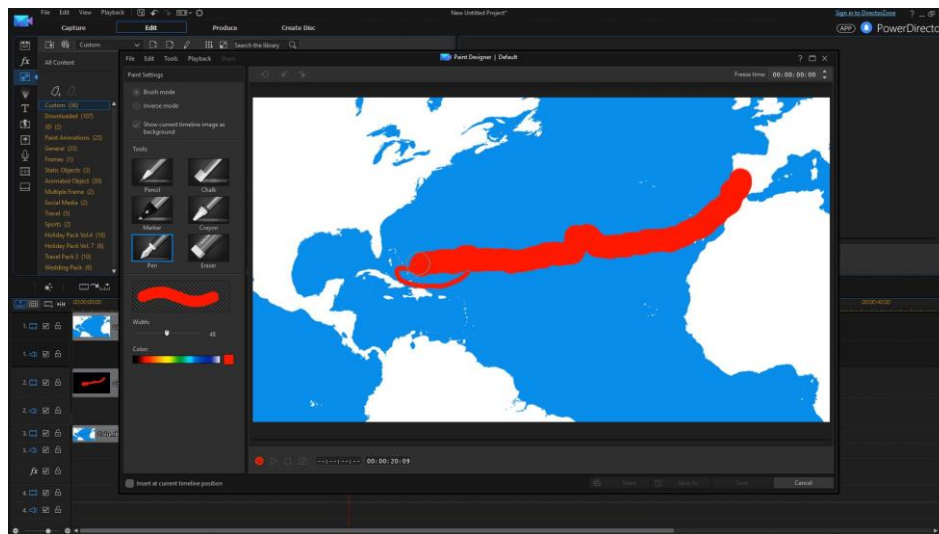
- ▶ Save the “Columbus_Map-route” image
- ▶ Save it as “Columbus_Map-route-mask” in .png format
- ▶ Make the red route line transparent & save the image. This will be used as an overlay or mask to disguise rough drawing.



So now there are 3 separate images

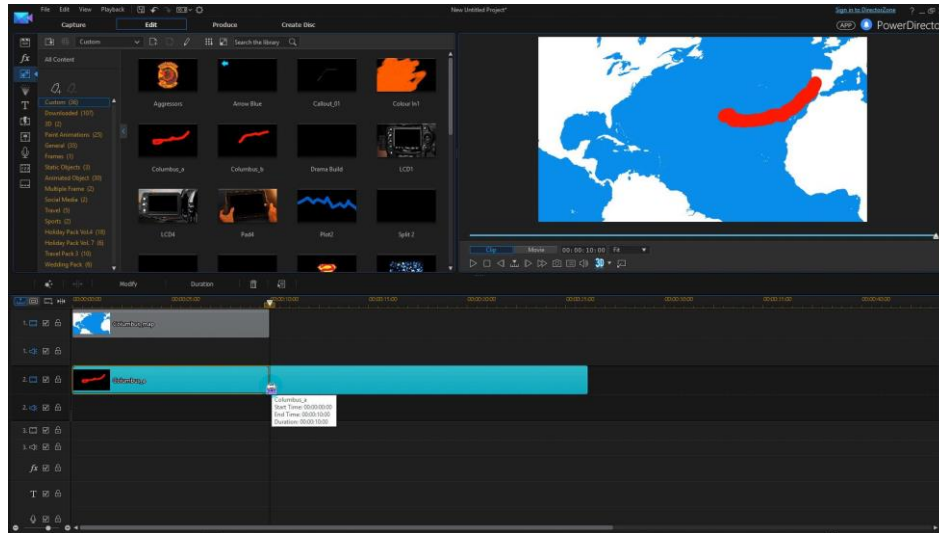
1. The blank map - “Columbus_Map”
2. The route map - “Columbus_Map-route”
3. The overlay/mask - “Columbus_Map-route-mask” (png)

- ▶ Import the three images into PDR & insert “Columbus_Map-route” on the timeline
- ▶ In the PiP Objects module, create a new paint animation by tracing the line on the map.

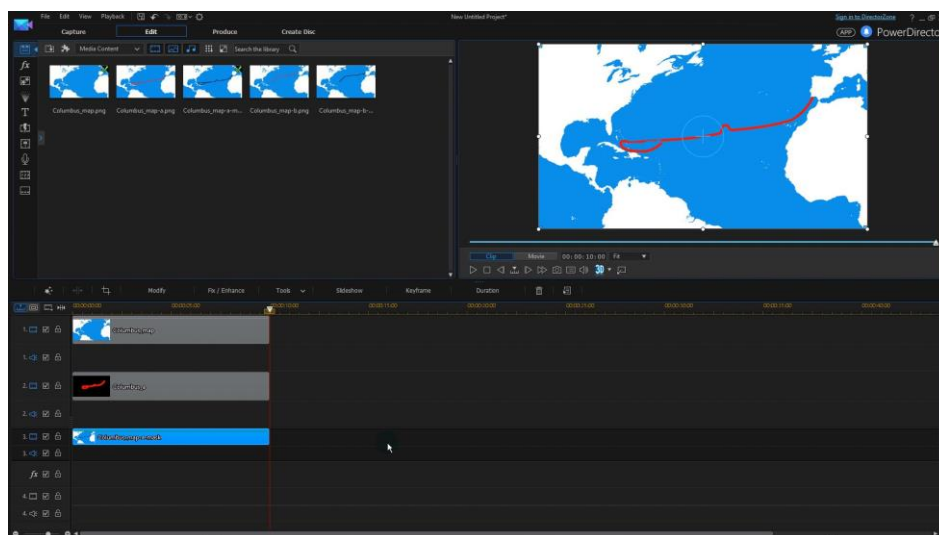


- ▶ Save the animation, to be used in the project

- ▶ Insert “Columbus_Map” in Track 1 & set duration
- ▶ In the PiP Objects room, drag the paint animation to Track 2 – match duration to background map.



- ▶ Insert the overlay/mask image “Columbus_Map-route-mask” in Track 3 so the 3 elements match in alignment & duration



The steps above show the basic procedure.

The steps below show how the route was completed



► Again, 2 new images need to be created in graphics software:

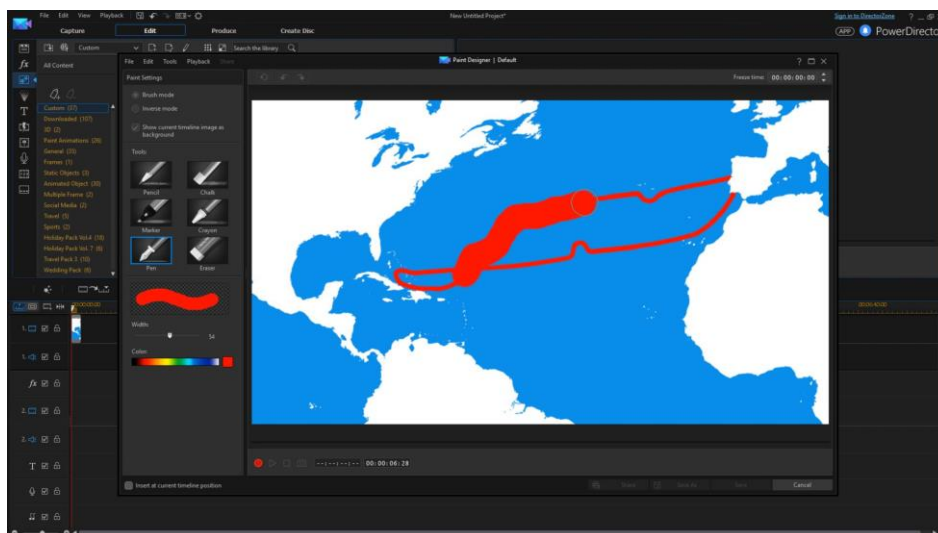
1. A map showing both legs of the journey



2. A map with the homeward route (only) made transparent



► As for the forward route, create a new animation to trace the homeward leg of the journey. Save the animation using a similar name as previously.



- Set up the next part of the timeline as before, immediately following the previous sequence.

