

WEBM output in C# using ByteScout Image To Video SDK

How to use ByteScout Image To Video SDK for WEBM output in C#

These source code samples are listed and grouped by their programming language and functions they use. ByteScout Image To Video SDK was made to help with WEBM output in C#. ByteScout Image To Video SDK is the software development kit that can take a set of images and generate video slide show from them. Includes built-in support for 100+ of 2-D and 3-D slide transitions effects. Supports output in WMV, AVI, WEBM video formats.

C#, code samples for C#, developers help to speed up the application development and writing a code when using ByteScout Image To Video SDK. Follow the instruction from the scratch to work and copy and paste code for C# into your editor. Further enhancement of the code will make it more vigorous.

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

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Source Code Files:

Program.cs

```
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 slide
                converter.UseInEffectForFirstSlide = true;
                converter.UseOutEffectForLastSlide = true;

                // Add images and set slide durations and transition effects
                Slide slide;
                slide = converter.AddImageFromFileName("..\\..\\..\\..\\..\\..\\" +
                    "01.jpg");
                slide.InEffect = TransitionEffectType.teFade;
                slide.OutEffect = TransitionEffectType.teFade;
                slide.Duration = 3000; // 3000ms = 3s
                slide = converter.AddImageFromFileName("..\\..\\..\\..\\..\\..\\" +
                    "02.jpg");
                slide.Duration = 3000;
                slide.InEffect = TransitionEffectType.teWipeLeft;
                slide.OutEffect = TransitionEffectType.teWipeRight;
                slide = converter.AddImageFromFileName("..\\..\\..\\..\\..\\..\\" +
                    "03.jpg");
                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.webm";

                // Run the conversion
                converter.RunAndWait();

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

                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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