

# CPSC-313 Using Snapper to Capture Screen Video

## Objectives:

- To learn to use Snapper to capture video (and possibly audio) from a computer screen;
- To learn a bit about audio and video file formats and bitrates.

## Background:

For your final project, each member is to produce a short (3 - 5 minute) introductory video which introduces or explains the overview of the project/segment's topic. While you have already been provided with a handout on using the movie editing software Windows Movie Maker, some of you have expressed the desire to utilize short segments of video found online in such places as <http://www.youtube.com>. The purpose of this handout is to assist you in doing so.

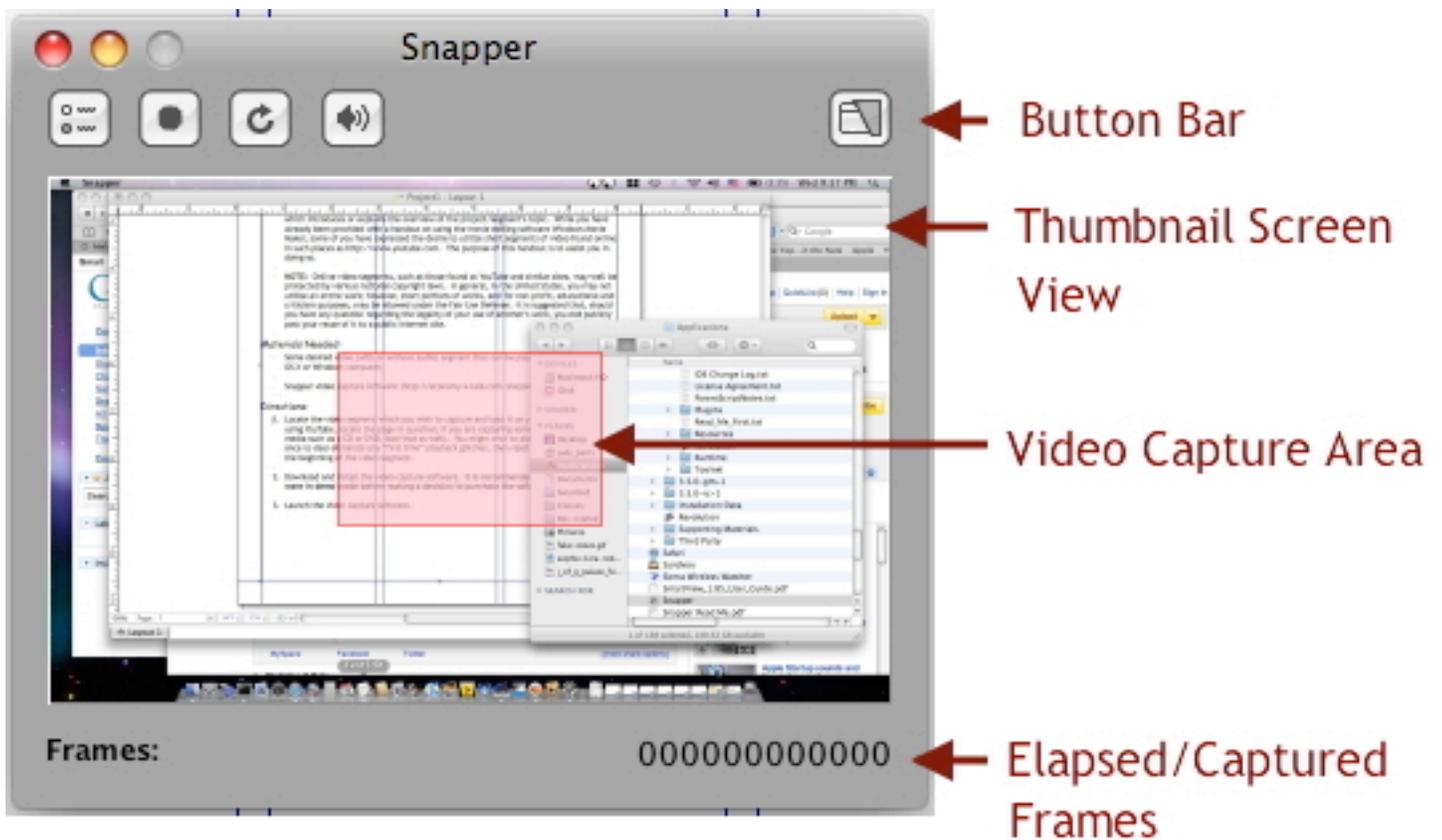
**NOTE:** Online video segments, such as those found at YouTube and similar sites, may well be protected by various national copyright laws. In general, in the United States, you may not utilize an entire work; however, short portions of works, and for non-profit, educational and criticism purposes, may be allowed under the Fair Use Defense. It is suggested that, should you have any question regarding the legality of your use of another's work, you **not** publicly post your reuse of it to a public internet site.

## Materials Needed:

Some desired video segment that can be played on a Macintosh OS X or Windows computer;  
Snapper video capture software (<http://snapper.economy-x-talk.com/buy.html>)  
Compatible microphone (for audio capture) -- **check that it works prior to purchasing a license!**

## Directions:

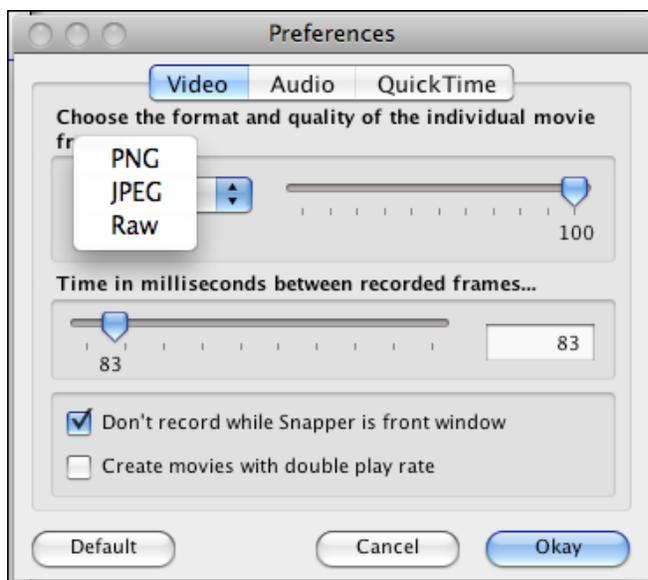
1. Locate the video segment which you wish to capture and load it on your computer (if you are using YouTube, locate the page in question; if you are capturing something off a storage media such as a CD or DVD, load that as well). You might wish to play through the segment once to deal eliminate any "first time" playback glitches, then reset the player playhead to the beginning of the video segment.
2. Download and install the video capture software. **It is recommended that you try the software in demo mode before making a decision to purchase the software.**
3. Launch the video capture software. On the next page we will examine the program's interface.



A brief explanation of the buttons on the button bar: **Video Preferences.**



This is the preferences button; clicking it will bring up a tabbed pane in which you can specify various video, audio and QuickTime options as well as the delay between recorded frames:



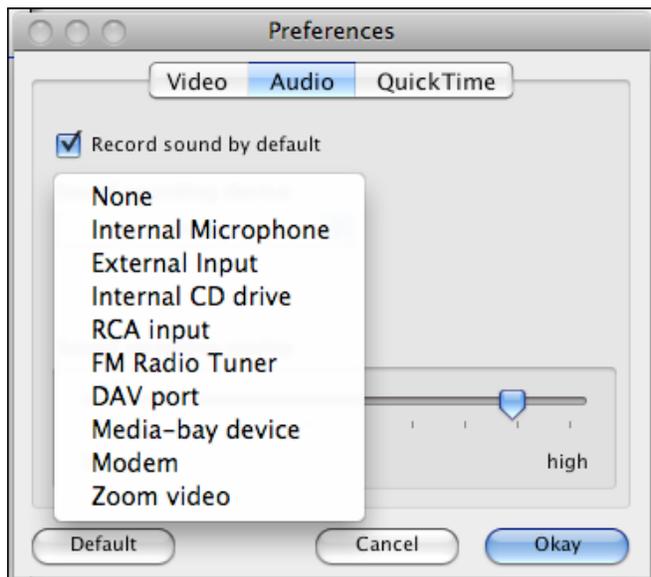
The first tab allows you to set image quality aspects to your video. The three supported image capture formats are as follows:

.PNG Supports millions of colors per frame as well as a transparency channel

.JPG Supports millions of colors per frame but without a transparency channel

Raw Raw image data (you probably do not want to choose this option).

The other aspect which will determine video quality is the delay between frame captures. A smaller amount of time (a smaller number) between frame capture will yield a more smoothly-running final product. The last option, **create movies with double play rate**, will create a video which runs twice as fast as the original. If you choose this option, you will not be able to also record audio.



## Audio Preferences.

The Audio pane primarily allows you to select the device which will be providing audio content.

The level of audio quality you choose will affect not only the quality but also the file size. As with video (frame capture rate), a larger audio sampling rate or quality will result in a larger final file size.



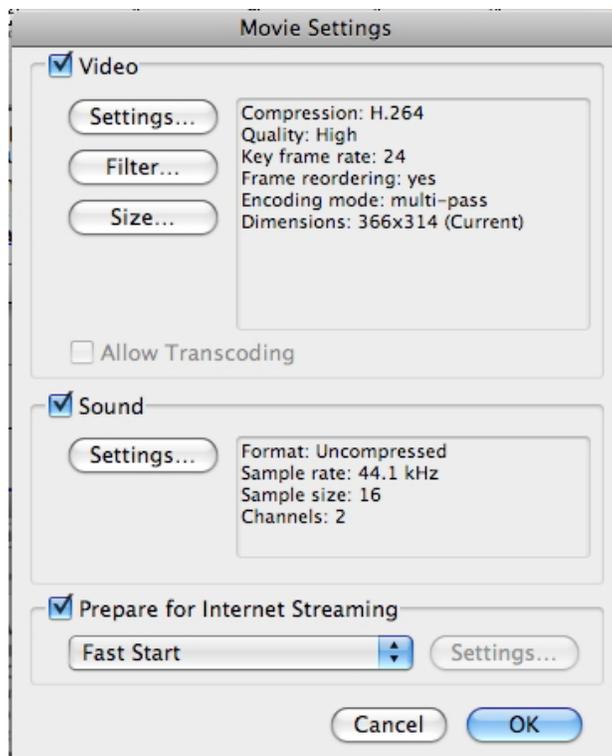
## QuickTime Preferences.

QuickTime is a multimedia container. Snapper makes QuickTime movies (.mov). QuickTime playback is freely-available for both the Macintosh and Windows operating systems (for more information or to download the QuickTime Player, visit <http://www.apple.com/QT>).

Clicking the button **QuickTime Preferences** opens the QuickTime Player's capture preferences as seen below:

In the QuickTime Preferences, or Movie Settings panel, seen to the right, you can exercise even greater control over the recording preferences for your movie.

Unless you are familiar with such concepts as *codecs* (audio and visual compression-decompression algorithms) or *sampling rates* and their meanings, you probably will not want to alter QuickTime's movie settings.



## The Button Bar.



This button toggles between record and stop-recording modes.



Pressing this button refreshes the thumbnail screen view in Snapper.



This button enables you to record sound as well as video.



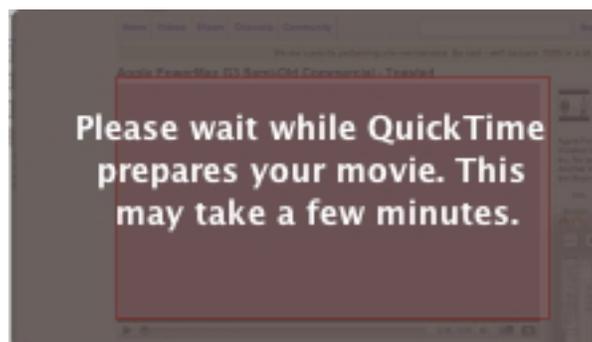
Pressing this button sends the Snapper application to the back of layered windows.

- The first thing you might notice is that the default recording window in Snapper is likely too small to obtain video of the size commonly found on YouTube. You can always click and drag within the Snapper window to create a new, larger size rectangle

**NOTE:** *the larger the area of screen you set to capture will result in a video which runs less smoothly; hence, in using this application, you should seek to capture the smallest area of the screen that is necessary.*

When you have drawn an appropriately-sized pink window, drag it to position it over the area of the screen you wish to record.

- Click the screen refresh button (just for luck!) and click on the record button; send Snapper to the back and click the play button of your YouTube video.
- When you have captured the video you are interested in, bring Snapper back to the front (by selecting it from the Taskbar in Windows or the Dock on Mac OS X).



You will now be prompted to supply your movie with a name and a preferred location.

- You're done! If the software works as anticipated, you are encouraged to pay your software licensing fee to encourage the developer to continue to make it available for students to use in future semesters.