

Scoring Animation Process

1. Create After Effects Project File
2. Run Scripts
 - a. Generate JSX File
 - b. Generate Python Wrapper
 - i. File output name is important to update SQL table and generate the correct output files for the Scroll to read in
 - ii. form: {league}_{conference}_{team abbrev}_{score type}_{animation number}_{panel chain}
 - iii. example: NFL_NFL_MIA_TD_1_6, CFB_SEC_FLA_TD_2_6
3. Rename
 - a. *rename.py*
 - b. Rename to output sequential .png files. Must be able to open these as PNGs
 - i. Sometimes PNG Sequence output does not save as .png eventhough files are fine. Run script to add file extension.
4. Upload to Server
 - a. /Scrolling/ScoringGifs/
5. Run Scoring Animation Translation File -
 - a. form:
 - i. indir: where the "NFL_NFL_MIA_TD_1_6" folders are located
 - ii. onlyBin = 1 - only output the final zlib/bin files
 - iii. delay_time = frame rate
 - iv. cycle_num = number of cycles through
 - b. http://gscroll.us/Scrolling/createScoringGif-from-after-fx.php?indir=GOAL_1_384x32/Bundesliga&onlyBin=1&delay_time=100&cycle_num=3