

70 advanced 3d transition effects in C# using ByteScout Image To Video SDK

Write code in C# to make 70 advanced 3d transition effects with this How-To tutorial

Here you may find thousands pre-made source code pieces for easy implementation in your own programming C# projects. ByteScout Image To Video SDK was made to help with 70 advanced 3d transition effects in C#. ByteScout Image To Video SDK is the library for conversion of images into video slideshow. Provides built-in support for more than hundred of 2D and 3D transition effects. Output formats supported are AVI, WMV and WEBM video files. You may adjust output video size, quality, framerate and add audio.

The SDK samples like this one below explain how to quickly make your application do 70 advanced 3d transition effects in C# with the help of ByteScout Image To Video SDK. To do 70 advanced 3d transition effects in your C# project or application you may simply copy & paste the code and then run your app! C# application implementation typically includes multiple stages of the software development so even if the functionality works please test it with your data and the production environment.

Our website provides free trial version of ByteScout Image To Video SDK. It comes along with all these source code samples with the goal to help you with your C# application implementation.

FOR MORE INFORMATION AND FREE TRIAL:

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Source Code Files:

```

using System;
using System.Diagnostics;
using BytescoutImageToVideo;
namespace TransitionEffects
{
    class Program
    {
        static void Main(string[] args)
        {
            try
            {
                Console.WriteLine("Converting JPG slides to video with 70 advanced 3D effects");

                // Create BytescoutImageToVideoLib.ImageToVideo object instance
                ImageToVideo converter = new ImageToVideo();

                // Activate the component
                converter.RegistrationName = "demo";
                converter.RegistrationKey = "demo";

                // Enable transition effects for the first first slide
                converter.UseInEffectForFirstSlide = true;

                converter.Slides.DefaultSlideDuration = 1000;
                converter.Slides.DefaultSlideEffectDuration = 500;

                bool bChangeSlide = true; // temporary variable to change slides

                // now try all 70 advanced 3D transition effects from 70 to 140
                for (int i = 67; i < 140; i++)
                {
                    // Add slide image, set the duration

                    Slide slide = null;

                    if (!bChangeSlide)
                    {
                        slide = converter.AddImageFromFileName("../\\..\\..\\..\\..\\slide1.jpg");
                    }
                    else
                    {
                        slide = converter.AddImageFromFileName("../\\..\\..\\..\\..\\slide2.jpg");
                    }

                    bChangeSlide = !bChangeSlide; // switch to use another slide next time

                    slide.InEffect = (TransitionEffectType)i; // effect index
                }
            }
        }
    }
}

```

```

        // Set output video size
        converter.OutputWidth = 320;
        converter.OutputHeight = 240;

        // Set output video file name
        converter.OutputVideoFileName = "result.wmv";

        // Run the conversion
        converter.RunAndWait();

        // Release resources
        System.Runtime.InteropServices.Marshal.ReleaseComObject(
            converter);
        converter = null;

        // Open the result video file in default media player
        Process.Start("result.wmv");

        Console.WriteLine("Done. Press any key to continue...");
        Console.ReadKey();
    }
    catch (Exception e)
    {
        Console.WriteLine("Error: " + e.ToString());
        Console.WriteLine("\nPress any key to exit.");
        Console.ReadKey();
    }
}
}
}

```

VIDEO

<https://www.youtube.com/watch?v=FzPgeGFL8YA>

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