

liquid Easy Cinemagraph v1.1.x

Installation Instructions for Windows, macOS

Manual

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## Installation Instructions for Windows

### Required Hardware & Software

- PC with 64-bit processor, min. 4GB RAM
- Windows XP or later in a 64-bit version

### Installation

When downloading the executable installer (liquid\_easy\_cinmagraph\_setup\_x64.exe) the installation process is started by opening this file. During installation, you will be able to choose the destination directory.

### File Saving Location

During execution the application will save data to the following folder:

Windows: C:\Users\[username](#)\AppData\Roaming\easycinmagraph

To completely remove liquid from your computer, you may have to manually delete this folder.

## Installation Instructions for macOS

### Required Hardware & Software

- Mac with Intel 64bit-processor, min. 4GB-RAM
- macOS v10.9 or later

### Installation

When downloading the executable installer (liquid Easy Cinmagraph.pkg) the installation process is started by opening this file. The program will be installed to the default applications folder.

### File Saving Location

During execution the application will save data to the following folder:

/Users/[username](#)/Library/easycinmagraph/

To completely remove liquid from your computer, you may have to manually delete this folder.

## Free Trial and Activation

If you download Easy Cinemagraph from our website and launch it, the software starts in DEMO mode. This is shown by two things:

1. In the window's upper right you will see



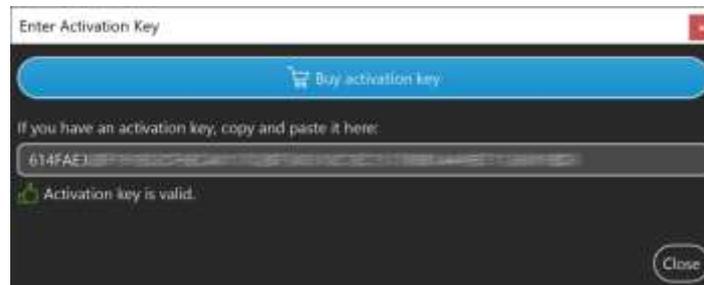
2. All edited files will contain an "Easy Cinemagraph" watermark (both on the preview inside the app and on the exported files)



Watermark aside, the demo version has no limitations whatsoever.

To use the software without a watermark, you will need to purchase an activation key. Click the "Buy" button in the upper right or go to <http://easycinemagraph.com/webshop/>

The activation key is a 64 character string provided to you by email after completing the purchasing process. Copy and paste this activation key into the input field found in the following dialog. The application will tell you whether the key is valid.



Once you have a valid key, the software will automatically work in standard (non-demo) mode and remove the watermark. No additional software download is required.

A key can be used to activate Easy Cinemagraph on up to 3 computers (PCs, Macs or any combination of these). Should you need more than 3 activations, you will need to purchase an additional key. Please note that modifying your computer's hardware can cause the software to not recognize your computer anymore, making it necessary to activate the software again.

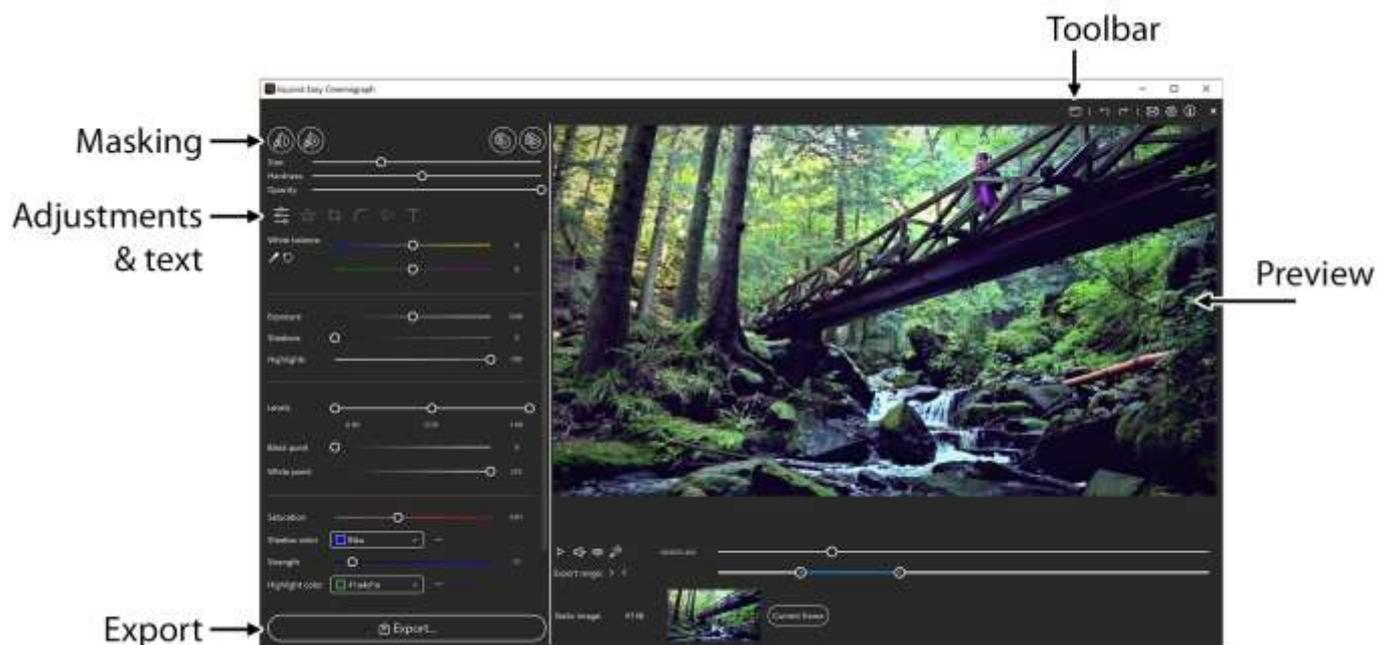
After activation, the activation key dialog can be opened by clicking the respective link in the application's about dialog.

## Creating Cinemagraphs

Cinemagraphs are created from a video file which you will need to supply yourself. To open a video file, drag it onto the main application window or click the “Open” button in the upper right.

Files you work on are saved in a history list displayed in the main window’s upper left. To re-open a video you’ve previously worked on, click its thumbnail. When a file is deleted, moved or renamed on your computer’s file system, it will also be removed from the file history.

For best results, the video should have no camera shake at all. Use a tripod or place your camera on another stable surface. Aerial video can work well if shot with a gimbal and without wind.



Unlike regular videos, cinemagraphs have both static and moving parts.

## Masking

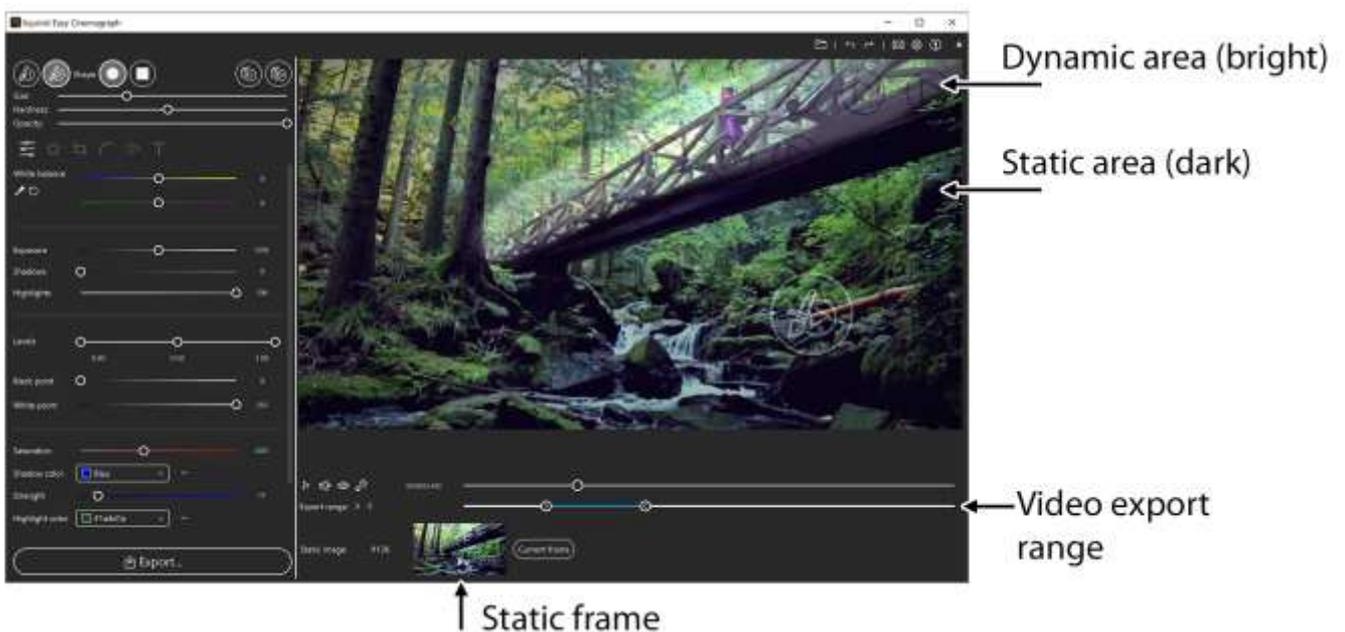
You have to define the static and moving parts by painting with the provided masking tools:

- Use the  brush to paint the cinemagraph's moving area. You can choose between a round and square shape brush and adjust the brush's size, hardness and opacity.
- Use the  brush to paint the cinemagraph's static area. This brush can be adjusted in the same way as the one above. By adjusting opacity and hardness, you can create areas in which the static and dynamic content are blended together. This can be useful for creating soft transitions, e.g. on water.
- Use the fill tools  and  to make the complete area dynamic or static.

While either of the two brushes is selected, the preview on the right will indicate the dynamic area with a bright overlay and a pattern containing the play symbol and the static area with a dark overlay (see below).

The static area will show one static frame throughout the cinemagraph's length. By default, the video's first frame will be chosen as static content. You can choose another frame by displaying it in the video player, then clicking on "Current frame" at the bottom. Only frames from the current video can be chosen as static content.

You can choose to export only a part of your video into the final cinemagraph by dragging the end points labelled "Export range" below the video preview. Only the blue section will be exported.



## Adjustments, Text

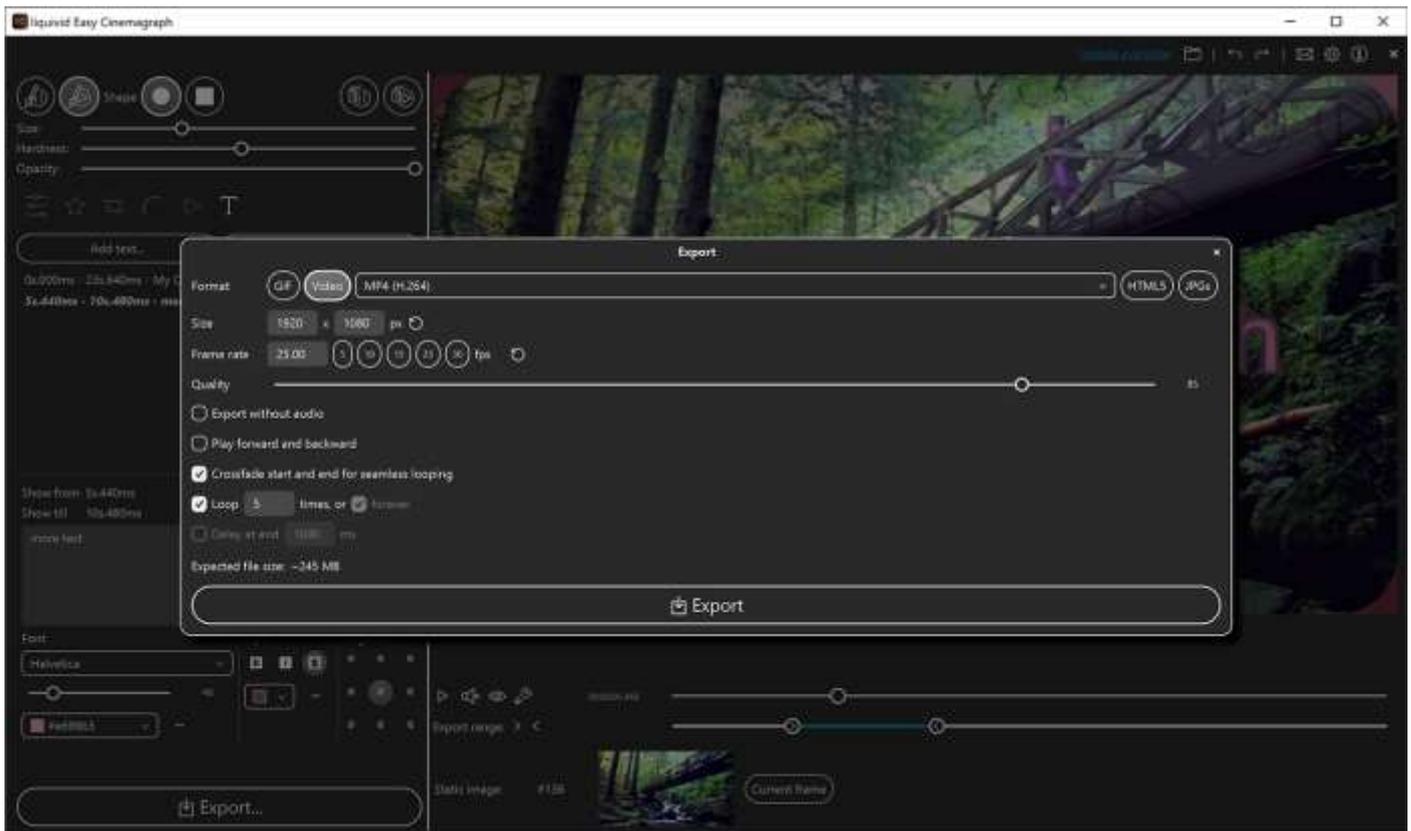
You can make a wide range of adjustments and add text to your cinemagraph to make it look just the way you want it to. Use the controls on the left:

Exposure, saturation, colors	Effects	Rounded corners
Play speed	Cropping and rotating	Text

When you are ready to save your cinemagraph, click on “Export...” in the lower left. This will bring up the export settings window.

## Exporting

Here you can choose the output format, resolution, frames per second (fps) and other options. Some options are only available for certain formats, unavailable options are grayed out.



Clicking on “Export” again will bring up a file dialog where you can choose a saving location and file name. After confirming, your file will be exported.

- **GIF:** Exports a single animated gif file. GIFs are a good choice for the web: every device and browser can play them without any plugins but they are rather large and of poorer quality than a normal video because they can only display 256 different colors (the software will automatically generate the optimal color palette, but that’s still worse than using the full RGB spectrum).  
To keep the file small, try reducing the resolution and frame rate. Unlike videos, looping a GIF for any number of times (or forever) does not make the output file larger.
- **Video:** Exports a single video file. Several formats available (MP4, MOV, WebM, OGG, WMV, AVI – if you don’t know which to use, just use MP4). When you adjust the quality setting, you will see an “Expected file size” displayed at the bottom.  
Unlike for GIFs, looping a video requires the video data to be written twice, meaning that a video which will loop 5 times will also result in a file that is 5 times larger.
- **HTML5:** This will export up to 3 video files (with different formats: MP4 and/or WebM and/or OGG) and an HTML file containing the necessary HTML code. This is great if you want to export your cinemagraph for use on your website.  
You can select different video and HTML options. Note that the “Expected file size” at the bottom will be “per file”, so if you decide to export 2 (or 3) formats, the total file size will be 2 (or 3) times larger.
- **JPGs:** Exports the individual frames as JPG files.

## Supported File Formats

### Input

- Videos: All common formats and codecs (except MPEG-2) in all resolutions

### Output

- Animated GIF
- Video: MP4 (H.264 codec), MOV (Motion JPEG codec), WebM (VP8), Theora OGG, WMV, uncompressed AVI
- JPG

## Troubleshooting

1. Easy Cinemagraph crashes during normal usage, showing an error window.

There's not much you can do about this kind of errors yourself, but please DO submit the error report to us (using the button at the bottom of the error window) so we can fix this in a future release.

2. Easy Cinemagraph does generally not behave as expected

Please drop us a line to [mail@liquid.com](mailto:mail@liquid.com) so we can help you get the problem sorted or fix any issues in a future application release.

3. For Steam users only:

If you experience strange effects (like frequent crashes or other GUI weirdness), try deactivating the Steam Overlay as this is known to cause problems on some machines and OS (particularly on macOS).

To deactivate the overlay, do the following:

In your Steam client, go to -> *Library* -> *Software* -> *liquid Easy Cinemagraph* -> *right click, opening the pop-up menu* -> *Properties* -> *General* -> [ ] *Enable the Steam Overlay while in-game*

