

batch video generation in C# and ByteScout Image To Video SDK

Tutorial: how to do batch video generation in C#

The sample source codes on this page will demonstrate you how to make batch video generation in C#. Batch video generation in C# can be implemented with ByteScout Image To Video SDK. 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 batch video generation in C# with the help of ByteScout Image To Video SDK. This C# sample code should be copied and pasted into your application's code editor. Then just compile and run it to see how it works. You can use these C# sample examples in one or many applications.

ByteScout Image To Video SDK is available as free trial. You may get it from our website along with all other source code samples for C# applications.

FOR MORE INFORMATION AND FREE TRIAL:

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[Read more about ByteScout Image To Video SDK](#)

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Source Code Files:

Program.cs

```

using System;
using BytescoutImageToVideo;

namespace BatchVideoGeneration
{
    class Program
    {
        static void Main(string[] args)
        {
            try
            {
                Console.WriteLine("Converting JPG slides to video, please wait...");

                for (int i = 0; i < 5; i++)
                {
                    // Create BytescoutImageToVideoLib.ImageToVideo
                    ImageToVideo converter = new ImageToVideo();

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

                    // Set output video size
                    converter.OutputWidth = 640;
                    converter.OutputHeight = 480;

                    // Add images and set duration and effects for
                    Slide slide;
                    slide = converter.AddImageFromFileName("../\\..\\
                    slide.Duration = 3000; // 3000ms = 3s
                    slide.InEffect = TransitionEffectType.teFade;
                    slide.OutEffect = TransitionEffectType.teFade;
                    Release(slide); // useful to decrease memory co

                    slide = converter.AddImageFromFileName("../\\..\\
                    slide.Duration = 3000;
                    slide.InEffect = TransitionEffectType.teWipeLe
                    slide.OutEffect = TransitionEffectType.teWipeR
                    Release(slide);

                    slide = converter.AddImageFromFileName("../\\..\\
                    slide.Duration = 3000;
                    slide.InEffect = TransitionEffectType.teWipeLe
                    slide.OutEffect = TransitionEffectType.teWipeR
                    Release(slide);

                    // Set output video file name
                    converter.OutputVideoFileName = "result" + i +

                    // Run the conversion
                    converter.RunAndWait();

                    Console.WriteLine("Created " + converter.Output

                    // CRITICAL!
                    // Releases all resources consumed during the c
                    Release(converter);
                }
            }
        }
    }
}

```

```

        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();
    }
}

static void Release(object o)
{
    try
    {
        System.Runtime.InteropServices.Marshal.ReleaseComObject(o);
    }
    catch
    {
    }
    finally
    {
        o = null;
    }
}
}
}
}

```

VIDEO

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

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