transition effects in C# and ByteScout Image To Video SDK

How To: tutorial on transition effects in C#

The coding tutorials are designed to help you test the features without need to write your own code. Transition effects in C# can be implemented with ByteScout Image To Video SDK. ByteScout Image To Video SDK is the SDK that is designed to generate video slideshow with 100+ 2d and 3D transition effects. Can generate WMV, AVI, WEBM video file with adjustable quality, framerate, output video size.

C#, code samples for C#, developers help to speed up the application development and writing a code when using ByteScout Image To Video SDK. To do 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.

Free trial version of ByteScout Image To Video SDK is available on our website. Get it to try other samples for C#.

FOR MORE INFORMATION AND FREE TRIAL:

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Read more about ByteScout Image To Video SDK

Explore API Documentation

Get Free Training for ByteScout Image To Video SDK

Get Free API key for Web API

visit www.ByteScout.com

Source Code Files:

Program.cs

```csharp
using System;
using System.Diagnostics;
using BytescoutImageToVideo;

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

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

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

                                // Enable transition effects for the first and last sli
                                converter.UseInEffectForFirstSlide = true;
                                converter.UseOutEffectForLastSlide = true;

                                // Add images and set slide durations and transition e
                                Slide slide;
                                slide = converter.AddImageFromFileName("..\\..\\..\\..\
                                slide.InEffect = TransitionEffectType.teFade;
                                slide.OutEffect = TransitionEffectType.teFade;
                                slide.Duration = 3000; // 3000ms = 3s
                                slide = converter.AddImageFromFileName("..\\..\\..\\..\
                                slide.Duration = 3000;
                                slide.InEffect = TransitionEffectType.teWipeLeft;
                                slide.OutEffect = TransitionEffectType.teWipeRight;
                                slide = converter.AddImageFromFileName("..\\..\\..\\..\
                                slide.Duration = 3000;
                                slide.InEffect = TransitionEffectType.teWipeLeft;
                                slide.OutEffect = TransitionEffectType.teWipeRight;

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

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

                                // Run the conversion
                                converter.RunAndWait();

                                // 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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