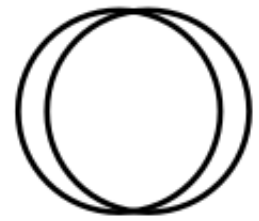




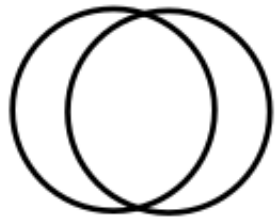
Animatic

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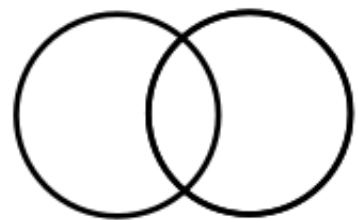




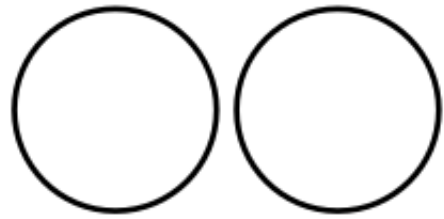
muy lento



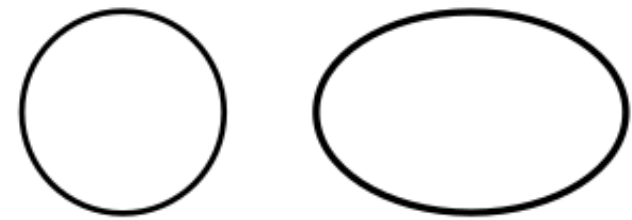
lento



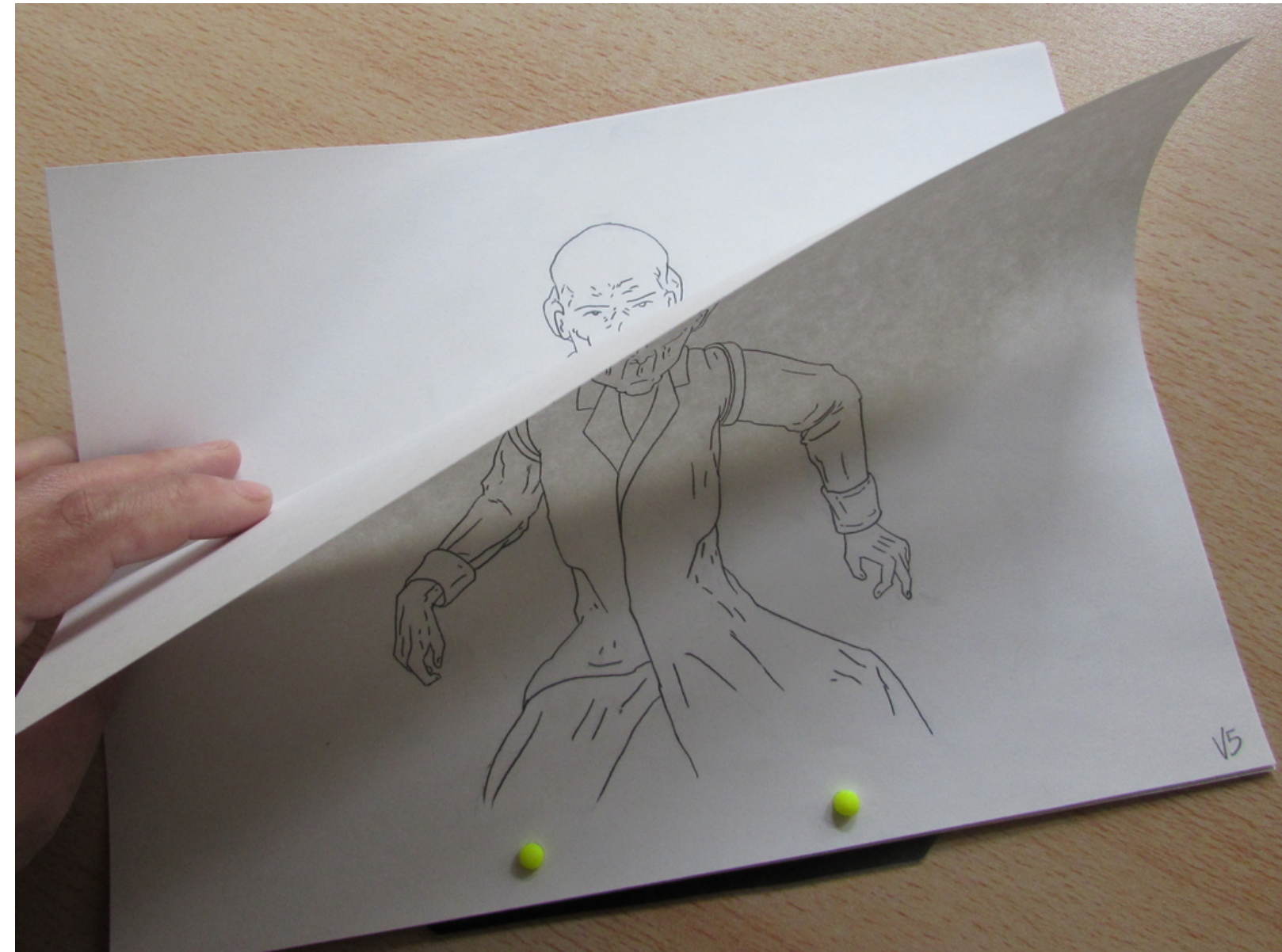
normal

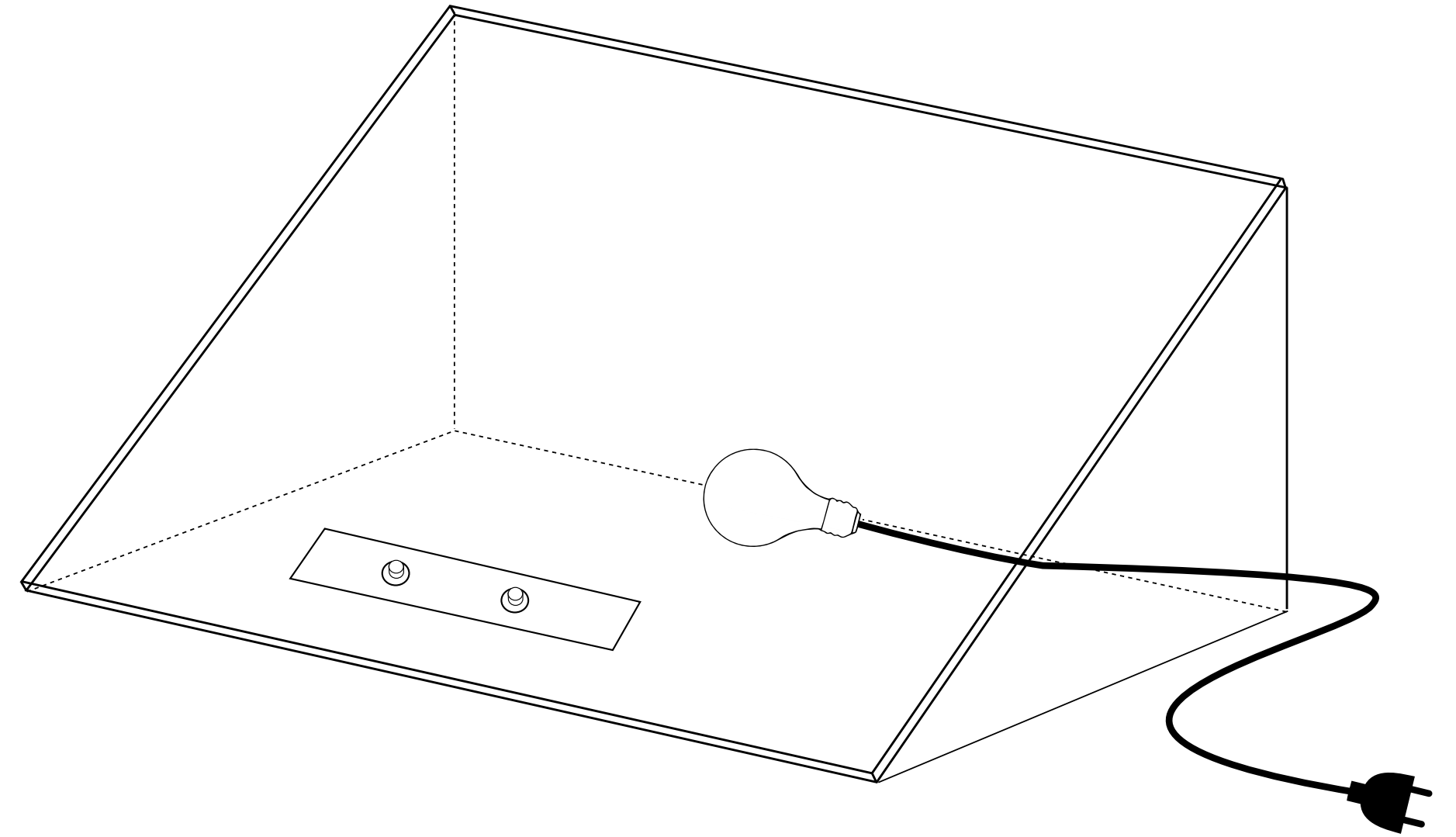
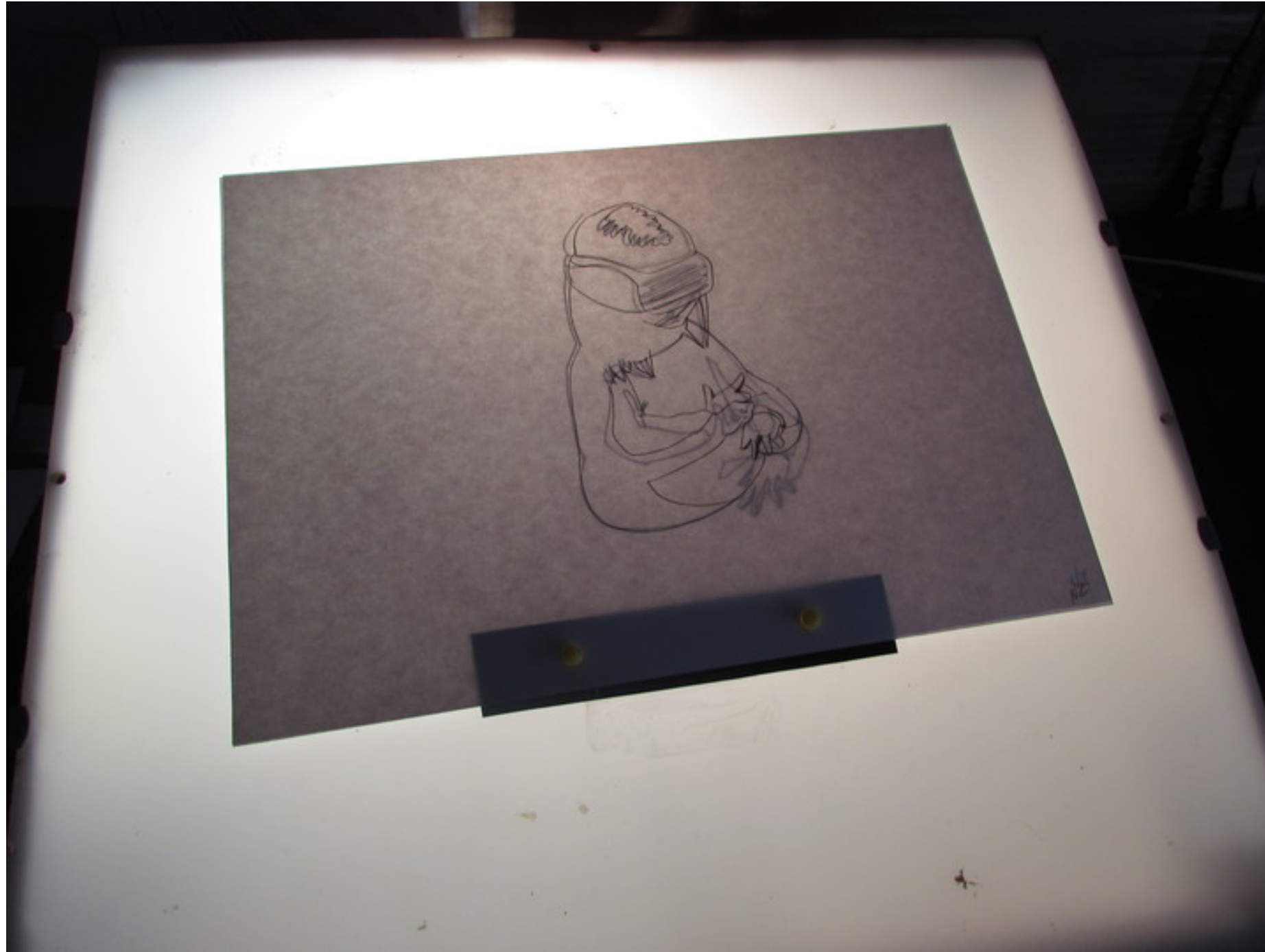


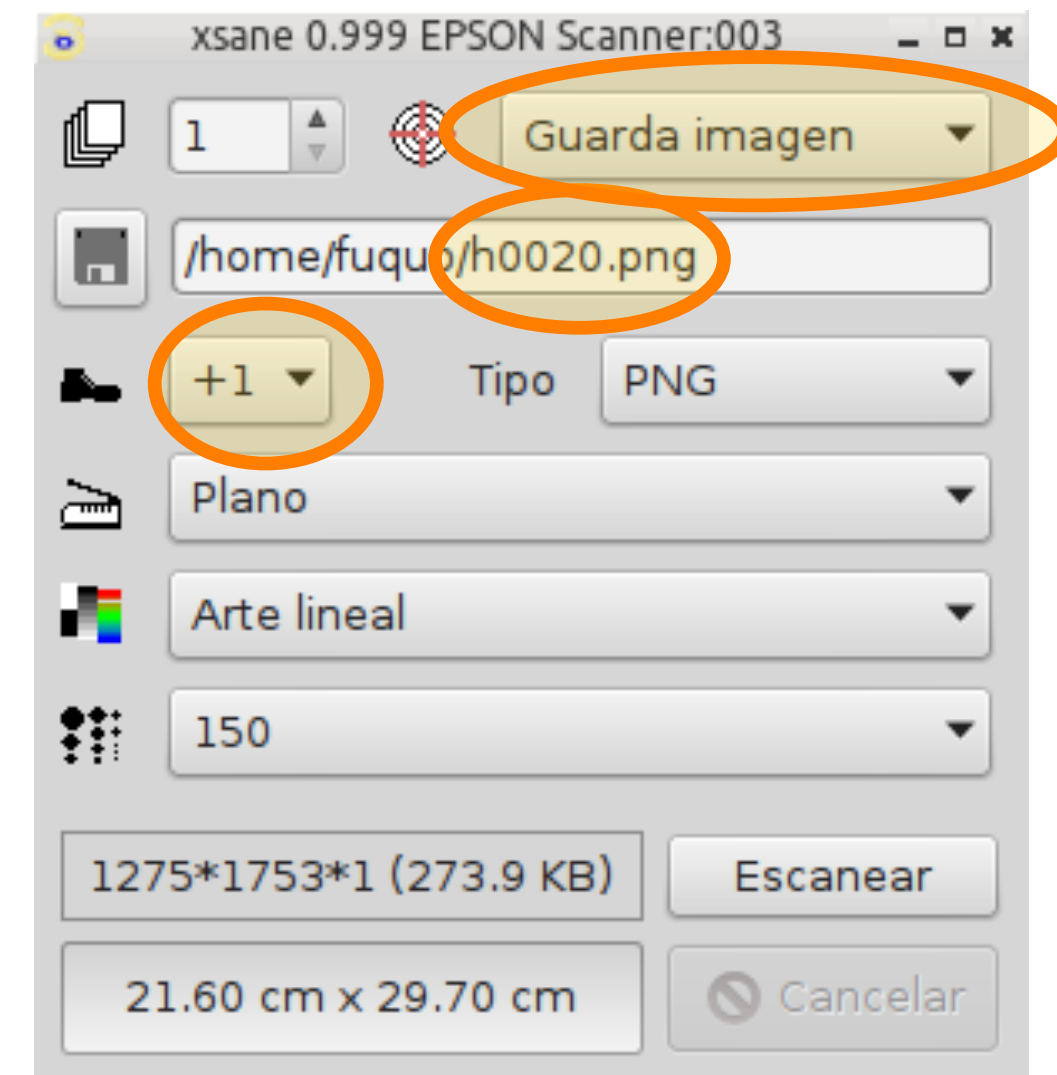
rapido

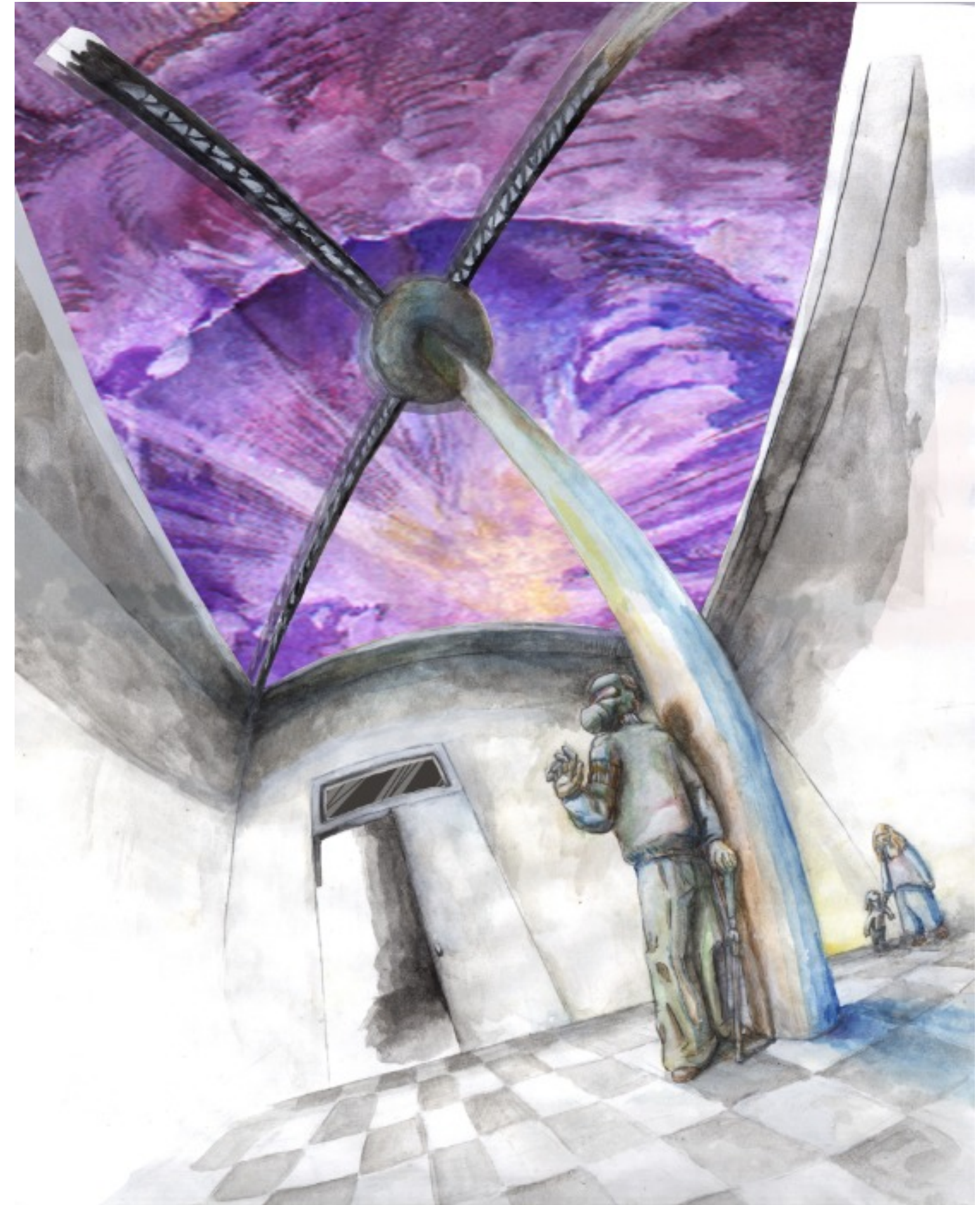
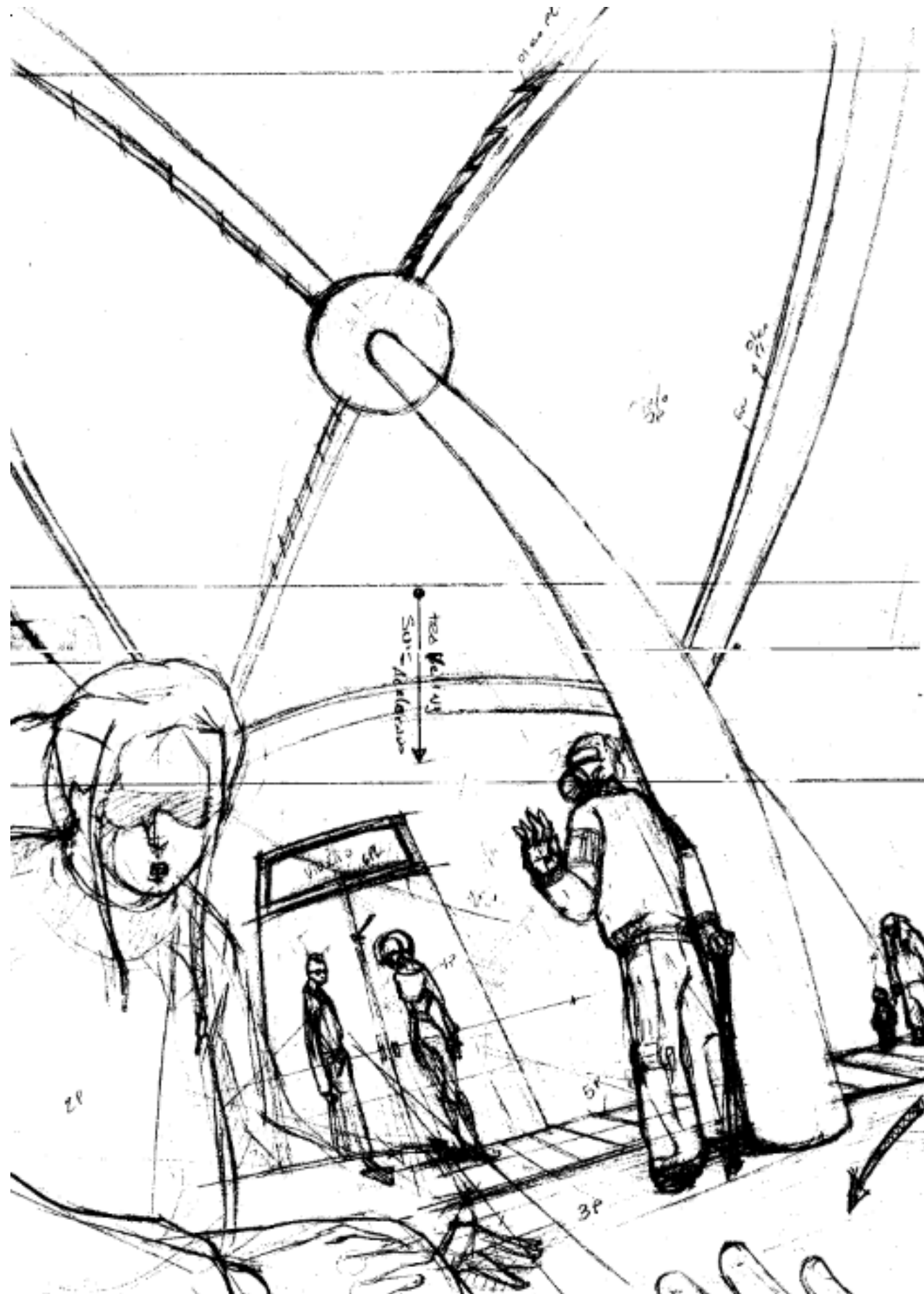


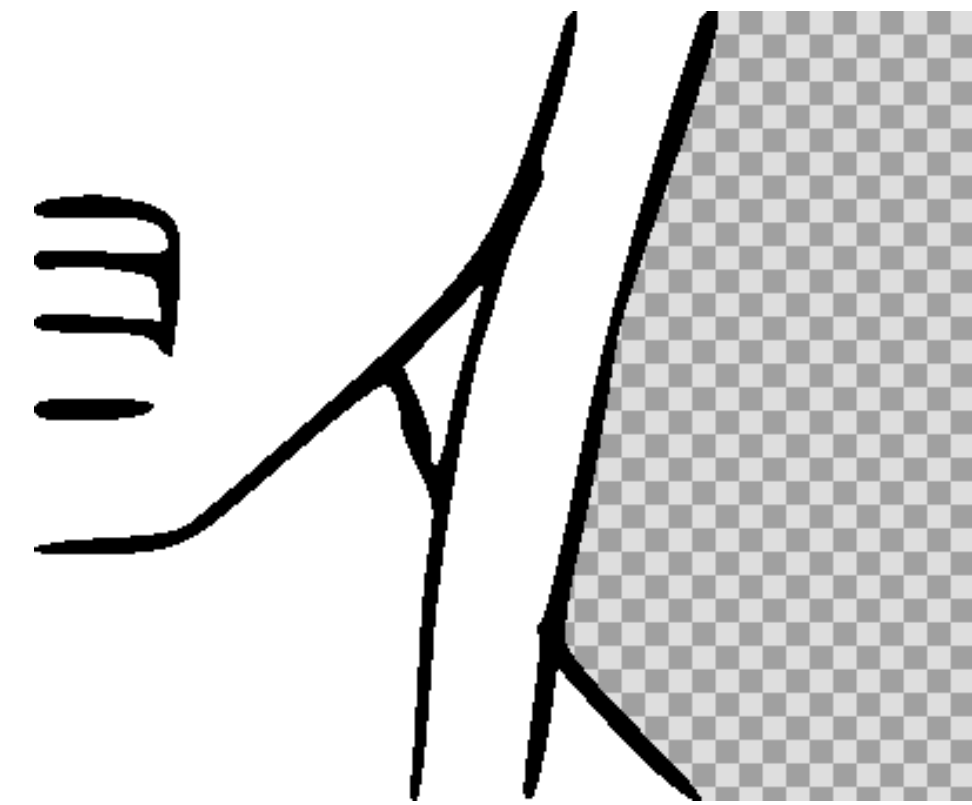
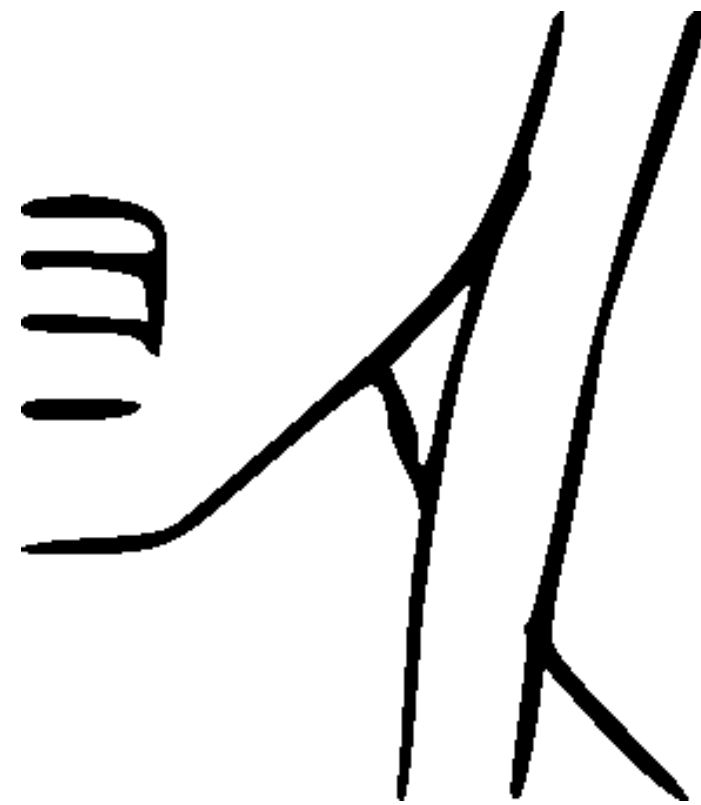
muy rapido











quinema-escalar -s 4 -p 160,1 original.png escala-4.png



quinema-sombra -p 1,1 j01.png sj01.png



bg-1.png



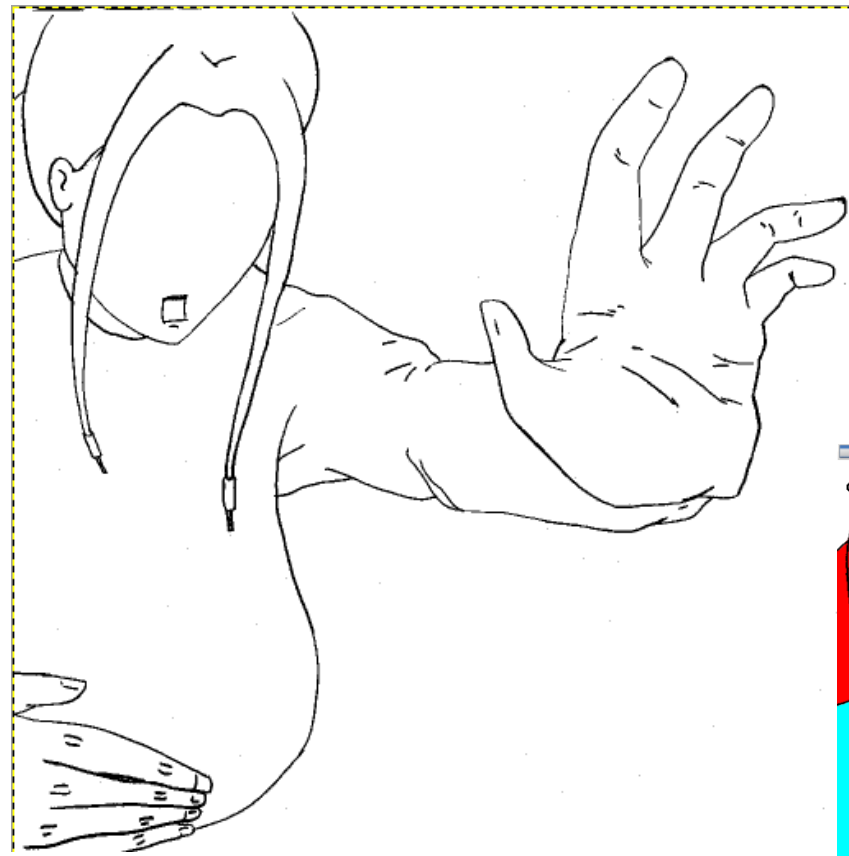
bg-2.png



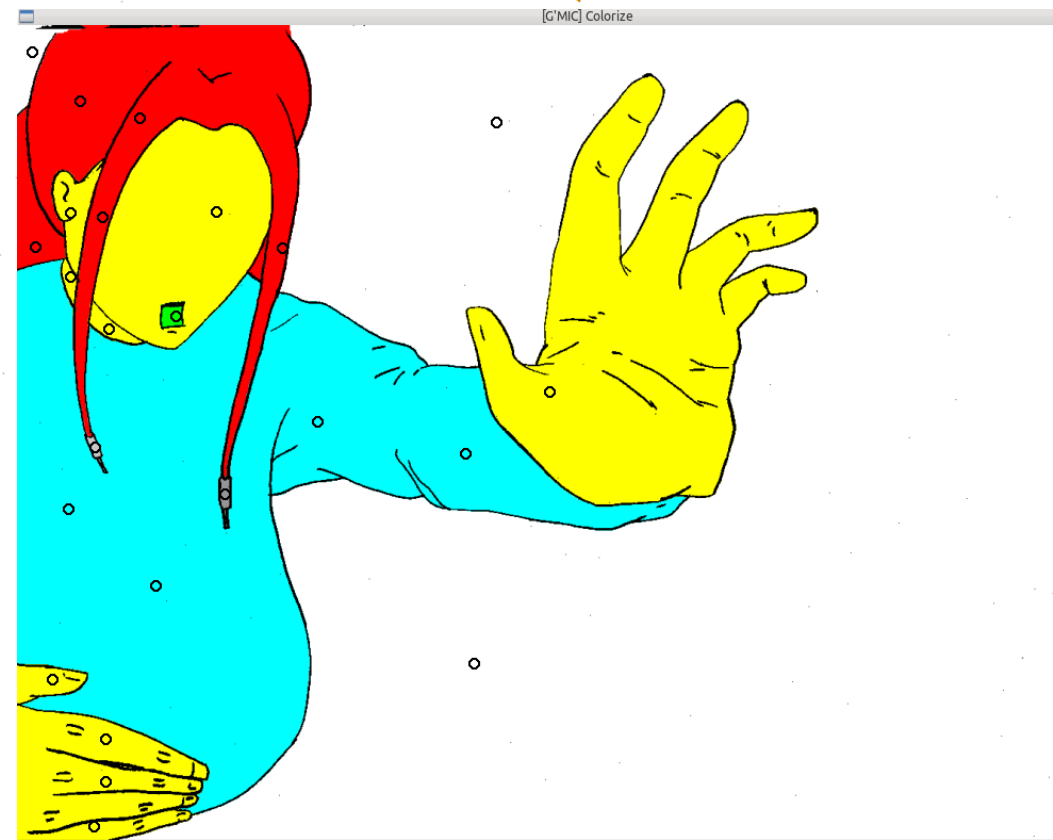
bg-3.png



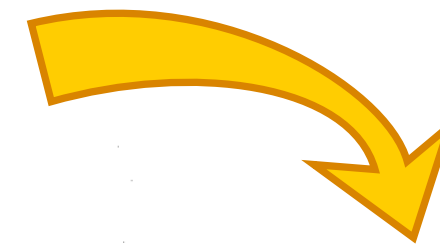
```
quinema-hugin-completiva bg-1.png bg-2.png bg-out  
quinema-hugin-completiva bg-out.tif bg-3.png bg
```



xsane



gmic → colorize



save all
export all



gimp



chica



bg.png



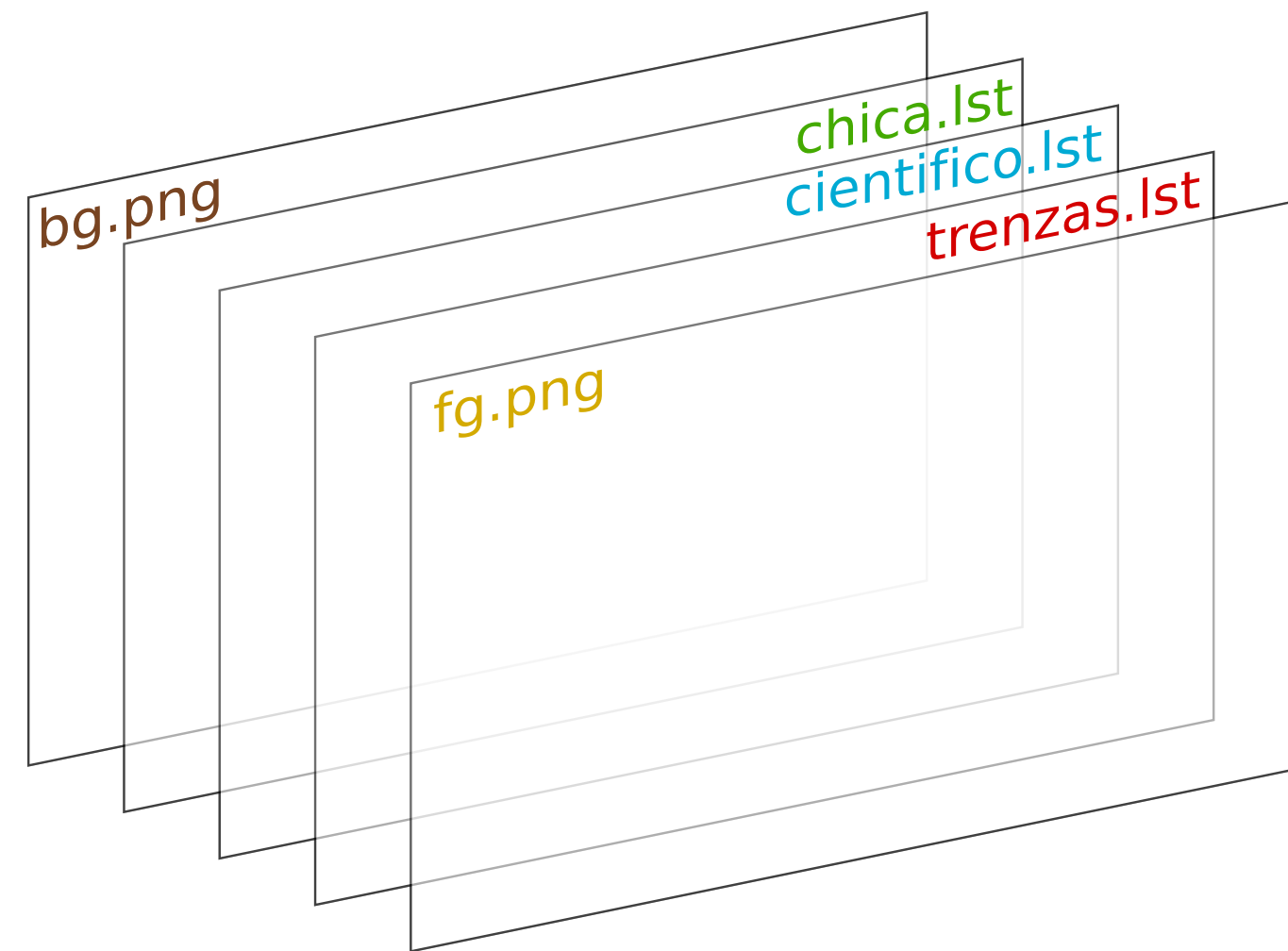
cientifico



fg.png



trenzas



```
quinema-synfig . > proyecto.sif
```



Synfig

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The screenshot displays the Synfig animation software interface. The central canvas shows a scene with a character in a brown uniform and sunglasses, and a large, stylized hand reaching towards the viewer. The interface includes a toolbar on the left, a top toolbar with navigation and zoom controls, and a right-hand panel with a 'Transform Tool' section and a layer list. The bottom panel shows a timeline and a properties window.

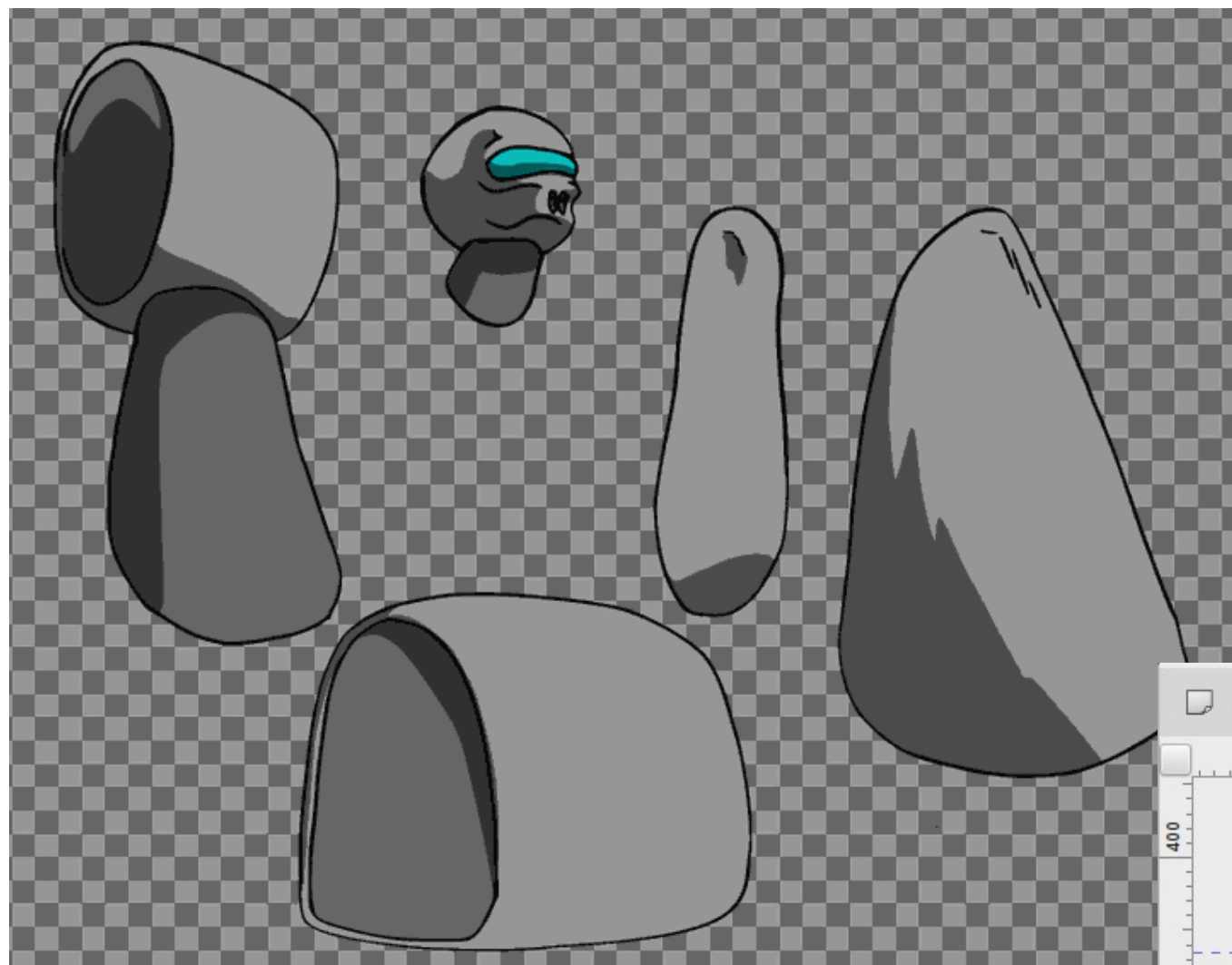
Transform Tool
Ctrl to rotate
Alt to scale
Shift to constrain

Icon	Name	Z Depth
<input checked="" type="checkbox"/>	perilla -> rebote	0,000000
<input checked="" type="checkbox"/>	perilla	1,000000
<input type="checkbox"/>	rebote_del_mov.	2,000000
<input checked="" type="checkbox"/>	ul	3,000000
<input checked="" type="checkbox"/>	gancho	4,000000
<input checked="" type="checkbox"/>	composicion	5,000000
<input type="checkbox"/>	Trasladar	0,000000
<input checked="" type="checkbox"/>	haz	1,000000
<input checked="" type="checkbox"/>	otros.lst	2,000000
<input checked="" type="checkbox"/>	puerta	3,000000
<input checked="" type="checkbox"/>	base	4,000000
<input checked="" type="checkbox"/>	robot	5,000000
<input checked="" type="checkbox"/>	motor	6,000000
<input checked="" type="checkbox"/>	barra silla	7,000000

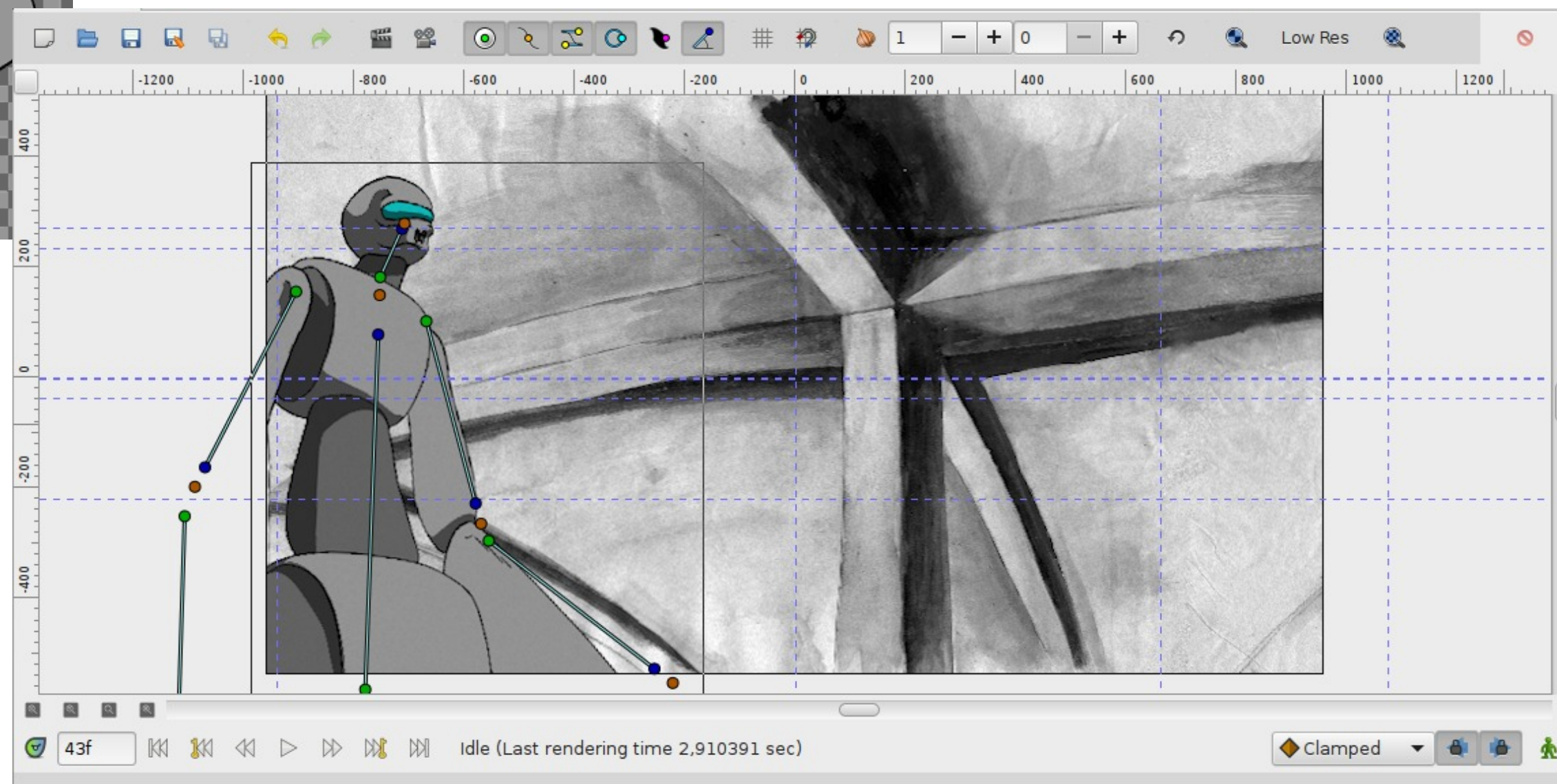
Name	Value	Type
Origen	0px,0px	vector
Transformation	-233,680515px,-7,374049px,0	transformati
Lienzo	<Group>	canvas
Velocidad	1,000000	real
Desfase de Tiempo	0f	time

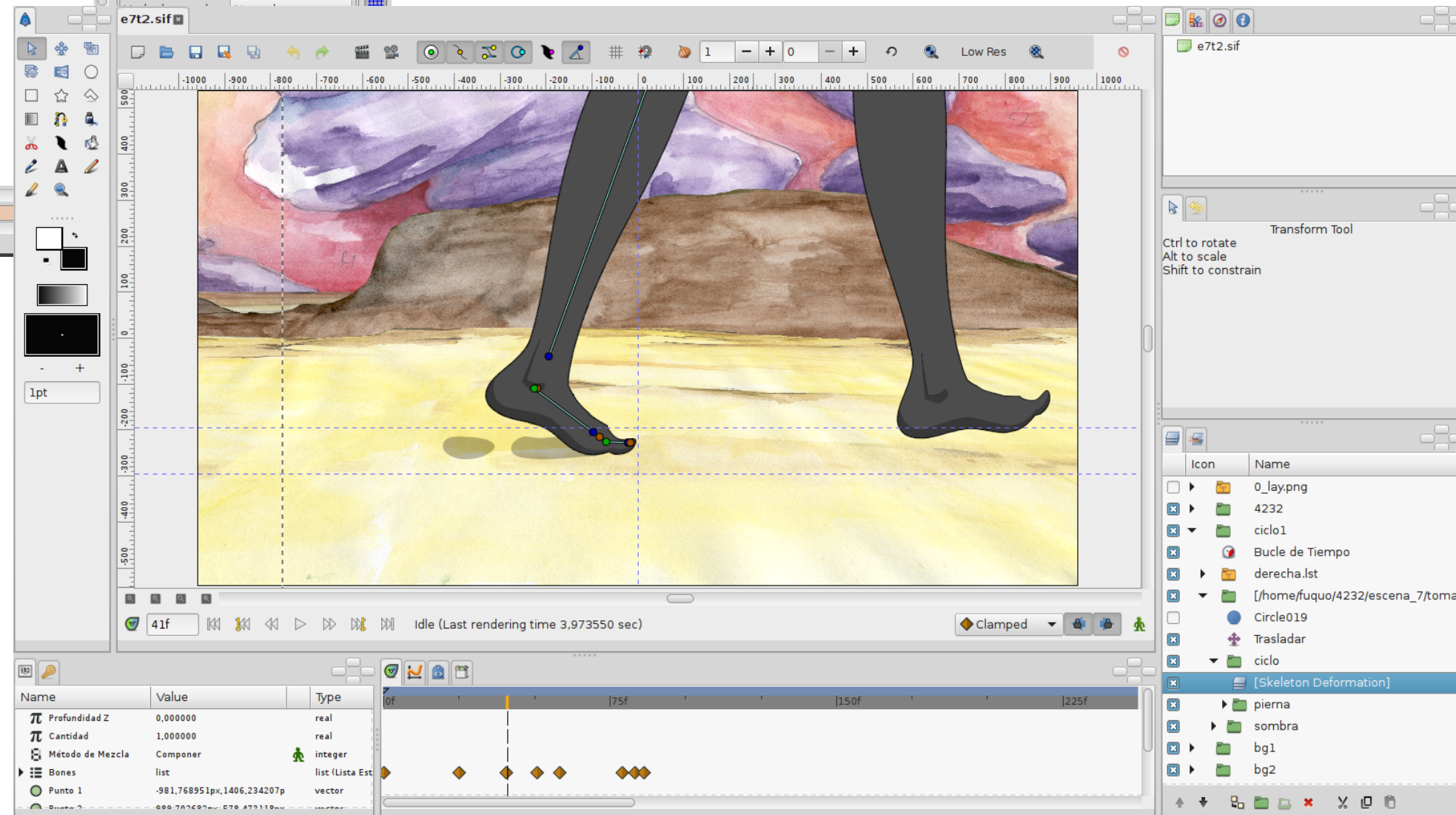
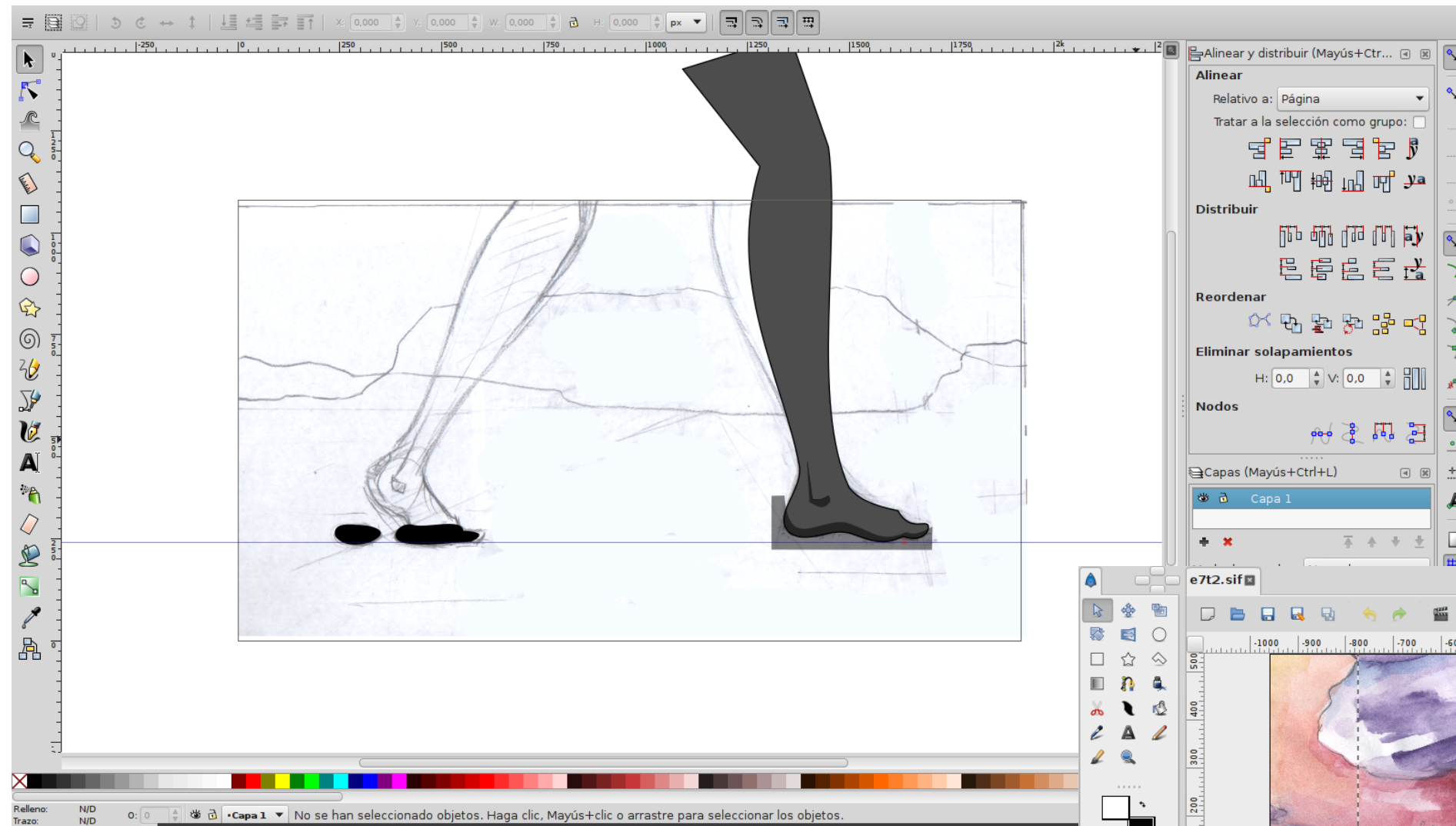
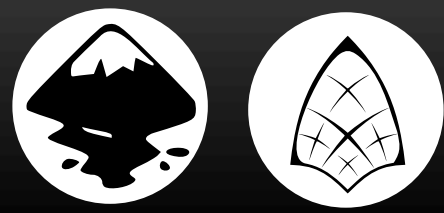
Timeline: 0f | 75f | 150f | 225f

Status: Idle (Last rendering time 2,309938 sec) | Clamped

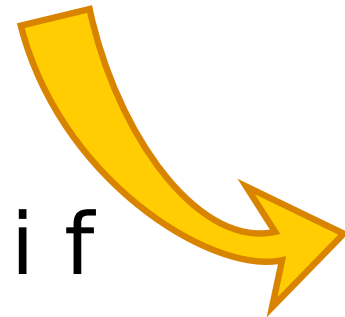


Gimp2Synfig





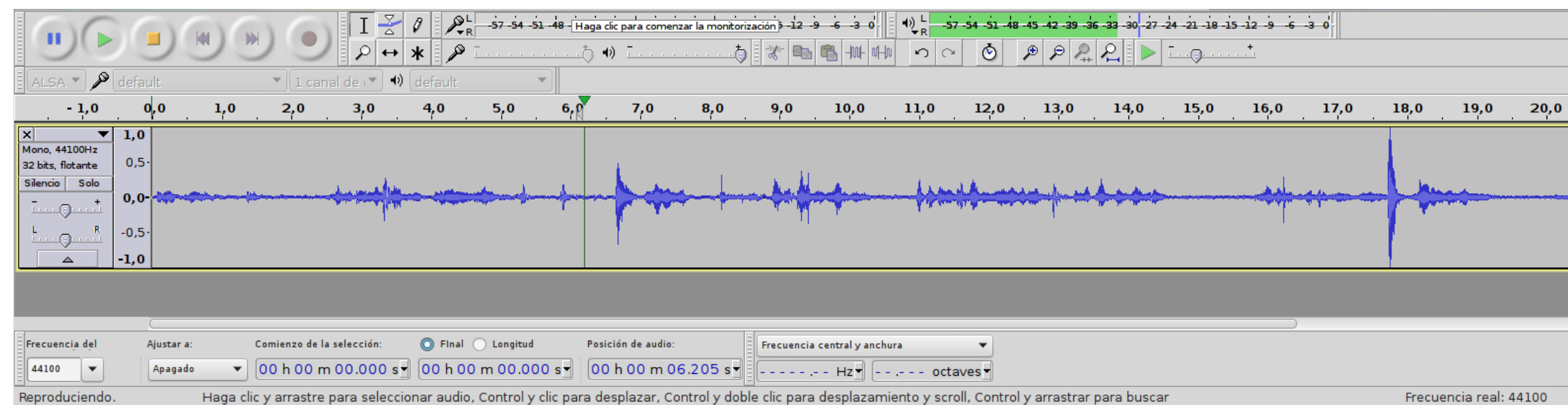
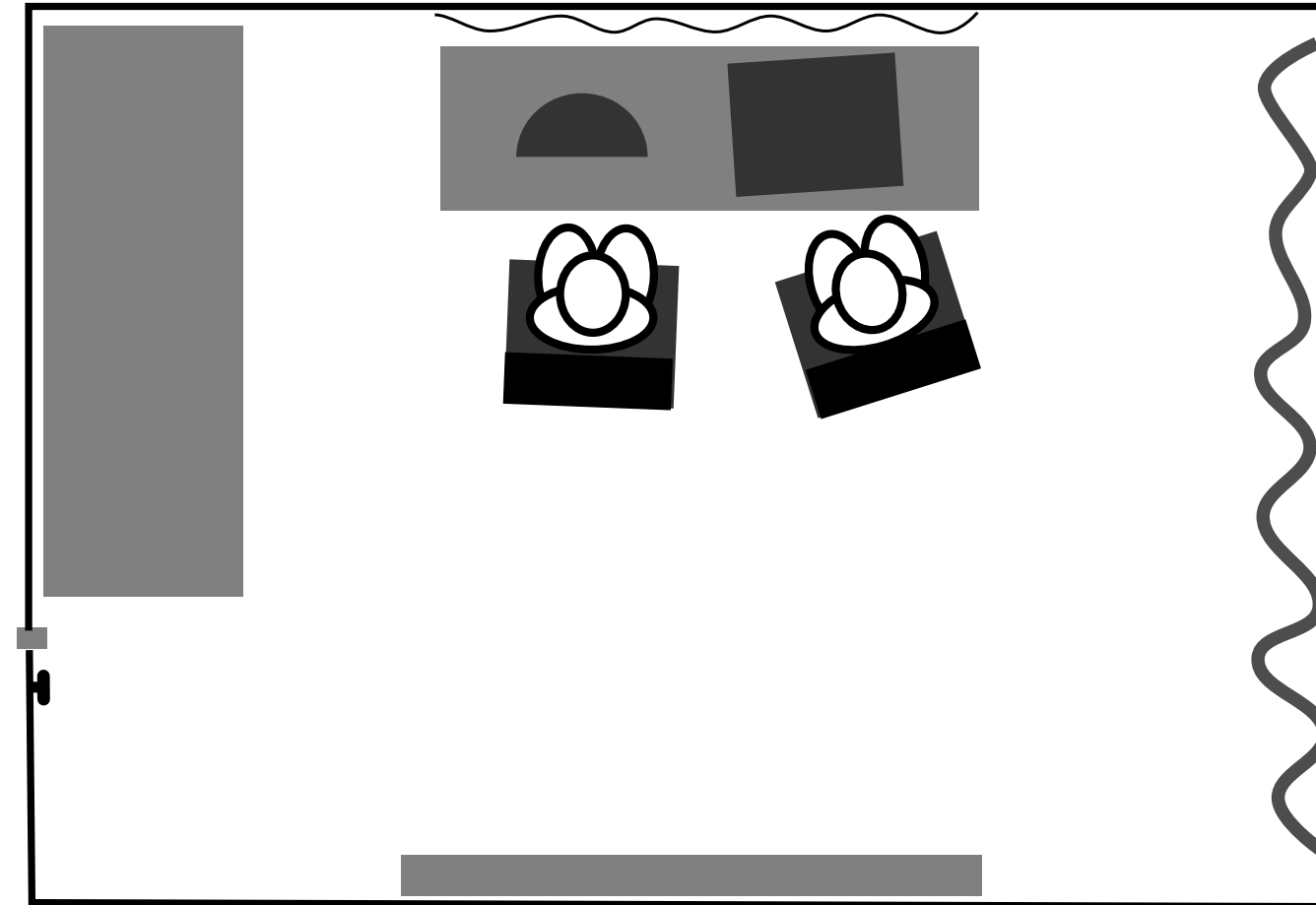
svg2sif

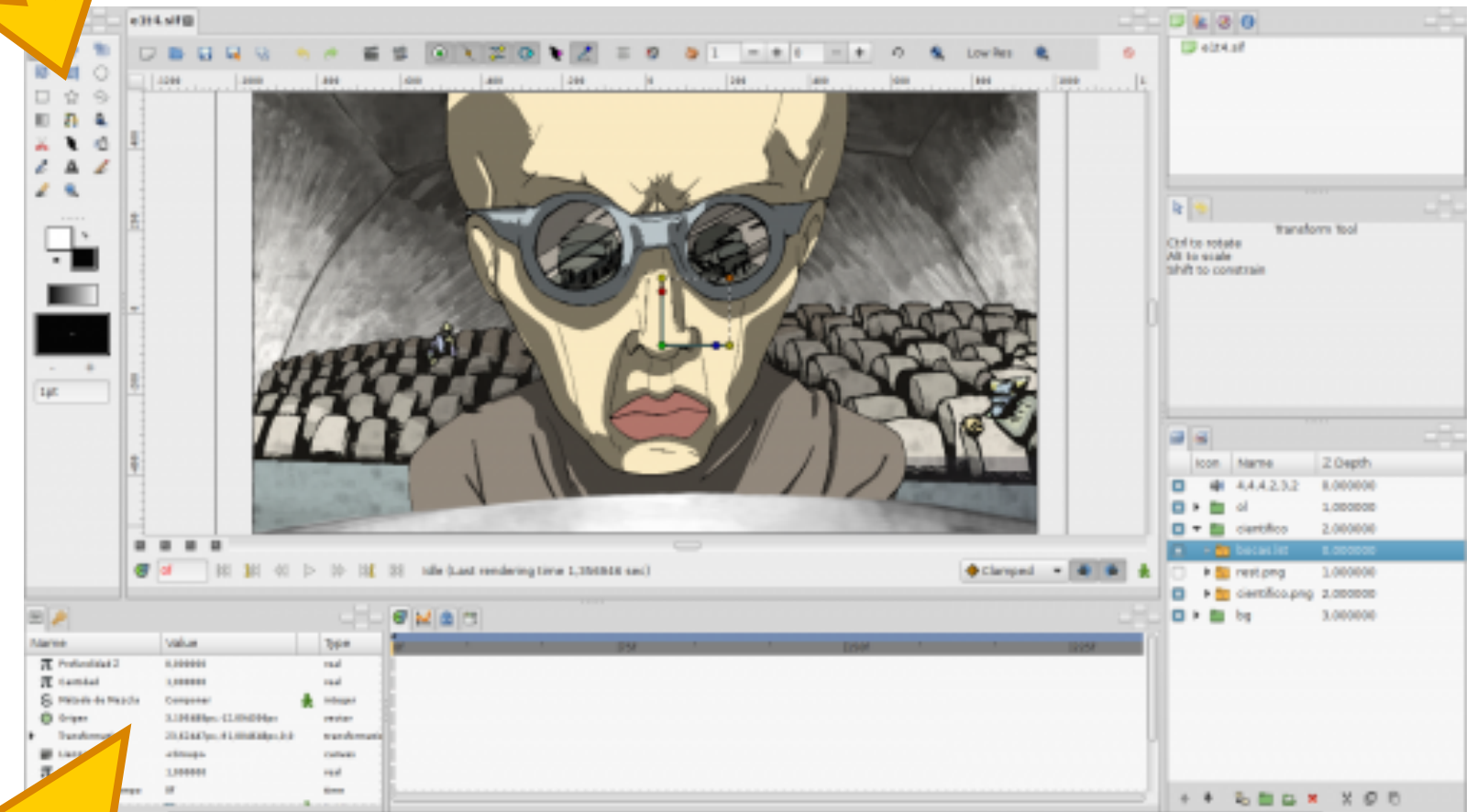
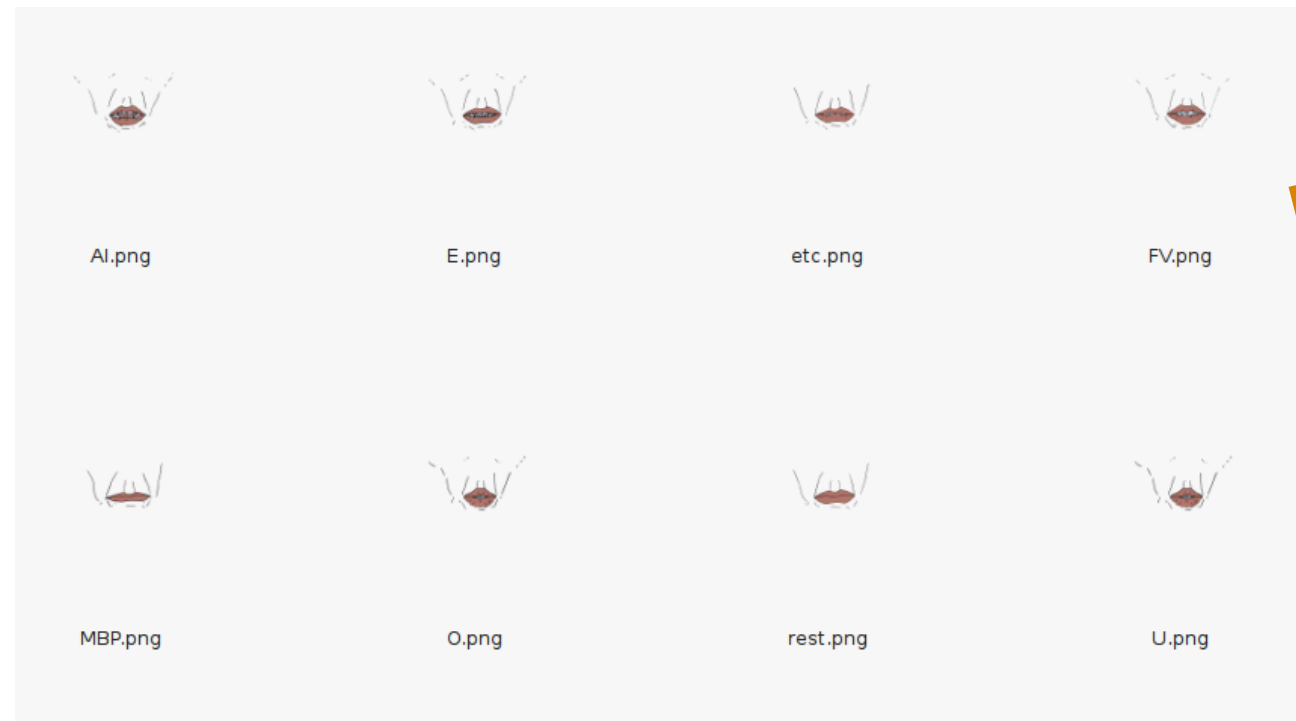




Audacity

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cuatro cuatro cuatro dos tres dos

Fps: 25

1 - Mouth 1

Voice List

- cientifico

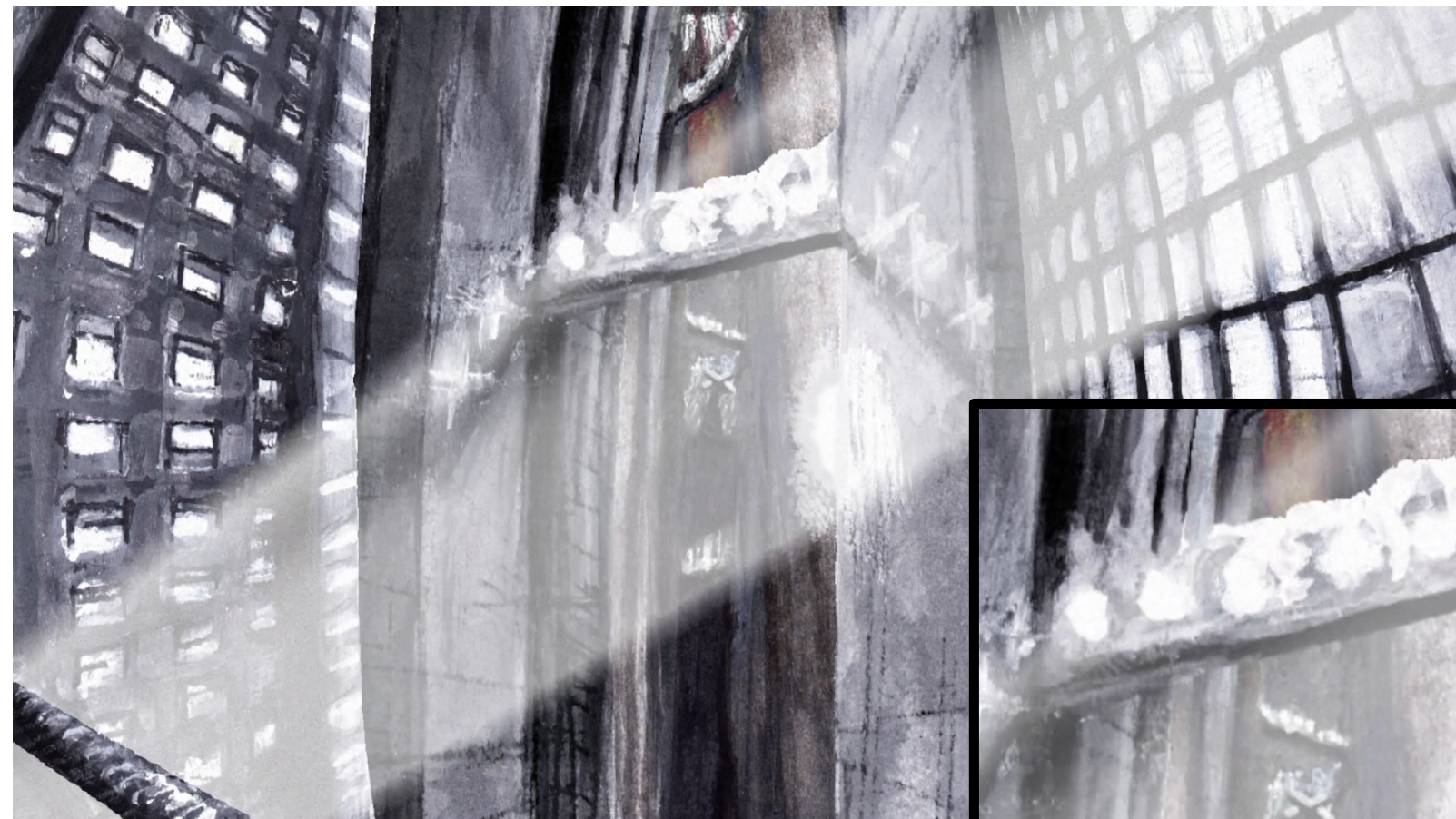
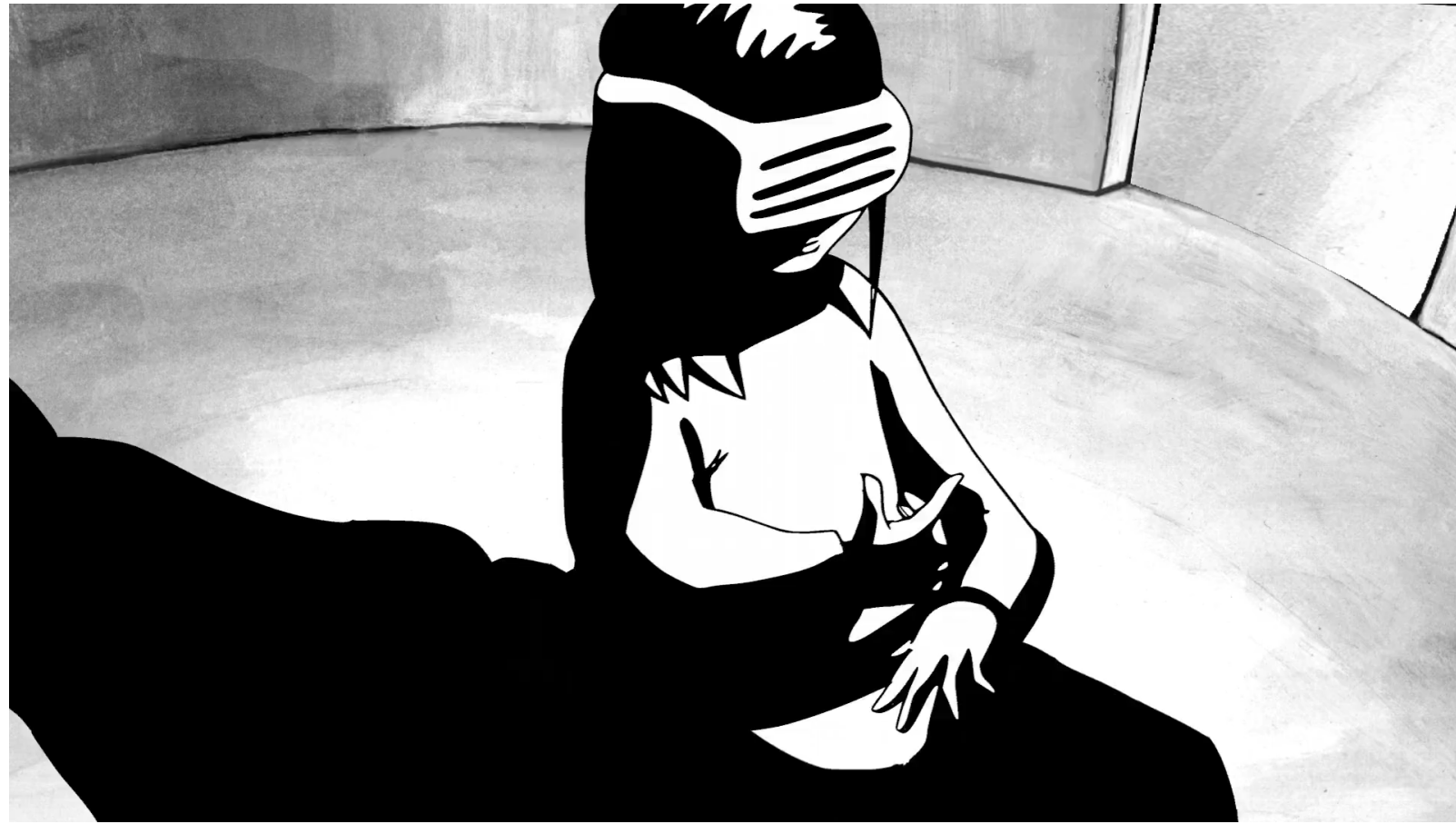
Current Voice

Voice name:

Spoken text:



The screenshot displays the Blender Video Sequence Editor (VSE) interface. At the top, the menu bar includes 'Archivo', 'Procesar', 'Ventana', 'Ayuda', and 'Regresar'. The status bar shows 'v2.76 | Vért:8 | Caras:6 | Triáng:12 | Objetos:0/3 | Lámp:0/1 | Mem:120.64M... Easy Logging'. The main preview window shows a video clip of a character with a glowing blue visor and a grey suit, overlaid on a background of yellow and white structures. The timeline at the bottom shows a sequence of clips with various markers and labels like 'científico', 'musical?', and 'problemas de tiempo'. The right sidebar contains the 'Editar clip' panel with fields for 'Nombre: e1t2.mkv', 'Tipo: Película', 'Fundido: Cruz', 'Opacidad: 1.000', 'Canal: 1', 'F. inicial: 1665', and 'Longitud: 500'. Below these are buttons for 'Set Active As Parent' and 'Cut/Move Children'. The bottom status bar includes 'Vista', 'Seleccionar', 'Marcador', 'Agregar', 'Fotograma', 'Clip', 'Refrescar secuenciador', 'Canal: 0', 'Speed Step: 0', 'Import clip', 'Edit clip', and 'Local Edit'.





The screenshot displays a DAW interface with several key components:

- Top Bar:** Shows menu options (Archivo, Procesar, Ventana, Ayuda) and technical specifications (v2.76 | Vért:8 | Caras:6 | Triáng:12 | Objetos:0/3 | Lámp:0/1 | Mem:62.51M | Cube | Easy Logging).
- Video Viewport:** Displays a scene with a character's legs on a yellow ground against a purple and red background.
- Plugin Window (amsynth: 111: PasoArena):** Features various controls including OSC 1 & 2, AMP ENV, FILTER (LOW PASS 24 dB), LFO, and REVERB.
- MIDI Sequencer:** Shows a piano roll with notes and a virtual keyboard window titled "Virtual Keyboard ver.1.9 [130:0]".
- Right Panel:** Includes a "Previsualizar / Procesar escena" section with options like "Previsualización OpenGL" and "Sólido", and an "ALSA Sequencer" window.
- Bottom Bar:** Contains playback controls and a timeline with markers for frequencies (F 8377, F 10390, F 11846, F 14381, F 16382, F 17487733).



Donaciones

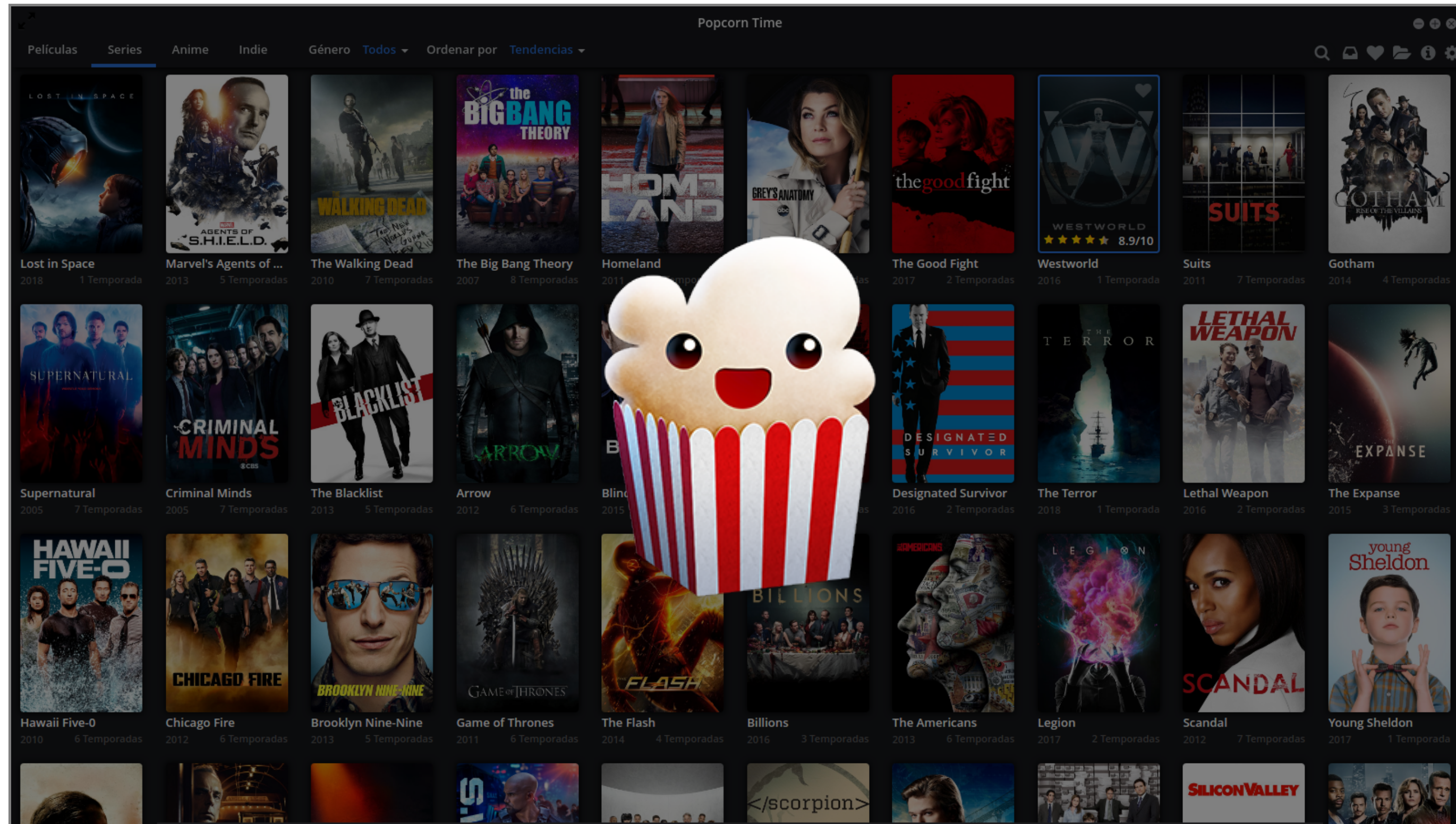
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¿De donde saco plata?

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<https://popcorn.time.sh>

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