**Making Videos**

1. Open POV-Ray and create a POV-Ray file that uses the variable “clock” in some of its commands.
2. Go to the Go to Window ”Render Preferences”, select “Clock Settings”, check off “Animations Settings (Clock)’’, enter values for “Clock Initial”, “Clock End”, “Initial Frame” (for example, 1), “Final Frame” (for example 100), “Subset Start” (1), and “Subset End” (100).
3. Select “Image and Quality” and set the image size; e.g., “800\*600”.
4. Click “Render” to create a sequence set of still images.
5. Now open Blender.
6. Use the small dropdown menu box in the lower left hand corner of the main window to select “Video Sequence Editor”.
7. Select “Add”🡪“Image”, go to the directory with your still image sequence, and select them all by dragging and then clicking “Add Image Strip” in the upper right hand corner.
8. At the bottom of the screen, set “Start” to 1 and “End” to 100 (or whatever your number of frames is).
9. On the right hand side under “Dimensions” set resolution to X: 800 px and Y: 600 px, say, and under “Output” set your output path (e.g., Desktop), “Quicktime” for output.
10. Under “Render” click “Animation”.