

# Re: Column: Create a Story from a Single Still Photo with Photo St

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*Source:*

<http://www.tech-archive.net/Archive/WinXP/microsoft.public.windowsxp.photos/2006-03/msg00074.html>

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- *From:* "PapaJohn \ (MVP)" <[PapaJohn@xxxxxxxxxxxxxx](mailto:PapaJohn@xxxxxxxxxxxxxx)>
  - *Date:* Thu, 9 Mar 2006 12:10:08 -0500
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I'm currently working on a test project with just two pictures in it... both copies of an 11 megapixel image.... I want the identical settings for the panning/zooming/transitions/duration settings. Here's my approach.

- 1 – Open the saved project... it'll create a temporary folder with copies of the files in it.
- 2 – The pictures will have names of 0.jpg, 1.jpg, etc.... maybe BMP if that's what you used. It doesn't keep the original file names. This is one issue with combining two projects as you'll have two sets of files with the same names.
- 3 – Rename my new pictures with the same 0.jpg, 1.jpg, etc.... and replace the temporary ones with them
- 4 – Save the open project to a new project file name... it'll carry the new pictures into the new project file
- 5 – Render the story and it'll have you new pictures.

It might work in your case too... see the Photo Story 3 > Narration and Motion page of my website for info about the location of the temporary files... I first got into them when swapping out the music/narration files.

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PapaJohn

Movie Maker 2 and Photo Story 3 website – <http://www.papajohn.org>  
MM2 Tips and Tricks: <http://www.simplydv.co.uk/simplyBB/viewtopic.php?t=4693>  
Online Newsletters: <http://www.windowsmoviemakers.net/PapaJohn/Index.aspx>

"Gaston, My Man!" <[GastonMyMan@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:GastonMyMan@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)> wrote in message <news:36F2726E-0875-4E1E-9AD0-813D41415BA1@xxxxxxxxxxxxxxxxxxxxxx>

Thanks, Mike.

Well I'm sorry if I wasn't able to get the real message across in my earlier post -- well, it's not about overcoming any fixed limitation as to the number of photos that can be imported to a single PS3 (.WP3, not .PS3) project

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file,  
or what does or does not make sense to any PS3 user. I just thought that,  
for "really behind" users like me -- who sometimes work without the luxury  
of  
time and a fast PC, who just want to merge existing project files and  
apply  
the same duration settings to multiple frames -- having those two  
features  
is not too much to ask for. And also, making PS3 look like Excel may make  
sense to some, but not all.  
:-)

"Michael J. Mahon" wrote:

Gaston wrote:

thanks a lot, sir.

well now you got to know someone who's been wanting to  
do it. and  
you're  
right -- i'm no programmer, w/c is why i'm on this forum --  
and it's no  
surprise since this is about XP consumer/end-user digital  
photos/movies  
tips.  
We all know that WMVs can easily be merged using the  
right tools  
(there's a  
lot of free ones). But WP3 project files are the source files  
that are  
PS3-editable. So merging WP3 project files would just  
logically result  
in a  
single, larger, and still PS3-editable project file.

But, of course, this would not overcome the 300 photo limitation  
of PS3, since PS3 is the only application that can "play" .ps3 files.

If find that generating the .wmv files from PS3 and combining them in  
a DVD authoring tool is quite adequate.

If, for some reason, I feel that I need to adjust one or more of the  
segments, I return to PS3, edit the segment(s), re-generate the .wmv's,  
and re-burn the DVD.

The only way this would get \*really\* easier would be if I could burn  
a high-resolution DVD of a PS3 show directly from PS3--and the Sonic

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encoder only produces blurry DVDs.

the reason i posted my question is i want to merge several  
30MB WP3  
project  
files, each of which was created by importing several dozen  
2MP+ JPGs.  
the  
photo sequence, pan/zoom options, and transition effects for  
each  
project  
file is almost perfect already (took me forever), although I  
might want  
to  
make some minor changes (e.g. insert/change photos, music,  
timing,  
whatever)  
in the resulting "merged" (if possible, w/c now i know is not)  
project  
file.  
now you may not find that "merging" capability to be really  
necesary  
at this  
point. but we're aware how much of a drag it is to make the  
correct  
photo  
sequence for a project with a hundred or more of 3MP  
photos, esp. when  
you're  
pressed for time. of course you can just drag/drop using the  
thumbnailed  
photos timeline w/in PS3, but the problem is you can't select  
multiple  
frames  
simultaneously (Ctrl+click and Shift+click don't work), even  
if you  
want  
multiple frames to have the same transition effects and  
timing/duration  
settings. so I ended up renaming each jpeg file accordingly  
(001.jpg,  
002.jpg, etc.), while in thumbnail view in windows explorer,  
before  
importing  
them altogether to my individual project files.

so one should not just be after the resulting WMV, but the  
WP3 file as  
well.  
and i'm sure we're aware that once you've imported those

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tons and tons  
of  
photos (up to 300/project) to your project, you no longer  
need to  
retain  
those photos in your hard drive (if you need to free up some  
space and  
you  
already have copies of them somewhere else -- e.g.  
CD/DVD) even if  
you'll  
need to edit your project later.

again, as a free product, PhotoStory3 is really impressive and  
cool  
already.  
and like those who've been using it, i have liked it the first  
time i  
saw  
it. adding a couple of very simple/basic but truly time-saving  
features is  
just gonna make it a lot better.

well, i guess i can just consider the two features below as my  
top  
wishlist  
items for any future PS3 upgrades:  
(1) the ability to merge multiple project files into a single  
WP3 file  
(2) the ability to select multiple frames simultaneously w/in  
the PS3  
project thumbnail photos timeline

I'd like to see (2), but it would seldom make sense for me to use  
the same transition/zoom/pan setup on a group of pictures. The  
controls would need to be split out so that what was being set  
identically could be restricted just to a few things--like duration.

In practice, I find that I seldom set several pictures to the same  
parameters--except time--and there I sometimes want a "pattern" to  
be repeated to match the rhythm of the music, so a simple "set all  
to a fixed value" wouldn't cut it.

Maybe making all the photo parameters editable and block copyable  
and pasteable as in a spreadsheet would be the way to go. In fact,  
having them literally in a spreadsheet, with the first column being  
a thumbnail of the picture, would be outstanding.

-michael

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Home page: <http://members.aol.com/MJMahon/>

"The wastebasket is our most important design tool—and it is seriously underused."