

New



Creates a new Video Editor project file. This clears the existing Video Editor workspace and opens a new one depending on your settings in the Preferences dialog box invoked from the File menu. If you selected the option to show the New dialog box everytime you start a new project, you can retrieve existing templates or create a new project template.

If you have an unsaved project opened in the workspace when you click **File: New**, Video Editor prompts you to save the changes first.

(Shortcut key: CTRL+N)



[Creating a new project](#)



[Using project templates](#)



[New dialog box](#)



[Welcome to Video Editor Help](#)

Open



Opens a dialog box for selecting a video project file to open in the workspace.
(Shortcut key: CTRL+O)

[Opening a project](#)

[Open dialog box](#)

[Welcome to Video Editor Help](#)

Restore

Returns the project back to the same condition it was in when you last saved it. This closes the project without saving the most recent changes and then reopens the last saved version.



[Recovering from mistakes](#)




[Welcome to Video Editor Help](#)

Close

Closes the current file without ending the program. If you have any unsaved changes, Video Editor prompts you to save them.

(Shortcut key: CTRL+W)

[Close](#)

 [Closing project files](#)

 [Welcome to Video Editor Help](#)

Save



Saves changes made to the current file since the last time it was saved. If the file is untitled, Video Editor prompts you to give it a name.

(Shortcut key: CTRL+S)

[!\[\]\(e2376d476d06eb31946dc01a69a4403a_img.jpg\) Saving a project](#)

[!\[\]\(74d4806277d7e73349d8e8c0897931e9_img.jpg\) Save As dialog box](#)

[!\[\]\(0aff635c4179ba9e710b00f4b01d3b20_img.jpg\) Welcome to Video Editor Help](#)

Save As

Saves a new file or renames a previously saved file. Video Editor records the name and location of each clip in the project as well as the effects and filters applied. Any video, audio, and image files assigned to the project are unaffected by the saving process. If you delete, rename or change a linked file, Video Editor prompts you to relink it the next time you open the project.



[Saving a project](#)



[Save As dialog box](#)



[Welcome to Video Editor Help](#)

Save Project Template

Saves the current file as a template with a detailed description of its main purpose when specified. With previously saved project templates, you can save time in creating projects that have similar settings to the ones you have done before. You just have to open the template again and you can start working right away.



[Using project templates](#)




[Save Project Template dialog box](#)



[Welcome to Video Editor Help](#)

Package

Copies or moves all files in the current project to a specified folder. A dialog box allows you to assign the folder in which to move or copy the files used in the project. By packaging your files, you can better manage all related files by keeping them together. 

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[Managing your project](#)

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[Package dialog box](#)


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[Welcome to Video Editor Help](#)



This is useful if you want to backup your work or transport your files to another computer for editing.

## Data Rate Analysis

Analyzes the data rate distribution of an AVI file. This is useful when you need to determine the optimum data transfer rate for your playback device such as for CD ROMs. In the Data Rate Analysis dialog box, you can see a diagram containing information which you can use to check why a video file does not playback smoothly. By adding keyframes to peaks in the graph, the frames following the image marked with a keyframe will have a more accurate reference. You can then rearrange their order later to achieve the maximum benefit when compressing files. 

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[Data Rate Analysis dialog box](#)

[Welcome to Video Editor Help](#)

## Create

Displays a submenu with commands for creating media files from the current project. You can choose from the different types of media files listed below:

- Video File
- Multiple Files
- Audio File
- EDL File
- Creating your files
- Welcome to Video Editor Help

## Create Video File



Creates AVI, Quick Time, or animation files from the project. You can either create a video file using the entire project or select only a portion of it by clicking **Edit: Preview Range**.

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Creating your files

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Create Video File dialog box

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Welcome to Video Editor Help

Create Audio File

Creates an audio file of the soundtracks in the project. You can either create an audio file using the entire project or select only a portion of it by clicking **Edit: Preview Range**.

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Creating your files

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Create Audio File dialog box

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Welcome to Video Editor Help

## Create Multiple Files

Creates multiple audio and video files from different project files.

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[Creating your files](#)

[Create Multiple Files dialog box](#)

[Welcome to Video Editor Help](#)

## Create EDL File

Creates an Edit Decision List (EDL) file of your project. A typical EDL created by Video Editor is a text-based file with an EDL extension listing all clips, effects, and transitions with their Mark In and Mark Out times. 

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[Creating an EDL](#)

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[Create EDL File dialog box](#)

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[Welcome to Video Editor Help](#)

- When preparing an EDL for NTSC playback, use the drop-frame standard of 19.97 to ensure correct timing.
- Post a timecode onto each of your clips in the project before creating an EDL. To do this, you first need to have captured the video from a controllable source with timecode capabilities.

Convert

Displays a submenu with commands for changing files to other media types.

- **Video File** Converts an AVI, MOV, or animation file such as FLI, FLC, and FLX to another format. You can also convert Ulead's own UCG, UIS, and UVP.
- **Image Sequence File** Combines a sequence of images into a single clip file in UIS video format.
- **Frame Rate** Changes the frame rate of an existing video file without requiring you to open or load it in Video Editor.



[Select Source Video File dialog box](#)



[Define Image Sequence dialog box](#)



[Select Video File to Convert Frame Rate dialog box](#)



[Welcome to Video Editor Help](#)

Media Player

Plays an existing media file. Video Editor opens the appropriate playback software.



[Welcome to Video Editor Help](#)

Layout Template

- **Load** Allows you to select a window layout template.
- **Save** Allows you to save the current window layout to a file and assign a template name for it.



Arranging the workspace



Load dialog box



Save dialog box



Welcome to Video Editor Help

Project Settings



Changes the current project's settings such as the TV standard, project frame rate and size, and number of overlay tracks.

(Shortcut key: ALT+ENTER)



[Obtaining information](#)



[Changing project settings](#)



[Project Settings dialog box](#)



[Project Options dialog box](#)



[Welcome to Video Editor Help](#)

Preview Files Manager

Opens the Preview Files Manager dialog box listing all the preview files created in the project. You can select the preview files to delete, in order to free some of your system resources.



[Preview Files Manager dialog box](#)



[Welcome to Video Editor Help](#)

Preferences

Customizes the Video Editor and MediaStudio working environment. The Preferences dialog box opens where you can define how Video Editor manages your system resources, select filter options, specify associated programs for different file formats, and assign other general settings.

(Shortcut key: F6)



[Preferences dialog box](#)



[Welcome to Video Editor Help](#)

Exit

Closes the program. If you have any unsaved changes, Video Editor prompts you to save them.

(Shortcut key: CTRL+Q)



Closing project files



Welcome to Video Editor Help

Recent Files

Lists the most recently opened video files. You can set the maximum number of files to show here by clicking **File: Preferences - General** tab. Selecting a name in this list opens it in the workspace.



Welcome to Video Editor Help

Undo



Lets you recover and undo up to 99 of the last commands you performed since opening the project. If, after undoing a command you wish to redo it, click **Edit: Redo**. The number of steps you can undo depends on the settings you make by clicking **File: Preferences - General** tab.

(Shortcut key: CTRL+Z)



Recovering from mistakes



Welcome to Video Editor Help

Redo



Allows you to reverse up to 99 of the last undo commands you executed since opening the project. The number of steps you can redo depends on the settings you make by clicking **File: Preferences - General** tab.

(Shortcut key: CTRL+Y)



[Recovering from mistakes](#)



[Welcome to Video Editor Help](#)

Clear Undo/Redo History

Deletes all previous Undo/Redo commands made in the current project.



[Welcome to Video Editor Help](#)

Cut

Removes selected clips from the Timeline and places them on the Clipboard.
(Shortcut key: CTRL+X)



[Using the clipboard](#)



[Welcome to Video Editor Help](#)

Copy



Duplicates selected clips and places them on the Clipboard.
(Shortcut key: CTRL+C)



Using the clipboard



Welcome to Video Editor Help

Paste



Inserts the clipboard contents into the Timeline.
(Shortcut key: CTRL+V)



Using the clipboard



Welcome to Video Editor Help

Clear

Permanently removes the selected clip from the project. To recover the deleted clip, click **Edit: Undo**.

(Shortcut key: Del)



Welcome to Video Editor Help

Paste Attributes

Inserts filters, effects, and other attributes from the clip on the clipboard to the project without pasting the actual clip data. Clicking **Edit: Paste Attributes** opens the Paste Attributes dialog box where you can choose which attributes to paste.



Using the clipboard



Paste Attributes dialog box



Welcome to Video Editor Help

Delete Attributes

Removes filters, effects, and other attributes from the clip without affecting the actual clip data. Clicking **Edit: Delete Attributes** opens the Delete Attributes dialog box where you can choose which attributes to remove.



[Welcome to Video Editor Help](#)

Select



All Selects all clips and effects in the project. (*Shortcut key: CTRL+L*)



None Deselects any currently selected clips. (*Shortcut key: CTRL+B*)



Selecting clips



Welcome to Video Editor Help

Group/Ungroup

Allows you to group related clips together so that you can manage them easily. This is useful if you want the position relationship between the clips unchanged while you perform editing operations. You can separate the grouped clips by clicking **Edit: Ungroup**.



[Grouping clips](#)



[Welcome to Video Editor Help](#)

Preview Range

Creates a precise preview selection. The Preview Range dialog box opens where you can specify the starting and ending timecodes for the desired section. When the dialog box closes a blue area appears in the preview bar showing the selected area.



[Previewing your work](#)



[Preview Range dialog box](#)



[Welcome to Video Editor Help](#)

Time Selection

Selects an area with high precision according to the location on the Timeline. This command is only available when the Time Selection tool is active.



[Selecting clips](#)



[Editing clips](#)



[Time Selection dialog box](#)



[Welcome to Video Editor Help](#)

Snap

Toggles Snap mode on and off. A check mark indicates Snap mode is on. In this mode, Video Editor aligns the first or last frame of any clip placed on the Timeline to a project cue, clip cue, clip edge or the Vertical preview line. This is a useful way of making sure your project has no empty time-slots and the clips line up properly.



[Aligning clips](#)




[Working with video projects](#)



[Welcome to Video Editor Help](#)

Multi-Track Ripple

Allows you to insert or delete a clip within a finished segment without having to move around any of the other clips when they are already positioned. In this mode, you can add, remove, or change a clip and still maintain relative spacing for existing downstream clips in all tracks. 

(Shortcut key: R)



Moving clips while inserting



Welcome to Video Editor Help





When Video Editor is in Normal mode with Single-Track Ripple or Multi-Track Ripple selected, you cannot trim clips towards the start of the project unless there is an empty clip slot before the preceding clip.

Trim Options


Contains commands for setting the trim method. You can also select a trim method by clicking **Edit: Trim Options**.

 **Normal**


 **Stitch**

 **Overwrite**

(Shortcut key: M)

 Welcome to Video Editor Help

Trim Options: Normal


Sets the trim mode to normal. In this mode, any changes to the clip length only affect that clip. You can only extend a clip to the beginning of the next clip in the same track. This is useful when there are few clips on the Timeline or when you want to maintain the time positions and content of any following clips. 

(Shortcut key: M)



[Welcome to Video Editor Help](#)


Trim Options: Overwrite

Sets the trim mode to overwrite. In this mode, extending a clip length beyond the edge of an adjacent clip truncates the adjacent clip accordingly. If no clip is in contact, changing length is the same as in the Normal mode. This is useful when you want to replace portions of a following clip or to paste a clip over another. 
(Shortcut key: M)



[Welcome to Video Editor Help](#)

Trim Options: Stitch

Sets the trim mode to stitch. In this mode, the combined length of two adjacent clips remains constant. By moving the inner edge of the selected clip, both clips are truncated or expanded accordingly. If the two clips are not adjacent, you can only trim the active clip to the duration of the clip slot. This is useful if you want to merge two clips together and need to see the frames of each clip in the Trim window. 

(Shortcut key: M)



Welcome to Video Editor Help

You can change the trim mode by clicking **Edit: Trim Options** or click one of the Trim Options button on the Timeline toolbar.

Preview

Displays, in the Preview Window, how your project is developing without performing video file saves.



[Previewing your work](#)



[Preview Range dialog box](#)



[Welcome to Video Editor Help](#)

Cue Manager

Opens the Cue Manager dialog box where you can create, modify, and delete cues in the current project.



[Working with cues](#)



[Cue Manager dialog box](#)



[Welcome to Video Editor Help](#)

Timeline Display Mode

Changes how clips appear on the Timeline. The Timeline Display Mode dialog box opens where you can choose how to portray clip information, whether to show the cue bar and what size each clip bar should be.



[Arranging the workspace](#)



[Timeline Display Mode dialog box](#)



[Welcome to Video Editor Help](#)

Ruler Unit

Selects the unit of measurement to use for the Timeline. From the menu, click **Zoom In** to enlarge the view of the clip's filmstrip or thumbnail and **Zoom out** to reduce the view. Click **Previous Zoom** to toggle between the current and previous view.



[Work Area](#)



[Welcome to Video Editor Help](#)

Scroll Lock

Toggles the scroll lock feature on and off. When on, scrolling the video or audio track results in the other scrolling as well. When off, they scroll independently.



[Work Area](#)



[Welcome to Video Editor Help](#)

Clip Properties

Displays information about the active clip including file, size, format, path, and Mark In and Out data.



[Obtaining information](#)



[Clip Properties dialog box](#)



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Toolbars & Panels

Opens a dialog box for choosing the tools to show in the workspace for easy access to various commands. You can also choose between small and large icons for the toolbars, and decide which toolbars and panels appear.



[Arranging the workspace](#)



[Quick Command Panel](#)



[Toolbars & Panels dialog box](#)



[Welcome to Video Editor Help](#)

Go To

Moves to a particular time in the project. You can use this command to find a location according to its Video Editor timecode or cue name.

(Shortcut key: CTRL+G)



Performing searches



Go To dialog box



Welcome to Video Editor Help

Find Clip

Searches for and goes to a specific clip in your project.
(Shortcut key: CTRL+F)



[Performing searches](#)



[Find Clip dialog box](#)



[Welcome to Video Editor Help](#)

Find Next



Locates the clip following the previous clip that was used in the **Find Clip** command.
(Shortcut key: F2)



Performing searches



Welcome to Video Editor Help

Find Unlinked Clips

Checks the project for clips with missing links. The Find Unlinked Clips dialog box lists all clips with missing links. You can then select a clip to delete, re-link, or go to.



Performing searches



Find Unlinked Clips dialog box



Welcome to Video Editor Help

Find Empty Time Slots

Allows you to locate multiple empty time slots and delete them.



[Performing searches](#)



[Editing clips](#)



[Find Empty Time Slots dialog box](#)



[Welcome to Video Editor Help](#)

Video File

Loads a video clip into the Timeline. Once inserted, you may use the Source Window or trim tools for editing.



[Inserting clips onto the Timeline](#)



[Insert Video File dialog box](#)



[Welcome to Video Editor Help](#)

Audio File

Loads an audio file into the Timeline. The file may be a compressed (ADPCM) or non-compressed (PCM) wave file. Once inserted, you may use the Source Window or trim tools for editing.



Inserting clips onto the Timeline



Insert Audio File dialog box



Welcome to Video Editor Help

Image File

Loads an image file into the Timeline. Once inserted, you may use the Source Window or trim tools to edit the length.



[Inserting clips onto the Timeline](#)



[Insert Image File dialog box](#)



[Welcome to Video Editor Help](#)

Title Clip

Creates and inserts a title clip into the Timeline. The Insert Title Clip dialog box opens where you can type the text and specify its characteristics.



[Creating title clips](#)



[Inserting clips onto the Timeline](#)



[Insert Title Clip dialog box](#)



[Welcome to Video Editor Help](#)

Color Clip

Provides a flat background upon which to show other clips. The Insert Color Clip dialog box opens where you can specify the duration, color(s) to use within the specified duration, and other details about the inserted clip.



[Creating a color clip](#)



[Inserting clips onto the Timeline](#)



[Using the Keyframe Controller](#)



[Insert Color Clip dialog box](#)



[Welcome to Video Editor Help](#)

Silence Clip

Blocks out a space in your video where there will be no sound. It creates and inserts a block of silence into an audio track on the Timeline. This command is also useful for creating audio placeholders.



[Inserting clips onto the Timeline](#)



[Insert Silence Clip dialog box](#)



[Welcome to Video Editor Help](#)

Project File

Merges two projects together. If the inserted project is longer than the available space on the Timeline, Video Editor truncates it to fit.



[Merging projects](#)



[Insert Project File dialog box](#)



[Welcome to Video Editor Help](#)

Video Filters

Allows you to select and define video filter options for a clip. You may add up to twenty different filters to a single clip from the Video Filters dialog box. The order in which each filter is applied corresponds to that of the **Applied filters** list.

(Shortcut key: CTRL+D)



[Applying filters](#)



[All Video Filters](#)



[Video Filters dialog box](#)



[Welcome to Video Editor Help](#)

Audio Filters

Allows you to select and define audio filter options for an audio clip. You may add several filters to a single clip from the Audio Filters dialog box. The order in which each filter is applied corresponds to that of the **Applied filters** list. (Shortcut key: CTRL+A)



[Applying filters](#)



[Adding sound effects](#)



[All Audio Filters](#)



[Audio Filters dialog box](#)



[Welcome to Video Editor Help](#)

Overlay Options

Controls the transparency and masking of a overlying clip, either Video or Image. An overlay effect makes part of one visual clip transparent so that the clip below shows through. This effect is particularly useful when you want to insert text over a scene or create special effects such as "an invisible man." When performing this effect, always remember that the clip in the highest numbered overlay track is on top.

(Shortcut key: CTRL+R)



[Adding a video overlay effect](#)



[Performing video effects](#)



[Overlay Options dialog box](#)



[Welcome to Video Editor Help](#)


Moving Path Options


Allows you to specify the path of a clip. In addition to moving a clip across the screen, these commands can resize the clips in the path. Moving paths can be applied to any clip in a video track and add tremendous flexibility to your project.

 [2D Basic](#)

 [Cylinder](#)


 [2D Advanced](#)


 [Sphere](#)


 [3D](#)


(Shortcut key: CTRL+M)



 [Creating a moving path](#)

 [Performing video effects](#)

 [Using the Keyframe Controller](#)

 [Welcome to Video Editor Help](#)

2D Basic

Creates a simple two-dimensional path for video clips where you can also resize and reshape the clip.



[Creating a moving path](#)



[Performing video effects](#)



[Using the Keyframe Controller](#)



[2D Basic dialog box](#)



[Welcome to Video Editor Help](#)

2D Advanced

Creates a two-dimensional path for video clips where you can also rotate the clip in its plane. While specifying the path you can also resize, reshape, and distort the clip.



[Creating a moving path](#)



[Performing video effects](#)



[Using the Keyframe Controller](#)



[2D Advanced dialog box](#)



[Welcome to Video Editor Help](#)

3D

Creates a three-dimensional moving path for video clips where you can rotate the clip along any combination of its axes as it moves linearly about the frame. While specifying the path you can also resize the clip.



[Creating a moving path](#)



[Performing video effects](#)



[Using the Keyframe Controller](#)



[3D dialog box](#)



[Welcome to Video Editor Help](#)

Sphere

Creates a three-dimensional moving path for video clips where the clip can rotate about a sphere as the sphere moves and spins. While specifying the path you can also resize the clip.



[Creating a moving path](#)



[Performing video effects](#)



[Using the Keyframe Controller](#)



[3D Sphere dialog box](#)



[Welcome to Video Editor Help](#)

Cylinder

Creates a three-dimensional moving path for video clips where the clip can rotate about a cylinder as the cylinder moves and spins. While specifying the path you can also resize the clip.



[Creating a moving path](#)



[Performing video effects](#)



[Using the Keyframe Controller](#)



[3D Cylinder dialog box](#)



[Welcome to Video Editor Help](#)

Transition Options

Modifies the settings for a selected transition effect. This determines how overlapping clips on different video tracks are played from one track to the other.



[Adding a transition effect](#)



[Performing video effects](#)



[Using the Keyframe Controller](#)



[Transition Options dialog box](#)



[Welcome to Video Editor Help](#)

Title Options

Allows you to edit and change the settings and text in the selected title clip. Double-click on a title clip on the Timeline to open its dialog box for editing.



Title Options dialog box



Welcome to Video Editor Help

Color Options

Allows you to edit the selected color clip. Double-click on a color clip on the Timeline to open its dialog box for editing.



[Using the Keyframe Controller](#)



[Color Options dialog box](#)



[Welcome to Video Editor Help](#)

Speed

Changes the speed of a clip such as for slow or fast motion effects. This does not affect the actual speed of the original file.




[Speed dialog box](#)



[Welcome to Video Editor Help](#)

Reverse

Reverses the selected video or audio clip so that it plays backwards. This does not affect original clip data. 



[Welcome to Video Editor Help](#)

Duration

Changes the selected clip's length on the Timeline. When changing the duration of video, audio and title clips, a dialog box opens for identifying the Mark In and Mark Out times. For other clips, a dialog box opens for specifying the total length.



[Changing clip length](#)



[Duration dialog box](#)



[Welcome to Video Editor Help](#)

Annotate

Assigns a name to a clip for easy identification. Clips that already have a subject string in them initially use it as annotation. Changing the name in Video Editor does not change the original subject.



Annotate dialog box



Welcome to Video Editor Help

Post Timecode

Cross-references clips used in Video Editor with their original video sources. May also be used for generating EDLs (Edit Decision Lists) or for finding original data for later use.



[Posting a timecode](#)



[Creating an EDL](#)



[Post Timecode dialog box](#)



[Welcome to Video Editor Help](#)

Freeze Frame

Allows you to select one or two frames to freeze on the clip. This feature is useful for displaying titles on video. For example, if you want to pause the end scene of a video and display rolling titles on it, you can freeze the last portion of the clip.

If a clip has both video and audio, you need to separate them first with the **Split** command before you can freeze video.



[Freeze Frame dialog box](#)



[Welcome to Video Editor Help](#)

Field Options

Opens the Field Options dialog box where you can specify whether the selected video clip is a field-based or frame-based video file. Video Editor discards half of the field-based video data if a field-based video clip is incorrectly identified as frame-based. This could cause unsatisfactory results when you save your final video.



[Selecting the correct field mode](#)



[Field Options dialog box](#)



[Welcome to Video Editor Help](#)

Color Calibration

Opens the Color Calibration dialog box for adjusting Video Editor's color display. Calibrating your system to match your video source's test pattern ensures that the colors used to display your video file on the screen are correct.

You must use the color calibration signal generated by your source to calibrate your system properly. See your source's documentation to find out how to transmit the signal.



[Calibrating your display](#)



[Color Calibration dialog box](#)



[Welcome to Video Editor Help](#)

Play Clip

Plays the selected video or audio clip.



[Welcome to Video Editor Help](#)

Open in Associated Program

Opens an associated application to edit the selected clip. You can specify the program for certain file formats by clicking **File: Preferences - Associate** tab.

(Shortcut key: F7)



Preferences dialog box



Welcome to Video Editor Help

Locate in Production Library

Locates the selected clip in the Production Library. If the Production Library is not currently displayed, Video Editor opens it showing the project's folder and the selected clip's information.



[Welcome to Video Editor Help](#)

Replace With

Contains a submenu to let you quickly replace clips on the Timeline. You can choose from the following:



Video File



Title Clip



Audio File



Color Clip



Image File



Silence Clip



Welcome to Video Editor Help

Split

Separates the audio track from a video clip containing audio data for independent editing. Splitting a clip in Video Editor does not affect the actual file.



[Welcome to Video Editor Help](#)

Unite

Rejoins video and audio data separated by the **Split** command. This can only be used when the clips occupy the same numbered tracks and have the same time in and time out settings. For example, if the video clip is in V1, starting at 1:01:05:15, and ending at 1:02:00:00, the audio clip must be in A1, starting at 1:01:05:15, and ending at 1:02:00:00.



[Welcome to Video Editor Help](#)

Expand

Rejoins video and audio data separated by the **Split** command. **Expand** replaces the **Unite** command when either one of the clips has moved tracks or is missing. Expanding allows you to create duplicates of the missing clip.



[Welcome to Video Editor Help](#)

Video Editor Help

Starts the online help. You can also access help topics by:



Clicking this button (Context sensitive help) or pressing **Shift + F1**, and then clicking the item of interest.



Placing the mouse over an item of interest and pressing **F1**.



[Welcome to Video Editor Help](#)

About Video Editor

Displays the Video Editor product information box.



[Welcome to Video Editor Help](#)

Clip Selection tool

Selects clips that appear on the Timeline. To select several clips in a track, hold down the **Shift** key while you drag the pointer over all of the clips you want to select.

(Shortcut key: C)



[Timeline Toolbar](#)



[Selecting clips](#)



[Welcome to Video Editor Help](#)

Scissors tool

Cuts a selected clip at the pointer position creating two separate clips on the Timeline. You can attach previously cut clips together again by placing them back in their original positions and clicking over the cut line. (You must still have the Scissors Tool selected.)

(Shortcut key: S)



[Timeline Toolbar](#)



[Welcome to Video Editor Help](#)

Zoom tool

Adjusts the unit of measurement. Click once to change to a smaller unit; hold the **Shift** key and click on the Timeline to change to a higher unit.

(Shortcut key: Z)



[Timeline Toolbar](#)



[Welcome to Video Editor Help](#)

Time Selection tool

Selects all clips that appear within a specified period of time by dragging the mouse over the desired range on the Timeline.

(Shortcut key: T)



[Timeline Toolbar](#)



[Selecting clips](#)



[Welcome to Video Editor Help](#)

Preview Window



Shows or hides the Preview Window. You can instantly preview your work in the Preview Window.



[Preview Window](#)



[Using the Preview Window](#)



[Welcome to Video Editor Help](#)

Trim Window

Shows the end frame and the adjacent one for the currently selected clip. By dragging the end point of a clip, you can visually choose the frame you want to make as the start or end frame. This is ideal when you are at lower magnifications and you want to find the exact frame you want to trim from the clip.



[Using the Trim Window](#)



[Welcome to Video Editor Help](#)

Preview Window

Shows how the current frame would appear in a compiled video file.



Welcome to Video Editor Help

Toolbars & Panels Popup Menu

Displays a list of all the toolbars and panels available in Video Editor. A check mark to the left of a toolbar or panel indicates that it's currently displayed on the workspace. Select one from the list to show or hide it.



Arranging the workspace

Welcome to Video Editor Help

Quick Command Panel Menu

Besides the standard Windows' commands for window management, the **Quick Command Panel** Menu contains these commands:



Layout Options Determine how many commands occupy the Quick Command Panel in each section.



Modify Add and remove commands from the Custom section.



Load Load a previously saved Quick Command Panel into the workspace.



Save As Save the current Quick Command Panel for future use.



Recent files Shows Quick command files you have opened previously.



Quick Command Panel



Welcome to Video Editor Help

New dialog box



Edit file format Select the video format to use for creating your final video.



Existing project templates Displays all available project templates for creating a new project. The Default template is updated every time to the current settings.



Properties Displays information about the currently selected template's attributes.



Description Additional information about the template, provided by the creator of the template. (The text box will not show anything if you did not provide any description for templates you created.)



Always show this dialog box Select to display the available project templates every time you want to create a new project. Clear to open a new project in the workspace using the settings defined in the Preferences dialog box.



Delete Click to remove the currently selected template from the Project templates list.



Rename Click to change the name of the currently selected template.



Create Click to display the Template Options dialog box and create a new template.



OK Click to open the currently selected template in the workspace.



Using project templates



Creating a new project



Preferences dialog box



Welcome to Video Editor Help

Open / Insert Project File dialog box

This dialog box allows you to select a project file to open or to merge with other projects. It also appears when you need to select multiple project files and convert them into video/audio files.



Look in Find the desired folder.



View the contents of the next higher folder in your system.



Create a new folder.



View files as icons.



View files by names with statistics.



File name Identify the file selected for opening.



Files of type Choose between showing only digital video project files or all files in the current folder.



Subject Displays the subject information for the file, if any.



Description Displays description information for the file, if any.



Info Click to open a dialog box containing information about the selected file.



Browse Click to search for files or folders.



Opening a project



Merging projects



Welcome to Video Editor Help

Save As dialog box



Save in Find the desired folder.



View the contents of the next higher folder in your system.



Create a new folder.



View files as icons.



View files by names with statistics.



File name Initially shows the DVP extension; enter or select the file name you wish to save.



Save as type Lists the digital video project file format and its extension.



Subject Assign a subject to the file (optional) to give you an idea of the file's purpose.



Description Type a description of the file contents (optional) to describe in more detail the file's purpose.



Select Click to display the Select Preview Image dialog box. Use this to choose a frame to represent the file whenever you select it from a dialog box that supports preview information.



Info Click to open a dialog box containing information about the selected file.



Browse Click to search for files or folders.



Saving a project



Welcome to Video Editor Help

Save Project Template dialog box



Template name Type a name for the template.



Existing templates Lists all existing project templates.



Description Type a description of the template's purpose (optional).



Using project templates



Saving a project



Welcome to Video Editor Help

Package dialog box



Folder Identify the folder in which to copy or move all files in the current project to.



Method Select between moving or copying the files from the original folder to the target.



Packaging info Displays the required disk space for packaging as well as the current available disk space.



[Managing your project](#)



[Welcome to Video Editor Help](#)

When transferring a video project file and its source files to another PC, use the same directory structure as the original to ensure the clips are correctly loaded.

Create Video/Audio File dialog box



Save in Browse for a folder to save the file to.



View the contents of the next higher folder in your system.



Create a new folder.



View files as icons.



View files by names with statistics.



File name Identify the file selected for saving.



Save as type Lists all media file formats and their extensions.



Subject Assign a subject to the file (optional) to give you an idea of the file's purpose.



Description Type a description of the file contents (optional) to describe in more detail the file's purpose.



Save to Library Select to save a file name entry to a library folder for better file management.



Folder Displays the currently selected library folder for saving.



Options Click to open the Save Options dialog box for available compression schemes as well as advanced saving commands.



Browse Click to search for files or folders.



Select Click to display the Select Preview Image dialog box. Use this to choose a frame to represent the file whenever you select it from a dialog box that supports preview information.



Library Click to open the Add To Library dialog box. Choose or create a library folder in which to place the link to the actual file for quick access and better file management.



Creating your files



Welcome to Video Editor Help

Create Multiple Files dialog box



Project list Shows the project(s) where the created audio or video file(s) originated from.



Create as Displays information about the file created from the selected project in the Project list window.



Subject Displays the created file's purpose, if any.



Description Displays file contents, if any, in more detail.



Folder Shows the library folder in the Production Library where the created file is linked.



Default Select whether to create a video or audio file every time you click the Insert button.



Video File Click to create a new video file from the currently selected project in the Project list window.



Audio File Click to create a new audio file from the currently selected project from the Project list window.



Add Click to open a dialog box for selecting the project file where the audio/video file will be created.



Remove Click to delete the currently selected project file from the list.



Remove All Click to delete all project files from the Project list window.



Info Click to display information about the selected project.



[Creating your files](#)



[Welcome to Video Editor Help](#)

Create EDL File dialog box

NOTE: EDL = Edit Decision List



Save in Find the desired folder.



View the contents of the next higher folder in your system.



Create a new folder.



View files as icons.



View files by names with statistics.



File name Initially shows the EDL extension; if you know the path and name of the file you wish to create, enter it here or select it from the list.



Save as type Select a particular file format for saving.



Title Assign a name to the EDL that appears as a header on the top of the page.



Record in Define the starting point for the EDL.



Browse Click to search for files or folders.



[Creating an EDL](#)



[Welcome to Video Editor Help](#)

Select Source Video File dialog box / Select Video File to Convert Frame Rate dialog box

In this dialog box, select the video file which you want to convert. You may find some or all of the following options:



Look in Find the desired folder.



View the contents of the next higher folder in your system.



Create a new folder.



View files as icons.



View files by names with statistics.



File name Identify the file(s) selected.



Files of type Select the file format of the source file.



Subject Displays the subject assigned to the file, if any.



Description Displays the description of the file contents, if any.



Auto play Select to play the file immediately after selecting it from the file name list box.



Mute Select to silence the audio playback.



Preview Click to display the selected file contents in the preview window.



Play Click to play the selected file in the preview window.



Info Click to open a dialog box containing information about the selected file.



Library Click to open the Add To Library dialog box. Select or create a library folder in which to place the link to the actual file for quick access and better file management.



Browse Click to search for files or folders.





















Converting file formats



Welcome to Video Editor Help

Select Destination Video File dialog box

-  **Save in** Find the desired folder.
-  View the contents of the next higher folder in your system.
-  Create a new folder.
-  View files as icons.
-  View files by names with statistics.
-  **File name** Identify the file(s) selected for saving.
-  **Save as type** Lists all media file formats and their extensions.
-  **Subject** Assign a subject to the file (optional) to give you an idea of the file's purpose.
-  **Description** Type a description of the file contents (optional) to describe in more detailed the file's purpose.
-  **Save to Library** Select to save a file name entry to a library folder for better file management.
-  **Folder** Displays the currently selected library folder for saving.
-  **Preview window** Displays a video frame that you can use as a thumbnail representation when selected in any file dialog boxes.
-  **Options** Click to open the Save Options dialog box for available compression schemes as well as advanced saving commands.
-  **Browse** Click to search for files or folders.
-  **Library** Click to open the Add To Library dialog box. Choose or create a library folder in which to place the link to the actual file for quick access and better file management.
-  [Converting file formats](#)
-  [Working with video projects](#)
-  [Welcome to Video Editor Help](#)

Convert Frame Rate dialog box



Original frame rate Displays the current frame rate for the selected video file.



New frame rate Type the desired frame rate for the video file.



Converting file formats



Working with video projects



Welcome to Video Editor Help

Print to Tape Options dialog box



Delay Specify a delay time (in seconds) to give you time to start and stop your recording device.



Manually with keyboard or mouse Select whether to use the keyboard or mouse to start and stop the playback.



Device Control If you have a controllable device connected to your video recorder, select the appropriate driver used by the controllable device. This allows you to control your video recorder directly from Video Editor during the recording process.



Recording to a videotape



Working with video projects



Welcome to Video Editor Help

The delay feature gives you time to start and stop your video recorder before and after recording.

Load Layout Templates dialog box



Existing layout templates Lists all available window layout templates.



Delete Click to delete a selected template from the list.



Rename Click to change the name of a selected template.



Preview Click to see how the selected template affects your window layout.



Arranging the workspace



Welcome to Video Editor Help

Save Layout Templates dialog box

Type a name for the window layout template for future use. This dialog box also lists other templates you have previously saved.




Arranging the workspace




Welcome to Video Editor Help


Template / Project Options dialog box


Video Editor tab

 **TV standard** Specify the video standard for your project. The timescale changes accordingly. (For example, if you selected NTSC, there will be 30 frames per second in the timescale. If you selected PAL, you will only have 25 frames per second in the timescale.)

 **Frame type** Select Frame-based if you intend to output your video file only to your computer monitor. If you intend to output the video file to a conventional television screen, check your capture board's field order reading capability and select the appropriate one.





 **Number of overlay tracks** Specify the number of overlay tracks for the project. If reducing tracks will result in losing clip data, Video Editor prompts you to confirm or cancel the operation.

 **Apply video filters** Select to apply video filters to the previewed video.





 [Template / Project Options -- General tab](#)

 [Template / Project Options -- Advanced tab \(AVI\)](#)

 [Template / Project Options -- Compression tab \(AVI\)](#)

 [Template / Project Options -- Compression tab \(MPEG\)](#)

 [Obtaining information](#)

 [Changing project settings](#)

 [Welcome to Video Editor Help](#)

The video standard, NTSC, is used by the American television industry and produces 30 frames/second. PAL is the video standard used by the UK television and produces 25 frames/second. Film type produces 24 frames/second.

The frame rate determines the number of frames for any resulting video file. It does not affect the display of frames in the Timeline as these take their reference from the television standard.

Preview Files Manager dialog box



Project files list Shows all the preview files you have created.



System information Displays the current status of your system resources and how much is being used by your preview files.



Total disk space used by preview files Displays how much disk space is being used by your preview files.



Hard disk Lists the hard disk drives you have in your system and how much free disk space is still available in each drive. Select a drive to use for saving your preview files from the drop-down list.



Delete Click to delete the currently selected preview file to free some system resources.





Delete All Click to delete all the preview files you have created to free system resources.




[Welcome to Video Editor Help](#)


Preferences dialog box

-  **General**
-  Associate


-  Edit
-  Preview

 **Enable undo** Select to enable the Undo command on the Edit menu. Then specify the number of commands Video Editor should retain for undoing.




 **Number of recently opened files** Specify the number of projects Video Editor lists under the File menu.




 **Return to the first frame after playing** Select to return to the first frame after playback of any clip. Clear to freeze on the frame where it stopped.




 **Use temporary file when creating 8-bit optimized palette(s)** Select to speed up processing time for creating an optimized palette for Indexed Color video file.




 **Display Options dialog box** Select to display the effect dialog box whenever you drag a new effect onto the Timeline. Clear to continue applying effects using the settings from the last time the dialog box was closed. You can always go back and edit settings later.




 **Display data rate warning message** Select to prompt user if the current data rate exceeds the specified one in the Video Save Options dialog box Compression tab before starting the creation process.




 **Display New dialog box** Select to display the New dialog box for choosing a template in creating a project every time you click **File: New**. Clear to automatically create a project based on the attributes defined in the Project Settings dialog box.



 **Automatic save every X minutes** Select to avoid losing all your work if any problems occur. You must still save the project when you finish working on it.




 **Default background color** Click to open the Ulead Color Picker to let you set the working area background color for any empty slots on the Timeline.




 **Title safe area margin** Specify a new title safe margin to change your video board default settings.




 **Default inserted clip duration** Specify a default duration for those clips placed on the Timeline that do not have a pre-defined duration.




 **Check Ulead's web site at start every X day(s)** Select to access Ulead's web site each time you open Video Editor. Specify how frequent you want to visit the web site in number of days.




 **Temporary folder** Assign a folder for Video Editor to place its temporary files. Video Editor generates temporary files while you work with your video project. When you exit from the program, the files will automatically be deleted.




 Recovering from mistakes



 Using project templates



 Welcome to Video Editor Help

The Optimized option will give the best results but the video will produce color shifts when played back on a 256 color display.

This list contains the path and filename of your most recently opened files. You can click a name from the list to reopen the file.


If you regularly use the same properties for a video project, you can hide the New dialog box each time you click New by clearing the **Show this dialog box next time** option. Any new projects will apply the properties set in the Preferences dialog box.


This is useful if you intend on sending your video back out to video tape or for broadcast because television has a different resolution than a computer monitor and edges which are viewable on screen may disappear. As a guideline for different devices, choose 12% for NTSC and 10% for PAL.

Video Editor allows you to set a value of up to 99 levels. As memory is allocated for each level of undo/redo, you may find that too high a level adversely affects performance. In such cases, restrict the level to 3-4 only. You can also choose to have no undo/redo to maximize performance, but any editing done is final.


Assigning a temporary folder speeds up the whole operation of creating videos in Video Editor especially when working on large files. This space will be kept as free as possible from any outside files and at the same time prevents Video Editor from using the default hard drive folder designated for other purposes that may cause interference with other processes your computer is running.


Preferences dialog box


 General


 **Associate**


 Edit


 Preview

 **File type** Select the file format to associate with a program.


 **Associated program** Specify the path and location of the program to open and edit the selected File type.


 **Browse** Click to search for the program's execution file.

 **Include trim information** Select to allow any media files such as video or audio to open displaying any marked portions that you have created.


 Welcome to Video Editor Help


Preferences dialog box

 General


 Associate

 **Edit**


 Preview

 **Apply color filter** Select to configure Video Editor to confine its color palette to those visible in the NTSC or PAL filter color space to make sure that all the colors are valid. Clear if for monitor display only.




 **Default field** Select Frame-based if you intend to output your video file only to your computer monitor. If you intend to output the video file to a conventional television screen, check your capture board's field order reading capability and select the appropriate option.





 **Double click on video track to insert** Select and click the drop-down arrow to choose whether to automatically open the Insert Video File or Insert Image File dialog box when you double-click an empty time slot.



 **Resample quality** Click the drop-down arrow to set the quality of any effects or filters. The Best quality takes a longer time to process.



 Inserting clips onto the Timeline


 Welcome to Video Editor Help


Select the appropriate option if you plan on having your video played back over an NTSC or PAL device such as a television. Clear if designing only for monitor display.

Field-based videos, when viewed on the computer show unwanted horizontal lines. This is due to the interlacing of video for the TV screen. When the proper hardware is used, these horizontal lines disappear when shown on a television monitor.

Good resampling quality produces fine videos for most purposes. You may select **Best** if you want even higher quality videos, but it takes a longer time to render and to create the final output.

Preferences dialog box


 General


 Associate


 Edit

 **Preview**

 **Specify additional folders for preview files** Specify folders for storing preview files. (Windows automatically determines the first folder.)

 **Hard disk** Select the drive you wish to assign a folder to.

 **Limit hard disk usage to** Select and specify a value to have Video Editor manage disk usage while running. This might be useful for preserving disk space for other files.

 Welcome to Video Editor Help

Paste Attributes dialog box



Video filters Select to paste the video filters from the clipboard into a video clip. Also, select the paste method.



Audio filters Select to paste the audio filters from the clipboard into an audio clip. Also, select the paste method.



Overlay options Select to paste the overlay options from the clipboard into the clip.



Moving path Select to paste the moving path effects from the clipboard into the clip.



[Welcome to Video Editor Help](#)

Audio and Video filters can only be pasted into compatible tracks.

Delete Attributes dialog box



Video filters Select to delete the video filters applied on the selected area.



Audio filters Select to delete the audio filters applied on the selected area.



Overlay options Select to delete the overlay options applied on the selected area.



Moving path Select to delete the moving path effects applied on the selected area.



[Welcome to Video Editor Help](#)

Preview Range dialog box



Mark in / Mark out Specify the start and end timecode for a preview area.



Previewing your work



Welcome to Video Editor Help

Time Selection dialog box



Mark in / Mark out Specify the start and end timecode to use in selecting a specific portion of a project.



Selecting clips



Editing clips



Welcome to Video Editor Help

Timeline Display Mode dialog box



Video Select how Video Editor displays video data on the Timeline.



Audio Select how Video Editor displays audio data on the Timeline.



Show cue bar Select this option to display a cue bar below each track for showing each clip's video/audio cues.

Note: If you selected Thumbnail or Filename mode, click its color box to change the background color on which the clip's file name appears.

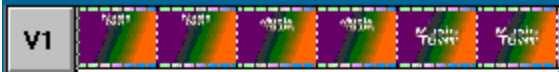


[Arranging the workspace](#)



[Welcome to Video Editor Help](#)

Filmstrip Mode

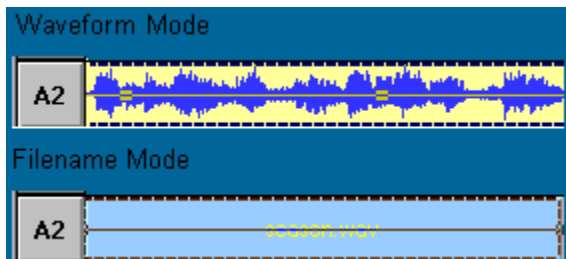


Thumbnail Mode



Filename Mode





Clip Properties dialog box

Displays detailed information about the selected clip including its size, format, path, compression used, duration, and other useful data.



[Obtaining information](#)



[Welcome to Video Editor Help](#)

Cue Manager dialog box



Cue Time / Cue Name Shows all cues in the project and their positions on the Timeline.



Add Click to open the Add cue dialog box where you can name and place a new cue.



Delete Click to remove the selected cue from the Timeline.



Delete All Click to remove all cues from the Timeline.



Rename Click to open the Rename Cue dialog box where you can change the name of the selected cue.



Go To Click to move the Preview mark to the selected cue.



Working with cues



Welcome to Video Editor Help

Toolbars & Panels dialog box

Determines how various Video Editor items appear in the workspace. Select each item you want to appear in the workspace. Clear each item you want to hide or disable.



Arranging the workspace

Quick Command Panel

Welcome to Video Editor Help

Go To dialog box



Position Specify a timecode to go directly to on the Timeline.



Cue time / Cue name Lists all cues in the project. Select the one you want to go to on the Timeline.



Go To Click to go to the specified position or the selected cue on the Timeline.



Performing searches



Welcome to Video Editor Help

Go To dialog box



Cue time / Cue name Lists all cues in the clip. Select the one you want to go to on the clip.




Go To Click to go to the selected cue and display that frame on the Source Window.





[Welcome to Video Editor Help](#)


Find Clip dialog box


 **Start Time** Shows the starting time of each clip in the project. Click the one you want to locate on the Timeline and click OK.


 **Duration** Shows the length of time of each clip in the project.

 **Track** Shows the occupied track of each clip in the project.

 **Clip Name** Shows the path and name of each clip in the project.

 **Annotation** Shows a name assigned to a selected clip for easy recognition, if any.

 [Performing searches](#)

 [Welcome to Video Editor Help](#)

Find Unlinked Clips dialog box



Start Time/Duration/Track/Clip Name Shows the clips in the project that are unlinked to their source files.



Annotation Shows a name assigned to a selected clip for easy recognition, if any.



Relink Click to open the Relink dialog box and locate the source file of the unlinked clip(s). This dialog box varies depending on file type.



Delete Click to remove the unlinked clip from the Timeline.



Go To Click to go to the selected clip.



Performing searches



Welcome to Video Editor Help

Find Empty Time Slots dialog box



Type Click the drop-down arrow to select what clips to perform the search on.



Start Time/Duration Shows the search results indicating where each empty slot begins and how long it lasts.



Go To Click to go to the selected empty time slot.



Add Cue Click to open the Add Cue dialog box and assign a cue to the beginning of the time slot so you can remember its location more easily.



Delete Click to remove the empty time slot from the Timeline. This shortens the entire project by the amount deleted.



[Performing searches](#)



[Editing clips](#)



[Welcome to Video Editor Help](#)

Video/Audio File dialog box

This dialog box allows you to select a video or audio file. You may find some or all of the following options:



Look in Find the desired folder.

View the contents of the next higher folder in your system.

Create a new folder.

View files as icons.

View files by names with statistics.

File name Identify the file(s) selected for inserting or relinking.

Files of type Select the file format of the file you want to insert or relink.

Subject Displays the subject assigned to the file, if any.

Description Displays the description of the file contents, if any.

Auto play Select to play the file immediately after selecting it from the file name list box.

Mute Select to silence the audio playback.

Play Click to play the selected file in the preview window.

Preview Click to display the selected file contents in the preview window.

Duration Click to select only a portion of the file to insert on the Timeline. (This button appears in the dialog box only when you are inserting clips into the Timeline.)

Options Click to customize settings. (This button is usually disabled.)

Info Click to open a dialog box containing information about the selected file.

Browse Click to search for files or folders.

[Welcome to Video Editor Help](#)

Image File dialog box

This dialog box allows you to select an image file.

You may find some or all of the following options:



Look in Find the desired folder.



View the contents of the next higher folder in your system.



Create a new folder.



View files as icons.



View files by names with statistics.



File name Identify the file(s) selected for inserting or relinking.



Files of type Select the file format of the file you want to insert or relink.



Duration Specify the time length to display the image on the Timeline.



File information Displays information about the selected file.



Preview window Displays a thumbnail representation of the selected file.



Options Click to display the open options dialog box for file formats that provide options. There are only a few file formats that support open options.



Browse Click to search for files or folders.



Preview Displays the selected file contents in the preview window.



[Welcome to Video Editor Help](#)

Title Clip dialog box

This dialog box appears when you insert a title clip or click Clip: Title Options to edit a title clip. It also allows you to replace a selected clip in the Timeline with a new title clip.



New Click to clear the Title text window.



Open Click to load a previously created text file (*.TXT file extension) for the Title text.



Save As Click to save as a text file for future use.



Title text window Type the text (maximum of 1023 characters) for the clip. Press Enter to start a new line.



Preview Displays a preview of the title text and provides button controls for playing the title clip.



Preview slider and button controls Drag the slider to see how the title clip progresses. Click the button controls to advance forward/backward by one frame or jump to the start/end of the clip.



Timecode Displays the timecode of the current frame shown in the preview window.



Background video Click to preview the title clip on the background video.



Play in Preview Window or External Monitor Click to output the results in Video Editor's Preview Window or a connected video monitor for an even larger preview.



Play Click to play the title clip in the preview window.



Enable rolling Select to apply the Rolling specifications on the Title clip. When selected, the Shadow feature on the Font tab is disabled.



Font Specify the format for the title clip text. Settings here affect all the text in the Title text window.



Rolling Specify the position and movement for the title clip text.



[Inserting clips onto the Timeline](#)















[Creating title clips](#)



[Welcome to Video Editor Help](#)

Title Clip dialog box -- Font tab

-  **Font name & size** Select face and size for the characters you want to place in the project.
-  **Font style** Click all the effects and styles to apply on the text.
-  **Font alignment** Select the alignment for the text.
-  **Text transparency** Specify how much of the underlying image should appear through text.
-  **Anti-aliasing** Select to smoothen the edges around curves in text so that they do not look pixilated.
-  **Opaque text** Select to change the title clip text color. Click Fill color square to open the Ulead Color Picker to use on the text or right-click for Windows Color Picker.
-  **Outline** Check to display the outline boundaries of the text.
-  **Shadow** Select to define the properties of a shadow for the Title Clip text.
-  **Opaque background** Select to make the part outside the text body nontransparent and click the Fill color square to choose a color. Clear to make it transparent.
-  Inserting clips onto the Timeline
-  Creating title clips
-  Welcome to Video Editor Help



Bold Click to make the characters a little thicker, giving them a stronger, darker look.



Italic Click to skew the characters slightly.



Underline Click to add a single line under the characters.



Strikethrough Click to add a single line that goes through the characters.




Left Click to format text so that its multiple lines all start from the same point on the left side.





Center Click to format the text so that multiple lines are centered relative to each other.





Right Click to format the text so that the ends of multiple lines all match up to the right edge.


 **Line color** Click the Line color square to open the Ulead Color Picker or right-click it to open the Windows Color Picker for choosing the outline color

 **Line width** Specify the thickness of the outline.

 **Shadow color** Click the shadow color square to open the Ulead Color Picker or right-click for Windows Color Picker for choosing the shadow color

 **3D shadow** Select to link the shadow to the text creating a 3D effect. Clear to apply a drop shadow.

 **X & Y offset** Set the size in pixels for the shadow.

 **Shadow transparency** Set a high value to allow more of the image to show through the shadow.

Instead of using the Overlay options on Title clips, clear the Opaque background option and select Anti-aliasing for smoother Title overlays.

Title Clip dialog box -- Rolling tab



Direction Select whether to roll the text vertically or horizontally (four directions to choose from).



Place at Select whether to align the text left, center or right when rolling text vertically. When rolling text horizontally, select from top, center or bottom alignment.



Start/Stop Select the starting and ending position for the rolling text.



Speed Select the speed for the rolling text.



Repeat Specify how many times to roll the text across the screen. This affects the duration of the Title Clip.



Duration Displays the time length of the Title clip. The clip duration depends on the selected speed.



[Inserting clips onto the Timeline](#)












[Creating title clips](#)



[Welcome to Video Editor Help](#)

Color Clip dialog box

This dialog box appears when you insert a color clip or click **Clip: Color Options** to edit a color clip. It also allows you to replace a selected clip in the Timeline with a new color clip.

-  **Annotation** Assign a name to the Color clip for easy recognition on the Timeline.
-  **Duration** Specify the time length for the Color clip. The default duration is specified in the Preferences dialog box.
-  **Color** Click to change colors within the specified duration. This is enabled whenever you set a keyframe on the Keyframe controller.
-  **Keyframe controller** Set keyframes to produce color variations within the specified duration.
-  **Pure Color** Click to have a single color all throughout the clip.
-  [Creating a color clip](#)
-  [Inserting clips onto the Timeline](#)
-  [Using the Keyframe Controller](#)
-  [Welcome to Video Editor Help](#)

Silence Clip dialog box



Annotation Assign a name to the Silence clip for easy recognition on the Timeline.



Duration Set the time length for the Silence clip.















[Inserting clips onto the Timeline](#)



[Welcome to Video Editor Help](#)

Video Filters dialog box

-  **Available filters** Lists video filters available in the selected Category for applying to a selected clip. Click one from the list to select it.
-  **Applied filters** Lists all video filters currently applied to the clip. Click one from the list if you want to remove it or edit its conditions.
-  **Add** Click to add the selected filter from the Available Filters list to the Applied Filters list box.
-  **Remove** Click to remove the selected filter from the clip.
-  **Remove All** Click to remove all the filters from the clip.
-  **Category** Select a folder from the drop-down list that determines the different filters to display in the Available filters list box.
-  **Options** Click to open the Options dialog box where you can set the selected filter's conditions in different timecode by setting keyframes.
-  **Region** Click to open the Region dialog box where you can isolate portions of the frame to apply the filter to.
-  **Disable Region** When selected, settings specified in the Region dialog box will not be applied to the clip. Clear this option to apply the Region settings to the clip.
-  [Applying filters](#)
-  [All Video Filters](#)
-  [Welcome to Video Editor Help](#)

Video Filter dialog box

The Video Filters dialog box varies according to the selected filter. All contain the following components. For details about the specifics of each filter, click the help button in the filter dialog box.



Original clip window Shows a frame from the selected clip before the filter is applied.



Preview window Shows a frame from the clip after the filter has been applied.



Add Click to open the Add To Library dialog box to add the current effect settings to one of the Video Filter folders for quick access.













Video Filters dialog box




Welcome to Video Editor Help











Region dialog box

-  **Original clip window** Shows a frame from the mask. Click on the window to select key color.
-  **Preview window** Shows a frame from the selected clip and the parts affected by the filter.
-  **Type** Select the key type to use in the Original window.
-  **Mask** Select from current clip, image, or video clip as the matte to use for selecting an area.
-  **Threshold** Drag to determine the sensitivity to bright and dark pixels. High is more sensitive to bright.
-  **Invert region area** Click to make all colors except the selected color the key color.
-  **RGB** Displays the RGB value of the current threshold setting.
-  **Matte** Click to open the Select Image Matte dialog box for choosing an image file or the Select Video Matte for choosing a video file to use as mask.
-  **Welcome to Video Editor Help**

 **Alpha Channel** Select to key out the black areas of the selected matte's alpha channel and make the white areas of the alpha channel opaque.


 **Gray Key** Select to use the selected matte's grayscale values in choosing the transparent and opaque areas.


Audio Filters dialog box


-  **Available filters** Lists audio filters available for applying to a selected clip. Click one from the list to select it.
-  **Applied filters** Lists all audio filters currently applied to the clip. Click one from the list if you want to remove it or edit its conditions.
-  **Add** Click to add the selected filter from the Available Filters list to the Applied Filters list box.
-  **Remove** Click to remove the selected filter from the clip.
-  **Remove All** Click to remove all the filters from the clip.
-  **Options** Click to open the selected filter's options dialog box for changing its settings. (Only available on audio filters which provide options.)
-  [Applying filters](#)
-  [Adding sound effects](#)
-  [All Audio Filters](#)
-  [Welcome to Video Editor Help](#)


Each audio filter options dialog box has a help button explaining the controls and features in it.


Overlay Options dialog box


 **Overlay clip** Shows a sample frame from the selected clip before the overlay settings are applied. Buttons and a time indicator allow you to select which frame to view.

 **Type** Specify what part of the image is transparent.


 **Mask** Select whether to use a video or image file as the source for the overlay.


 **Color (R G B)** Select a color from the image to make it transparent. You can also select the color by clicking the image on the Overlay clip window.


 **Overlay preview** Shows a sample frame of the selected clip with the overlay applied. Buttons and a time indicator allow you to select which frame to view.


 **Play in Preview Window or External Monitor** Click to output the results in Video Editor's Preview Window or a connected video monitor for an even larger preview.


 **Preview as** Select the type of display to show in the Overlay preview window.


 **Similarity** Drag the slider to specify the range of key colors relative to the selected one for the overlay. The higher the percentage, the more colors are used as the overlay.


 **Invert overlay area** Select to make all colors except the selected color the key color.


 **Advanced control window** Displays a representation of the threshold, cutoff, max value, min value, and gamma value parameters. Click any of the parameter handles and drag to adjust.

 **Current parameter** Drag to change the active parameter's settings.


 **Blend/Opacity** Specify which color components of the underlying clip are dominant.


 **Transparency** Specify how clear the overlay appears.


 **Soft edge** Select how strongly to smooth out the edges between the two clips. Large results in a less pronounced transition.


 **Matte** Click to load an image or video file when the Image Matte or Video Matte mask is selected.





 [Adding a video overlay effect](#)

 [Performing video effects](#)

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 **Result** Displays the behavior of the overlay clip (the foreground) with the underlying one (the background).

 **FG** Displays just the overlay clip (the foreground) with background (the underlying clip) using the default solid color set in the Preferences dialog box, Video Editor tab. This is helpful if the background clip contains similar colors to the overlay clip because you can set the similarity until you have accurately keyed-out the color you want to make transparent. Also, this is ideal for overlay clips which have gradations of a solid color such as in blue screens.

 **Mask** Displays a black and white preview of the current settings. The white areas are transparent and black ones opaque. This is helpful if you want to see the clearest view as to which parts of the overlaying and underlying clips are affected. It is also ideal for overlay clips which primarily have solid colors.



Threshold Adjusts the amount of shadow in an overlay clip.



Cutoff Adjusts the shadow detail with the luminance and chroma keys.



Maximum/Minimum values Set the maximum/minimum values possible for changing the grays of the original clip.



Gamma value Sets the gray values apparent in color which contribute to the levels of highlight and shadow that appear on an image.



Overlay Clip Uses the selected clip as the source for creating the overlay.






















Image Matte Uses a different image as the source for creating the overlay clip.

























Video Matte Uses a different video file as the source for creating the overlay clip.

























2D Basic Moving Path dialog box

-  **Motion control window** Initially shows two points marking the start and end positions for the clip and two rectangles representing the clip and the video frame. Drag the points to create the path.
-  **Preview window** Shows the current frame and how the moving path affects the clip.
-  **Keyframe controller** Specify the keyframes at which different moving path settings are applied on the clip.
-  **Timecode** Shows the current frame timecode on the Timeline.
-  **Display buttons** Click the buttons to adjust your Path window display.
-  **Use bounding box of static title** This option is selectable only when you are defining a moving path for a static (non-rolling) title clip.
-  **Show Background** Click to display the background clip in the frame window.
-  **Play in Preview Window or External Monitor** Click to output the results in Video Editor's Preview Window or a connected video monitor for an even larger preview.
-  **Speed control** Click to select the preview play speed.
-  **Preview** Click to preview the moving path.
-  **Width/Height** Specify how to resize the clip to make it larger or smaller as it travels over time.
-  **X/Y** Specify the actual position of the clip within the frame box.
-  **Keep aspect ratio** Select to maintain the relationship of height and width of the original clip when resizing.
-  **Reference point box** Specify the basis for the moving path. This is particularly useful if you want to move a clip completely off the screen.
-  **Options** Click to specify other moving path options.
-  **Add** Click to open the Add to Library dialog box to add the current moving settings to one of the Moving Path folders for quick access.
-  [Creating a moving path](#)
-  [Performing video effects](#)
-  [Welcome to Video Editor Help](#)


2D Advanced Moving Path dialog box


-  **Motion control window** Initially shows two points marking the start and end positions for the clip and two rectangles representing the clip and the video frame. Drag the points to create the path.
-  **Preview window** Shows the current frame and how the moving path affects the clip.
-  **Keyframe controller** Specify the keyframes at which different moving path settings are applied on the clip.
-  **Timecode** Shows the current frame timecode on the Timeline.
-  **Display buttons** Click the buttons to adjust your Path window display.
-  **Use bounding box of static title** This option is selectable only when you are defining a moving path for a static (non-rolling) title clip.
-  **Show Background** Click to display the background clip in the frame window.
-  **Play in Preview Window or External Monitor** Click to output the results in Video Editor's Preview Window or a connected video monitor for an even larger preview.
-  **Speed control** Click to select the preview play speed.
-  **Click to preview the moving path.**
-  **Width/Height** Specify how to resize the clip to make it larger or smaller as it travels over time.
-  **X/Y** Specify the actual position of the clip within the frame box.
-  **Keep aspect ratio** Select to maintain the relationship of height and width of the original clip when resizing.
-  **Distortion window** Click and drag one of the green control points to change the dimensions or distort the image.
-  **Wheel button** Click and drag the red dot around to set the amount of rotation for the clip in the frame.
-  **Rotate** Type a value for the amount of rotation for the clip in the frame.
-  **Reference point box** Specify the basis for the moving path. This is particularly useful if you want to move a clip completely off the screen.
-  **Options** Click to specify other moving path options.
-  **Add** Click to open the Add to Library dialog box to add the current moving settings to one of the Moving Path folders for quick access.
-  [Creating a moving path](#)
-  [Performing video effects](#)
-  [Welcome to Video Editor Help](#)


3D Moving Path dialog box


-  **Motion control window** Initially shows two points marking the start and end positions for the clip and two rectangles representing the clip and the video frame. Drag the points to create the path.
-  **Preview window** Shows the current frame and how the moving path affects the clip.
-  **Keyframe controller** Specify the keyframes at which different moving path settings are applied on the clip.
-  **Timecode** Shows the current frame timecode on the Timeline.
-  **Display buttons** Click the buttons to adjust your Path window display.
-  **Use bounding box of static title** This option is selectable only when you are defining a moving path for a static (non-rolling) title clip.
-  **Show Background** Click to display the background clip in the frame window.
-  **Play in Preview Window or External Monitor** Click to output the results in Video Editor's Preview Window or a connected video monitor for an even larger preview.
-  **Speed control** Click to select the preview play speed.
-  **Click to preview the moving path.**
-  **Width/Height** Specify how to resize the clip to make it larger or smaller as it travels over time.
-  **X/Y** Specify the actual position of the clip within the frame box.
-  **Keep aspect ratio** Select to maintain the relationship of height and width of the original clip when resizing.
-  **Wheel button** Click and drag the red dot to set the amount of rotation for the clip in the frame along the selected axis. A text box above the wheel shows the rotation numerically.
-  **X Y Z options** Select the axis affected by the wheel button.
-  **X Y Z boxes** Specify the rotation along each axis without using the wheel button
-  **Order** Select the order in which the rotation takes place.
-  **Perspective** Type a value that changes the perceived distance of the rotation axis. The higher the value, the closer the axis appears.
-  **Reference point box** Specify the basis for the moving path. This is particularly useful if you want to move a clip completely off the screen.
-  **Options** Click to specify other moving path options.
-  **Add** Click to open the Add to Library dialog box to add the current moving settings to one of the Moving Path folders for quick access.
-  Creating a moving path
-  Performing video effects
-  Welcome to Video Editor Help


3D Sphere Moving Path dialog box


 **Motion control window** Initially shows two points marking the start and end positions for the clip and two rectangles representing the clip and the video frame. Drag the points to create the path.


 **Preview window** Shows the current frame and how the moving path affects the clip.

 **Keyframe controller** Specify the keyframes at which different moving path settings are applied to the clip.


 **Timecode** Shows the current frame timecode on the Timeline.

 **Display buttons** Click the buttons to adjust your Path window display.

 **Use bounding box of static title** This option is selectable only when you are defining a moving path for a static (non-rolling) title clip.

 **Show Background** Click to display the background clip in the frame window.


 **Play in Preview Window or External Monitor** Click to output the results in Video Editor's Preview Window or a connected video monitor for an even larger preview.

 **Speed control** Click to select the preview play speed.





Click to preview the moving path.


 **Width/Height** Specify how to resize the clip to make it larger or smaller as it travels over time.


 **Rotate** Specify the rotation of the clip in its plane.


 **Angle 1** Specify where to position the clip vertically (on the XY plane) on the sphere surface.

 **Angle 2** Specify where to position the clip horizontally (on the XZ plane) on the sphere surface.


 **Keep aspect ratio** Select to maintain the relationship of height and width of the original clip when resizing.


 **Hide background** Select to hide all the background clips that are on top of the current clip.


 **Adjust** Select the category to adjust with the Wheel button.


 **Sphere: Radius** Specify the sphere size. Value cannot exceed the layout window.


 **Sphere: Rotate** Specify the degree of sphere rotation.


 **Sphere: X** Specify the location of the sphere horizontally in the frame.

 **Sphere: Y** Specify the location of the sphere vertically in the frame.


 **Perspective** Type a value that changes the perceived distance of the rotation axis. The higher the value, the closer the axis appears.


 **Wheel button** Click and drag the red dot to set the amount of rotation for the clip in the frame along the selected axis. A text box above the wheel shows the rotation numerically.


 **Options** Click to specify other moving path options.

 **Add** Click to open the Add to Library dialog box to add the current moving settings to one of the Moving Path folders for quick access.





 [Creating a moving path](#)


 [Performing video effects](#)

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3D Cylinder Moving Path dialog box


 **Motion control window** Initially shows two points marking the start and end positions for the clip and two rectangles representing the clip and the video frame. Drag the points to create the path.

 **Preview window** Shows the current frame and how the moving path affects the clip.

 **Keyframe controller** Specify the keyframes at which different moving path settings are applied to the clip.


 **Timecode** Shows the current frame timecode on the Timeline.

 **Display buttons** Click the buttons to adjust your Path window display.

 **Use bounding box of static title** This option is selectable only when you are defining a moving path for a static (non-rolling) title clip.

 **Show Background** Click to display the background clip in the frame window.


 **Play in Preview Window or External Monitor** Click to output the results in Video Editor's Preview Window or a connected video monitor for an even larger preview.


 **Speed control** Click to select the preview play speed.





Click to preview the moving path.


 **Width/Height** Specify how to resize the clip to make it larger or smaller as it travels over time.


 **Rotate** Specify the rotation of the clip in its plane.

 **Angle** Specify where to position the clip horizontally on the cylinder surface.


 **Y** Specify where to position the clip vertically on the cylinder surface.


 **Keep aspect ratio** Select to maintain the relationship of height and width of the original clip when resizing.


 **Hide background** Select to hide all the background clips that are on top of the current clip.


 **Adjust** Select the category to adjust with the Wheel button.


 **Cylinder: Radius** Specify the width for the cylinder.


 **Cylinder: Rotate** Specify the cylinder rotation about the z-axis.

 **Cylinder: X** Specify the location of the cylinder horizontally in the frame.


 **Perspective** Type a value that changes the perceived distance of the rotation axis. The higher the value, the closer the axis appears.


 **Wheel button** Click and drag the red dot to set the amount of rotation for the clip in the frame along the selected axis. A text box above the wheel shows the rotation numerically.


 **Options** Click to specify other moving path options.

 **Add** Click to open the Add to Library dialog box to add the current moving settings to one of the Moving Path folders for quick access.

























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Transition Options dialog box


The Transition Options dialog boxes vary depending on the type of transition. They consist of some or all of the following items.

-  **Transition** Select where to start the transition.
-  **Divide X/Y by** Type a value to evenly divide the screen horizontally/vertically and produce duplicates of the transition effect.
-  **Color square** Specify a color for the border. If the transition effect is Peel or Roll type, this color becomes the background. Click the color square to open the Ulead Color Picker or right-click to open a pop-up menu for changing color.
-  **Border** Specify the size for a border at the edges of the transition.
-  **Soft edge** Select how strong the transition is between tracks. Large results in a less pronounced transition. This option works well for irregular shapes and angles.
-  **Direction buttons** Click the desired movement of the effect. (Only applicable in some transition effects.)
-  **Mask preview** Shows a gray mask for the selected image mask. (Only for F/X: Mask transition effect.)
-  Click to open the Select Image dialog box for choosing a mask image.
-  **Sample window** Displays a preview of the selected transition effect.
-  **Keyframe controller** Specify the keyframes at which different settings are applied on the clip.
-  **Timecode** Shows the current frame timecode on the Timeline.
-  **Speed control** Click to select the preview play speed.
-  Click to display the actual video clip in the sample box. Selecting this slows down processing, but may offer a better view of how the transition looks.
-  Click to preview the transition effect with its current settings.
-  **Transition degree** Specify the degree of completion for the transition effect at the current keyframe. If there is no added keyframe, interpolation degree value applies.
-  **X, Y** Specify the coordinates for the spot-position to indicate the starting point of the transition. (Only available on transition effects supporting spot-position.)
-  **Reverse** Select to change the direction of the transition. This does not alter the way each clip plays or their track assignments.
-  **Options** Click to open a dialog box for defining more options for the Whirlpool-3D transition effect.
-  **Add** Click to open the Add to Library dialog box to add the current settings to one of the Transition effect folders for quick access.
-  [Adding a transition effect](#)
-  [Performing video effects](#)
-  [Welcome to Video Editor Help](#)


Whirlpool-3D dialog box


Divides a clip frame into units slowly showing another clip from a different video track.


 **Density** Specify the amount of division to apply. Higher values divide the image at the starting point of transition into more division units.


 **Rotate** Specify the percentage of rotation for each division unit as transition progresses. Higher values rotate units close to a 360-degree turn depending on the Variation settings.


 **Variation** Specify how much change to apply to the division units as the transition progresses.


 **Overlay by color key** Select if you want the underlying clip to show through portions that are keyed out using the color specified in the color square. You can set the range of similar pixel values to include as color keys. Higher values include more different shades of the current color key to be keyed out.


 **Animation** Select the type of movement for the division units.

 **Explode** Select if you want the division units to move outward starting from the spot-position off the screen as the transition progresses.

 **Raise** Select to move the division units as if they are being blown away from a flat surface and then disappearing from the screen as the transition progresses.


 **Twist** Select to move the division units in a swirl like manner and making them disappear once they reach the spot-position as the transition progresses.


 **Mapping type** Select Mirror if you want to display the same image in the background of each division unit as it rotates on the frames. Select Custom if you want to use a solid color as a background. This feature is only visible if you have specified a value in the Rotate spin box.

 **Shape** Select the shape to use when dividing an image frame into units at the starting point of the transition.



Depending on the video card installed in your system, you can have the following additional features available in some transition effects:

 **Direct Draw support** Push: Side and Strips; Slide: Barn Door, Diagonal, Cross, Strips, & Side; Wipe: Barn Door, Wipe: Box, Circle, Diagonal, Cross, Diamond, Strips, Side, & Star; Clock: Quarter & Sweep.

 **Direct 3D support** 3D: Flying Fold, Flip, Flying Board, Flying Cube, & Folding Box are added as 3D plugins.

Some combinations of directions and divisions may produce no apparent results. This is because the effect produces identical results in each division.

If the selected transition effect supports spot-position, then you can drag the control point to set where to start the transition effect. For every keyframe, you can set the Transition degree. For timecode with no set keyframes, the Transition degree is interpolated.

Transition effects that support spot-position:



Wipe: Box

Clock: Center

Wipe: Circle

Clock: Split

Wipe: Diamond

Clock: Sweep

Wipe: Puddle

Clock: Turn

Wipe: Star

Clock: Twist

3D: Whirlpool

Speed dialog box



Original clip duration Shows the length of the clip in the project before adjustment.



Speed Specify how much to increase or decrease the selected clip's speed.



New clip duration Another way of adjusting speed is to specify the length of the clip. Enter a desirable clip duration in the provided entry boxes.



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Duration dialog box

Depending on the selected clip type, one of two Duration dialog boxes may appear.

For audio, video and title clips:



Mark in Specify the timecode where you want the clip to start in the project.



Mark out Specify the timecode where you want the clip to end in the project.

For image, color clip and transition effect:



Duration Specify the new length for the clip.



Changing clip length



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Annotate dialog box



Annotation Give the clip a name for easy recognition on the Timeline.



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Post Timecode dialog box



Reel name Type a name for the AVI that matches the original source reel.



Timecode Specify the time from the reel that corresponds to the mark-in time for that clip in the project.



Posting a timecode





Creating an EDL





Welcome to Video Editor Help


Freeze Frame dialog box


 **Preview window** Displays a preview of the clip's original file. Click and drag the slider to choose which frame to freeze.


 **Freeze before frame** Select to freeze frames before the selected frame that is specified in the Timecode edit control.

 **Timecode edit control** Specify the timecode of the frame to freeze for the Freeze before option.

 Click to update the Timecode edit control to the current preview frame position.

 **Freeze after frame** Select to freeze frames after the selected frame that is specified in the Timecode edit control. When selected, you can set a duration that exceeds the clip's original one.

 Click to update the Timecode edit control to the current preview frame position.

 **Timecode edit control** Specify the timecode of the frame to freeze for the Freeze after option.



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Field Options dialog box



Frame type Select the frame type of your source clip when it was captured or created.



Flicker reduction Select to minimize jitter playback of frames if you intend to create a field-based video out of the original frame-based type.



Deinterlace Select if you have a field-based source clip with lots of fast movements and applied effects, transitions and moving paths in it for a more synthesized and smoother motion when played back.




Selecting the correct field mode





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Video Editor discards half of the field-based video data if a field-based video clip is incorrectly identified as frame-based. This could cause unsatisfactory results when you save your final video.


When adjusting color values, keep in mind the following:


 Changing hue rotates the green lines on the vectorscope clockwise or counterclockwise depending on the degree of change.


 Changing saturation affects the depth of the lines, with low saturation appearing closer to the center and a high saturation closer to the edges.


 Changing brightness and contrast affects the waveform in different ways depending on your choice of options in the Display dialog box.


Color Calibration dialog box


Your display is well calibrated when the green lines touch the white squares in the Vector scope and the graph displays a stair-like pattern in the Waveform monitor. If they do not, you need to adjust the settings using the software supplied with your video capture board. 


 **Vectorscope** Adjust the mapping of colors in the vector scope until the green lines touch the white by changing the Hue and Saturation values.


 **Waveform monitor** Adjust the mapping of colors in the Waveform monitor by changing the Brightness and Contrast values.

 **Waveform view** Select from Composite, Chroma, Luma, and Parade for a more specific analysis of your source's color signal, breaking it down into its component parts in a graph.

 **Preview** Displays the current image sample where the original colors are based. The red arrow indicates the scan line for color calibration.

 **Line** Specify the scan line for color calibration. The range depends on the dimension of the source video. (If you have a vertical pattern, there is no need to change it.)

 [Calibrating your display](#)

 [Welcome to Video Editor Help](#)



White squares Represent the six standard colors used as reference points when adjusting your color signals.



Green lines Indicates the video source's color signals.



Composite Shows both the Chroma and Luma values at the same time.



Chroma Shows the source's color values, indicated by green.




Luma Shows the source's brightness values, indicated by white.




Parade Shows the combination of the three values; luminance, red value (minus) luminance, and blue value (minus) luminance.

Quick Command Options dialog box

Allows you to set the maximum size for the Quick Command panel.

 **Number of custom area commands** Set the maximum number of commands you can assign to the Custom (upper) area of the Quick Command panel.


 **Number of cache area commands** Set the maximum number of commands that can appear in the Cache (lower) area of the Quick Command panel. When the maximum number is reached, the oldest command will scroll out of the cache area as a new one is added.

 **Save when program closes** Select to retain the settings when you end a Video Editor session.



 [Quick Command Panel](#)



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To add commands to the custom area, from the Quick Command menu, click **Modify**.

Modify Custom Commands dialog box

Allows you to assign commands to the Custom area of the Quick Command panel.



Menu Select the menu that contains a command you wish to add.



Commands list Select the commands you wish to add. Drag or use the Ctrl or Shift keys to select several commands at one time.



Add Click to place all selected commands in the Commands list into the Added list.



Remove Click to remove all selected commands in the Added list from the list.



Remove All Click to empty the Added list.



Alias Assign your own name to the command to use when displayed in the Quick Command panel.



Added list Shows all commands currently installed in the Quick Command panel. To change the order of commands, click and drag a command from the Added list to the position you want.



[Quick Command Panel](#)



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Data Rate Analysis dialog box



Look in Find the desired folder.

View the contents of the next higher folder in your system.

Create a new folder.

View files as icons.

View files by names with statistics.

File name Identify the file(s) selected for analyzing.

Files of type Select the AVI file format.

Subject Displays the subject assigned to the file, if any.

Description Displays the description of the file contents, if any.

Auto play Select to play the file immediately after selecting it from the file name list box.

Mute Select to silence the audio playback.

Play Click to play the selected file in the preview window.

Preview Click to display the selected file contents in the preview window.

Analysis Click to open another dialog box displaying the result in analyzing the selected file.

Close Click to close this dialog box.

Info Click to open a dialog box containing information about the selected file.

Browse Click to search for files or folders.

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Audio Fine Tune Window

Displays timecode of the mark in frame and the one preceding it. The red vertical line indicates the mark in position. Drag it to the left or right to adjust to the precise spot and obtain the correct timing in starting your audio playback.

Position indicates the timecode of the current location of the mark in point.

'Bounding box' refers to the rectangular box in the Motion control window that represents the start and end frame of a clip. Select this option to reduce the bounding box size to the actual size of the title clip and have more precise control over the positioning and movement of the clip.

Creating a new project

1. Click **File: New**  to start a new project.



2. Select a video format (AVI or MPEG) to use for clips in your project from the **Edit file format** drop-down list.

3. Select a project template from the **Existing project templates** list and click **OK**.

Note:



If you have selected to show the New dialog box from **File: Preferences - General** tab, clicking **File: New** will open a dialog box listing all your existing project templates. Otherwise, Video Editor clears the workspace for the new project.



To save the project settings you defined, click **File: Save Project Template**.



New dialog box



Preferences dialog box



Save Project Template dialog box



Template Options dialog box



Video Editor Basics



Click the **Create** button in the New dialog box to define new settings for your project.
If you choose **New** when a modified project is open, Video Editor prompts you to save changes first.

Opening a project

1. Click **File: Open** .



2. Browse through the files and find the project file you want. Click the **Look in** box or the **Browse** button and search through the listed drives and folders.

3. Select the project file from the file name list.


4. Click **Open**.

Note: To change the settings of an open project, click **File: Project Settings**.




 Open dialog box




 Project Settings dialog box





 Video Editor Basics


For quick access to recently visited files, click **File** and select a file name from the Recent Files List displayed before the **Exit** command.

Arranging the workspace


 [Screen components](#)

 [Zoom in/out](#)


 [Clips on Timeline](#)


 [Scrolling](#)


By customizing how Video Editor displays its toolbars, panels, windows and other workspace items, you can find the best way to work efficiently. Here are some of the things you can do:


 **Docked or floating** The Standard Toolbar and Timeline can be docked in the Video Editor workspace. They can also appear as floating windows.





 **Hiding/showing windows, toolbars and panels** Click the **Window** menu and select which windows, toolbars or panels to show or hide.



 You can also hide a window or panel by double-clicking its title bar.

 **Window layout templates** If you prefer certain positions for your windows on the workspace, you can save it so that you don't have to move them everytime.

 Click **File: Layout Template - Save** to save the current window layout settings.

 Click **File: Layout Template - Load** to open a previously saved layout.

 To easily switch to a different window layout, click

  and select a layout template from the menu.




 [Toolbars & Panels dialog box](#)

 [Load Layout Templates dialog box](#)


 [Save Layout Templates dialog box](#)


Arranging the workspace


 [Screen components](#)

 [Zoom in/out](#)


 **Clips on Timeline**

 [Scrolling](#)


1. Click **View: Timeline Display Mode** or click  to change how clips appear on the Timeline.
2. Choose to display clips in filmstrip/waveform, thumbnail or file name modes and specify their display sizes.
3. Click the color box to select a background color on which the clip's file name appears.
4. Select whether to show a cue bar. (This is useful for marking areas on a clip for future edits.)


 [Timeline Display Mode dialog box](#)

Arranging the workspace

 [Screen components](#)

 **Zoom in/out**


 [Clips on Timeline](#)


 [Scrolling](#)


By changing the ruler unit, you can view more or less of the project at one time.


1. Click **View: Ruler Unit** or the Ruler Unit button.

2. Select a unit of measurement.

 Select the desired scaling from the submenu.


 Click **Zoom In** to lower the time measurement and get a clearer view of each frame. This makes mixing clips and adding special effects easier.

 Click **Zoom Out** to increase the time measurement and get a general overview of the project.


 Click **Previous Zoom** to switch between the current and previous view.




Arranging the workspace

 [Screen components](#)

 [Zoom in/out](#)


 [Clips on Timeline](#)

 **Scrolling**


To scroll the video tracks up or down without scrolling the corresponding audio track or vice versa, click **View: Scroll Lock** to lock or unlock the two. You can also click  located at the right side of the timescale. When locked, all video and audio tracks are synchronized with each other.





Inserting clips onto the Timeline

 [Video/Audio/Image](#)

 [Title/Silence/Color](#)

 [Ulead project files](#)

 [Ulead Image Sequence](#)

1. The fastest way to insert a clip is to double-click an empty time portion of a video or audio track and insert a video, image or audio file. 
To know about other ways of placing clips into the Timeline, see [Other ways of inserting clips](#).
2. Browse through the files and find the clip file you want. Click the **Look in** box or the **Browse** button and search through the listed drives and folders.
3. Select the clip file from the file name list.
4. Click **Open**.
5. Drop the clip on an empty space of a video/audio track. 

Click a topic below for more tips on inserting clips.

[Moving clips while inserting](#)

[Aligning clips](#)


[Locking clips or tracks](#)

 [Insert Menu](#)

 [Video File dialog box](#)


 [Audio File dialog box](#)


 [Image File dialog box](#)

 [Preferences dialog box](#)


 [Working With Clips](#)

 [Video Editor Basics](#)


 Double-clicking an empty time portion of a video track opens either the Insert Video or Insert Image File dialog box depending on the settings in the **Edit** tab of the **File: Preferences** dialog box.

 Video Editor does not physically put video, audio, or image files into the project. Rather, it links them. This results in faster operation and protects original data from accidental changes.

Inserting clips onto the Timeline


 [Video/Audio/Image](#)

 [Title/Silence/Color](#)

 [Ulead project files](#)


 [Ulead Image Sequence](#)

 **Title** Click **Insert: Title Clip**

 to open a dialog box for defining its characteristics and effects to apply.




 **Silence** Click **Insert: Silence Clip**

 to use this as a temporary placeholder on the Timeline if you are not yet ready with the final audio source file.



 **Color** Click **Insert: Color Clip**

 to use this as a temporary placeholder on the Timeline if you are not yet ready with your final video source file.




Click a topic below for more tips on inserting clips.


[Moving clips while inserting](#)


[Aligning clips](#)


[Locking clips or tracks](#)




 [Title Clip dialog box](#)

 [Silence Clip dialog box](#)

 [Color Clip dialog box](#)


 [Video Editor Basics](#)


Inserting clips onto the Timeline

 [Video/Audio/Image](#)

 [Title/Silence/Color](#)

 **Ulead project files**

 [Ulead Image Sequence](#)

1. Double-click an empty time portion of a video track to open the Insert Video File dialog box.
2. Change the **Files of type** to Ulead CG File (UCG) or Video Paint File (UVP) file format to display projects created using other MediaStudio Pro programs.
3. Double-click the file name from the **File name** list to insert that file on the Timeline. 

Click a topic below for more tips on inserting clips.


[Moving clips while inserting](#)

[Aligning clips](#)

[Locking clips or tracks](#)



 [Video File dialog box](#)

 [Video Editor Basics](#)

Selecting clips

 [Clip Selection tool](#)


 [Deselecting](#)

 [Time Selection tool](#)


 [Selecting video](#)


 [Track Selection tool](#) [and audio clips](#)

With the Clip Selection tool  active:

 Click a clip on the Timeline. To select a group of clips, hold down the **Shift** key and drag your mouse over all the clips that you want.



 Click the track's button on the left side to select all the clips on that track.


 Click **Edit: Select All** to select all the clips on the Timeline.



 [Video Editor Basics](#)

You can select any number of clips even if they are on different tracks as long as you include the clip areas while you are dragging the mouse.

Selecting clips

 [Clip Selection tool](#)


 [Deselecting](#)


 **Time Selection tool**

 [Selecting video](#)

 [Track Selection tool](#) [and audio clips](#)

With the Time Selection tool  active:


 Drag your mouse on the Timeline over the area you want to select. Using this method, you can select all the clips on multiple tracks that fall within that timecode.

 Click **Edit: Time Selection** to select an area with high precision. In the dialog box, type the beginning and ending frames to select all the clips, (or portions of clips), in that time frame.

 [Time Selection dialog box](#)

 [Video Editor Basics](#)

Selecting clips

 [Clip Selection tool](#)


 **Deselecting**


 [Time Selection tool](#)


 [Selecting video](#)

 [Track Selection tool](#) [and audio clips](#)

Here are different ways to deselect clips:

 Click outside a selected area.

 Click another clip that is not selected.


 Change to other tools.

 Click **Edit: Select None**.



 [Video Editor Basics](#)


Using the clipboard

 **Cut and Copy**


 Paste Attributes

 Paste

Click **Edit: Cut** or **Copy** to place data onto the clipboard. These commands are enabled when you have selected a media clip or time range. Copy places a duplicate of the selection onto the clipboard, whereas cut removes the selection and places it onto the clipboard.


 Video Editor Basics


Using the clipboard

 Cut and Copy

 Paste Attributes


 **Paste**

Click **Edit: Paste** to place data from the clipboard onto a compatible track on the Timeline. This command is disabled if the clipboard is empty. Video Editor places the entire contents of the clipboard, including video, audio, and effects onto the Timeline. 

 Video Editor Basics

You can also copy and paste by pressing the **Ctrl** key and dragging any clip to another track or dragging and dropping a clip's file from Windows Explorer.


Using the clipboard


 [Cut and Copy](#)

 **Paste Attributes**

 [Paste](#)

Click **Edit: Paste Attributes** to paste filters and other effects onto a clip on the Timeline. The Paste Attributes dialog box then opens, allowing you to select the types of effects to paste and how to paste them.

 [Paste Attributes dialog box](#)

 [Video Editor Basics](#)

Recovering from mistakes



Undo Click **Edit: Undo**

↶ to recover up to 99 of the last actions you have performed since opening the project. If after undoing an action, you would want to reapply it again, click **Edit: Redo**



Restore If you have made many changes and are not sure exactly what you want to undo, you can return the project to the same condition it was in when you last saved it by clicking **File: Restore**. This command effectively closes the project without saving and then re-opens it again.



[Preferences dialog box](#)






[Video Editor Basics](#)

Click **File: Preferences - General** to set the number of steps you can undo.

Converting file formats


 [Video file](#)

 [Image sequences](#)

1. Click **File: Convert - Video File** to display the Select Source Video File dialog box.
2. Select and preview the file you want to convert. 
3. Click **Open**. The Select Destination Video File dialog box then appears.
4. Type a new file name and select the file type for conversion. Depending on the selected file format, click **Options** to define advanced saving options. 
5. Click **Save**.



 [Select Source Video File dialog box](#)

 [Select Destination Video File dialog box](#)

 [Video Save Options dialog box](#)

 [Video Editor Basics](#)


 [File Management](#)



You can convert AVI, MOV, MPG and animation files such as GIF, FLI, FLC, and FLX as well as Ulead's own UCG, UIS, and UVP.

Creating your files

 [Video/Audio](#)


 [Batch files](#)


 [Image sequence](#)


1. Click **File: Create - Video/Audio File**. 
2. Select the desired format and assign a destination and file name for the file to create.
3. If you want, enter a subject, description, and assign the project to the Production Library.
4. Click **Options** to view and change the properties. In the Save Options dialog box, select whether to save the whole project or only a portion of the project. 
5. Click **Select** to choose an image to represent the file.
6. Click **Save** to create the file.



 [Create Video File dialog box](#)

 [Create Audio File dialog box](#)


 [Video Save Options dialog box](#)


 [Select Preview Image dialog box](#)


 [Data Rate Analysis dialog box](#)


 [Video Editor Basics](#)


 [File Management](#)


 Depending on the selected file type for saving, the Save Options dialog box varies. Here, you can review and change the compression, frame size and rate, and other settings.

 If you are creating a DV AVI file or converting a file into DVI AVI format, you must select the following settings:

 Frame rate: 29.97 or 30 fps for NTSC, 25 fps for PAL


 Frame size: 720 x 480 for NTSC, 720 x 576 for PAL

 Audio attributes: 48000Hz, 16-bit, Stereo

 Compression: DV Video Encoder


If you only want to save a portion of your project, click and drag your mouse over the Preview range bar to create a preview range.

Creating your files


 [Video/Audio](#)


 [Batch files](#)


 **Image sequence**

1. Click **File: Create - Video File**.
2. Select Ulead Image Sequence Files (UIS) from the **Save as type** drop-down list and assign a destination and file name for the video.
3. If you want, enter a subject, description, and assign the project to the Production Library.
4. Click **Options** to view and change the properties. In the Save Options dialog box, select whether to save only a portion or the entire project and click **OK**. 
5. Click **Select** to choose an image to represent the file.
6. Click **Save** to create the file.

 [Create Video File dialog box](#)

 [Video Save Options dialog box](#)


 [Select Preview Image dialog box](#)

 [Video Editor Basics](#)


Creating your files

 [Video/Audio](#)


 [Batch files](#)

 [Image sequence](#)

1. Click **File: Create - Multiple Files**.
2. Under the **Default** section, choose whether to create a video or audio file.
3. Click **Add**.
4. In the Open dialog box, select a project file and click **Open**.
5. In the Create Video File or Create Audio File dialog box, define the various attributes for the selected type of file to create and then click **Save**.
6. Repeat steps 2 to 5 until you have added all the project files to into the **Project list** box.
7. Click **OK** to start creating video/audio files.


 [Create Multiple Files dialog box](#)


 [Create Video/Audio File dialog box](#)


 [Video Editor Basics](#)


Managing your project


Video projects can get very complicated, consisting of several files and numerous effects. To keep track of your work more easily, Video Editor offers several ways to identify, locate and organize clip files.

 **Production Library** Store your clips to save you the time and trouble of searching your system for files. You may create several different folders to group clips of a type together according to your needs.


 **Package** Keep all files used in the project together. Click **File: Package** to copy or move all files in the current project (including source clip files) to a folder you specify.


 **Cues** Name and identify portions of your project and clips. For example, if you want to synchronize an audio, overlay, or special effect with another track, a cue can help line up all the clips properly. Also, they can mark a part of the project you want to come back to. After working with Video Editor for a while, you may discover other valuable uses for them.

 **Smart Check & Convert** All clip files used in the project must have the same attributes as the defined project settings. Consistency throughout the project makes rendering faster and saves disk space. Video Editor can automatically search for clips with mismatched properties and change them simultaneously.


 **Smart Trim** Video Editor can automatically scan through your project and search for clips which are used only partially. To save disk space, you can trim those clips and save them into separate, smaller file sizes.

 **Smart Relink** Click **File: Smart - Smart Relink** to search for broken file links and relink clips to the appropriate files.

 **File descriptions** Assign subjects and descriptions to files when you save them. Take advantage of this feature to include key words and reminders about the file's content and use.

 **Browse** Several dialog boxes contain a **Browse** button. This enables you to search your system for a file or files matching your search criteria. Once found, you can return to the original dialog box and complete your task.



 [Video Editor Basics](#)

 [Project Management](#)

Creating an EDL

1. Click **File: Create EDL File**.
2. Select **Generic EDL files (*.edl)** and assign a destination and file name for the file to create.
3. Assign a **Title** and specify a mark-in time in the **Record in** boxes (optional).
4. Click **Save**.
5. Assign a **Title** and specify a mark-in time in the **Record in** boxes (optional).
6. Click **Save**.

When do you need to create EDLs?

Edit Decision Lists (EDLs) are "road maps" of a video project that describe how clips are used in the project. Post production houses use these as a guide when they record the final project. When you use Video Editor to create videos, a kind of EDL is electronically stored in the computer. But if, for example, you intend to use original video tapes and a mixer to do the final video of your work in Video Editor, you need to create an EDL.



[Posting a timecode](#)



[Create EDL File dialog box](#)




[Video Editor Basics](#)



[File Management](#)

Posting a timecode

High end commercial videos have "stamps" on every frame that identify them with respect to the rest of the video, but video files don't. To cross reference a video file to its original video tape, you need to manually place a timecode.

1. Click the Clip Selection tool  and select the clip you need to cross reference.
2. Find the frame on the original video tape from which the clip was captured and write down the timecode and reel name.
3. Click **Clip: Post Timecode**.
4. Type the name of the source tape in the **Reel name** text box and the timecode in the **Timecode** boxes.
5. Click **OK**.







Creating an EDL



Post Timecode dialog box

Creating a title clip

1. Click **Insert: Title Clip** .
2. Type the text for the clip in the **Title text** box. To start a new line, press **Enter**. .
3. Specify the format for the text in the **Font** tab. Settings here affect the whole text in the Title text box.
4. Select **Anti-aliasing** for smooth text.
5. Select **Enable rolling** if you want the text to move over the background clip.
6. Click the **Rolling** tab to specify how the text will move over the background clip. .
7. Click **OK** and then click on the video track where you want to place the clip. .

Note: To change format for certain text, separate the title clip or use CG Infinity.

Click a topic below for more tips on inserting clips.

[Moving clips while inserting](#)





[Aligning clips](#)

[Locking clips or tracks](#)





[Insert Title Clip dialog box](#)

[Working With Clips](#)

-  After typing your text, click the save button
-  for later editing or spell checking.
-  To load a previously saved text file (TXT), click the load button
- . The size of the text file should not exceed 2KB.

Creating a color clip

Color clips are useful for providing a flat background upon which to show other clips. They can also serve as temporary place holders while source video or image files are not yet ready to be inserted.

1. Click **Insert: Color Clip** .
2. Click the **Color** square to select a background color.
3. Click  on the Keyframe Controller to add a keyframe at certain timecodes so you can change the color at those points. Otherwise, click **Pure Color** to have a single color all throughout the clip.
4. Click **OK** and click the video track where you want to place the clip.
5. Change the clip length if necessary. Drag either edge of the clip to adjust its duration.

Click a topic below for more tips on inserting clips.

[Moving clips while inserting](#)

[Aligning clips](#)

[Locking clips or tracks](#)



[Using the Keyframe Controller](#)



[Insert Color Clip dialog box](#)



[Working With Clips](#)

Inserting silence

A silence clip blocks out space in your video where there will be no sound. It creates and inserts a block of silence in an audio track on the Timeline. This kind of clip is also useful for creating temporary place holders while the source audio files have not yet been inserted to the video project.

1. Click **Insert: Silence Clip**.
2. Type a name and length for the clip and click **OK**.
3. Click an audio track where you want to place the clip.

Click a topic below for more tips on inserting clips.

[Moving clips while inserting](#)

[Aligning clips](#)

[Locking clips or tracks](#)



[Insert Silence Clip dialog box](#)



[Working With Clips](#)

Changing clip length

When changing the duration of an image, color, title, or silence clip, the only limitation on length is the size and space on the Timeline. For video and audio clips, you can make them as short as one frame, but not any longer than the total number of frames in the actual file.



Using the mouse Click the Clip Selection tool



and select the clip to change. Drag the clip's border left or right. How other clips on the Timeline are affected depends on the Trim options setting and whether you are in [Ripple Editing](#) mode.



The Duration command Select the clip to change and click **Clip: Duration** if you need extreme precision for the clip length. In the Duration dialog box, type the desired length for the clip.



Using the Source Window Double-click the clip to open it in the Source Window. You can place and review clip cues. For image clips, you can change the duration. When using the Source Window, you can only extend a clip length to fit the available space before the next clip.



[Source Window](#)



[Duration dialog box](#)



[Working With Clips](#)

Merging projects

When merging two projects together and the project to insert is longer than the available space on the Timeline, Video Editor truncates it to fit. However, the actual data in a truncated clip is not affected.

1. Click **Insert: Project File**.
2. Select the project file to add and click **Open**.
3. Click anywhere on the Timeline where you want the project to begin. Select a [Ripple Editing](#) mode to automatically move other clips in the Timeline when inserting the project.

Click a topic below for more tips on inserting projects.

[Moving clips while inserting](#)

[Aligning clips](#)

[Locking clips or tracks](#)



[Insert Project File dialog box](#)



[Working With Clips](#)

Working with audio



[Adjusting the mix](#)




[Adding sound effects](#)



[Adding audio cross-fade effects](#)

When you load a sound clip into the Timeline, Video Editor automatically sets the volume for it to 100 percent. That means the video file will reproduce the sound at the same level as the original clip. A straight line runs through the center of the clip to show the volume setting. To change the volume:


1. Click the volume line at the point where you want to change. Video Editor places a control point on the line.
2. Drag the line to the desired level. (All the way to the top doubles the volume; all the way down means no sound.) Video Editor creates a steady transition for the volume to change.
3. Repeat this process for any other points in the clip. 




[Working With Clips](#)

Once a point is placed, you can drag it horizontally in the clip to change its position. To delete a control point, click and drag it to either the top or bottom clip border.

Working with audio

 [Adjusting the mix](#)

 [Adding sound effects](#)


 [Adding audio cross-fade effects](#)

Video Editor offers fade, echo, pan, and several other audio effects. To apply any of these filters :


1. Select an audio clip and then click **Clip: Audio Filters**.
2. Select a filter to apply and click the **Add** button to move the selected filter to the **Applied filters** list.
3. Click **Options** if you want to modify any settings.
4. Repeat steps 2 and 3 until you have added all the filters you want. Then, click **OK**.


 [Audio Filters dialog box](#)


 [All Audio Filters](#)

 [Working With Clips](#)

Working with cues

 [Creating project cues](#)


 [Modifying project cues](#)

 [Deleting project cues](#)

 [Creating clip cues](#)

Cues mark timecodes in your project for future reference. To create project cues:


1. Click **View: Cue Manager**.
2. Click the **Add** button to open the Add Cue dialog box.
3. Enter a precise **Timecode** in which to put a project cue.
4. By default, the specified timecode is also the name given to a project cue. To change it, type in a different name in the **Cue name** entry box.

After creating a cue, a blue triangle appears on the cue bar of the ruler marking its location. 


You may also use the Preview Window to create project cues. See [Using the Preview Window](#) for details.




 [Cue Manager dialog box](#)


 [Working With Clips](#)


Performing searches

 [Specific time or cue](#)

 [Unlinked clips](#)


 [Clip by name](#)


 [Empty time slots](#)


 [Repeating a search](#)

 [Finding files](#)


1. Click **Search: Go To** to display the Go To dialog box. When searching for a cue, click **View: Cue Manager** instead.
2. Select a cue from the list box or type the SMPTE timecode (for Go To dialog box) you want to go to in the Position boxes.
3. Click **Go To**. A yellow arrow points out the specified position on the Timeline.
4. Click **Close**. The Vertical Preview Line snaps to the specified position.

 [Go To dialog box](#)

 [Cue Manager dialog box](#)


 [Working With Clips](#)


Performing searches

 [Specific time or cue](#)

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 **Clip by name**


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 [Finding files](#)

1. Click **Search: Find Clip**.
2. Select the clip you are looking for from the Clip list.
3. Click **OK**. A yellow arrow points out the specified position on the Timeline.

 [Find Clip dialog box](#)


 [Working With Clips](#)

Performing searches

 [Specific time or cue](#)

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 [Clip by name](#)

 [Empty time slots](#)


 **Repeating a search**

 [Finding files](#)


Click **Search: Find Next** or press **F2** to find other clips in your project matching the last search criteria. Video Editor searches the project for another clip with the same name as the last search. If no previous search exists, Video Editor treats this command the same as the Find Clip command.


 [Working With Clips](#)


Performing searches

 [Specific time or cue](#)

 [Unlinked clips](#)

 [Clip by name](#)


 [Empty time slots](#)


 [Repeating a search](#)


 [Finding files](#)

1. Click **Search: Find Unlinked Clips** to check your project for clips whose links to their original source files are missing or broken. The Find Unlinked Files dialog box opens listing all clips with missing links.
2. Select a clip from the list and choose from deleting, relinking or going to it on the Timeline.
3. After deleting or relinking, click **Close**.


Note: Video Editor's **Smart Relink** feature detects broken file links automatically. A dialog box appears which allows you to locate the file and relink to it. (You will find Smart Relink in the **File: Smart** submenu.)


 [Find Unlinked Clips dialog box](#)


 [Relink Video/Audio File dialog box](#)


 [Working With Clips](#)


Performing searches

 [Specific time or cue](#)

 [Unlinked clips](#)

 [Clip by name](#)


 **Empty time slots**


 [Repeating a search](#)

 [Finding files](#)


An empty time slot is an area where no clips exist anywhere in the Timeline. If you play back a video clip with empty time slots, there will be a space between transitions in the clip. To delete these time slots or replace them with other clips:

1. Click **Search: Find Empty Slots** to display the Find Empty Time Slots dialog box.
2. Select from the **Type** drop-down list which track(s) to look for empty time slots. The dialog box lists the starting point and how long the empty slots are on the Timeline.
3. Select an empty slot from the list and click **Go To**. A yellow arrow points where the empty slot is. You can either delete or add a cue at that point for reference.
4. Click **Close**.


 [Find Empty Slots dialog box](#)


 [Working With Clips](#)


Performing searches

 [Specific time or cue](#)

 [Unlinked clips](#)

 [Clip by name](#)


 [Empty time slot](#)

 [Repeating a search](#)

 **Finding files**



If you do not remember where a file is on your hard disk or CD, the **Browse** button in several dialog boxes helps to find it.

1. Click **Browse** to display the Browse dialog box.
2. Select the drive and folder you want to search.
3. In the **File name** text box, enter the file name or extension (*.ext) of the file(s) you want to find.
4. Click **Scan**. All files matching your search appear in the **Files found** list.
5. Select the desired file and click **OK**.

 [Working With Clips](#)

Adding a transition effect

Transition effects are placed as clips in the F/X track and used to control how video clips in the Va and Vb tracks merge with each other. If there is no transition effect, clips in Vb play over Va.

1. Click  on the Standard toolbar to open the Production Library.
2. Click the drop-down arrow to select the **Transition Effect** gallery. This displays an animated thumbnail of the various effects.
3. Click each folder in the list to browse for the desired transition effect.
4. Click the effect you want and drag it onto the F/X track between two overlapping clips where you want to apply the effect.
5. The Transition Options dialog box appears displaying a sample of the selected effect. Set the options for the selected effect. For more information on setting keyframes, see [Keyframe Controller](#).
6. Click **OK** to apply the transition. 

Note: Double-click a transition effect on the Timeline to open its corresponding dialog box and change attributes.



[Using the Keyframe Controller](#)



[Transition Options dialog box](#)



[Special Effects](#)

Every transition effect clip placed on the F/X track contains a vertical “switch” which allows you to change the direction of the transition without having to open the Transition Options dialog box. Click the switch to change the direction accordingly.

Adding a video overlay effect




What is an Overlay Effect?

An overlay effect makes part of one visual clip transparent so the clip below shows through. With Video Editor, you can control how much of each clip will be visible when they overlap.

How Useful is it?

This effect is particularly useful when you want to insert text over a scene or create special effects such as "an invisible man."

How to Add an Overlay Effect

1. Select the clip on the video overlay track that you want to perform the effect on. 
2. Click **Clip: Overlay Options** or click .
3. Click the **Type** drop-down arrow and choose the desired key for basing the transparent color on. For help in deciding which key, see [Selecting a key type](#).
4. Click the Overlay clip on a place that represents the color you want to be transparent.
5. Set the **Similarity** (range of colors to be transparent) and **Transparency** (how strongly the visible image should appear). For more information on setting keyframes, see [Keyframe Controller](#).
6. Preview your settings by dragging the scroll bar on the **Overlay preview** window. 
7. Click **OK** to apply the effect.

Note: To change overlay settings, right-click the clip and then click **Overlay Options** from the pop-up menu.



[Using the Keyframe Controller](#)



[Selecting a key type](#)



[Overlay Options dialog box](#)




[Special Effects](#)



You can only apply overlay effects to clips on the Overlay tracks (V1 to V99).







When performing this effect, always remember that the clip in the highest numbered overlay track is on top.

To view the effect of the overlay simultaneously while setting your options, click  to view it in the **Overlay preview** window.

Applying audio or video filters

Filters are special effects that alter the appearance or sound of a clip. In Video Editor, you can vary the intensity of a filter at the start, end, and intermediate stages of a clip. Each clip may have up to 20 filters applied at one time.

1. Select the video or audio clip you want to apply the filter to.
2. Depending on the selected clip, click **Clip: Video Filters** or **Clip: Audio Filters**. 
3. Select a filter and click **Add** to include it in the **Applied filters** list.
4. Click **Options** to set the starting and ending conditions for the selected filter. For more information on setting keyframes, see [Keyframe Controller](#). 
5. Click **OK** to accept the settings.
6. Repeat steps 3 through 5 to add more filters. Each filter is applied in the order they appear in the Applied filters list. 
7. Click **OK** to return to the workspace. 



[Using the Keyframe Controller](#)



[Video Filters dialog box](#)



[Audio Filters dialog box](#)



[All Video Filters](#)




[All Audio Filters](#)





[Special Effects](#)


Other ways to open the filters dialog box:


 Right-click the clip. Depending on the selected clip, click **Video Filters** or **Audio Filters** from the pop-up menu.

 Click

 for video filters or

 for audio filters on the Timeline toolbar.

 If you have the Production Library open, click the drop-down arrow to select the appropriate folder of filters to apply. To display the Production Library, click

 on the Standard toolbar.

If you do not click on the **Options** button, Video Editor applies the filter with the current default settings.

To adjust the applied order, select the filter to move and drag up or down.

When you apply a video filter, it affects the entire video clip. If you want to affect only a certain portion such as a highlighted area or specific scene in the background, click **Region** to define it. This region applies to all filters added to the clip. (Not available for all filters.)

Creating a moving path





What is a Moving Path?

Specifying a path of a clip allows you to move it across the screen. In addition to this, you can also resize and crop the clips on the path. Moving paths can be applied to any clip in a video track and add tremendous flexibility to your project.

Uses for Moving Paths

One simple use is with title clips, especially when creating credits, enabling the text to scroll up during a video clip. Other uses include creating moving pictures from images, (for example, a picture of a boat moving across the screen), and producing multiple-image screens.

How to Create a Moving Path

1. Select the clip you want to move.
2. Click  to display the Production Library. Select **Moving Path** to display the gallery of moving paths available. The Production Library displays animation samples of each kind of moving path.
3. Click and drag the desired moving path onto the clip to open its corresponding dialog box.
4. Set the beginning and ending conditions for the path by dragging the scroll bar to each end and entering settings.
5. To make a change to the path, drag the slider to an intermediate point in the clip and click  to add a keyframe. Then enter the desired settings. For more information on setting keyframes, see [Keyframe Controller](#).
6. Click  to preview the moving path. To see how the effect shows on the background clip, click .
7. Click **OK**. A moving path icon appears on the selected clip.



[Using the Keyframe Controller](#)



[2D Basic Moving Path dialog box](#)



[2D Advanced Moving Path dialog box](#)



[3D Moving Path dialog box](#)



[Sphere Moving Path dialog box](#)




[Cylinder Moving Path dialog box](#)



[Special Effects](#)

Saving a project

1. Click **File: Save As**. 
2. Assign a destination and file name for the project.
3. If you want, enter a subject and description for your project.
4. Click **Select** to choose a frame from any of the clips in the project and use it as a sample preview image.
5. Click **Save**.

Note: Video Editor records the names and locations of each clip in the project and any effects and filters you applied. Any video, audio, and image files assigned to the project are unaffected by the saving process. If you delete, rename or change a linked file, Video Editor prompts you to relink it.



[Save As dialog box](#)




[Select Preview Image dialog box](#)



[Video Editor Basics](#)





[File Management](#)


If you previously saved the project and want to avoid the Save As dialog box, simply click **File: Save**  to update your file.


Obtaining information

You can get a quick glimpse at information about your current project or a clip inside it.


 **Clip information** Displays information about a clip including file, size, format, path, and mark in and out data.


 Select the clip of inquiry and right-click it. From the resulting pop-up menu, click **Properties**.


 Select the clip of inquiry and click **View: Clip Properties**.

 Right-click over a clip to display a pop-up window showing the clip's properties.


 Click

 and select **Properties** when the clip is opened in the Source Window.


 Click the **Info** button in any open file dialog boxes.

 **Project information** Displays information about a project including file, size, description, and configuration data. It also lists all clips and other files used in the project

 Click **File: Project Settings**.

 Click the **Info** button in any open file dialog boxes.

 [Project Settings dialog box](#)

 [Project Management](#)

Changing project settings

1. Click **File: Project Settings** to change the current Video project file settings.
2. Specify a video file format for your video clips by selecting an **Edit file format** from the drop-down list.
3. Click **Edit**. The Project Options dialog box opens where you can specify new project frame rate and size, limit the number of allowable overlay tracks, and more.



[Project Settings dialog box](#)



[Project Options dialog box](#)



[Project Management](#)

Previewing your work



Effects and filters



Enabling/Disabling tracks



On-the-fly



Using the Preview Window




Preview range

You often have to make several decisions when applying transition effects, filters, or other special effects. By using the preview windows in their dialog boxes, you can get a good idea of how the final video will turn out. Then you can adjust the effects before placing them into the Timeline. For moving path effects, you have the option of viewing a "frame" preview or an "image" preview. If your only concern is how the path looks, the frame preview will save time and system resources. If the actual appearance of the video is important, click




Project Management

Previewing your work


 [Effects and filters](#)

 [Enabling/Disabling tracks](#)


 **On-the-fly**

 [Using the Preview Window](#)

 [Preview range](#)

If you want a quick preview while you are in the midst of editing a clip and do not wish to wait for a preview file to be created, you can perform a preview "on-the-fly". You will be able to see your clips along with any transition effects, moving paths and video filters that have been applied. 

1. Position the mouse pointer across the top of the ruler. The pointer then changes to a star. A Vertical Preview Line also appears.
2. Click and drag the Vertical Preview Line to playback the video in the Preview Window. The speed at which you drag your mouse advances the preview accordingly.

 [Work Area](#)

 [Project Management](#)

The results of filters applied to clips only appear if the **Apply video filters** option is selected in the **Video Editor** tab of the Template Options or Project Options dialog box. While selecting this option adds to the accuracy of the preview, it also slows down system performance.

Previewing your work



[Effects and filters](#)



[Enabling/Disabling tracks](#)



[On-the-fly](#)



[Using the Preview Window](#)



Preview range

Video Editor allows you to see a portion of your video file without performing a full save. Depending on the size of the preview range, previewing may take some time, but still less than a regular save.

1. Select the part of the project you want to preview. There are three ways to do this:



Preview range bar Move your mouse over the Timeline ruler and when your pointer changes to

, drag it over the preview range bar to select a preview range. A blue bar indicates the period for preview. (Right-click on the cue bar to delete the preview range.)

Preview Window Use the Trim bar or Mark In/Mark Out buttons. See [Using the Preview Window](#) for more details.



To define a precise preview range, click **Edit: Preview Range**.

2. Click **View: Preview** or click the Play the Preview Range button



[Preview Window](#)



[Preview Range dialog box](#)



[Project Management](#)

Using the Preview Window



Viewing your project



Marking a preview range



The Preview Window Menu




Creating project cues


The Preview Window provides buttons that allow you to quickly preview your work as well as add cues to the project whenever you see something you want to mark for future reference. All rendering is done in real time and no preview files are created. For more information on each button's function, see [Preview Window](#) .




Project Management


Recording to a videotape




 [Timeline](#)

 [Using a controllable device](#)


 **Video File**

 [Recording to a DV camcorder](#)

Allows you to prepare media files for output to videotape. To do this, you need a VGA to TV converter (or similar device) and, for best results, a controllable and compatible video recorder or camcorder. 

1. Click **File: Print to Tape - Video File**.
2. Switch to the folder containing the media file you want. Click the **Look in** drop-down arrow to display other drives and folders or click **Browse** to scan for files.
3. Select the media file from the file name list.
4. Click **Options** to set recording options in the Print to Tape Options dialog box.
 -  You can specify a time **Delay** and record video automatically.
-or -
 -  Select the **Manually with keyboard or mouse** option to control the recording manually.
- or -
 -  Select the **Device control** option to control the recording directly from Video Editor. In order to do this, you need to have a controllable device connected to your video recorder. See [Using a controllable device](#) for more information.
5. Click **Open**. Your screen goes blank and the video file plays on-screen as recording is in progress, either immediately, or after the specified delay. If you selected the **Keyboard or Mouse** option in step 4, press a key or click your mouse to play the file and record it to a videotape.

 [Select Video File dialog box](#)

 [Print to Tape Options dialog box](#)

 [Project Management](#)

If you do not have these accessories, use this command to display a video full screen against a black background.

Closing project files

If you have any unsaved changes, Video Editor prompts you to save the file first before closing it. Here are different ways of closing a project file:



Click **File: Close**.



Double-click the program window's control menu box (at the top left corner of the program window).



Click **Close** from the program window's control menu.



Click **File: Exit**. This also ends the Video Editor session.






Project Management



Working with video projects


Here are some useful tips on making video projects:


While editing a project

 To line up clips with each other or a specific timecode, click **Edit: Snap** to turn snap mode on. See [Aligning clips](#) for more information.


 To see a larger preview of your project, click the Preview Window Menu button  and select **Play Full Screen**. This removes any background windows and programs from your screen when you preview.


 For faster rendering, preview only the tracks you are working on and temporarily exclude the other tracks. To exclude a track from the preview, click the **Enable\Disable** track button and disable that track .

 Double-click an empty track to open its default Load Clip dialog box.


 Lock clips or an entire track if you have finished editing and do not want them to be changed. See [Locking clips or tracks](#) for more information.


Managing your files


 If you transfer your video project from one machine to another, create the same directory structure for the project on both machines for easier use.

 When working on large projects, consider separating the project into several more manageable files by selecting the **Preview range** option in the Video Save Options dialog box. This can help speed up your work as well as make it easier to focus on the scene at hand.


Optimizing a project


 For best results, all video files used as clips in a project should have the same attributes such as frame size, frame rate, and compression scheme. Click **File: Convert** to change the attributes of one file to match others, or better yet, click **File: Smart - Smart Check & Convert** to search for all clip files having different attributes and change their settings.


 One way to minimize the size of the project is to disregard unused portions of clips. Click **File: Smart - Smart Trim** to automatically locate partially used clip files and trim them into separate, smaller files.

 Different video files may require different compression settings to produce the best output. When deciding upon the key frame settings, consider the types of images in the video. For rapidly changing scenes, keep the number low to ensure more accurate reproduction. For a slow-moving or consistent scenery, setting a lower number achieves better compression with negligible results on the picture.




 [Select Source Video File dialog box](#)

 [Convert Frame Rate dialog box](#)

 [Smart Check & Convert dialog box](#)









 [Smart Trim dialog box](#)

 [Video Save Options dialog box](#)

 [Tips & Techniques](#)

Editing clips

Here are some helpful tips on how to edit media clips in a video project:

-  When inserting clips into the Timeline, use the ripple editing tools to prevent overlapping with other clips in your project. See [Moving clips while inserting](#) for details.
-  Video Editor provides 4 different tools for selecting clips in the Timeline. To know more about clip selection, see [Selecting clips](#).
-  Press the **Home** and **End** keys to quickly jump to the start and end of the selected clip or duration respectively.
-  Apply special effects to your clips by simply dragging the effect from the Production Library. See [Special Effects](#) for more information.
-  Use the Preview Window to view your work and add project cues for easier editing. To find out more about the Preview Window, see [Preview Window](#).
-  Edit video, audio or image clips in the Source Window. Just double-click a clip in the Timeline to open it in the Source Window. To find out more, see [Source Window](#).
-  For accurate trimming, you can use the Trim Window to visually select the frame where you want a clip to start or end. The section [Using the Trim Window](#) tells you more.
-  Before creating your final video file, make sure to remove all empty time slots. Click **Search: Find Empty**

Time Slots.





[Working With Clips](#)





[Tips & Techniques](#)

Performing video effects


 To quickly create a video with video effect, place a transition effect clip along the entire length of two clips. In the Transition Options dialog box, set the Start and End Transition sliders to the same value, e.g. 50%. For more information on transition effects, see [Adding a transition effect](#).


 If you want to overlay a clip, try replacing the background area with a solid color using an image editing program. This will make it easier to identify and control the area to overlay. To know how to create an overlay effect, see [Adding a video overlay effect](#).


 To create the impression of a camera zooming in on a clip, place the clip in the overlay track and add a Moving Path effect. Leave the start and end control points as they are, but make the dimensions of the end control point greater than the start control point. The clip will appear to zoom in as it goes from the start to end control points. To know more about moving paths, see [Creating a moving path](#).

 To add slow or fast motion to a clip, experiment with creating a moving path and positioning control points at various places along the path. In general, the closer you are to the start control point the slower the motion, while the closer you are to the end control point the faster.




 [Transition Options dialog box](#)

 [Overlay Options dialog box](#)

 [Tips & Techniques](#)

Using project templates

Project templates are useful when you often create projects using the same settings everytime. You can save time in defining project properties by selecting an existing template.

1. Click **File: New**. Video Editor prompts you to save any open projects on the workspace before opening or creating another one.
2. Select a template name from the **Existing project templates** list and click **OK**. 
3. Click **File: Project Settings** to change the project attributes and customize them to your needs.
4. Click **File: Save Project Template** to save the current project template under a different name. Assign a new **Template name** and give a clear **Description** of its purpose.

Note: The New dialog box opens and provides template selections everytime you create a new video project. If you do not want the dialog box to show up, clear the **Always show this dialog box** option or click **File:**

Preferences - General and clear the **Display New dialog box** option.



[Project Settings dialog box](#)



[Save Project Template dialog box](#)



[Preferences dialog box](#)



[Video Editor Basics](#)


Click **Create** if you want to define settings for a new project template.

Using the Keyframe Controller

What are keyframes?








Keyframes are control points that allow you to specify the behavior of an effect at each and every frame in the clip rather than just the first and last frames.

The Keyframe Controller

The Keyframe Controller is located below an original clip's preview window in a dialog box. In an effect dialog box, the gray diamonds  at the start and end points on the Control bar indicate that the control point exists. A red diamond

 on the other hand, indicates an active keyframe and that you are currently at that point.

How to assign keyframes

1. Click Play  or drag the preview slider to locate a timecode in the clip on which to apply a control point.
2. Click  to place a control point on the Control bar.

3. At that active keyframe, set the attributes of the effect to apply. (You can click a gray diamond to make it an active keyframe.)
4. Repeat steps 1 through 3 to add more control points. 
5. To move a keyframe, click it and then click . Move to the new location and click .
6. Click Play  to preview the effect.




Special Effects

In general, the closer you are to the start control point the slower the motion, while the closer you are to the end control point the faster.

Calibrating your display

If you have captured or inserted a video file whose colors are not properly calibrated, you can make adjustments in Video Editor.

1. Select the clip to calibrate.
2. Click **Clip: Color Calibration**.
3. Move the red slider next to the preview pattern so that it intersects each distinct color in the test pattern (If you have a vertical pattern, there is no need to change it.)
4. Adjust the various color values while at the same time viewing how your changes affect the Vector Scope and Waveform Monitor. For more information about this dialog box, click the **Help** button. 
5. Click **OK**.



[Color Calibration dialog box](#)



[Video Editor Basics](#)




[Project Management](#)




In a well calibrated video, the green lines on the Vector Scope should touch the white squares and the graph in the Waveform Monitor should display a staired pattern. If they do not, then you need to adjust the settings using the software supplied with your video capture board.


Using the Production Library


To organize your project and for quick access to files, effects, or filters, the Production Library offers the following:

 To place any clip, effects, or filters onto the Timeline, select the appropriate thumbnail from the Production Library and drag it onto the appropriate track.

 To place a clip into the Production Library for future use, drag it straight into the Media Library folder. (To place it into a specific folder, select the folder first.)




 Open the Project Library folder to view a file name listing of clip files used in your project. Video, audio and image clip files are grouped separately in different subfolders.

 Right-click on the folder list to access commands for managing folders. You can create, rename, delete, copy, paste, load, or save folders.



To search for thumbnails, click

 and select **Search** from the pop-up menu to open the Search dialog box and specify what to search for.




To display more information about items in the Thumbnail Pane, click

 and select **Description** for any annotation.




To edit a thumbnail's property, select it and click

. From the pop-up menu, click **Edit**.




To customize the Production Library's layout, click


 and from the pop-up menu, click **Preferences**.



To sort thumbnails, click

 and select **Sort** from the pop-up menu.



 [Production Library](#)



[File Management](#)








[Project Management](#)


You can also add files to the Production Library when you click **File: Create** to generate video or audio files. You can add effects or filters to the Production Library while creating them.

Selecting the correct field mode

To avoid producing videos with jerky sequences and transitions, it is important to select the correct field mode. Listed are information on how fields affect video and how to get best results:

-  Select the frame type that is the same as how the clip was captured or created when setting your field mode.
-  Select field-based when capturing to produce better quality videos if you intend to output your file on a TV screen and not just on your computer monitor.
-  Check if your input file is field-based and set the field options correctly before you start editing. This ensures that when you create your output file in field mode, you can produce smoother transitions and moving paths.
-  [Field Options dialog box](#)
-  [Tips & Techniques](#)

Using the Trim Window



To find the exact frame for trimming, the Trim Window can display the preceding and following frames at the position of your pointer on the Timeline. 

1. Click **View: Toolbars & Panels** and in the dialog box, select **Trim Window**. You can also right-click any toolbar to open a pop-up menu and then select **Trim Window**.
2. Click **Edit: Trim Options** and select how you want to trim the clip. See [Trim Options](#) for more information.
3. Drag either one of the borders of the clip (start or end). If you selected **Stitch** as the trim option, you will be able to see the frames of the clip you are trimming and the neighboring clip.
4. When you have located the frame you want to trim to, release the mouse button.




Note: To trim a title clip using the Trim Window, press **Shift** as you drag the edge of the title clip.





Working With Clips

-  If you have the Stitch trim option selected, only the previous frame is displayed whenever you use the Trim Window.
-  The Trim Window has no effect if you are using the Time Selection Tool.

Standard Toolbar

-  Can be docked below the Menu bar, above the Status bar or along the sides of the workspace.
-  Drag it from the side to be floating.
-  Double-clicking the title bar docks the Standard Toolbar to its previous location.

Timeline

-  Double-click its title bar or click **Window: Dock Timeline** to dock the Timeline in the Video Editor workspace.
-  Click **Window: Float Timeline** to change it back into a floating window.

Another way is to right-click on any toolbar or empty space in a window to open a pop-up menu and select which windows, toolbars or panels to show or hide.

Other ways of inserting clips



Click **Insert**. Then choose to insert a video, audio or image file from the menu.



Click



for video,



for audio, or



for image file on the Timeline Toolbar.



Drag an open clip file from the Source Window and drop it onto the Timeline.



Drag a clip from the Media Library folder of the Production Library and drop it onto the Timeline.



From Windows Explorer, click a video, audio, or image file and then drag it to the Timeline.





When inserting clips into empty spaces on the Timeline, a black marker shows the slot it will occupy.



A circle with a slash means the clip cannot be inserted in the current track.



After inserting the rolling title clip in the Timeline, drag either edge of the clip to adjust its duration.



To trim the rolling title clip, press the **Shift** key and drag either edge of the clip.

An easier way of adding project cues is to click on the cue bar of the ruler.



Welcome



Welcome



What is Video Editor?



Digital Video (DV) and
MediaStudio Pro



Reading this Help

Welcome to Video Editor Help. In addition to this introduction, this document contains these sections to help you learn.



Using Video Editor Offers instruction on completing single tasks.







Reference Describes menu commands, the workspace, and dialog boxes. It also has an advice section and a complete list of shortcut keys for your reference.



Contacting Ulead How to contact Ulead Systems when you need advice or have comments.




What is Video Editor?

-  Welcome
-  **What is Video Editor?**
-  Digital Video (DV) and MediaStudio Pro
-  Reading this Help





Video Editor is a powerful and comprehensive Timeline-based program that makes editing videos as easy as drag-and-drop. It allows you to work on your entire video at one time by offering a bird's-eye view of all your media clips. This is where you begin to bring together all the different components of a video project, the sound, animation, titles and of course video, to create a production which can be saved as a movie, distributed on a CD or sent back out to video tape. With its powerful tools, you can apply special effect filters as well as send your clips into the third dimension with a number of powerful moving paths. Video Editor is your virtual production studio offering the best quality and results, with a minimum of effort and sweat.



Reading this Help

-  Welcome
-  What is Video Editor?
-  Digital Video (DV) and MediaStudio Pro
-  **Reading this Help**

This help contains several aids to make navigating through topics easier.


-  Jumps to the shown topic.
-  Pops up extra information to enhance understanding.
-  Jumps to a topic describing the listed dialog box.
-  Pops up tips or advice to help you work more efficiently.

You can also access the other helps included in your package by clicking Other Modules on any main page button bar.





Video Editor Basics


-  **Video Editor Basics**
-  Working With Clips
-  Special Effects
-  Creating MPEG Video
-  File Management
-  Project Management
-  Tips & Techniques

 [Creating a new project](#)


 [Using project templates](#)


 [Opening a project](#)


 [Arranging the workspace](#)

 [Inserting clips onto the Timeline](#)

 [Selecting clips](#)


 [Using the clipboard](#)


 [Performing searches](#)


 [Recovering from mistakes](#)


 [Converting file formats](#)

 [Creating your files](#)

 Managing your project





 Creating an EDL












 Calibrating your display

 Saving a project





Working With Clips

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-  **Working With Clips**
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-  [Inserting a video clip](#)
-  [Inserting an audio clip](#)
-  [Inserting an image clip](#)
-  [Creating a title clip](#)
-  [Creating a color clip](#)
-  [Inserting silence](#)
-  [Moving clips while inserting](#)
-  [Aligning clips](#)
-  [Locking clips or tracks](#)
-  [Grouping clips](#)
-  [Changing clip length](#)


 [Merging projects](#)

 [Posting a timecode](#)


 [Working with audio](#)

 [Working with cues](#)

 [Performing searches](#)







 [Using the Source Window](#)


 [Using the Preview Window](#)

 [Using the Trim Window](#)




Special Effects

-  Video Editor Basics
-  Working With Clips
-  **Special Effects**
-  Creating MPEG Video
-  File Management
-  Project Management
-  Tips & Techniques

 [Adding a transition effect](#)

 [Adding a video overlay effect](#)








 [Applying audio or video filters](#)







 [Creating a moving path](#)

 [Using the Keyframe Controller](#)









File Management









-  Video Editor Basics
-  Working With Clips
-  Special Effects
-  Creating MPEG Video
-  **File Management**
-  Project Management
-  Tips & Techniques

-  Converting file formats
-  Creating video files
-  Creating audio files
-  Creating an EDL
-  Saving a project
-  Using the Production Library







Project Management


-  Video Editor Basics
-  Working With Clips
-  Special Effects
-  Creating MPEG Video
-  File Management
-  **Project Management**
-  Tips & Techniques


-  Managing your project
-  Obtaining information
-  Changing project settings
-  Previewing your work
-  Recording to a videotape
-  Closing project files
-  Calibrating your display
-  Using the Production Library




Tips & Techniques

-  Video Editor Basics
-  Working With Clips
-  Special Effects
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-  File Management
-  Project Management
-  **Tips & Techniques**

 Working with video projects

 Selecting the correct field mode

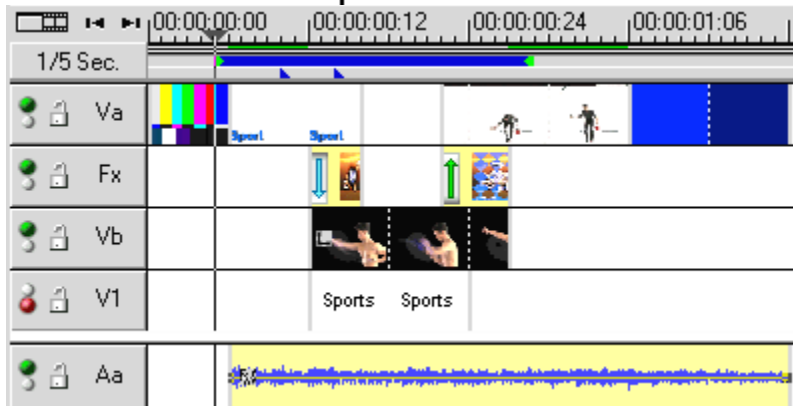
 Editing clips

 Performing video effects



Work Area

-  **Workspace**
-  Menu commands
-  Dialog boxes
-  Shortcuts



Timeline and ruler

Place video, audio, and other clips which compose your project on the Timeline. It consists of two primary video and audio tracks, up to 99 video and audio overlay tracks, and a transition effects track. The ruler, above the Timeline, shows the current time-scale for determining clip and project length. It also contains areas for conducting on-the-fly previews, setting preview areas, and placing project cues. You can place the Timeline anywhere on your desktop as a floating window or dock it in the Video Editor workspace. Click the image above to learn more about each item.



Standard Toolbar

- Workspace**
- Menu commands
- Dialog boxes
- Shortcuts



The Standard Toolbar contains frequently needed commands and tools to make working with Video Editor faster and easier. You may dock it below the menu bar or above the status bar, or drag it anywhere on your desktop as a floating toolbar. Click the image above to find out more about each button.



Timeline Toolbar

- Workspace**
- Menu commands
- Dialog boxes
- Shortcuts



The Timeline Toolbar contains frequently needed commands and tools to make working with your clips faster and easier. It contains buttons for making selections, inserting clips and editing a project. Click the image above to find out more about each button.

Source Window (Preparing a Video Clip)

-  **Workspace**
-  Menu commands
-  Dialog boxes
-  Shortcuts



The Source Window allows you to view, create and edit cues, change clip duration and set the mark in and mark out times for video clips. Double-click a video clip (or drag the clip) on the Timeline to edit it in the Source Window and click the **Apply** button to apply your changes back to the clip in the Timeline. You can also open a video clip file in the Source Window and trim the clip first before inserting it into the Timeline.

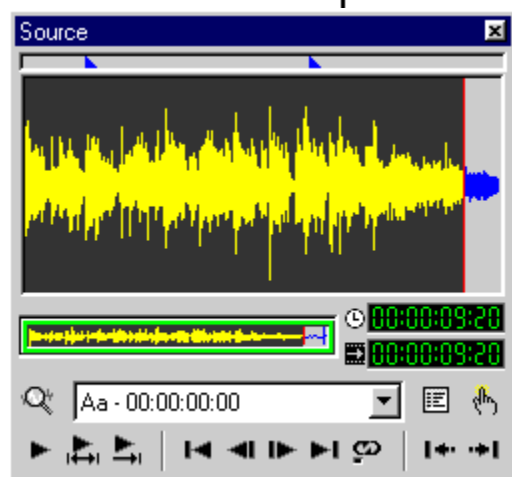
Editing media clips from the Production Library is also very easy. Just drag any clip from the Media Library folder into the Source Window. After editing the clip, click the **Apply** button to apply your changes back to the clip in the Media Library (or drag the clip back to the Media Library).

For more information, click the image above.

Using the Source Window

Source Window (Preparing an Audio Clip)

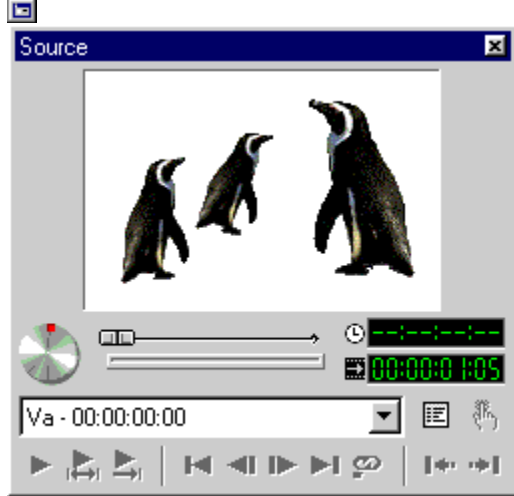
-  **Workspace**
-  Menu commands
-  Dialog boxes
-  Shortcuts



The Source Window allows you to work with audio cues and set audio mark in and mark out times. Double-click an audio clip on the Timeline to open it in the Source Window. You can also open an audio clip file in the Source Window and trim the clip first before inserting it into the Timeline. For more information, click the image above.

 [Using the Source Window](#)

Source Window (Preparing an Image Clip)



The Source Window allows you to view and change the length of an image clip. Double-click an image clip on the Timeline to open it in the Source Window. You can also open an image clip file in the Source Window and change the clip length first before inserting it into the Timeline. For more information, click the image above.

[Using the Source Window](#)



Preview Window



The Preview Window allows you to quickly preview your work as well as add cues to the project whenever you see something you would like to mark for future reference. Using this is like performing an instant preview wherein all rendering is done in real time and no preview files are created. Click the image above to find out more.



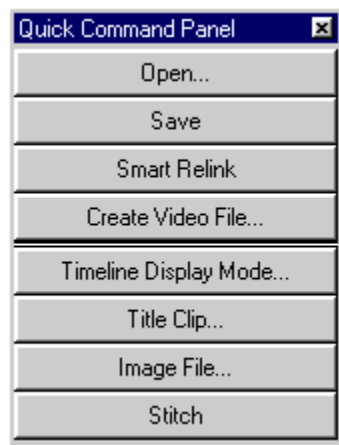
[Using the Preview Window](#)



Quick Command Panel

The Quick Command Panel makes frequently needed commands easily accessible without requiring you to remember which menu bar they belong to. You can customize the commands that appear in this panel, as well as move and resize the panel so that it is always close at hand. To display it, right-click on any toolbar and click **Quick Command Panel** or click **View: Toolbars & Panels**.

The Quick Command Panel has two sections. Click on the image below to know more about each section.



[Quick Command Panel Menu](#)



[Quick Command Options dialog box](#)



[Modify Custom Command dialog box](#)



File Menu



Workspace



Menu commands



Dialog boxes



Shortcuts



New



Convert



Open



Media Player



Restore



Select Device Control



Close



Print to Tape



Save



Export



Save As



Layout Template



Save Project Template





Customize Frame Size







Smart



Project Settings

 Package
 Preview Files Manager


 Data Rate Analysis
 Preferences


 Create
 Recent Files


 Exit


Edit Menu


 Workspace

 **Menu commands**

 Dialog boxes

 Shortcuts

 Undo

 Select


 Redo

 Lock


 Clear Undo/Redo History


 Group

 Cut

 Preview Range


 Copy

 Time Selection


 Paste

 Snap


 Clear

 Ripple Editing

 Paste Attributes


 Trim Options


 Delete Attributes


 Open in Associated Program

View Menu


 Workspace


 **Menu commands**


 Dialog boxes


 Shortcuts


 Preview

 Scroll Lock


 Cue Manager

 Clip Properties


 Timeline Display Mode


 Toolbars & Panels


 Ruler Unit


 Play Clip

Search Menu


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 **Menu commands**


 Dialog boxes

 Shortcuts


 Go To

 Find Unlinked Clips

 Find Clip


 Find Empty Time Slots


 Find Next


 Locate in Production Library

Insert Menu


 Workspace

 **Menu commands**

 Dialog boxes

 Shortcuts

 Video File

 Color Clip

 Audio File



 Silence Clip

 Image File

 Project File

 Title Clip



Clip Menu



Workspace



Menu commands



Dialog boxes



Shortcuts



Video Filters



Freeze Frame



Audio Filters



Color Calibration



Overlay Options



Speed



Moving Path Options



Reverse



Transition Options



Annotate



Title Options



Post Timecode



Color Options



Replace With





Duration




Split

 Field Options

 Unite

 Locked

 Expand



Help Menu



Workspace



Menu commands



Dialog boxes



Shortcuts



[Video Editor Help](#)



[Online Registration](#)



[Ulead on the Web](#)



[About Video Editor](#)



Switch Menu



Workspace



Menu commands













Dialog boxes



Shortcuts





The Switch menu opens a menu listing other Ulead programs for easy access. Click a name to invoke the corresponding program.



-  Work Area
-  Standard Toolbar
-  Timeline Toolbar
-  Preview Window
-  Source Window
 -  Preparing a Video Clip
 -  Preparing an Audio Clip
 -  Preparing an Image Clip
-  Production Library
-  Quick Command Panel



-  File Menu
-  Edit Menu
-  View Menu
-  Search Menu
-  Insert Menu
-  Clip Menu
-  Window Menu
-  Help Menu
-  Switch Menu



File Menu dialog boxes



-  Workspace
-  Menu commands
-  **Dialog boxes**
-  Shortcuts



-  New
-  Select Device Control



-  Open
-  Print to Tape: Timeline



-  Save As
-  Print to Tape: Video File



-  Save Project Template
-  Export: MS DV Record



-  Smart: Check & Convert
-  Export: TI DV Record



-  Smart: Trim
-  Export: Web Page



-  Package
-  Export: E-mail



-  Data Rate Analysis
-  Layout Template: Load

 Create: Video File
 Layout Template: Save

 Create: Audio File
 Customize Frame Size

 Create: Multiple Files
 Project Settings

 Create: EDL File
 Preview Files Manager


 Convert: Video File
 Preferences

 Convert: Image Sequence File


 Convert: Frame Rate

Edit Menu dialog boxes


 Workspace

 Menu commands


 **Dialog boxes**

 Shortcuts

 Paste Attributes



 Preview Range



 Delete Attributes

 Time Selection

View Menu dialog boxes


-  Workspace
-  Menu commands
-  **Dialog boxes**
-  Shortcuts

-  Cue Manager
-  Clip Properties


-  Timeline Display Mode
-  Toolbars & Panels

Search Menu dialog boxes


 Workspace

 Menu commands


 **Dialog boxes**

 Shortcuts

 Go To

 Find Unlinked Clips



 Find Clip


 Find Empty Time Slots

Insert Menu dialog boxes

-  Workspace
-  Menu commands
-  **Dialog boxes**
-  Shortcuts

-  Video File
-  Color Clip

-  Audio File
-  Silence Clip



-  Image File
-  Project File



-  Title Clip



Clip Menu dialog boxes



-  Workspace
-  Menu commands
-  **Dialog boxes**
-  Shortcuts

-  Video Filters
-  Field Options

-  Audio Filters
-  Freeze Frame



-  Overlay Options
-  Color Calibration


-  **Moving Path**
-  Speed


-  2D Basic
-  Annotate

-  2D Advanced
-  Post Timecode


-  3D
-  Replace With

-  3D Cylinder
-  Video File

 3D Sphere

 Audio File


 Transitions Options

 Image File


 Title Options

 Title Clip

 Color Options



 Color Clip



 Duration



 Silence Clip



Nested dialog boxes



-  Workspace
-  Menu commands
-  **Dialog boxes**
-  Shortcuts



-  Add Cue
-  Select Preview Image



-  Add Image File
-  Template Options



-  Audio Save Options
-  Video Save Options

-  Load/Save
-  Video Editor


-  Moving Path Options
-  General

-  Print to Tape Options
-  Advanced (AVI)


-  Project Options
-  Format (UIS)






-  Region
-  Compression (AVI)

 Rename Cue

 Compression (MPEG)

 Select Image Sequence

 Cropping

-  [File Menu dialog boxes](#)
-  [Edit Menu dialog boxes](#)
-  [View Menu dialog boxes](#)
-  [Search Menu dialog boxes](#)
-  [Insert Menu dialog boxes](#)
-  [Clip Menu dialog boxes](#)
-  [Nested dialog boxes](#)

Shortcuts

-  Workspace
-  Menu commands
-  Dialog boxes
-  **Shortcuts**

Video Editor has many shortcuts that allow you to access commands and open dialog boxes without having to go through the menus.

Click [here](#) to view all shortcuts.

Shortcuts

Video Editor has many shortcuts that allow you to access commands and open dialog boxes without having to go through the menus.

File Menu

- Ctrl + N -- Starts a new video project
- Ctrl + O -- Displays the Open dialog box
- Ctrl + W -- Closes the current project file without exiting Video Editor
- Ctrl + S -- Saves an existing document
- Alt + Enter -- Displays the Project Settings dialog box
- F6 -- Displays the Preferences dialog box
- Ctrl + Q -- Exits Video Editor

Edit Menu

- Ctrl + Z -- Undoes the last command
- Ctrl + Y -- Reapplies the last undone command
- Ctrl + X -- Cuts the selection area onto the clipboard
- Ctrl + C -- Copies the selection area onto the clipboard
- Ctrl + V -- Pastes the clipboard contents
- Del -- Deletes the selected area
- Ctrl + L -- Selects all clips in the Timeline
- Ctrl + B -- Deselects any selection area
- F7 -- Invokes the selected clip's associated program

View Menu

- + -- Zooms in
- -- Zooms out
- F9 -- Toggles between the current and previous view

Search Menu

- Ctrl + G -- Displays the Go To dialog box
- Ctrl + F -- Displays the Find Clip dialog box
- F2 -- Repeats the last search

Clip Menu

- Ctrl + D -- Displays the Video Filters dialog box
- Ctrl + A -- Displays the Audio Filters dialog box
- Ctrl + R -- Displays the Overlay Options dialog box
- Ctrl + M -- Displays the Moving Path Options dialog box

Help Menu

- F1 -- Starts the online help
- Shift + F10 -- Displays information about Ulead products

Using the Shift key

Shift while inserting a clip in the middle of another clip -- Splits existing clip to make room (only when Single-Track Ripple or Multi-Track Ripple is selected)

Shift while selecting clips -- Allows you to select multiple clips

Shift + Ctrl -- Allows you to select audio clips while selecting video clips and vice versa

Shift while dragging the title clip edge -- Trims a title clip using the Trim Window

Shift + F1 -- Invokes context sensitive help

Using the Ctrl key

Ctrl while dragging -- Copies the selection to another place in the Timeline

Double-clicking

Empty video track -- Displays the Insert Video or Image File dialog box

Empty audio track -- Displays the Insert Audio File dialog box

Empty F/X track -- Switches the Production Library to the Transition effect gallery, when displayed

Title clip -- Displays the Title Options dialog box

Project Cues -- Displays the Rename Cue dialog box

Video, audio or image clip -- Displays the clip in the Source Window

Video Editor Title bar -- Maximizes or restores the active window

Title bar of the Timeline Window -- Docks the Timeline into the Video Editor workspace

Other Title bars -- Closes or hides the window

Info section in the Status bar -- Displays the Preferences dialog box

Preview Window and Source Window

Enter -- Plays/Pauses the preview of the project in the Preview Window or the playback of a selected clip in the Source Window

Space -- Plays a preview range or pauses the playback

Shift + Space -- Plays from the current pointer position up to the mark out frame or pauses the playback

Esc -- Stops the playback (Preview Window only)

Page Up -- Displays the frame of the previous edit point

Left & Right arrows -- Goes back or forward in the project or a selected clip by one frame

Page Down -- Displays the frame of the next edit point

F3 -- Create Mark In

F4 -- Create Mark Out

Shift + F3 -- Clears a mark-in or mark-out point at the current frame, if any

F5 -- Adds or deletes a cue

Home -- Jumps to the beginning of the project (Preview Window) or goes to the first frame in the clip (Source Window)

End -- Jumps to the end of the project (Preview Window) or goes to the last frame in the clip (Source Window)

Shift - drag -- Create new selection in the audio clip (Source Window only)

F8 -- Refresh (Preview Window only)

Timeline Toolbar

C while selecting a clip -- Allows you to select a clip using the Clip Selection Tool
E while selecting the first clip in a track -- Allows you to select a track using the Track Selection Tool
Shift + E -- Allows you to select multiple tracks
T while dragging -- Allows you to select clips that fall within a time range using the Time Selection Tool
M -- Selects a trim option (Normal, Overwrite or Stitch)
R -- Selects a ripple editing mode (No Ripple, Single-Track Ripple or Multi-Track Ripple)
S while clicking on a frame -- Cuts a clip into two using the Scissor Tool
Shift + S while clicking on a position to cut -- Cuts clips in multiple tracks
F while clicking two audio clips -- Applies the cross-fade effect to the audio clips
Shift + F while clicking two audio tracks -- Applies the cross-fade effect to all overlapping audio clips in the audio tracks
Z while clicking on the Timeline -- Zooms in
Shift + Z while clicking on the Timeline -- Zooms out

Miscellaneous

Up & Down arrows -- Adjusts the volume
Left & Right arrows -- Moves the selected clip(s) one frame forward or backward
Left & Right arrows -- Moves the Vertical Preview Line one frame forward or backward when there are no clips selected (Also displays the current frame when the Preview Window is open)
Page Up & Page Down -- Moves the Vertical Preview Line to the previous or next project cue, clip edge, the beginning or end of a project
F3 -- Marks the beginning frame for a preview area
F4 -- Marks the last frame for a preview
Esc -- Closes dialog boxes without making changes
Del -- Deletes a selected thumbnail in the Production Library

This is the Glossary Help included in your package for better understanding of terms used in the help topics and also other related words. Click [Glossary](#) to display the terms.
You can also access this help by clicking Glossary on any program's main page button bar.

Glossary

A - C

D - I

J - Q

R - T

U - Z

Close Glossary

To find out the definition of a term used in this help, click the appropriate button.

- | | | |
|---|---|--|
| <input type="checkbox"/> 4:4:4 Sampling | <input type="checkbox"/> Bit | <input type="checkbox"/> Color Channel |
| <input type="checkbox"/> ADPCM | <input type="checkbox"/> Bitmap | <input type="checkbox"/> Color Model |
| <input type="checkbox"/> Aliasing | <input type="checkbox"/> Black and White | <input type="checkbox"/> Color Table |
| <input type="checkbox"/> Alpha Channel | <input type="checkbox"/> Blue Screen | <input type="checkbox"/> Complimentary Color |
| <input type="checkbox"/> Amplitude | <input type="checkbox"/> Brightness | <input type="checkbox"/> Component Video |
| <input type="checkbox"/> Analog | <input type="checkbox"/> Burn | <input type="checkbox"/> Composite Image |
| <input type="checkbox"/> Animation | <input type="checkbox"/> Channel | <input type="checkbox"/> Composite Video |
| <input type="checkbox"/> Anti-aliasing | <input type="checkbox"/> Chroma | <input type="checkbox"/> Compression |
| <input type="checkbox"/> ASF | <input type="checkbox"/> Chroma Subsampling | <input type="checkbox"/> Contrast |
| <input type="checkbox"/> Aspect Ratio | <input type="checkbox"/> CinePak | <input type="checkbox"/> Control Line |
| <input type="checkbox"/> Averaging | <input type="checkbox"/> Clip | <input type="checkbox"/> Control Point |
| <input type="checkbox"/> AVI | <input type="checkbox"/> Clipboard | <input type="checkbox"/> Cropping |
| <input type="checkbox"/> Background Matte | <input type="checkbox"/> Cloning | <input type="checkbox"/> Cross-Fade |
| <input type="checkbox"/> Bandwidth | <input type="checkbox"/> CMYK | <input type="checkbox"/> Curved Segment |
| <input type="checkbox"/> Batch Capture | <input type="checkbox"/> Codec | <input type="checkbox"/> Cue |
| <input type="checkbox"/> Bins | <input type="checkbox"/> Color Calibration | <input type="checkbox"/> Cusp Node |

Glossary

A - C

D - I

J - Q

Close Glossary

To find out the definition of a term used in this help, click the appropriate button.

- | | | |
|---|---|--|
| <input type="checkbox"/> Data Rate | <input type="checkbox"/> Effects Animation | <input type="checkbox"/> Frames Per Second |
| <input type="checkbox"/> Data Type | <input type="checkbox"/> Envelope | <input type="checkbox"/> Gamma |
| <input type="checkbox"/> Dedicated System | <input type="checkbox"/> Export | <input type="checkbox"/> Garbage Matte |
| <input type="checkbox"/> Device Control | <input type="checkbox"/> Fade | <input type="checkbox"/> Graphics Files |
| <input type="checkbox"/> Digital | <input type="checkbox"/> File Format | <input type="checkbox"/> Grayscale |
| <input type="checkbox"/> Digitizing | <input type="checkbox"/> Filter | <input type="checkbox"/> Halftoning |
| <input type="checkbox"/> DirectShow | <input type="checkbox"/> Final Cut | <input type="checkbox"/> HiColor |
| <input type="checkbox"/> Dissolve | <input type="checkbox"/> FireWire | <input type="checkbox"/> HSB |
| <input type="checkbox"/> Dithering | <input type="checkbox"/> Flash Converter | <input type="checkbox"/> Hue |
| <input type="checkbox"/> DNLE | <input type="checkbox"/> Flatbed | <input type="checkbox"/> IEEE |
| <input type="checkbox"/> Dodge | <input type="checkbox"/> Flick | <input type="checkbox"/> IEEE1394 |
| <input type="checkbox"/> DPI | <input type="checkbox"/> Floating Selection | <input type="checkbox"/> Image |
| <input type="checkbox"/> Driver | <input type="checkbox"/> Footage | <input type="checkbox"/> Import |
| <input type="checkbox"/> DV | <input type="checkbox"/> Frame | <input type="checkbox"/> Indexed Color |
| <input type="checkbox"/> Edit Window | <input type="checkbox"/> Frame Rate | <input type="checkbox"/> Interleave |
| <input type="checkbox"/> EDL | <input type="checkbox"/> Frame Size | |







































Glossary



J - Q



To find out the definition of a term used in this help, click the appropriate button.

- | | | |
|--|--|---|
|  Jaggies |  Mask |  Onionskin |
|  Jog Control |  Matte |  On-line |
|  Key Color |  MCI |  Overlay |
|  Key Frame |  MIDI |  PAL |
|  Linear Editing |  MPEG |  Parade |
|  Linear Segment |  MPEG1 |  Pixel |
|  Link |  MPEG2 |  Playlist |
|  Lossless Compression |  MPEG4 |  Plug-in |
|  Lossy Compression |  Node |  Posterization |
|  Luminance |  Noise |  PPI |
|  Macro |  Non-Linear Editing |  Prime Colors |
|  Mark In/Mark Out |  NTSC |  QuickTime |
|  Marquee |  Off-line | |































Glossary



R - T



To find out the definition of a term used in this help, click the appropriate button.

- | | | |
|---|---|---|
|  Raster |  Saturation |  Subsampling |
|  Reel Name |  SECAM |  Symmetric Node |
|  Render |  Sequence |  Synthespians |
|  Resolution |  Shuttle Control |  Textures |
|  RGB |  Smooth Node |  Thumbnail |
|  RealVideo |  SMPTE |  Timecode |
|  Ripple |  Sound Sweetening |  Transition Effect |
|  Rotoscoping |  Source |  Traveling Matte |
|  Rough Cut |  Storyboards |  True Color |
|  Sample Rate |  Streaming | |
|  Sample Size |  Stretching Frames | |













Glossary




U - Z





To find out the definition of a term used in this help, click the appropriate button.

- | | | |
|---|--|--|
|  VCD |  Virtual Sets |  Waveform |
|  Vector Graphics |  VISCA |  Wild Sound |
|  Vector Scope |  VLAN |  Wireframe |
|  VGA |  Volume |  Wire Removal |

 [Video For Windows](#)

 [VTR](#)

 [Virtual Environment](#)

 [Warping](#)

4:4:4 Sampling

One of the various ratios of sampling frequencies used to digitize the luminance and color difference components (Y, B-Y, R-Y) or the RGB components of a video signal. In this particular ratio, there are always an equal number of samples of all components. RGB 4:4:4 is commonly used in standard platform computer-based equipment. TV recording and transmission systems are generally based on 4:2:2 or 4:2:0 sampling so the gains are minimal and could even be negated by the double conversion between sampling systems. Another variation is 4:4:4:4 sampling where a key signal sampled at 13.5 MHz is added.

(See also: Subsampling)

ADPCM

Adaptive Delta Pulse Code Modulation is a compression method used to compress audio files.

Aliasing



Jagged edges or “stepped” changes along the edges of curved or angled shapes due to the inability of a printer, screen display, or other output device to adequately reproduce the actual shape. This problem can be corrected through a process called anti-aliasing, where pixels along the edges of the shape are averaged with the background color to blend more smoothly into the image. The image on the upper left shows an example of aliasing.

(See also: Anti-aliasing)

Alpha Channel

A grayscale layer in some image or video files that serves to help isolate portions of the image or video for editing and enhancing. In digital video editing, the alpha channel is primarily used for overlays and mattes.

(See also: 4:4:4:4, Blue Screen, Keying, Overlays, Mattes)

Amplitude

The strength of a sound signal at a particular time. Amplitude ranges from -100% to 100%. An amplitude of 0 represents complete silence while the two extremes represent the strongest signal that can be reproduced without introducing unwanted distortion into the sound. The best recordings are those whose loudest sounds

have amplitudes of exactly 100% (or -100%).

Analog

Wave signals carried over the air or recorded onto a magnetic tape that represent information, such as sound or pictures. The various peaks and troughs of this wave as well as the frequency or speed at which it travels account for the type of information it represents. An analog device can interpret or reproduce infinite differences in the signal it receives and is only limited by its ability to duplicate the information accurately. This contrasts with digital information which explicitly defines the characteristics of a signal with a specific and predefined numerical value.

Animation

The simulation of movement produced by rapidly displaying a series of sequential images.

Anti-aliasing



The process of removing jagged edges from a curved or angled shapes in images or text. This is averaging the pixels around the edges of shapes so that their colors are more similar to the background. For example, in this image, the letter on the left is aliased while the one on the right is anti-aliased.

ASF

Advanced Streaming Format is one of the formats developed by Microsoft that supports streaming of audio and video files over the network.

(See also: Streaming)

Aspect Ratio

The relationship of width to height for a given image or graphic. Keeping or maintaining the aspect ratio refers to the process of maintaining size relationships when either the width or height of an image or graphic is changed.

Averaging

A filtering process which takes the gray/color value of each pixel and averages it with the values of surrounding pixels. The value of each pixel is then replaced with the averaged value.

AVI

Audio-Video Interleave is a digital video file format designed specifically for the Microsoft

Windows environment.

Background Matte

An image or group of images that serves as a backdrop for other images or animations in a video.

(See also: Garbage Matte)

Bandwidth

The maximum amount of data (information) transferred from one location to another in a specified period of time. The higher the bandwidth, the greater the amount of information being transferred. Controlling bandwidth is one of the biggest issues associated with creating digital video as the speed of the hardware is not always fast enough to transfer the large amount of data required for reproducing smooth and accurate animation and sound.

(See also: Data Transfer Rate)

Batch Capture


Allows you to capture only the needed clip segments from a source footage based on the start and ending timecodes which you have defined for each clip. (To do batch capture, your capture card must have device control capabilities.)


Bins


A term used in conventional video and film making for the storage locations of recorded footage.


Bit

The unit of measure for the smallest element of a computer's memory. In terms of multimedia, bits define the maximum number of divisions possible for storing different levels of information for every pixel or moment in an image, video, or sound file.

 **1-bit** Only two divisions are possible. For images or video, each pixel can be either black or white. For sound, it can either be on or off.

 **8-bit** 256 different levels of color or sound are possible.

 **16-bit** 65,536 different levels of color or sound are possible.

 **24-bit** Over 16-million different levels of color or sound are possible.

Bitmap

An image made up of a pattern of different colored dots or "pixels." Also referred to as "Raster."

(See also: Vector)

Black and White

The simplest kind of image data type, consisting of only black or white pixels. Shades of gray can be simulated through a process called dithering.

(See also: Dithering , Data Type)

Blue Screen

A technique by which selected colors (usually shades of blue or green) are removed or filtered from a video or image to allow an image on a layer below the blue-screened image to show through. Blue screen techniques are valuable for removing unwanted details from a completed video or to create virtual sets. Viewing a weather map behind the weather man on the evening news is one common use of a blue screen. Also referred to as Chroma Keying and Overlaying.

(See also: Overlay, Virtual Sets)

Brightness

A description of how much light appears to emanate from an image; also referred to as luminance. The two extremes of brightness are black (no light) and white (all light): black represents 0% brightness, while white represents 100% brightness.

(See also: Color Model, HSB)

Burn

A term from photography that refers to the process of making areas in a photograph that are too light darker.

Channel

One component of an audio, video, or image file that, when combined with others creates the desired image or sound produced by the computer. For example, most image files consist of three color channels, red, green, and blue. By varying the intensities of each of these channels and combining them, other colors can be produced.

Chroma/Chrominance

The color value of a video signal that represents the combined hue and saturation values of the shown colors. For NTSC and PAL signals the chrominance combines with luminance (brightness) to control the colors shown on screen.

Chroma Subsampling

A method of interpreting image data to compression by grouping and averaging color

data over a block of pixels.

Cinepak

One of the widely used software codecs for PC video and CD-ROM. Users can benefit from it due to its cross-platform capability and extremely low CPU requirements. (Files can run in 486 PCs.) The disadvantage of using Cinepak is its image quality which is lower than many other codecs at the same data rates.

(See also: Codec)

Clip

Anything placed or intended to be placed into a video timeline as part of a larger project.

Clipboard

A temporary storage area shared by all Windows programs used to hold data during cut, copy, and paste operations. Whenever you place new data onto the clipboard, it immediately replaces the existing data.

Cloning

Replicating part of an image within the same image, or between different images.

CMYK

A popular color model for post-process printing. It uses subtractive colors (Cyan, Magenta, and Yellow) to create all the other colors. A fourth channel, Black is added to create varying shades of gray and black.

(See also: Color Model, RGB, HSB)

Color Calibration

Adjusting or correcting the colors of one device so that they accurately match and reproduce those of another. In MediaStudio, you can calibrate Video Capture and Video Editor to match the colors of your video sources.

Codec

A **C**ompressor/**d**ecompressor is a software or hardware component that compresses video and audio data to minimize the file size and decompresses media files during playback. Most software codecs available today are used for compressing AVI and Apple QuickTime files. Depending on the capture card used, some hardware codecs can support formats like Motion-JPEG or DV.

Color Channel

Refers to one of the components of a color

model. Different color models use different components to represent image colors. The RGB color model uses red, green and blue color component channels. The HSB color model uses hue, saturation and brightness color component channels. (Grayscale images can be thought of as single-channel images.)

Color Model

A method of describing the colors that can be shown in an image. Three of the most popular color models are RGB which combines red, green, and blue to form other colors, CMYK, which combines cyan, magenta, yellow, and black, and HSB, which combines hue, saturation, and brightness.

(See also: *CMYK, HSB, RGB*)

Color Table / Color Palette

For indexed color images, the color table (or palette) lists and arranges all the available colors for that image as a reference. All pixels in the image refer to this list to determine how they appear.

Complimentary Color

The color that, when mixed with its opposite, will combine to create white. For example, the complimentary color to red is cyan.

Component Video

A video signal which separates luminance and chrominance into different parts. Betacam video employs a component video signal.

Composite Image

An image created by combining two or more images into one.

Composite Video

A video signal that combines luminance and chrominance. NTSC and PAL are examples of composite video.

Compression

A method of reducing file size for storage by finding or creating patterns of data that can be easily classified. There are two general categories of compression: "Lossless" and "Lossy." Lossless compression reduces file size without any data loss. Lossy compression, on the other hand, discards data during compression, and may result in noticeable file degradation.

Contrast

The difference between light and dark values in an image. High contrast results in sharp transitions from light to dark, while lower contrast allows for more subtle transitions.

Control Line

A line connecting two control points when creating or editing a shape for an image's outline or path for an animated sequence to follow.
(See also: *Control Point*)

Control Point

A point on the outline of a shape or path that can be dragged to another location to change the shape or orientation of the shape or path.

Cropping

A method trimming away unwanted image data by selecting only that portion you wish to retain and then deleting the remainder, resizing the image's dimensions accordingly.

Cross-fade

A special effect in Video Editor that produces a natural audio mix in sound clips. The volume of an audio clip will smoothly fade out as the next audio clip starts to play.

Curved Segment

A junction with a rounded edge, or from which the segments extending from it are rounded or curved.
(See also: *Linear Segment*)

Cue

A timecode within a video project or a clip which has been marked for future reference. In Video Editor, you can use project cues to jump to specific parts of a project and use clip cues to easily align clips which are in different tracks.

Cusp Node

A node where you can move one control handle at a time to change the curve of a path on one side without affecting other.
(See also: *Symmetric Node, Smooth Node*)

Data Transfer Rate

The speed at which information passes between a storage medium (such as a CD ROM or hard disk), and a display device (such as a monitor or MCI device). The maximum rate of the playback system depends on the speed of its

components: the CPU, the hard drive, and the display card.

(See also: *Bandwidth*)

Data Type

A digital representation used by computers to describe the amount of color information (in bits) contained in an image. The data type of an image controls the amount of information that the image can retain and therefore its displayed appearance.

(See also: *Bit*)

Dedicated System

Hardware and software built for a specific task and not for general purpose. This becomes very important in high-end editing to improve processing speeds as demands increase heavily.

Device Control

A software driver that allows programs to control video sources like the camcorder or VCR.

Digital

A data storage method where audio or image information is converted into a series of numerical values. These values, in turn, can be read by computers and reproduced on a computer monitor or over speakers.

(See also: *Analog*)

Digitizing

The process of converting analog input to a digital form so that it can be used by the computer.

DirectShow

Successor to Microsoft's Video For Windows and ActiveMovie. DirectShow allows the capture of video and audio files in formats which can be streamed over the Internet. It supports a wide variety of video/audio formats, which include AVI, DV AVI, MPEG, Apple QuickTime, WAV, and more.

Dissolve

A type of video transition effect where a clip on one video track (Va) gradually disappears to reveal a video clip on another track (Vb).

(See also: *Transition Effect*)

Dithering

Method of making images with limited colors

available appear to contain more. Most notably for making Black & White images appear to contain near-continuous changes in tone (gray shades). By arranging pixels of different colors close together, dithering can simulate colors not directly supported by an image data type. The various dithering techniques differ in the way they calculate and arrange new pixel values.

DNLE

Digital Non-Linear Editing is a method of combining and editing multiple video clips to produce a finished product. DNLE offers random access to all source materials and all portions on the master tape at all times during the editing process.

Dodge

A term from photography that refers to the process of making areas in a photograph that are too dark lighter.

DPI

Dots Per Inch is a measure of screen, image and printer resolution that is expressed as the number of dots that a device can print or display per linear inch.

(See also: Resolution)

Driver

A program that handles control and communication with a hardware device.

DV

Digital Video with a capital "D" and a capital "V" stands for a very specific format of video, just like VHS or High-8. This format can be understood (played back, recorded) by your camcorder and also by your computer, if you have the proper hardware (capture card) and software (DV codec). The most exciting thing about DV is that it can be copied from your camcorder to your computer, and then back to your camcorder (after editing, of course) without any loss of quality.

EDL

Edit Decision List is a list of all clips, effects, and transitions in a video project included in a video project. The EDL clearly states the sources for all the clips, which portions of the clips are to be used, where in the final project they are to be used, and any transitions or other effects that will be applied. Many professional mixing consoles accept specially formatted EDLs to automate the final mix for a completed video project.

Edit Window

The window in the workspace where you can perform changes to an open file.

Effects Animation

Effects that have been painted on frames of video to create the illusion of interaction with the live-action elements, such as lasers, lighting, or ionization.

Envelope

A closed path that encloses the selection to which it belongs. Directly adjusting the envelope of a selection results in that selection being distorted accordingly to fit its boundaries.

Export

The process of sharing files between applications. When you export a file, the data is usually converted into a format that is recognizable by the receiving application. The original file remains unchanged.

Fade

A transition effect where the clip gradually disappears or appears. In video, the picture would gradually change to or from a solid color; for audio, the transition would be from full volume to complete silence or vice-versa.
(See also: *Dissolve*)

File Format

A file structure which defines the way information is stored. File formats can be as simple as an ASCII text or can be quite complicated such as TIFF and EPS.

Filter

An effect applied to an image or video, or sound that changes its appearance by altering the color pixel formation or sound quality.

Final Cut

The point at which the picture portion of the editing is complete. After the final cut, the only remaining task is to record the finished video to an output medium such as video tape or the hard disk.

FireWire

A standard interface used for connecting digital audio/video devices such as DV camcorders to computers. It is the trademarked name given by

Apple Computers for the IEEE 1394 standard.
(See also: *IEEE 1394* , *IEEE*)

Flash Converter

A device used to convert analog signals to digital signals. Through the flash converter, it is possible to convert frame(s) of video into data that can then be interpreted by computers.

Flatbed

A machine that is used to play films. With flatbeds modified to include a CCD (charged couple device) video camera, the film is played and then transformed into electrical signals that can be digitized directly to computer disk.

Flick

A fast preview where each frame is displayed sequentially without actually viewing them in the conventional manner.
(See also: *Shuttle*)

Floating Selection

A selected group of pixels that floats above the image until deselected and dropped onto the desired position on the image.

Footage

A length of recorded film intended for use in a larger project.

Frame

A single image in a video or animation sequence.

Frame Rate

The number of frames captured or displayed in one second of a video or animation sequence.
(See also: *Frame*)

Frame Size

The size of displayed images in video or animation sequences. If an image intended for the sequence is larger or smaller than the current frame size, it must be resized or cropped.
(See also: *Cropping*, *Frame*)

Frames Per Second (FPS)

The number of frames captured or displayed per second in video or animation sequences.

Gamma

The method of determining how the range of possible colors is portrayed on a screen.

Garbage Matte

Animated mattes that block out unwanted objects captured during the original photography. *(See also: Background Matte)*

Graphics Files

A file whose data is composed largely of vector graphics. Vector graphics do not have a basic component, like a pixel, but are defined as lines between points, and fills between lines.

Grayscale

An image data type containing a maximum of 256 different shades of gray. This normally means 254 different grays plus black and white. *(See also: Data Type)*

Halftoning

A common form of dithering that uses patterns of black and white pixels to produce what appears to be shades of gray. *(See also: Dithering)*

HiColor

A 16-bit image data type that can contain up to 65,536 colors. The TGA file format supports images of this type. Other file formats require prior conversion of a HiColor image into True Color. For displays, HiColor normally refers to 15-bit (5-5-5) display adapters that can display up to 32,768 colors. *(See also: Data Type, True Color)*

HSB

A color model that specifies colors in a way that is easier for people to visualize than the RGB model. H represents the hue or basic color; S represents the saturation or purity of the color; and B represents the Brightness or amount of light the color appears to emit. *(See also: Brightness, CMYK, Color Model, Hue, Saturation; RGB)*

Hue

The quality of a color that sets it apart from other colors with the same base. For example, yellow and orange are different hues.

IEEE

Institute of Electrical and Electronics Engineers is a non-profit organization that sets and reviews

standards for the electronics industry.
(See also: *IEEE-1394*)

IEEE 1394

A standard that allows high-speed serial connections between the computer and a DV camcorder, VCR or any kind of digital audio/video device. Devices conforming with this standard are capable of transmitting digital data at 100 megabits per second (at the least).
(See also: *FireWire* , *IEEE*)

Image

A digital picture shown as a collection of dots or pixels arranged on a page or screen.
(See also: *Bitmap*)

Import

The process of bringing data into one program from another. Once imported, the data may be altered to accommodate the new program without affecting the original file.

Indexed Color

A data type that includes a set or index of unique values assigned to each color or shade allowed in an image.
(See also *Data Type*)

Interleave

A process of arranging audio and video data during compression used to obtain smoother playback and synchronization.

Jaggies

Undesired jagged edges that appear around the edge of bitmapped objects and text; also referred to as "aliasing."
(See also: *Aliasing*, *Anti-aliasing*)

Jog Control

(See Shuttle Control)

Keyframe

A specific frame in a clip that is flagged for special editing or other activities in order to control the flow, playback or other characteristics of the completed animation. For example, when creating a moving path, assigning a keyframe controls the movement of the object(s) along a path. When creating a video, assigning keyframes on parts where there are high data transfer requirements helps control how smoothly the video plays back.

Key Color

A color or range of colors in an image made transparent during an overlay effect to allow another image or clip to show through.

(See also: *Blue Screen*, *Chroma Key*, *Overlay*)

Linear Editing

Traditional editing done on a flatbed where the source film is fed in one side, marked, cut, and spliced, and then fed out the other end. It's called linear because tape must be edited in the order it's presented (as opposed to *non-linear* editing).

(See also: *DNLE*)

Linear Segment

A junction with a straight edge or from which the segments extending from it are straight.

(See also: *Curved Segment*)

Link

A method of storing previously saved information in another program without significantly affecting the size of the resulting file. Linking offers another advantage in that the original file can be modified in its original program and the changes will automatically be reflected in the program where it is linked.

Lossless Compression

A method of reducing file size without changing any data when the file is reopened.

(See also: *Lossy Compression*)

Lossy Compression

A method of reducing file size by selectively discarding nonessential data. The resulting files are smaller than those using lossless compression, but some information is permanently lost even after the file is reopened.

(See also: *Lossless Compression*)

Luminance

(See *Brightness*)

Macro

A tool for recording and automating repeated actions that you frequently perform. In Video Paint, macros are essential elements in creating sophisticated animations.

Mark In / Mark Out

The start and end timecodes that identify the portions of clips to be included in a video project.
(See also: *Clip*)

Marquee

An outline that identifies the edges of a selection area. Also referred to as "Bounding box."

Mask

A selection area used to isolate a portion of an image while editing. By using a mask, you can protect parts of an image from unwanted changes.

(See also: *Matte*)

Matte

Opaque images that prevent exposure in a particular area of film and allow the blacked-out space to be filled in with another image or color.

MCI

Media Controller Interface is a software driver designed by Microsoft to allow audio and video files to be played in Windows. MCI devices also allow you to control compatible VCRs and Laser disk players using controls on your computer.

MIDI

Musical Instrument Device Interface is an industry standard file format for both hardware and software which allows musical instruments, synthesizers, and components to be linked together.

MPEG

Moving Picture Experts Group is an organization involved with defining standards for compressing video data for use on the PC. Also refers to the file format that utilizes the compression standards defined by this group.

MPEG-1

MPEG-1 generates very small media files yet provides excellent video and audio quality. It is a widely used standard for playing videos on the computer, especially on slower PCs (200MHz or less). MPEG is very CPU intensive, which means that your computer must work very hard to decode the video. MPEG-1 is limited by frame size and data rate. If you want to make VCDs, you must use this format and you must very carefully create whitebook standard files.

(See also: *VCD*)

MPEG-2

MPEG-2 is a much more flexible format and is capable of producing higher quality movies, but it is also only recommended for playback (and capture) on faster computers (350MHz and above). Although this is the format used in DVD movies, it is not possible at this time (Fall 1999) to record MPEG-2 files to a CD-R for playback on a stand-alone DVD player. By experimenting with data rates you should be able to create extremely high quality movies for playback on a PC with an appropriate MPEG-2 player software.

MPEG-4

MPEG-4 is a new MPEG standard currently under development (as of Fall 1999). Its design will be based on the QuickTime file format and will be intended for web video.

Node

A point where two line segments meet. In MediaStudio Pro, nodes determine specific points where images and paths can be reshaped, resized, or rotated.

Noise

Small audible or visual discrepancies that adversely affect audio and video files which have been recorded or captured incorrectly or with faulty equipment.

Non-linear Editing

(See DNLE.)

NTSC

National Television Standards Committee is an organization that defines the standards for television used in North America and Japan characterized by 30 frames per second and 525 scan lines per frame. This standard include restrictions on the range of colors available for displaying on television.

Off-line

Term used to refer to editing video away from the source material. Video Editor is an example of an off-line video editor.

Onionskin

Term used in rotoscoping (video painting) whereby layers are created to appear over a video. You can "peel" these layers away to reveal more layers or the underlying video. This is useful for obtaining a good idea of how an animation is progressing by viewing a series of still images laid over each other.

On-line

Term used to refer to editing directly with the source material in real-time. On-line editors generally consist of several tape machines which pass through a controlling device and the resulting video is output to another tape.

Overlay

The process of rendering part of one image transparent to allow a second image to appear through this transparent area.

(See also: Blue Screen, Chroma Key, Key Color)

PAL

Phase Alternation Line is the television standard used in Europe, Africa, and South America characterized by 25 frames per second and 625 scan lines per frame. This standard includes restrictions on the range of colors available for displaying on television.

Parade

Form of color model used by the Perception video capture board which defines color as Y, R-Y and B-Y (luminance, red minus luminance and blue minus luminance).

Pixel (or Pel)

The smallest component that makes up an image. Computer images are made up of rows of pixels, each of which can be a different color. This is usually used as the unit of measurement for an image. The term is derived from the shortening of the words "picture element" or "picture cell."

Playlist

A list of items to be played back in a certain order.

(See also: EDL)

Plug-in

Plug-ins are additions to the programs of MediaStudio Pro that are not part of the standard package. They provide more capture features and add to the tools, filters or effects to expand the video editing options available.

Posterization

An image filter which reduces the number of colors in an image to produce a flat poster-like effect.

PPI

Pixels Per Inch is a unit of measure for determining the density of pixels in a bitmap image. For printing and displaying, this also determines the physical size of the image.

Prime Colors

The colors that are the basis of the RGB color model: red, green, and blue. By varying how these colors are blended, it is possible to create any other color.

Proxy File

A low-resolution copy of a video or image file that reduces system demands while performing previews of your video project in Video Editor.

QuickTime

A compression scheme developed by Apple Computer which allows you to compress video files. QuickTime files are referred to as movies and have an MOV extension.

Raster

(See Bitmap.)

Resolution

The resolution of an image determines the size of the individual pixels in an image, and thus the size of the whole image when printed or displayed. Resolution is shown in pixels per inch (PPI) or dots per inch (DPI).
(See also: *DPI, PPI*)

Reel Name

A name assigned to source video that aids in recalling where captured video clips came from. This information is particularly useful when doing batch capturing or referring to an EDL.

Render

The process of combining source information into a single file after applying transitions and other effects for output.

RGB

The model used in televisions and computer monitors to display color. By mixing varying amounts of red, green, and blue you can create other colors in the spectrum.
(See also: *CMYK, Color Model, HSB*)

RealVideo

Streaming technology developed by

RealNetworks for delivering live video to users over the Internet. Media files of this format can be played using RealPlayer.

Ripple

The automatic adjustment of the times of all subsequent entries on the Video Editor timeline after adding a clip upstream.

Rotoscoping

Painting over a sequence of existing frames, one at a time, to create artificial effects.
(See also: *Effects Animation*)

Rough Cut

The initial edit of a video. Usually the rough cut is prepared quickly to offer an idea of how the finished project will appear.

Sample Rate

The number of audio samples recorded per second (measures in megahertz). Generally there are three rates: 11,025 MHz, (microphone quality) 22,050 MHz (radio quality) and 44,100 MHz (CD quality).

Sample Size

The amount of memory allocated to record audio data. You can choose between two types: 8-bit or 16-bit. 16-bit produces better quality but at twice the file size as 8-bit.

Saturation

The degree of a color's purity. A color that is highly saturated will be more pure and appear stronger. Increasing a color's saturation makes it appear quite vivid while reducing saturation makes the color seem washed out.

SECAM

Systém Électronique Pour Couleur Avec Mémoire. The television standard used in France, Russia, and Africa characterized by 25 frames per second and 625 scan lines per frame.

Sequence

Use *Clip* instead.

Shuttle Control

A control used to manually move backward and forward through a video or audio file.
(See also: *Flick*)

Smooth Node

A node where you can move the control handles independently from each other and still remain on a linear path when changing the curve of a path.

(See also: Cusp Node, Symmetric Node)

SMPTE

Society of Motion Picture and Television Engineers is an organization based in the United States that makes recommendations for video standards to be adopted by the industry.

Sound Sweetening

Enhancing sound, for example by removing noise.

Source

Original data imported into another program as the basis for further editing or modification.

Storyboards

Graphic representations of shots done during pre-production or before filming to help the director and / or crew visualize how a shot is laid out.

Streaming

The process of sending multimedia files over the Internet. As a video or audio file is delivered over the Internet, the user can start viewing the content without waiting for the whole file to be fully downloaded.

Stretching Frames

A technique of enhancing action and excitement in a video sequence with slow-motion.

Subsampling

A method of interpreting image data to enhance compression by grouping and averaging color data over a block of pixels. Think of your image as groups of pixels arranged into blocks. Each square block contains four pixels. Without subsampling, each block requires twelve entries (12 bytes) to describe it, (three for each pixel). If we subsample using the 4-1-1 method, each pixel keeps its own brightness (H) value, but the color values (Cb and Cy) are each summed and then averaged. Each pixel in the block then uses this value, so the number of required entries for the block drops to six, (four brightness values and two color values.) The 4-2-2 subsampling method is a compromise between None and 4-1-1 and consists of eight entries, (four brightness, two for the first color channel, and

two for the second color channel).

Symmetric Node

A node where you can move the control handles while keeping a fixed linear path and equal length for the preceding and succeeding nodes when changing the curve of a path.

(See also: Cusp Node, Smooth Node)

Synthespians

The contemporary slang term for unreal "actors." Synthespians are entirely computer generated, though voice characterization may be done by real actors on a separate sound track.

Textures

Uniquely patterned bitmaps that can seamlessly be tiled together in an image to serve as a background or fill.

Thumbnail

A small, low resolution representation of an image.

Timecode

A method of identifying a specific frame's location relative to other frames in a video. Its standard form is Hours:Minutes:Seconds:Frames.

Transition Effect

A process in which one video clip replaces another.

Traveling Matte

An animated shape that protects an area of each frame in a sequence from being changed while a special effect or transition progresses over the rest of the frame.

True Color

A graphics file format containing 24 bits of color information, yielding 16.7 million possible colors, or photographic quality.

(See also: File Format)

VCD

Video CD Disc is a special type of CD-ROM that contains a special video file in MPEG-1 format. This MPEG-1 file is not just any MPEG-1 file, but one that exactly follows a WhiteBook specification.

Vector Graphics

Images created based on actual shapes rather than individual pixels.

(See also: Graphics Files)

Vector Scope

A device which displays the color values of a video signal. Used primarily to calibrate video recorded on different machines to ensure accurate color reproduction on both.

VGA

Video Graphics Array is a type of display card that provides a standard resolution of 640x480 supporting 16 colors.

Video For Windows

Video For Windows (also known as AVI) is the first multimedia architecture developed by Microsoft. It is one of the most common formats for playing video files on the PC.

(See also: AVI)

Virtual Environment

A setting used in a video project that does not actually exist in the real world. By using images and photographs instead of building large and complex sets, you can save a lot of money and time. Also referred to as "Virtual Space."

Virtual Sets

Term for movie sets that have a photorealistic quality but exist solely within a digital environment. Digitally created background mattes are a good example of virtual sets.

VISCA

A standard protocol used to control external video sources from a computer.

VLAN

An industry standard set of controls and or devices that allows you to connect video playback, recording, and other devices to a PC for performing linear or non-linear digital video editing.

Volume

How loud a sound seems. When the sound is very loud, the volume is considered to be high.

VTR

Video Tape Recorder is a device capable of recording visual information onto magnetic tape

so that it can be played back and shown on a television display.

Warping

A method of distorting an image by moving control points on a grid from their original positions to a new position, thus causing distortion in the image.

(See also: Control Point)

Waveform

A visual representation of sound used to enhance editing in a digital environment.

Wild Sound

Sound clips intended for use with video that do not already have video to accompany them. This could, for example, include the sound of a train approaching that was recorded independently from the actual filming of the train or sound effects, such as thunder and lightning that cannot be planned and timed during the actual filming and must be added later.

Wipe

A video transition where the new picture appears to progressively slide over the original.

Wireframe

A shape or object that appears as a single or multiple lines that show its outline.

Wire Removal

The process of digitally removing wires, props, and other undesirable elements from a scene. Wire removal software has superseded the "garbage matte" process of conventional optics.

Select Preview Image dialog box



Clip Name and Path Lists the clips used in the current video project and also their location.



Preview Drag the slider to view the selected clip when choosing a frame for the preview image.



Load Click to open a dialog box for selecting an image file to use as the preview image instead of a frame from a clip. (May not be present depending on which dialog box this was called from.)



Creating your files



Saving a project



Welcome to Video Editor Help

Audio Save Options dialog box

Video Editor tab

Select whether to save all the frames of the entire file or only the selected portion from it. If you have not selected a preview range, the Preview range option is not available. Also, select Play after creation to play the video immediately after the process of saving.

For help on other Save Options, click the Help button in their respective dialog boxes.




[Audio Save Options -- Compression tab](#)




[Welcome to Video Editor Help](#)

Video Save Options dialog box

Video Editor tab

 **Put into project** Select to be able to insert the video file into the Timeline right after the process of conversion.

 **Reverse video sequence** Select if you want to change the original order of frames by making the end frame the first one and then regressing frame by frame until it reaches the original first frame. (Only available if selected file does not contain an audio file.)



[Video Save Options -- General tab](#)



[Video Save Options -- Advanced tab \(AVI\)](#)



[Video Save Options -- Compression tab \(AVI\)](#)



[Video Save Options -- Compression tab \(MPEG\)](#)



[Video Save Options -- Cropping tab](#)



[Welcome to Video Editor Help](#)

Video Save Options dialog box

Video Editor tab

- Entire project** Select to save all the frames of the entire file.
- Preview range** Select to save a video file consisting only of clips in the preview area. (Only available if a preview area exists.)
- Frame type** Select Frame-based if you intend to output your video file only to your computer monitor. If you intend to output the video file to a conventional television screen, check your capture board's field order reading capability and select the appropriate one.
- Play after creating** Select to watch the video immediately after Video Editor finishes saving.
- Perform smart rendering** Select to use pre-created file that Video Editor recognizes if contents are still available for faster rendering process. (By default, checkbox is selected.)
- Keyframe control** Shows how to place keyframes for compression schemes that supports interframe compression for smoother playbacks and smaller file size.
- Add keyframe at cue position** Select to place keyframes wherever a cue appears in the Timeline.
- Add keyframe at clip edge** Select to place keyframes where two clips join or overlap.
- Use keyframe file** Select to load a key file previously created in the Data Rate Analysis dialog box.
- Browse** Click to search for a previously saved key file.

For help on other Save Options, click the Help button in their respective dialog boxes.

- [Video Save Options -- General tab](#)
- [Video Save Options -- Advanced tab](#)
- [Video Save Options -- Format tab \(UIS\)](#)
- [Video Save Options -- Compression tab \(AVI\)](#)
- [Video Save Options -- Compression tab \(MPEG\)](#)
- [Video Save Options -- Cropping tab](#)
- [Welcome to Video Editor Help](#)

Video Editor detects the differences between the original and the project file (you must select the same file name) by monitoring the changes made to the video project and matching those with the existing video file. If Video Editor cannot locate the original file, it prompts you to browse for it. In most cases, select this option because it shortens creation time a lot.

This allows you to arbitrarily place cues at points where large movements or shifts in color exists.

This is useful since the transition between clips often involves movement or significant color shifts.

The Data Rate Analysis dialog box is useful for locating where a video file makes high demands on your system. You can then place keyframes more effectively.

Options dialog box

Cropping tab



Crop window Drag the borders of the frame to only capture a portion of the video image.



Keep original size Select to resize the image to its original frame dimensions after cropping.



Cropping area spin boxes Specify the amount of the frame to crop numerically.



Frame width/height Displays the original frame dimensions.



[Welcome to Video Editor Help](#)

Add Image File dialog box



Look in Find the desired folder.

View the contents of the next higher folder in your system.

Create a new folder.

View files as icons.

View files by names with statistics.

File name Type in a file name or select from the list of files displayed.

Files of type Select a particular file format for opening.

File properties Displays the file attributes of the currently selected file.

Preview Displays a thumbnail representation of the currently selected file.

Browse Click to find files or folders.

[Welcome to Video Editor Help](#)

Load/Save dialog boxes



Look in/Save in Find the desired folder.

View the contents of the next higher folder in your system.

Create a new folder.

View files as icons.

View files by names with statistics.


File name Type in a file name or select from the list of files displayed.


Files of type/Save as type Select a particular file format for opening or saving files.

Browse Click to find files or folders.


Welcome to Video Editor Help

Add Cue dialog box


 **Cue name** Type a name for the cue. (Video Editor uses a default name “&p” which takes the cue's position in the Timeline as its name.)

 **Timecode** Specify the location in the Timeline for the cue.




 Working with cues



 Welcome to Video Editor Help

Rename Cue dialog box

 **Cue name** Type a new name for the cue. (Video Editor uses a default name "&p" which takes the cue's position in the Timeline as its name.)





[Working with cues](#)




[Welcome to Video Editor Help](#)

Moving Path Options dialog box


 **Border** Click the color square to change the border color and specify the size for a border around the clip as it moves.

 **Soft edge** Specify how pronounced the edges of the moving clip are against the background. Large is less obvious.




 [Creating a moving path](#)



 [Performing video effects](#)



 [Welcome to Video Editor Help](#)

Browse dialog box



Folder Select the folder to start the search from.



Drives Select the drive where the folder you want to search is located.



Disk space available Displays how much space is free on your disk.



Network Click to access shared folders on other connected computers running Windows.



[Welcome to Video Editor Help](#)

Change Clip Sequence dialog box



Clip file names Displays all the selected files in the order they are going to be inserted and how long the image is going to appear on the Timeline. Click and drag any file to change the order of insertion.



Duration Specify how long you want the image clip to appear on the Timeline.



Timescale

This is the timescale for the work area. With the Preview Window open, dragging the cursor through this area shows an on-the-fly preview of the project.

Preview range bar

The blue bar on the Timeline is the preview area. This is useful when you only want to save a portion of your project for previewing or output.

Vertical preview line

Appears every time you click on a point on the timescale. You can click and drag it along the Timeline to play a preview. To hide it, click and drag it back to the zero timecode.

Track name

Identifies the track to the right. Clicking this button selects all clips on the track.

Filter icon

This indicates that one or more audio filters are applied to the sound clip.

Color clip

A color clip on a video track. These are blocks of color that will appear in the video. You can use color clips as backgrounds or to block out portions of the Timeline for later use. Double-click a color clip to open the Color Options dialog box.

Transition effect clip

Transition effects make the switch between clips in the Va and Vb tracks smoother. Double-clicking a transition effect opens its related dialog box.

Audio clip

Audio clips are used to add sound to your video. The line running through the clip is the mix level. Click it to add control points that you can drag to raise or lower the mix level for the audio clip. Double-clicking an audio clip opens the clip in the Source Window. Double-clicking an empty area in an audio track opens the Insert Audio File dialog box.

Note: The display mode for the clips shown in this image is waveform.

Image clip

An image clip can be a picture in just about any format. Video Editor allows all data types (256-color, True Color, etc.) except black and white to be used as image clips. Double-click an image clip to open that clip in the Source Window.

Note: The display mode for the clips shown in this image is filename.

Video clip

Video clips are the heart of a MediaStudio Pro project. Double-click on a video clip to open that clip in the Source Window.

Note: The display mode for the clips shown in this image is filename.

Title clip

Use a title clip to add text to the video. By adding a moving path and overlay effects, the text can scroll over the rest of your video. Double-click on a title clip to open the Title Options dialog box.

Note: The display mode for the clips shown in this image is filename.

Video track

This is a video track. You can place video, image, title, and color clips here. Double-click on an empty portion of a video track to open the Insert Video File dialog box, allowing you to select a video file to insert as a clip.

Audio cue

This is an audio cue that you can use for identifying important points in the sound clip for future reference. To place or edit an audio clip cue, use the Source Window.

Special effects indicator

This indicates that the clip has enhancements such as video filters, overlay effects or a moving path applied. You can apply overlay, moving path, and up to twenty video filter effects on any video overlay track. The Va and Vb tracks only accept video filters and

moving paths.

Transition track

This is the transition effects track. Double-click on an empty portion to open the transition effects gallery in the Production Library window.

Project cue

This is a project cue that you can use for marking important spots in your project for quick reference. To create project cues, click **View: Cue Manager** or click the cue bar.

Window splitter

Slide this up or down to show more video or audio tracks.

Video cue

This is a video clip cue that you can use for identifying on the video clip for future reference. To place or edit a video clip cue, use the Source Window.

Play/Pause

Plays the selected clip. Once pressed, the button changes to Pause. If you select the Pause button, the video clip stops at the current frame and the button returns to Play.

(Shortcut key: ENTER)

Previous Edit Point

Sends the Source Window back to the previous edit point (a cue, mark-in frame, mark-out frame, start or end of a clip).

(Shortcut key: PAGE UP)

Previous Frame

Displays the immediately preceding frame in the clip.

(Shortcut key: LEFT ARROW)

Next frame

Displays the next frame in the clip.

(Shortcut key: RIGHT ARROW)

Next Edit Point

Sends the Source Window forward to the next Edit Point (a cue, Mark In frame, Mark Out frame, the start or the end of a clip).

(Shortcut key: PAGE DOWN)

Repeat

Causes playbacks to repeat in a continuous loop.

Mark In

Selects the Mark In frame for the clip in the Source Window.

(Shortcut key: F3)

Mark Out

Selects the Mark Out frame for the clip in the Source Window.

(Shortcut key: F4)

Add/Delete Cue

Adds or removes a cue to the clip at the current slider location. When adding a cue, Video Editor automatically names it according to the frame timecode. You can change the name later by selecting **Rename Cue** from the Source Window Menu.

(Shortcut key: F5)

Audio Fine-Tune

Click to open the Audio Fine Tune Window for selecting a more precise Mark In point where you can include or exclude the contents of a single frame and adjust the correct timing.



Shuttle

Drag the shuttle control to smoothly move forward and back through the clip at variable speeds. This is a useful way to find a frame you are looking for.

Slider bar

This shows the progress of a video clip or any selection area while it is playing. When not playing, you can position the slider to the frame you want to see.

Zoom in/Zoom out

Allows you to zoom in or out on the sound clip displayed in the Source Window. After clicking this button, press the left mouse button to zoom in and the right to zoom out.

Shows the entire length of the waveform. The portion enclosed by a green box is what appears in the Source Window.

Indicates the length of the clip in the Timeline.

Play/Pause

Plays a preview of all the clips in the video project. If you have already created preview files, this is very fast. If you have a number of applied effects and filters, this may take a little longer.

Once pressed, the button changes to Pause. If you select the Pause button, the preview stops at the current frame and the button returns to Play.

(Shortcut key: ENTER)

Play the Preview Range

Plays only the clips in the preview area. Once pressed, the button changes to Pause. If you select the Pause button, the preview stops at the current frame and the button returns to Play.

(Shortcut key: SPACE)

Previous Edit Point

Sends the Preview Window back to the previous Edit Point (a cue, Mark In frame, Mark Out frame, the start or the end of a clip).

(Shortcut key: PAGE UP)

Previous Frame

Sends the Preview Window back one frame.

(Shortcut key: LEFT ARROW)

Next Frame

Sends the Preview Window forward one frame.

(Shortcut key: RIGHT ARROW)

Next Edit Point

Sends the Preview Window forward to the next Edit Point (a cue, Mark In frame, Mark Out frame, the start or the end of a clip).

(Shortcut key: PAGE DOWN)

Repeat

When selected, plays the project continuously until you click pause or press ESC.

Add/Delete Cue

Click to place or remove a cue.

(Shortcut key: F5)



Mark In

Marks the beginning frame for a preview range.

(Shortcut key: F3)

Mark Out

Marks the last frame for a preview range.

(Shortcut key: F4)

Jog bar

Use the slider to manually move through the video. Drag left to view previous frames and drag right to view succeeding frames.

Status bar information

The first cell displays the timecode of the mouse pointer's current position. The second and third cells display the Start and End timecode of the clip that is currently under the mouse pointer. And the last cell displays the Duration of the clip under the mouse pointer. It also displays processing status information when Video Editor is performing a task.

Timescale

This is the timescale for the work area. With the Preview Window open, dragging the cursor through this area shows an on-the-fly preview of the project.









Preview range bar

To preview or save a portion of your project, click and drag the cursor on the preview range bar. A blue bar appears to show the preview area.

Project cue bar

This is where you can add cues to your project. Cues mark timecodes in your project for future reference.

Preview window

-  Click to return the display to the first frame in the clip.
-  Click to change the display by one frame in the direction of the arrow.
-  Click and drag to select intermediate frames to view.
-  Click to change the display by one frame in the direction of the arrow.
-  Moves the pointer to the last frame in the selected clip.
-  **Play** Click to play the clip with effects applied on it.
-  **Timecode** Shows the current frame timecode on the timeline.
- 

Original clip window



Keyframe controller Set keyframes for the different effects settings.



Speed control Click to select the preview play speed.



Lock Click to toggle from playing the original and preview windows simultaneously or separately whenever you click the play button.



Play Click to play the clip without any effects applied on it.



Timecode Shows the current frame timecode on the timeline.





Normal Plays all the frames in the clip for preview.



Fast Plays every other frame in the clip for preview.



Faster Plays every other two frames in the clip for preview.



Fastest Plays every other three frames in the clip for preview.



Zoom Click to zoom in or out for better viewing. Click the path to zoom in or right-click to zoom out.




Restore Click to restore the clip's dimensions to its original size once it has been changed.





Actual Image Click to replace the place holders in the preview window with the actual images. This gives you a better idea of how the moving path will look, but may slow down the system.





Title Safe Area Click to show the portion of the frame that would appear on a television screen.


 **Add** Click to add a keyframe at the current timecode. By adding a keyframe, you can set a different filter settings at that timecode.


 **Delete** Click to remove the existing keyframe at the current timecode. This is only available when a keyframe already exists at the timecode.

 **Transpose** Reverse the order of all the keyframes in the path.

























































 **Back one frame** Click to move the selected keyframe back one frame.

 **Forward one frame** Click to move the selected keyframe forward one frame.

 **Inactive keyframe** Indicates that a keyframe exists at this timecode.


 **Active keyframe** You can change the filter settings when a keyframe is active.

All Video Filters

- | | | |
|---|--|--|
|  Add Noise |  Equalize |  Reduce Noise |
|  Animation Gradient |  Find Edges |  Ripple |
|  Animation Texture |  Fish Eye |  Scratch |
|  Average |  Flip |  Sharpen |
|  Blur |  Gaussian Blur |  Solarization |
|  Brightness & Contrast |  Gradient |  Stagger |
|  Charcoal |  Highlight |  Star |
|  Color Balance |  Hue & Saturation |  Threshold |
|  Color Pass |  Invert |  Throw Stone |
|  Color Replace |  Kaleidoscope |  Tone High |
|  Color Shift |  Light |  Tone Low |
|  Colored Pen |  Mirror |  Tone Medium |
|  Contour |  Monochrome |  Unsharp Mask |
|  Cropping |  Mosaic |  Vignette |
|  Cylinder |  Motion Blur |  Water Flow |
|  Diffraction |  Oil Paint |  Watercolor |
|  Diffuse |  Pinch |  Whirlpool |
|  Emboss |  Posterize |  Wind |
|  Emphasize Edges |  Punch |  Zoom Motion |

Add Noise

Randomly inserts pixels into the clip producing a speckled effect similar to a TV set with static.

-  [Add Noise dialog box](#)

Animation Gradient

Applies specially designed gradients overlay to the clip.



[Animation Gradient dialog box](#)

Animation Texture

Applies designed textures overlay to the clip.



[Animation Texture dialog box](#)

Average

Gives the clip a softer look by evaluating the color values of all pixels and moving them toward the average pixel value.



Average dialog box

Blur

Produces an out-of-focus effect for the clip. It reduces the contrast of pixel values to create softer appearance.



Blur dialog box

Brightness & Contrast

Makes the clip lighter or darker and allows you to make parts of it stand out or blend in more. It calculates the difference between the areas of light and dark colors in the images and adjusts the lightness and darkness of the clip.



Brightness & Contrast dialog box

Charcoal

Displays the clip as if drawn using charcoal.



Charcoal dialog box

Color Balance

Emphasizes or reduces the influence of the Red, Green, or Blue channel on the clip.



Color Balance dialog box

Colored Pen

Displays the clip as if drawn with colored pens.



Colored Pen dialog box

Contour

Adds colored traces along the edges of objects in the clip and applies a "wax-painting" effect.



Contour dialog box

Cylinder

Displays the clip as if wrapped around a cylinder.



Cylinder dialog box

Diffraction

Places a star-shaped light shining through a prism on the clip.



Diffraction dialog box

Diffuse

Displays the clip as if viewed through textured glass.



Diffuse dialog box

Emboss

Displays the outline of the images in the clip against a solid background color. The outline then appears either raised above the surface or stamped into it.



Emboss dialog box

Emphasize Edges

Increases contrast between objects in the clip, making edges more distinct. The filter creates outlines where significant changes in colors occur, and effectively increases the contrast along them by making them harder and more sharply defined.



Emphasize Edges dialog box

Equalize

Balances the tones in the clip. This effect has no controls.



Equalize dialog box

Find Edges

Displays the clip with outlines around the edges of objects, defined by strong differences in pixel color values.



Find Edges dialog box

Fish Eye

Gives the clip a wide-angle camera lens effect.



Fish Eye dialog box

Gaussian Blur

Displays the clip blurred by an amount determined by the color values over the entire clip.



Gaussian Blur dialog box

Gradient

Applies an up to four color overlay to the clip.



Gradient dialog box

Highlight

Controls the spread of pixel values in the clip.



Highlight dialog box

Hue & Saturation

Controls the balance and intensity of colors in the clip.



Hue & Saturation dialog box

Invert

Converts the clip to its complimentary colors, similar to looking at a film negative.



Invert dialog box

Kaleidoscope

Displays the clip as though viewed through a kaleidoscope. This filter generates a pattern based on a selected portion in the image.



Kaleidoscope dialog box

Light

Adds colored lights to the clip.



Light dialog box

Mirror

Breaks each frame into multiple mirror images. The number of images depends on the mirror size.



Mirror dialog box

Monochrome

Converts pixels in a clip to shades of the Monochrome color.

Note: Use hue and saturation values when selecting a custom clip color. Using RGB values may produce unexpected results.



Monochrome dialog box

Mosaic

Breaks each frame into blocks closely matching the average values of all pixels in those blocks. This filter is commonly used to obscure the faces of people appearing on TV, or in print, who wish to remain anonymous.

Note: If you specify a block size that does not divide the frame by a whole number, Video Editor crops the frame from the lower-right.



Mosaic dialog box

Motion Blur

Blurs the clip with an effect similar to when a subject moves during the taking of a photograph.



Motion Blur dialog box

Oil Paint

Displays the clip as if painted with oil paints.



Oil Paint dialog box

Pinch

Displays the clip with its edges squeezed towards the center. The higher the Pinch Factor, the tighter the squeeze.



Pinch dialog box

Posterize

Reduces the number of color levels in the clip, making color differences appear more distinct. This filter is useful for creating surreal effects or you need to limit the number of displayable colors because of hardware limitations.



Posterize dialog box

Punch

Displays the clip as if its center was pushed out. The higher the Punch Factor, the larger the impact.



Punch dialog box

Reduce Noise

Gives the clip a smoothed out look by minimizing the color differences between pixels.



Reduce Noise dialog box

Ripple

Displays the clip as if viewed through water or wind blowing across a pond.



Ripple dialog box

Scratch

Gives the clip an etched look.



Scratch dialog box

Sharpen

Displays the clip with sharper boundaries between objects. It increases the amount of contrast between light and dark pixels useful for cleaning up images.



Sharpen dialog box

Solarization

Lightens or darkens the clip using an isolated a range of colors.



Solarization dialog box

Stagger

Gives the clip a jagged look.



Stagger dialog box

Star

Places stars over the clip.



Star dialog box

Threshold

Limits the range of colors in the clip by removing those whose pixel values fall below the specified number.



Threshold dialog box

Throw Stone

Displays the clip as if viewed through water after up to four stones have been thrown in.



Throw Stone dialog box

Tone High

Divides the clip into cells and assigns the maximum value pixel color in a cell to all pixels in that cell.



Tone High dialog box

Tone Low

Divides the clip into cells and assigns the lowest value pixel color in a cell to all pixels in that cell.



Tone Low dialog box

Tone Medium

Divides the clip into cells and assigns the average value pixel color in a cell to all pixels in that cell.



Tone Medium dialog box

Unsharp Mask

Sharpens the clip by subtracting the average pixel value of a cell from the pixels in that cell.



Unsharp Mask dialog box

Vignette

Overlays a frame on the clip.



Vignette dialog box

Water Flow

Displays the clip as if viewed through water in a calm lake.



Water Flow dialog box

Watercolor

Displays the clip as if painted with watercolors.



Watercolor dialog box

Whirlpool

Creates a whirlpool pattern by swirling the images in the clip around their centers.



Whirlpool dialog box

Wind

Gives the clip a wind-blown effect.



Wind dialog box


Zoom Motion


Shifts the pixels in the clip towards a central focal point.





Zoom Motion dialog box


Add Noise dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Distribution** Select how to determine the colors of inserted pixels. Select Uniform to use a standard value or Varied to use a distribution curve for the clip's colors.

 **Level** Drag the slider to determine how much static effect to apply. Specify a high value to generate more "noise" or a low value for lesser effect.

 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.




 Add Noise





 All Video Filters


Animation Gradient dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.


 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Pattern** Select a pattern to use in the effect. You can move the center point of the gradient by specifying new values for the X and Y position in their entry boxes.


 **Palette ramp** Displays the ring palette containing the set and order of colors used in the current gradient effect. (The order of the colors start from the left middle part of the ring which is at 0 degrees and makes a 360 degree turn.) Click to open the Palette Ramp Editor create your own ring palette.


 **Stationary** Select if you want to make sure that the center of the gradient does not change position for all the keyframes.


 **Repeat number** Define the number of times to repeat the ring palette in the pattern.


 **Reflect control button** Click to reverse the order of the second set of ring palette colors (per two groups) applied in the magic gradient effect.


 **Position** Specify the coordinates for the center of the gradient pattern.


 **Frequency** Specify the number of times to apply the pattern in the magic gradient effect. Click and drag the pointer to the desired number of patterns.

 **Color smoothing** Specify how sharp each color in the palette ramp appears in the gradient effect. Higher values blend colors more with each other losing distinction between them and producing a single color.

 **Amplitude** Specify the length and width of the pattern. Click and drag the pointer to the desired ripple or wavy effect.

 **Slope** Specify the pattern's direction. Click and drag the red dot to the determine the selected mode's degree of turn.

 **Opacity** Specify how visible the original clip is through the gradient effect.

 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.




 [Animation Gradient](#)


 [All Video Filters](#)

When selected and the repeat number is set to at least 2, the first set of colors applies the regular order and the second set applies the reversed order. This arrangement is applicable for every two sets of colors.


Animation Texture dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.


 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.


 **Pattern** Select a pattern to use in the texture effect.


 **Palette ramp** Displays the ring palette containing the set and order of colors used in the current gradient effect. (The order of the colors start from the left middle part of the ring which is at 0 degrees and makes a 360 degree turn.) Click to open the Palette Ramp Editor create your own ring palette.


 **Cell size** Specify the dimensions for each cell. Larger values on the top spin box expands the width of a cell while the lower spin box increases the height.


 **Max range** Drag the slider to increase the current Cell size proportionally and also adjust the texture pattern without having to specify items individually.


 **Color smoothing** Specify how sharp each color in the palette ramp appears in the gradient effect. Higher values blend colors more with each other losing distinction between them and producing a single color.


 **Opacity** Specify how visible the original clip is through the texture effect.

 **Frequency** Specify the number of times to apply the selected pattern. Click and drag the pointer to the desired number of patterns.

 **Amplitude** Specify the length and width of the pattern. Click and drag the pointer to the desired ripple or wavy effect.

 **Depth** Drag the slider to randomly adjust the texture pattern to the desired appearance.

 **Shift** Drag the slider to change the amount of each color in the texture. By slowly moving the slider and increasing the Shift value, each color disappears one by one depending on their order on the ring palette.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





 [Animation Texture](#)


 [All Video Filters](#)


Average dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.


 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Cell size** Specify the number of pixels with which each pixel is averaged. The larger the cell size, the greater the similarity between pixels resulting in a softer picture with smoother transitions in color.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





 Average


 All Video Filters


Blur dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Level** Specify how much blurring to apply. Higher values produce a more blurred effect.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





Blur


 All Video Filters


Brightness & Contrast dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.


 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.


 **Channel** Select which color channel to adjust.


 **Brightness** Drag the slider to control the lightness or darkness of the clip. Higher values produce a brighter clip.

 **Contrast** Drag the slider to control the difference between light and dark pixels. Higher values make the midtone colors stand out.


 **Gamma** Drag the slider to control how clips appear when working in different display environments.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 Brightness & Contrast


 All Video Filters


Charcoal dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Balance** Specify the ratio of black and white strokes. Higher values create more black than white.

 **Stroke length** Specify the length of each stroke. Higher values create longer strokes.

 **Level** Specify how strong the charcoal effect is. Higher values produce a stronger effect.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





Charcoal


 All Video Filters


Color Balance dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.


 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Red** Drag the slider to control the red values. Higher values make red more prevalent.

 **Green** Drag the slider to control the green values. Higher values make green more prevalent.


 **Blue** Drag the slider to control the blue values. Higher values make blue more prevalent.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 Color Balance

 All Video Filters


Colored Pen dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Level** Specify how strong the colored pen effect appears. Higher values produce a stronger effect.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





 Colored Pen

 All Video Filters


Contour dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.


 **Coating** Select whether to use bright or dark pixels as the basis for the contour. Above is bright.

 **Light source** Select whether to check the neighboring pixels in four or all eight directions to determine edges.


 **Threshold** Specify the sensitivity to bright and dark pixels. High is more sensitive to bright.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 Contour


 All Video Filters


Cylinder dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.


 **Direction** Select whether the cylinder is horizontal or vertical.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 Cylinder


 All Video Filters


Diffraction dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window. Drag the cross to control the placement of the star over the clip.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.


 **Branches** Specify how many rays the star has.


 **Angle** Specify the rotation of the rays.


 **Stationary** Select to set the effect level to be the same over the entire clip.

 **Radius** Specify the inner halo's size.

 **Length** Specify the ray's length.

 **Width** Specify the ray's thickness at the base.

 **Opacity** Specify how visible the effect is when applied on the clip.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





 Diffraction


 All Video Filters


Diffuse dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Cell size** Specify the size to determine the clarity of the glass. Higher values increase the texture and reduce the clip visibility.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





Diffuse


 All Video Filters


Emboss dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.


 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.


 **Coating color** Displays the current the base color for the clip. Click the color square to change it.

 **Light direction** Select the direction of the shadow effect.


 **Depth** Specify how the clip will be embossed. Positive values make details in the clip appear raised above the background while negative values make the details on the clip appear sunken.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 Emboss


 All Video Filters


Emphasize Edges dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.


 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Level** Drag the slider to determine the contrast along the edges. High values produce a clip with harder, more sharply-defined edges.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





 **Emphasize Edges**


 **All Video Filters**


Equalize dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.


 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 Equalize


 All Video Filters


Find Edges dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.


 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Direction** Select whether edges are determined horizontally, vertically, or in both directions.


 **Invert** Select to change the color of the objects in the clip to their complimentary colors.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 Find Edges


 All Video Filters


Fish Eye dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.


 **Light direction** Select the position of the light source.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 Fish Eye


 All Video Filters


Gaussian Blur dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Level** Drag the slider to determine how strong the blur is. Higher values produce a more blurred effect.

 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





Gaussian Blur





All Video Filters

Gradient dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window. Drag the square bounded by the circle to control the placement of the overlay. The four green points determine the extent of each lighting component.


 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.


 **Soft edge** Select how the colors blend together. None, Small, Medium, and Large provide increasing levels of blending.

 **Block color** Displays the overlay colors. Click a color square to change it.

 **Radius** Specify the size of the circle for the unaffected part of the clip.

 **Opacity** Specify the visibility of the effect when applied on the clip. Higher values make the clip less visible beneath the overlay.

 **Stationary** Click to set the effect level to be the same over the entire clip.

 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





Gradient





All Video Filters


Highlight dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Channel** Select the color channel to which the effect will be applied.

 **Highlight** Drag the slider to adjust the highest valued pixels in the clip.


 **Midtone** Drag the slider to adjust the middle valued pixels in the clip.

 **Shadow** Drag the slider to adjust the low valued pixels in the clip.


 **Add** Click to open the Add To dialog box to add it to your Video Filters Gallery.





Highlight


 All Video Filters


Hue & Saturation dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Hue** Drag the slider to adjust the color balance of the clip.

 **Saturation** Drag the slider to adjust the intensity of the color.

 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





Hue & Saturation





All Video Filters

Invert dialog box


 Original clip window Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.


 Preview window Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 Invert


 All Video Filters


Kaleidoscope dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window. Drag the square bounded by the circle to control the placement of the kaleidoscope lens.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Angle** Specify the rotation of the kaleidoscope.

 **Radius** Specify the size of the kaleidoscope.


 **Stationary** Select to set the effect level to be the same over the entire clip.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 [Kaleidoscope](#)

 [All Video Filters](#)

Light dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window. Drag the cross to control the placement of the lights.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.



Add Click to add a light over the clip. (You can add up to 10 lights.)



Delete Click to remove the selected light from the clip.



Light color Displays the current light color. Click the color square to change it.



Ambient color Displays the color of the background light. Click the color square to change it.



Distance Specify how far the light is from the clip.



Exposure Select how long the clip is exposed to the light.



Stationary Select to set the effect level to be the same over the entire clip.



Elevation Specify the vertical angle of the light.



Skew Specify the horizontal angle of the light.



Spread Specify the size of the area colored by the light.



Add Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





[Light](#)





[All Video Filters](#)


Mirror dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.


 **Direction** Select whether to place the mirrors horizontally or vertically.

 **Mirror size** Specify how big are the mirrors.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





Mirror


 All Video Filters

Monochrome dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Monochrome color** Displays the starting and ending clip shades. Click the color square to change it.

Note: Use hue and saturation values when selecting a custom clip color. Using RGB values may produce unexpected results.


Add Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





Monochrome


All Video Filters

Mosaic dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.


 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Square** Select to make the block width and height equal.

 **Width/Height** Specify the block's size.


Note: If you specify a block size that does not divide the frame by a whole number, Video Editor crops the frame from the lower-right.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 Mosaic

 All Video Filters


Motion Blur dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.


 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.


 **Light source** Select the type of movement producing the blur.


 **Camera** Select to simulate camera movement.

 **Natural** Select to simulate light source movement.


 **Object** Select to simulate subject movement.

 **Length** Specify the degree of movement


 **Angle** Specify the direction of the motion.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 **Motion Blur**


 **All Video Filters**

Oil Paint dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Stroke length** Specify the brush size. Larger value results in greater loss of detail.

 **Level** Specify the degree of the effect. Higher value results in a stronger effect.

 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





Oil Paint





All Video Filters


Pinch dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.


 **Factor** Specify the intensity of the effect. High values give a more pronounced distortion.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 Pinch


 All Video Filters


Posterize dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Channel** Specify which color channel to posterize.

 **Level** Specify the number of gray-color values. Higher settings result in more levels and more colors.

 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





Posterize





All Video Filters


Punch dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.


 **Factor** Specify the intensity of the effect. High values give a more pronounced distortion.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 **Punch**


 **All Video Filters**


Reduce Noise dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Level** Specify the sensitivity to different colored pixels. Higher values reduce noise to lower levels.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





 Reduce Noise


 All Video Filters


Ripple dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.


 **Direction** Select whether to create a ripple from the center or the edge.

 **Frequency** Select the tightness of the distortion.


 **Level** Specify the height of the ripple effect.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 Ripple


 All Video Filters


Scratch dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.


 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Effect** Select whether to produce lighter or darker scratches.

 **Length** Specify the length of the scratches.


 **Angle** Specify the direction of the scratches.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 **Scratch**


 **All Video Filters**


Sharpen dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.


 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Level** Specify the amount of contrast between pixels. Higher values generate a more noticeable effect than lower values.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





 **Sharpen**


 **All Video Filters**


Solarization dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Mode** Specify whether to lighten or darken the clip.

 **Threshold** Specify the range of pixel values to use.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





Solarization


 All Video Filters


Stagger dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.


 **Direction** Select from which side of the clip the stagger effect originates.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 Stagger


 All Video Filters


Star dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window. Drag the cross to control the placement of the star.


 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.


 **Add** Click to add more stars to the effect. You can add up to 10 stars.


 **Delete** Click to remove the selected star from the effect.


 **Star color** Displays the current star color. Click the color square to change it.

 **Sun size** Specify the star's inner radius.


 **Halo size** Specify the outer radius for the star's halo.

 **Star size** Specify the length of the star's rays.

 **Star width** Specify the width of each ray at the base.


 **Opacity** Specify the visibility of the effect over the clip. Higher values show less of the clip.

 **Stationary** Select to set the effect level to be the same over the entire clip.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





Star

 All Video Filters


Threshold dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Channel** Select the color channel to which the Threshold level is applied.

 **Threshold level** Specify the range of color values to restrict. Higher values restrict more dark colors, lower values restrict more light colors.

 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





Threshold




All Video Filters

Throw Stone dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window. Drag the cross to control the path of the stones.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.



Add Click to add more stones.



Delete Click to remove the selected stone.



Stationary Select to set the effect level to be the same over the entire clip.



Wave radius Specify the ripple's radius.



Ripple strength Specify the ripple's strength. Higher values result in bigger ripples.



Add Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





Throw Stone





All Video Filters


Tone High dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.


 **Cell size** Specify the number of pixels on a side (ex. a range of 7 evaluates a 7 x 7 block).


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 Tone High


 All Video Filters


Tone Low dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.


 **Cell size** Specify the number of pixels on a side (ex. a range of 7 evaluates a 7 x 7 block)


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 Tone Low


 All Video Filters


Tone Medium dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Cell size** Specify the number of pixels on a side (ex. a range of 7 evaluates a 7 x 7 block).


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





 Tone Medium

 All Video Filters


Unsharp Mask dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Sharpen factor** Specify the degree of sharpening.

 **Aperture radius** Specify the cell size for the sharpening effect.

 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





Unsharp Mask





All Video Filters


Vignette dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.


 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.


 **Matte** Displays the current color of the frame. Click the color square to change it.

 **Shape** Select the type of frame.


 **Softness** Specify the frame size and how it blends into the picture. Higher values produce a larger frame and more gradual blend.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 Vignette

 All Video Filters


Water Flow dialog box

 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Level** Specify the strength of the ripples. Higher values produce bigger ripples.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





 Water Flow


 All Video Filters


Watercolor dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Stroke size** Select whether to apply large or small strokes.


 **Moisture level** Specify the amount of water mixed with the color. Higher levels make the edges of each stroke darker.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 Watercolor

 All Video Filters

Whirlpool dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.


 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Direction** Select whether to twist the frame clockwise or counterclockwise from the center.


 **Twist** Specify the degree of rotation for the center of the frame. Greater angles produce a stronger effect.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 Whirlpool

 All Video Filters


Wind dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Direction** Select the source of the wind.

 **Mode** Select whether to apply a windy or blast effect by moving the brighter pixels horizontally. In windy, the wind trail gradually fades away, in blast it is more prominent.


 **Level** Specify the length of the wind trail. Higher values produce a longer effect.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 [Wind](#)


 [All Video Filters](#)


Zoom Motion dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click

 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Mode** Select the source of the motion.

 **Speed** Specify the rate of the effect. Higher rates result in a more blurred effect.

 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.



Zoom Motion



All Video Filters

Cropping

Selects an area to trim out. If you selected the Scale to fit option, the area to keep is resized to fill the entire window. If you selected the Fill color option, the section to crop (unwanted portion) is filled with a solid color.



Cropping dialog box

Flip

Changes the orientation of the current by rotating the image to specified direction.



Flip dialog box

Color Shift

Separates the three color channels (RGB - Red, Green, Blue) of your image into three distinct layers. You can define the offset values in proportion to the original image to determine the starting point for each channel. Offset values range from -99 to 99 percent.



Color Shift dialog box

Color Pass

Selects a color or a range of colors for either inclusion or exclusion in the conversion process.



Color Pass dialog box


Color Replace


Selects a color or a range of colors for replacement.




Color Replace dialog box


Cropping dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.


Move your mouse over the Original clip window. When the pointer changes to an eyedropper, you can use it to select the color to use for filling. You can also move your mouse over the crosshair to move the center point of the cropping area.


 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Width** Specify how wide the selected area is in proportion to the original width.

 **Height** Specify how tall the selected area is in proportion to the original height.


 **Fill color** Fills the unwanted portions with a solid color. Click the color square to change the current color.

 **Stationary** Select to fix the center point of the crop area.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





 [Cropping](#)

 [All Video Filters](#)


Flip dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.


 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Flip**

 **Vertically** Rotates the image using the vertical axis as reference.

 **Horizontally** Rotates the image using the horizontal axis as reference.


 **Both** Rotates the image using both vertically and horizontally.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 **Flip**


 **All Video Filters**


Color Shift dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.


 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Red X/Y** Defines a new position for the red channel in the current key frame.

 **Green X/Y** Defines a new position for the green channel in the current key frame.

 **Blue X/Y** Defines a new position for the blue channel in the current key frame.


 **Wrap around** If selected, the color channels that are offset out of one side of the frame is shifted back from the other side. The Wrap around feature will globally affect all key frames.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.


 Color Shift


 All Video Filters


Color Pass dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.

 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.

 **Color key to pass** Used as the basis for determining which colors to include or exclude in the conversion process.


 **Similarity** Determines a range of colors related to the current color key.

 **Reverse** Select to reverse the converting process. That is, the selected color and its similarity range will be converted.


 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.





 Color Pass


 All Video Filters


Color Replace dialog box


 **Original clip window** Displays the clip at the current timecode. Use the Keyframe Controller below the window to apply different levels of effects at different timecodes. Click


 to play the clip in the Preview simultaneously with the Original clip window.


 **Preview window** Displays a preview of the applied effect on the clip. Drag the slider below the window to view certain frames.


 **Target Color** Selects the color or range of colors within the similarity range to replace.


 **Similarity** Determines the range of colors to be included in the replacement process.

 **Reverse** Select to reverse the replacing process. That is, to replace the colors outside the selected range.

 **Replace color** Applies the changes to the clip according to the color of your choice.

 **Method** Select how to apply color replacement. You can replace the Hue, Saturation, Brightness, Hue-Saturation or all.

 **Add** Click to open the Add To Library dialog box to add it to your Video Filters Gallery.

 [Color Replace](#)

 [All Video Filters](#)

All Audio Filters

-  [Amplify](#)
-  [Normalize](#)
-  [Resonance](#)
-  [Echo](#)
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Pan dialog box



Left channel Specify the amount to fade in or out the left channel.



Right channel Specify the amount to fade in or out the right channel.



Transformation curve Select whether to use linear, exponential or logarithmic transformation.



Play Click to listen how the selected filter affects your audio.




Stop Click to stop audio playback.





Add Click to open the Add To Library dialog box to add it to your Audio Filters Gallery.



For complete silence, set the start and end levels to 0%. Setting the start and end levels to 100% leaves the output unchanged.

 **Linear** Causes the sound level to change at a constant rate over time. Choose this if you want do a gradual fade.

 **Exponential** Causes sound levels to start out slowly and end very quickly, while an exponential fade-out causes sound levels to start out fast and end very slowly.

 **Logarithmic** Starts quickly and then levels out slowly, while a logarithmic fade-out starts very slowly and then drops suddenly.

Echo dialog box



Echo effects From the drop-down list, choose the type of echo effect to apply.



Echo characteristics Adjust the delay, decay and bound parameters. Delay defines the time separating each echo. Decay specifies the level to which sound fades away and Bound defines the minimum level of decayed sound that can be discarded. The lower the bound, the more resonance is created.



Play Click to listen how the selected filter affects your audio.



Stop Click to stop audio playback.



Add Click to open the Add To Library dialog box to add it to your Audio Filters Gallery.



Amplify dialog box



Ratio Specify the amount of increase or decrease in the amplification.



Play Click to listen how the selected filter affects your audio.



Stop Click to stop audio playback.




Add Click to open the Add To Library dialog box to add it to your Audio Filters Gallery.





If the audio file's amplitude is too loud or quiet, changing its amplification produces just the right sound. But, if you increase the amplitude too much, you will introduce distortion of the file, (where the waveform exceeds the $\pm 100\%$ level). To avoid possible distortion, try the Normalize effect first to adjust the waveform only until the highest peak in the waveform reaches $\pm 100\%$ level.


An increase of 200% doubles the current amplitude, 50% halves it, and 100% produces no change.

Quantize dialog box

 **Level** Changes the number of bits used in a waveform. Reducing the number of bits results in data loss and therefore, produces lower quality sound. For 8-bit files, you can specify a quantize level from 1 to 7 bits. For 16-bit files, specify the quantize level from 1 to 15 bits.

 **Play** Click to listen how the selected filter affects your audio.

 **Stop** Click to stop audio playback.

 **Add** Click to open the Add To Library dialog box to add it to your Audio Filters Gallery.



Remove Noise dialog box



Threshold Specify the range of background noise to remove.



Play Click to listen how the selected filter affects your audio.



Stop Click to stop audio playback.



Add Click to open the Add To Library dialog box to add it to your Audio Filters Gallery.



Noise usually appears at very low amplitudes and in most cases a 5% to 10% selection proves adequate. Specifying too high a threshold may erase necessary data.

Pitch dialog box



Change pitch Adjust the pitch slider to make the current waveform sound higher or lower.



Play Click to listen how the selected filter affects your audio.



Stop Click to stop audio playback.



Add Click to open the Add To Library dialog box to add it to your Audio Filters Gallery.



For best results, try experimenting with various levels and playing back the results.

Fade dialog box



Fade control Specify the amount of fade in or out for a specified time period.

Fade effects Select the type of fade effect from the drop-down list that you want to create.


Transformation curve Select whether to use linear, exponential or logarithmic transformation.

Play Click to listen how the selected filter affects your audio.

Stop Click to stop audio playback.

Add Click to open the Add To Library dialog box to add it to your Audio Filters Gallery.

Amplify

Adjusts the amplification of a selected area or the current waveform affecting the output volume. 



Amplify dialog box

Normalize

Evaluates and adjusts a selected area or the current waveform so that the highest peak reaches 100% amplitude, correcting the rest accordingly.



Quantize


Changes the number of bits used in a selected area or the current waveform. Reducing the quantize level (in bits) results in data loss and gives you a poor quality sound, but reduces file size.

Note: Increasing the quantize level does not have any effect on sound quality.



Quantize dialog box

Remove Noise

Removes the background noise from a selected area or the current waveform. 



Remove Noise dialog box

Pitch

Makes a selected area or the current waveform sound higher or lower. High pitch may sound very shrill, like a whistle and a low pitch is deep, like a fog horn.



Pitch dialog box


Fade

Fades a selected area or the current waveform in or out. This allows you to create smooth start and end segments of a waveform.



Fade dialog box

Pan

Independently fades the left and right channels of a stereo file in or out. By fading out one channel while fading in the other you can make sound appear to shift from one channel to the other as it plays creating a “surround sound”. 



[Pan dialog box](#)

Echo

Defines and applies an echo effect to a selected area or the current waveform.



Echo dialog box

Long Echo

Applies a predefined echo to a selected area or the current waveform to produce an echo with a long delay that decays quickly.



Long Repeat

Applies a predefined echo to a selected area or the current waveform. This effect is somewhat similar to the Long Echo command but the repeats are louder and last longer.



Resonance

Applies a predefined echo to a selected area or the current waveform to produce a robot-like sound.



Stadium

Applies a predefined echo to a selected area or the current waveform to give an effect similar to that produced in a large auditorium.



Switch Menu

Opens a menu listing other Ulead programs for easy access.





Technical Support



Technical Support



How To Contact Us

Please prepare the following information before contacting us so we can offer you the best possible support:



The program name and serial number.



Nature of the problem.



Any error messages or dialog boxes that appear when the problem occurs.




System information including CPU, operating system, and any other programs running when the problem occurs.



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E-mail: info@ulead.de
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 North & South America

 International

Field-based videos, when viewed on the computer show unwanted horizontal lines. This is due to the interlacing of video for the TV screen. When the proper hardware is used, these horizontal lines disappear when shown on a television monitor.

Data Rate Analysis dialog box



Video Displays detailed information about the selected file.



Preview Displays the currently viewed frame with keyframe controls for moving from one frame to another and adding or deleting keyframes.



Data rate graph Displays a visual representation of the data size (the sizes of the different frames in the clip) and the location of each keyframe.



Save As Click to save the current keyframe position to a file and you can use this keyframe file when creating creating a video file.



Restore Click to restore the original keyframes positions based on the first analysis.



By adding keyframes to peaks in the graph, the frames following the image marked with a keyframe will have a more accurate reference. You can then rearrange their order later to achieve the maximum benefit when compressing files.

The horizontal black line in the data rate diagram indicates the average data rate of the video files, the vertical blue bars represent keyframes, and the vertical magenta bar is the currently viewed frame. You can manage the current keyframes by using the add and delete keyframe buttons in the Preview window. The keyframe position information can be saved to a file and then used in the keyframe control in the Create Video File Options dialog box.

Add To Library dialog box



Folder Displays the appropriate library folder for adding. Right-click to create, rename or delete a folder.



Thumbnail Displays the image representation of the file in the Production Library's Thumbnail pane. Type a name for the thumbnail.





Annotation Type additional information about the file's purpose.





This help file contains topics about the dialog boxes found in the Production Library. To access these topics, click the help button in the dialog box that opens when you select a command.

Preferences dialog box

 **Thumbnail size** Select the frame size to use in displaying the visual sample of all the contents inside a selected folder.

 **Show item name** Select to display the name assigned to a thumbnail for easy identification.

 **Show border** Select to place a border around the thumbnails to give some space between them. Clear if you want to save space in the display window and be able to see more thumbnails at one time.

 **Font** Click to open the Font dialog box for specifying the type, style, size, and script of font to use in the Production Library's Thumbnail pane.



Sort dialog box



Sort key order Select from the list box the item to use as basis in sorting the thumbnails in the folder.

Search dialog box



Find what Type a name to match in the search.



Direction Select whether to go down or up the list of thumbnails in the folder from the current position.



Find next Click to continue the search through the list to find the next match.



Load/Save dialog box



Look in Find the desired folder.

View the contents of the next higher folder in your system.

Create a new folder.

View files as icons.

View files by names with statistics.

File name Type in a file name or select from the list of files displayed.

Files of type Select a particular file format for opening palette files.

Subject Displays a pre-defined subject of the selected file.

Description Displays a brief description of the selected file.



Window Menu



Standard Toolbar



Trim Window



Production Library



Quick Command Panel



Source Window



Status Bar



Preview Window



Dock/Float Timeline

Previous & Next Edit Point

Sends the pointer to the start or end of a clip, preview range, or to a marked timecode.

(Shortcut key: PAGE UP & PAGE DOWN)

Enable or Disable track

Click to enable or disable a track. When a track is disabled, the clips in the track will be ignored when rendering.

Lock or Unlock track

When selected, secures all the clips on the track in place and prevents them from being moved. The "padlock" icon appears in the lock position when a track has been locked.

Audio track

This is an audio track. You can place audio clips here. Double clicking on an empty portion of an audio track opens the Insert Audio File dialog box, allowing you to select an audio file to insert as a clip.

Overlay track

This is an overlay track. Place video clips here which you want to appear superimposed on other clips in the project. Click **Clip: Overlay Options** to make the background of your overlay clips transparent and merge them with video clips in the upper tracks.

Timeline scrollbar

Drag the scrolling tab or click the arrow buttons to view other parts of the Timeline.

Ulead Home Page

Opens your Internet browser and takes you to Ulead's web site.

Current position

As you playback video or audio, the timecode progresses and is shown here. When not playing, you can jump to a frame by entering its precise timecode position.

Trim area

Displays the length of the selected preview area. To change the duration, click and then enter a new value.

Preview Window Menu

Displays a pop-up menu for adding/deleting project cues, changing the video frame size, and playing video in full screen.

Play to Mark Out

Plays clips starting from the current pointer position up to the end of the project or the last frame of a selected preview area if there is any.

(Shortcut key: SHIFT+SPACE)

Trim bar

Drag the tabs along the slider bar to select the part of the project to preview or save. (This works just the same as the Preview range bar in the Timeline window.)

Play from Mark In to Mark Out

Plays only a selected part of the clip. Once pressed, the button changes to Pause. If you select the Pause button, the preview stops at the current frame and the button returns to Play.

(Shortcut key: SPACE)

Play to the Mark Out

Plays a clip starting from the current pointer position up to the end of the clip or the last frame of a selected preview area if there is any.

(Shortcut key: SHIFT+SPACE)

Trim bar

Drag the tabs along the slider bar to create a selection area in the clip. (This also changes the clip's duration.)

Trim area

Displays the clip length. To change the duration, click and then enter new timecode values.

Source Window Menu

Displays a pop-up menu for opening

media files in the Source Window and adding/deleting cues.

Apply button

Click to apply the changes you made in the Source Window to the clip in the Timeline.

Recent clips

Lists the last 25 clips you opened. Select a clip from the drop-down list.

Import Video File

Allows you to place video clips into the Production Library for quick and easy access. Clips can only be added to the **Media Library**; this is automatic.

Import Audio File

Allows you to place audio clips into the Production Library for quick and easy access. Clips can only be added to the **Media Library**; this is automatic.

Import Image File

Allows you to place image clips into the Production Library for quick and easy access. Clips can only be added to the **Media Library**; this is automatic.

Right-click on the title bar to open a pop-up menu and select commands for customizing the Quick Command Panel.

Custom section

Contains commands you want to always have available. To add and remove commands from this section, right-click on the title bar to open the Quick Command Menu and then click **Modify**.

Cache section

Contains the most recently used commands. Its contents change each time you use another command. To determine how many commands appear in this section, right-click on the title bar to open the Quick Command Menu and then click **Layout Options**.

Refresh

When you move the Preview Window on the workspace, the video display in the window may become distorted or black out. This is usually due to a problem with your video card and can be remedied quite easily by clicking **Refresh**.

(Shortcut key: F8)



Play Full Screen

When selected, blacks out the computer screen and displays a preview of your project in full screen.



Quick Play

With this menu option selected, clicking the Play button in the Preview Window will play the video project without rendering. This plays only the clips in the bottommost tracks and does not apply any effects. (Selecting **Quick Play** also disables the Play Full Screen option.)



Resize

When this option is selected, you will be able to change the size of the Preview Window or Source Window (by dragging the edge of the window or selecting a video dimension from the **Frame Size List** submenu). When cleared, the window size stays intact and cannot be changed.



Fit in Window

By default, a project or clip is proportionately scaled to fit inside the Preview Window or Source Window when you resize the window.

If you do not want to maintain relative proportion between the video frame's width and height when resizing the Preview Window or Source Window, clear the **Fit in Window** option.



1:1 Size

Displays video in its original dimensions.



Frame Size List

Provides a selection list of video dimensions.



Import Video File

Loads a video clip into the Source Window. You can then use the Source Window controls to trim the clip or add/delete cues.



Import Audio File

Loads an audio clip into the Source Window. You can then use the Source Window to trim, fine-tune the clip or add/delete cues.



Import Image File

Loads an image file into the Source Window. You can then use the Source Window to change the length.



Remove

Deletes the selected clip from the recently used clip list in the Source Window.



Remove All

Clears the whole recently used clip list from the Source Window.



Rename Cue

Allows you to change the name of a clip cue.



Clip Cue Manager

Opens the Clip Cue Manager dialog box where you can create, modify, and delete cues in the clip.



Layout Template List

Displays a list of window layout templates. Select a template to change how the Video Editor workspace looks.



[Arranging the workspace](#)



[Welcome to Video Editor Help](#)

Track Selection tool

Use the Track Selection tool to select a clip and the rest of the clips that follow it on the same track. When you press **SHIFT** while clicking on a clip, existing downstream clips in all tracks will be selected.

(Shortcut key: E)



[Timeline Toolbar](#)



[Selecting clips](#)



[Welcome to Video Editor Help](#)

Cross-fade

Allows one audio clip to gradually fade out as the next audio clip starts to play (or simply cross-fade between the audio tracks from two video clips). This produces a natural audio mix when clips in different tracks overlap. To apply the cross-fade effect to all overlapping audio clips in two audio tracks, press **Shift** and click on both audio tracks.

(Shortcut key: F)




Adding audio cross-fade effects




Welcome to Video Editor Help

Ripple Editing


Affects the positioning of clips in the project when a clip is inserted or removed from the Timeline. This is an important technique to master and it is recommended that you take a little time to experiment so that you understand this concept.


 **No Ripple**

 **Multi-Track Ripple**

 **Single-Track Ripple**

(Shortcut key: R)

 Moving clips while inserting

 Welcome to Video Editor Help


No Ripple

Allows you to insert or delete a clip without affecting other clips. In this mode, all clips stay in their original positions.
(*Shortcut key: R*)



[Welcome to Video Editor Help](#)

Single-Track Ripple

When you insert, delete or modify a clip, all of the other clips in the track are repositioned to reflect your changes. When you add, remove or change a clip in this mode, only the clips in the current video track and associated audio track will be repositioned. 

(Shortcut key: R)







[Moving clips while inserting](#)



[Welcome to Video Editor Help](#)

Smart

Displays a submenu with commands for auto-detecting broken file links and optimizing media files in a project. Optimizing clips in the Timeline helps Video Editor increase rendering speed, maintain consistency, and disregard unnecessary video data.

-  **Smart Check & Convert**
-  **Smart Relink**
-  **Smart Trim**
-  Welcome to Video Editor Help

Smart Check & Convert

For best results, all video files used as clips in a project should have the same attributes such as frame size, frame rate, and compression scheme. To check which clip files are inconsistent, click **File: Smart - Smart Check & Convert** to display a list of those files. You can then select which files you would like to convert. This is a one-time process, which means that you will save time in the long run by converting the files.



[Smart Check & Convert dialog box](#)



[Welcome to Video Editor Help](#)

Smart Trim

Displays a list of clip files which have been trimmed from their original length in a project. These clips have not physically been trimmed since standard non-linear editing is a non-destructive process. The Mark In and Mark Out times of each clip segment are shown to give you an idea which parts of a clip are being used. To save disk space, you can have some or all of the clips trimmed into separate, smaller file sizes. The downside to this is that the trimmed clips can never be "untrimmed".



[Smart Trim dialog box](#)



[Welcome to Video Editor Help](#)

Smart Relink

Allows you to Relink clips in the project to the actual source files when file links are lost. This can happen when you move files from one hard drive to another. Video Editor automatically checks for broken file links periodically and prompts you for relinking.



[Welcome to Video Editor Help](#)

Select Device Control

Allows you to select a device (e.g. camcorder or VCR) for automatically controlling your VCR from Video Editor. When recording your project to videotape, you can use Video Editor to control the entire recording process without touching the VCR.



[Using a controllable device](#)








[Device Control dialog box](#)



[Welcome to Video Editor Help](#)

Print to Tape

Prepares selected clips or video files for output to videotape. To do this, you need a capture card that supports this feature or a VGA to TV converter (or similar device) and, for best results, a controllable and compatible video recorder or camcorder. You can choose one of the following options from the submenu:

-  **Timeline**
-  **Video File**
-  Recording to a videotape
-  Working with video projects
-  Welcome to Video Editor Help

Timeline

Allows you to record an entire video project or only a selected portion to videotape.



[Recording to a videotape](#)



[Select Timeline dialog box](#)



[Welcome to Video Editor Help](#)

Video File

Allows you to select a video file that has been previously created and output it to videotape.



[Recording to a videotape](#)



[Welcome to Video Editor Help](#)

Customize Frame Size

Allows you to create a more desirable selection listing of frame sizes. You can add new frame sizes or delete some of the preset sizes.



[Customize Frame Size dialog box](#)



[Welcome to Video Editor Help](#)

Lock/Unlock

Toggles lock mode on and off. When lock mode is on, selected clips are fixed in their respective positions and cannot be moved. This is useful for ensuring that portions of your project that are finished will not be altered.



[Working with video projects](#)



[Welcome to Video Editor Help](#)

Locked

Toggles lock mode on and off. A check mark indicates that selected clips are locked in their respective positions and cannot be moved. This is useful for making sure that portions of your project that are finished will not be altered.



[Working with video projects](#)



[Welcome to Video Editor Help](#)

Standard Toolbar

Shows or hides the Standard Toolbar.



[Standard Toolbar](#)



[Arranging the workspace](#)



[Welcome to Video Editor Help](#)

Source Window



Shows or hides the Source Window. In the Source Window, you can open clip files, add cues, change clip duration, and set the Mark In and Mark Out times for video clips.



[Source Window](#)



[Using the Source Window](#)



[Welcome to Video Editor Help](#)

Quick Command Panel

Shows or hides the Quick Command Panel. The Quick Command Panel gives you convenient access to frequently used commands.



[Quick Command Panel](#)



[Quick Command Panel Menu](#)



[Welcome to Video Editor Help](#)

Status Bar

Shows or hides the Status Bar. The Status Bar displays timecode information and the duration of the clip that is currently under the mouse pointer. It also shows processing status information when Video Editor is performing a task.



Work Area



Welcome to Video Editor Help

Dock/Float Timeline

Docks the Timeline in the Video Editor workspace or allows the Timeline to float.



Work Area



Welcome to Video Editor Help

Production Library



Shows or hides the Production Library. The Production Library provides a series of special effects which you can simply drag into the Timeline and apply to your video or audio clips. You can also place clips into the Production Library for quicker access and better project organization.



[Production Library](#)



[Using the Production Library](#)



[Welcome to Video Editor Help](#)

Context Sensitive Help



Click once to activate this tool and then click on an item of interest to display a brief pop-up Help definition.


(Shortcut key: SHIFT+F1)




Welcome to Video Editor Help

The Reverse audio filter originally available in MediaStudio Pro 5.2 and earlier versions has now been removed. If you have projects that were created in previous MediaStudio Pro versions, audio clips which have this audio filter will automatically be reversed with the **Clip: Reverse** menu option.


Inserting clips onto the Timeline

 [Video/Audio/Image](#)

 [Title/Silence/Color](#)

 [Ulead project files](#)

 **Ulead Image Sequence**

1. Double-click an empty time portion of a video track to open the Insert Video File dialog box.
2. Change the **Files of type** to Ulead Image Sequence (UIS) file format.
3. Double-click the file name from the **File name** list to insert that file on the Timeline. 

Note: Before inserting a UIS file on the Timeline, you may first edit its contents or create a new sequence. You can specify which images will appear in the new sequence. See [Changing the image sequence](#) for more information.

Click a topic below for more tips on inserting clips.


[Moving clips while inserting](#)

[Aligning clips](#)

[Locking clips or tracks](#)



[Insert Video File dialog box](#)

 [Video Editor Basics](#)

Changing the image sequence

If you want to change the contents of an image sequence or create a new file before inserting it on the Timeline, here's what you should do:

1. Click **Options** in the Insert Video File dialog box.
2. Click **Select** in the Define Image Sequence dialog box.
The Select Image Sequence dialog box appears, listing the files which can be included in the new image sequence. (The files must share the same file name and be consecutively numbered.)
3. Select the first file in the sequence and click **Open**.
The Define Image Sequence dialog box now shows the total number of frames (the number of image files) in the sequence.
4. To specify how many images should appear each second, enter a desirable **Frame rate**.
5. The new image sequence is given a default file name in the **Image sequence file** entry box. Use this default or enter your own file name and click **OK**.
6. In the Insert Video File dialog box, select the file and click **Open** to insert the sequence into the Timeline.

Note: Once a UIS file has been created, you can still freely edit the images in the sequence and do not need to recreate the UIS file unless you wish to change the images included in the sequence.



Moving clips while inserting

If the clip length is longer than the vacant space on the Timeline, the clip will be truncated to fit. Here are ways to automatically move clips in the Timeline while inserting a new clip:

Push-away insertion



Make sure **No Ripple** editing



is selected.



Press the **Shift** key and click the insertion point. This gives just enough room for the new clip without leaving any empty spaces in between.

Single-track ripple



Click



or click **View: Ripple Editing - Single-Track Ripple**.



When you click on an empty slot to drop the new clip, the clips to the right of the insertion point in the track moves. Empty spaces at the insertion point will also be preserved and shifted.



Multi-track ripple



Click



or click **View: Ripple Editing - Multi-Track Ripple**.



When you click on an empty slot to drop the new clip, all the clips in the Timeline that appear to the right of the insertion point moves. Empty spaces at the insertion point of all the tracks will also be preserved and shifted.



If you press **Shift** while inserting on an occupied slot, the clip at that slot will be cut into two at the insertion point.

Aligning clips

Click **Edit: Snap** to automatically align clips effectively at various edit points in the Timeline.

Aligning clip edges

With **Edit: Snap** selected, you can put a clip right next to another clip. This does not leave any empty spaces between the first and last frames of adjacent clips. You can also line up clips in different tracks easily.

Aligning with project cues

To start a clip at a precise timecode, add a project cue. You can then drag the clip and align the first frame of the clip exactly with the project cue.

Aligning with clip cues

Aligning with clip cues is especially useful when merging clips in different tracks. This allows clips to fade from one scene to another more precisely.

1. Double-click the first clip to open it in the Source Window.
2. Add a cue at the timecode where the first clip should gradually fade and the second clip will start.
3. Click the **Apply** button.
4. With the cue bar displayed in the Timeline, drag the second clip and align it to the clip cue of the first clip.

Aligning with the Vertical preview line

The Vertical preview line also allows you to accurately place clips in the Timeline.

1. Drag the Vertical preview line to the precise location in the Timeline where the clip will be inserted.
2. Align the first frame of the clip with the Vertical preview line. (You may also align the last frame of a clip with the Vertical preview line.)



Locking clips or tracks

Lock clips or an entire video/audio track when you want to keep them in place and prevent further changes to be made.



Click **Clip: Locked** to lock a single clip.



Click **Edit: Lock** to lock selected clips.




Click



to lock all the clips in a track.



Selecting clips

 [Clip Selection tool](#)


 [Deselecting](#)


 [Time Selection tool](#)

 [Selecting video](#)


 **Track Selection tool** [and audio clips](#)


With the Track Selection tool  active:


 You can select all the clips in a track.


Click on the first clip to select it and all the other clips in the track. 


 You can select downstream clips in one or more tracks.


1. Click on a clip to select it and the succeeding clips in the track. 


2. To continue selecting clips in other tracks, click on a clip in each track. 

 You can select all the clips in the Timeline.

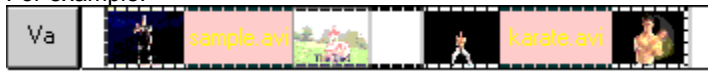
Press **SHIFT** while you click on the first clip in the first track. 

 You can select downstream clips in the Timeline.

Press **SHIFT** while you click on a clip. 

 [Video Editor Basics](#)

For example:



Clips starting from your point of selection up to the end of the track will be selected. For example:



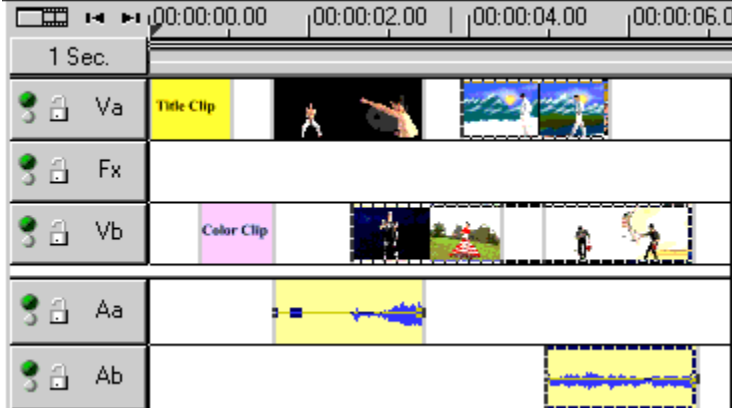
In each track, clips starting from your point of selection up to the end of the track will be selected. For example:



For example:


Va	
Fx	
Vb	
Aa	
Ab	

Clips in the Timeline that are positioned on the timecode where you clicked the mouse cursor and the succeeding clips in the tracks will be selected.



In the example above, the second clip on the Vb track was clicked at precisely 00:00:03.00 seconds. Clips starting from the third video clip in the Va track, the second video clip in the Vb track, and the first audio clip in the Ab track are selected.


Selecting clips

 [Clip Selection tool](#)

 [Deselecting](#)


 [Time Selection tool](#)


 [Selecting video](#)

 [Track Selection tool](#)

and audio clips



The Timeline is split into two main sections. The video and transition tracks appear on the top, and the audio tracks are on the bottom.

When you use the Clip Selection tool  to select video clips that do not have audio or vice versa, only the clips on one side of the Timeline will be selected. If you want to include audio clips with video clips (or vice versa) in your selection, press **SHIFT+CTRL** while you drag your mouse over the clips on either side of the Timeline.

 [Video Editor Basics](#)


Grouping clips

When moving clips along the Timeline, it is better to group them first before dragging them to another location. To group clips:


1. Select the Clip Selection tool .
2. Select the clips you want to move by pressing the **SHIFT** key and dragging the pointer over the clips. .
3. Click **Edit: Group** to group the selected clips. (To ungroup them, click **Edit: Ungroup**.)
4. To add more clips to the group, press **SHIFT** and drag over the group and the additional clips. Then, click

Edit: Group. 



 Selecting clips



 Working With Clips

If you are selecting video clips that do not have audio and you want to include audio clips in your selection or vice versa, press **Shift + Ctrl** while dragging over the clips on either side of the Timeline.





A group can contain multiple sets of groups.



Each time you add more clips to a group, you create a higher level of grouping. If you want to separate some clips from a multi-level group, you need to ungroup at each level until you reach the level where the clips are.


Working with audio

 [Adjusting the mix](#)

 [Adding sound effects](#)

Adding audio cross-fade effects

Video Editor can automatically fade out one clip as the next clip starts to play. This produces a natural audio mix when sound clips in different tracks overlap. To add such a cross-fade effect:

1. Click the Cross-fade button .
2. Click a sound clip.
3. Click the next sound clip to merge with. Video Editor then automatically adjusts the volume level of the two clips. The first clip gradually fade outs and the second sound clip fades in at the overlapping sections of both clips.



[Working With Clips](#)





To quit selecting the next clip to merge with, click on any empty space in an audio track.





To apply the audio cross-fade effect to all overlapping sound clips in different tracks, press the **SHIFT** key while you click on each track.


Working with cues


 [Creating project cues](#)

 [Modifying project cues](#)


 **Deleting project cues**


 [Creating clip cues](#)

 Click and drag a cue off the left side of the Timeline to remove it.


 If unsure which cue to delete:


1. Click **View: Cue Manager** to view a listing of all the cues in the project.
2. Select the cue to remove and click the **Delete** button.


 [Cue Manager dialog box](#)


 [Working With Clips](#)


Working with cues


 [Creating project cues](#)

 **Modifying project cues**

 [Deleting project cues](#)


 [Creating clip cues](#)

 **Renaming project cues** If you want to rename a cue, click the Source Window Menu button and select **Rename Cue**.


 **Moving project cues** To change a project cue's placement, click and drag the cue to a new location on the cue bar of the ruler. You can also click **View: Cue Manager** and delete the cue, then add it again by selecting a different timecode.


 [Using the Source Window](#)


 [Cue Manager dialog box](#)

 [Working With Clips](#)

Working with cues



 [Creating project cues](#)


 [Modifying project cues](#)

 [Deleting project cues](#)


 **Creating clip cues**

Cues can also be used to tag timecode in individual clips. They are quite useful for aligning clips in different tracks and for accurately combining video and audio clips. To create cues in a clip:

1. Double-click a clip in the Timeline to open it in the Source Window.
2. Drag the Preview slider to select a frame in which to place the cue. (For more precise selection, you may also enter the timecode.)
3. Click the Source Window Menu button .
4. Click **Add/Delete Cue** from the menu to add a cue at the insertion point (or delete a cue). .
5. Click the Apply button to add the cue to the clip in the Timeline. Clip cues appear on the cue bar below the clip's track.

 [Using the Source Window](#)

 [Cue Manager dialog box](#)

 [Working With Clips](#)



You can select **Clip Cue Manager** from the menu to add, delete and rename clip cues.



The Source Window displays an audio cue bar when you have an audio clip. Click on the cue bar to add audio cues. To remove cues, drag them off of the cue bar.

Using the Source Window



The Source Window Menu



Trimming clips



Viewing and editing clips




Creating clip cues



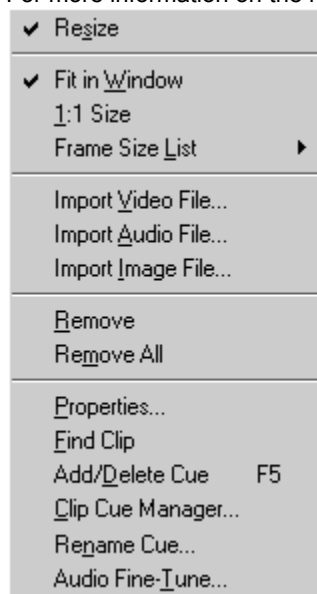
Changing clip duration



Fine tuning audio

Use the Source Window for viewing, editing, or reviewing any audio, video, or image clips. To do all these, click the Source Window Menu button  and select the appropriate commands.

For more information on the menu commands, click the image below.





Source Window



Working With Clips


Using the Source Window


 [The Source Window Menu](#)

 [Trimming clips](#)

 **Viewing and editing clips**


 [Creating clip cues](#)

 [Changing clip duration](#)


 [Fine tuning audio](#)


 **Clips in the Timeline**

1. Double-click a clip in the Timeline to open it in the Source Window. You may also drag the clip from the Timeline into the Source Window. Use the button controls to play the clip.
2. Edit the clip in the Source Window. Change the clip duration, mark edit points (cues), or fine-tune a sound clip.
3. Click the Apply button to apply the changes back to the clip in the Timeline.


 **Media files**

1. Click the Source Window Menu button.
2. From the pop-up menu, select any of the Import File options to open a clip file in the Source Window.
3. Edit the clip in the Source Window. Change the clip duration, mark edit points (cues), or fine tune audio.
4. To insert the clip into the Timeline, drag it to the appropriate track.


 [Source Window](#)


 [Working With Clips](#)

Using the Source Window


 [The Source Window Menu](#)

 [Trimming clips](#)

 [Viewing and editing clips](#)

 [Creating clip cues](#)

 **Changing clip duration**


 [Fine tuning audio](#)

 **00:00:15:15**


This displays the clip duration. Enter new values here to change the length of the clip.




 [Source Window](#)

 [Working With Clips](#)


Using the Source Window


 [The Source Window Menu](#)

 **Trimming clips**


 [Viewing and editing clips](#)


 [Creating clip cues](#)


 [Changing clip duration](#)

 [Fine tuning audio](#)





 For video clips, you can use this Trim bar to create a clip segment. Drag the two tabs to mark the start and end of the segment you want. The red bar indicates the selected area.

 **Mark In/Mark Out** Click these buttons to mark a clip segment. Drag the Jog bar to select the start and end frames of the segment.

 To mark an audio clip segment, press the **SHIFT** key and drag the mouse over a selection.



 [Source Window](#)

 [Working With Clips](#)

Previewing your work



[Effects and filters](#)



Enabling/Disabling tracks



[On-the-fly](#)



[Using the Preview Window](#)



[Preview range](#)

While previewing, you may want to concentrate only on seeing the results of particular clips or tracks you are currently editing. Use the **Enable\Disable** track button.



By default, all the tracks in the Timeline are enabled and rendered when you preview your project. The **Enable\Disable** track button shows a green ball when a track is enabled.



To temporarily exclude other tracks from the preview, click the **Enable\Disable** track button and disable those tracks. The button shows a red ball to indicate that a track has been disabled.





[Work Area](#)




[Working With Clips](#)


Using the Preview Window

 [Viewing your project](#)


 [Marking preview area](#)


 **The Preview Window Menu**

 [Creating project cues](#)


Click the Preview Window Menu button  to select the appropriate commands for editing your video project. For information on the menu commands, click the image below.



 [Preview Window](#)


 [Working With Clips](#)

Using the Preview Window

 [Viewing your project](#)


 **Marking preview area**

 [The Preview Window Menu](#)


 [Creating project cues](#)

Here are ways of selecting an area to preview in the Preview Window:




 **Trim bar** Drag the two tabs to mark the start and end of the section to preview. The blue bar indicates the selected area.



 **Mark In/Mark Out** Click these buttons to mark the preview area. Use the Jog bar when selecting the start and end frames.



 **Trim area** This displays the duration of the marked preview area. Enter new values to change the length of the Preview range.


You may also use the Timeline ruler to create a preview area. See [Previewing your work](#) for details.




 [Preview Window](#)


 [Working With Clips](#)


Using the Preview Window


 [Viewing your project](#)

 [Marking preview area](#)


 [The Preview Window Menu](#)

 **Creating project cues**

1. Drag the slider to select a frame in which to place a cue. (For more precise selections, you may also enter the timecode.)
2. Click the Preview Window Menu button .
3. Click **Add/Delete Cue** from the menu to add a cue at the selected frame (or delete a cue). You can also select **Cue Manager** to add, delete and rename project cues.

After creating a cue, a blue triangle appears on the cue bar of the ruler marking its location. 


 [Preview Window](#)

 [Working With Clips](#)

Converting file formats

 [Video file](#)

 **Image sequences**

1. Click **File: Convert - Image Sequence File** to open the **Define Image Sequence** dialog box.
2. Select the **First image file** in the sequence. Click **Select** to locate the folder containing the sequence of image files and select the first image.
3. Specify the **Frame rate** to use for the image sequence.
4. Specify a new file name for combining the images into a single file.
Click  to select a folder in which to save the file.
5. Type a **Subject** and **Description** that depict what the image sequence shows.
6. Click **OK** to save the file.

 [Define Image Sequence dialog box](#)


 [Select Image Sequence dialog box](#)

 [Video Editor Basics](#)


 [File Management](#)


Recording to a videotape




 [Timeline](#)

 [Using a controllable device](#)


 [Video File](#)

 [Recording to a DV camcorder](#)

Allows you to record the whole project (or a selected portion) to videotape. To do this, you need a capture card that supports video out or a VGA to TV converter (or similar device) and, for best results, a controllable and compatible video recorder or camcorder. 

1. Click **File: Print to Tape**.
2. From the menu, click **Timeline**.
3. Select **Entire project** if you want to record the whole video project. Otherwise, select **Preview Range** to record only a portion of your project. 
4. Click **Options** to set video recording options in the Print to Tape Options dialog box.
You can specify a time **Delay** and record video automatically.
-or -
 Select the **Manually with keyboard or mouse** option to control the recording manually.
- or -
 Select the **Device control** option to control the recording directly from Video Editor. In order to do this, you need to have a controllable device connected to your video recorder. See [Using a controllable device](#) for more information.
5. Click **OK** to start recording.




 [Print to Tape Options dialog box](#)

 [Project Management](#)


To select the part of the Timeline you want to record, click and drag your mouse over the Preview range bar in the Preview Window.

Recording to a videotape

 [Timeline](#)

 [Using a controllable device](#)

 [Video File](#)

 [Recording to a DV camcorder](#)


If you have a controllable device connected to your video recorder, you can control your video recorder directly from Video Editor. A Control Bar with VCR-like buttons will appear on-screen and allow you to control the recording process with your mouse.

To produce your final videotape using a controllable device:

1. Click **File: Select Device Control**.
2. Select the appropriate device control driver from the **Current device** drop-down list.
3. Click **Options** if you need to set up more parameters for the device control driver you selected.
4. Click **OK** to close the Device Control dialog box.
5. Click **File: Print to Tape**. Select whether to record a part or the entire project on the Timeline, or to record a video file.
6. Click **Options**.
7. Select **Device control** in the Print to Tape Options dialog box.
8. A Control Bar appears. Use its buttons to control the video device and the entire recording process.





 [Device Control dialog box](#)


 [Print to Tape Options dialog box](#)



 [Project Management](#)


Smart Check & Convert dialog box


 **Non-optimized file list** Lists clip files which have inconsistent attributes like different file format, frame size and frame rate.


 **Mismatched file properties** Displays a clip's file properties which are different from the current project settings.


 **Preview window** Shows a preview of the clip. Click **Preview** and the different button controls to view the clip.

 **Save in** Specify the location in which to save the newly optimized clip files. Click  to select a folder.

 **Save in the same folder** Select this option to place the optimized clips in the same folder as the original files.


 **Convert** Click to match the file properties of clips with the current project settings. Select the files you want to convert in the **Non-optimized file list**.


 [Working with video projects](#)


 [Welcome to Video Editor Help](#)


If selected, the file names of the new files will be appended with a "1" in order not to overwrite the original media files.


Smart Trim dialog box


 **Trim list** Lists clips that have been trimmed in the project. Here, select the clips you want to actually physically trim the clips.


 **File segments** Shows the parts of a clip that are used in the project. Mark in and mark out times of each clip segment are listed.


 **Preview window** Shows a preview of the clip. Click **Preview** and the different button controls to view the clip.

 **Save in** Specify the location in which to save the trimmed clip files. Click {browse button} to select a folder.

 **Save in the same folder** Select this option to place the trimmed clips in the same folder as the original files.

 **Trim** Click to save the clip segments.

 [Working with video projects](#)

 [Welcome to Video Editor Help](#)

If a media clip is trimmed to several smaller files, the new file names will be appended with consecutive numbers.

Select Timeline dialog box



Entire Project Select this option to output the whole project to videotape.



Preview Range Select this option to record only a selected portion of the project onto videotape.



Options Click this button to specify how videotape recording will be done.



Print to Tape Options dialog box



Welcome to Video Editor Help

Customize Frame Size dialog box



Customized frame size list Displays a list of available video dimensions.

Select frame size to add Allows you to define custom video dimensions.

Standard Select a dimension from the drop-down list.

User Defined Select to define your own video dimensions.

Width/Height Specify the desirable size for video.

Keep aspect ratio Select to maintain the relationship of the width to the height of video.

Use Default Click to use the default video dimensions for your clips as specified in the template.

Remove Click to delete a video dimension preset from the list.

Add Click to add a new video dimension preset.

[Welcome to Video Editor Help](#)

Project Settings dialog box



File name Enter a file name to use for saving your video project settings.



Project duration Displays the total length of time used by the project.



Edit File Format Select the proper video format used to create your final movie.



Project Options Displays the current settings you have.



Edit Click this button to open the Project Options dialog box and change project settings.



Subject Enter a few words about your project.



Description Type a more detailed description about the contents or the purpose of the project.



Files used Lists the clip files used in the current project and also their location.



[Obtaining information](#)



[Changing project settings](#)





[Project Options dialog box](#)





[Welcome to Video Editor Help](#)


Save New Template dialog box

 **Save the current settings** Click the check box to save your project settings as a template. Clear to apply the settings in your current project without saving them as a template.

 **Name** Enter a name for the new template.

 **Description** Type a description of the template's purpose (optional).

 Creating a new project

 Welcome to Video Editor Help

This help file contains information about some of the dialog boxes in the programs. You can access this help file by clicking the Help button in that particular dialog box.

Options dialog box

General tab



Data track Specify whether to create the video file or the video track only or include the audio track.



Frame rate Specify the frame rate to use for the resulting video file.



Frame size Select the size of the frame or define your own for the video file.



Keep aspect ratio Select to maintain the relationship between the width and height based on standard video frame sizes when defining your own frame size.



Options dialog box

Advanced tab



Target playback drive Specify the data rate of your storage device.



Check data rate Select to compare the data rate of the compressed file to the selected Target Playback Drive. Change this rate to more closely match the data rate of the target storage device.



Tolerance Specify the acceptable percentage of difference on the specified data rate and the data rate of the compressed file.



Recompress Select this option to force the program to re-render (recompress) the project. In most cases, you should leave this option unchecked.



Interleave audio and video Select to be able to specify the interleave ratio between the audio and video data.



Pack audio data for every Specify when the next portion of audio data follows the video data.



Pad frames for CD-ROM Select to help make your CD-ROM more efficient in playback by standardizing the video data structure when saving.



Options dialog box

Compression tab



Compression Shows the available compression schemes. A no compression option is also available.



Quality Drag the slider to control the compression of a file.



Key frame for every _ frames Specify the distance between "key" frames used by the compression scheme.



Data type Select from the list of available data types of the currently selected video compression scheme.



Preview Click to open the Preview dialog box to display the quality of the video compression settings. (For Video Save Options dialog box)



Use common palette Select the color palette to use for saving the video.



Load Click to load a previously saved color palette. (For Video Save Options dialog box)



Audio Click to open the Audio Format dialog box where you can change the audio characteristics. (For Video Save Options dialog box)



About Click to open an information box with proprietary information about the selected compression method.



Configure Click for additional compression options.



This setting determines how many key frames the compression method uses. The more key frames used, the larger the resulting file. If your video contains fast motion and many changing scenes, you need to set this number low to retain accurate reproduction. However, if the video is slow moving, with few drastic changes, a higher setting may yield significant space savings with practically no effect on playback quality.

Preview dialog box



Preview window Drag the slider to preview the quality of video output in the current compression settings.



Quality Drag the slider to control the compression of a file.



Compression ratio Represents the size of the video file produced without compression divided by the size of it when compressed based on the current settings.





Preview with the specified frame size Select to open another window with the dimensions specified in the Video Save Options - General tab dialog box.





Options dialog box

Compression tab

 **Data rate** Specify a data rate compatible with your playback device to ensure a consistent flow of data and much better motion and synchronization.

 **Audio** Select Joint Stereo for high quality musical sound. Otherwise, select Stereo for better compression. For voice or mono sound, try a bit rate of 64. For music or stereo, try 128 or 256.

 **Optimize for CD-ROM** Select to ensure data is more efficiently stored for optimum CD-ROM playback.

 **Estimated video compression ratio is** Represents the size of the video file produced without compression divided by the size of it when compressed based on the current settings.



A high bit rate increases the file size. In general, bit rates greater than 64 kbits/sec have almost no effect on improving the quality of voice recordings. For quality music recordings, the bit rate should exceed 192 kbits/sec.

Load Palette dialog box



Look in Find the desired folder.

View the contents of the next higher folder in your system.

Create a new folder.

View files as icons.

View files by names with statistics.

File name Type in a file name or select from the list of files displayed.

Files of type Select a particular file format for opening palette files.

Browse Click to find files or folders.

Define Image Sequence dialog box



Select image sequence Click to select the starting image from the sequence when played back.

First image file Displays the path, file name, and file format of the selected image file from the sequence.

Total frames Displays how many frames the image sequence contains.

Frame rate Specify the frame rate to use for the resulting video file.

Image sequence file Displays the path and file name of the image sequence file.

Subject Assign a subject to the file (optional) to give you an idea of the file's purpose.

Description Type a description of the file contents (optional) to describe in more detailed the file's purpose.

Select Image Sequence dialog box



Look in Find the desired folder.

View the contents of the next higher folder in your system.

Create a new folder.

View files as icons.

View files by names with statistics.

File name Type in a file name or select from the list of files displayed.

Files of type Select a particular file format for opening image files.

Number of frames to collect Specify the numbers of frames to collect images from.

File information Displays information about the currently selected image file.

Preview Click to display a thumbnail preview of the selected image file.

Options Click to display the open options dialog box for file formats that provide options. There are only few file formats that support open options.

Browse Click to find files or folders.

Duration dialog box

This can be used to select certain frames of a video file to view and edit instead of having to open the entire video file. This is particularly useful if you have a large video file but only want to edit a few selected frames.



Mark in Specify the location of the beginning of a time selection area to open.



Mark out Specify the location of the end of a time selection area to open.



Edit duration Displays the duration of the frames selected for opening.



Current frame Displays the position of the current frame in hours, minutes and seconds.



Total duration Displays the total duration of the video file.



Preview window Displays the current frame. Drag the slider below the window or use the Navigator buttons to move through your clip.



Open dialog box



Look in Find the desired folder.

View the contents of the next higher folder in your system.

Create a new folder.

View files as icons.

View files by names with statistics.

File name Identify the file(s) selected for opening.

Files of type Select a particular file format for opening.

Subject Displays the subject assigned to the file (optional).

Description Displays the description of the file contents (optional).

Total frames Displays how many frames the selected video file contains.

Selected frame Specify the frame number in the video file to use as the first frame in the project.

Preview window Displays a preview of the selected file. Drag the slider to view other frames of the video

file.

Info Click to open a dialog box containing information about the selected file.

Browse Search for files or folders.

Video/Audio Save Options dialog box

Compression tab



Media Type

Select **MPEG-1** or **MPEG-2** for basic MPEG options. If you want to strictly follow the MPEG-1 specifications for **NTSC VCD** or **PAL VCD** television, you should select one of these, depending on your location.



Video Data Rate (Kbits/sec)

390-14648Kbps The video data rate for **MPEG-1** is up to 2000Kbps, while **MPEG-2** can range much higher (6000Kbps is a good middle number). Selecting **NTSC VCD** or **PAL VCD** will limit the data rate to 1500Kbps automatically



I Frames Only

By selecting this option, the MPEG encoder will only compress the video to something called **I frames** (and not **P** or **B frames**). In simple English, this means that the quality of the file will be better, but that the file size will be much larger. For most people, you should leave this option unselected, as it disables an important part of MPEG compression.



Audio Settings



Audio type Select from Mono, Stereo or Joint Stereo (often used in MPEG compression).




Audio bit rate This is a measure of the data rate of the audio: White Book MPEG-1 audio is 224 Kbits/sec.





Audio frequency This is a measure of the quality of the audio: 44100Hz is considered CD quality.



Change Clip Sequence dialog box

 **Clip file name** Displays all the selected files in the order they are going to be inserted. Click and drag any file to change the order of insertion.

 **Mark in and Mark out** Display the start and end timecodes of each clip where only a selected part of it will be inserted. If there is no selected part, then it displays start and end timecodes of the entire clip.

 **Duration** Click to define Mark in and Mark out timecodes of the selected clip if you don't want to insert the entire file.



Video Save Options dialog box

Advanced tab

Apple QuickTime



Target playback drive Specify the data rate of your storage device.



Check data rate Select to compare the data rate of the compressed file to the selected Target Playback Drive. Change this rate to more closely match the data rate of the target storage device.



Video/Audio Save Options dialog box

Compression tab

In the dialog box, you may find some or all of the following options :



Compression Shows the available compression schemes (codecs). Select **None** for uncompressed frames.



Quality Drag the slider to control the compression of a file.



Key frame for every _ frames Specify the distance between "key" frames used by the compression scheme.



Data type Select from the list of available data types of the currently selected video compression scheme.



Audio Click to open the Sound Settings dialog box and change audio compression settings.



Video Save Options dialog box

Palette tab

FLC and FLI



Use common palette This determines how the palette is compressed in terms of YUV values.



Load If you have a specific palette file saved with your animation, click this button to load it.



Video Save Options dialog box

Format tab

Ulead Image Sequence (UIS)



Image file format Select a format to save your images as.



Data type Select a color depth.



Image save options Click this button to specify the details of the image's format.



Video Save Options dialog box

Template tab

ASF



Select a template Click the **Template** button to choose a preset template for compressing your movie.

Video Save Options dialog box

Configure tab

RealMedia



Target audience Select a template based on your type of project.



Audio content Select the type of audio.



Video quality Select the quality of the video.



Title Enter a title for your movie.



Author Enter the name of the producer/author.



Copyright Enter any copyright information.



Selective record Select this if you want to allow RealPlayer Plus users to be able to save your streaming RealVideo signal to disk.



Mobile playback Select this option to create streaming media files. You will also need an Internet server that supports streaming.



Perfect play Select this to create higher quality content encoded at data rates higher than the selected connection rate. This is possible with a longer buffer time, but is still much shorter than traditional download and play of QuickTime or AVI files.



If you are unsure of what the data rate of your storage device is, consult your hard disk manual or use a utilities program such as Norton utilities or PC Tools to find out.

Note: If you wish to play the file on another PC, then you must save the file at the target PC's data rate.

A higher frame rate will provide greater quality of video recording and more natural motion. A lower frame rate results in a more "jerky" effect. A frame rate of 15 frames per second is recommended . This should be enough to provide continuous motion, while at the same time saving disk space and processing time.

Moving the bar to the right produces higher file quality at the expense of motion. Moving the Slider bar to the left produces more fluid motion, at the expense of picture quality and clarity.

The type of options is dependent on the compression scheme itself. If there are no options, the button will be disabled.

For example, a pack audio data rate of 1 results in an AVAVAV... file and a pack audio data rate of 5 results in an AVVVVA... file. (The length of the audio track remains the same, the only difference is how it is interleaved.)

8-bit samples use less disk space than 16-bit, but 16-bit gives greater range of sound. (For human voice a 16-bit sample size is recommended.)

Audio Format dialog box



Name Lists the predefined audio formats.



Save As Click to open the Save As dialog box where you assign a name to the specified audio attributes.



Remove Click to delete a predefined audio format from the name list.



Format Select a compression scheme. For 8 kHz files, try IMA ADPCM. For other types, use Microsoft's ADPCM option.



Attributes Select from the drop-down list of audio characteristics to use for saving.



Options dialog box

Compression tab



Audio Click to open the Audio Format dialog box where you can specify the audio characteristics.

Options dialog box

Format tab



Image file format Lists all available file formats for saving your images.



Data type Specify the data types for the selected file format.




Image save options Click to open the Save Options dialog box for file formats that provide more detailed saving options.





Save alpha channel Select if you want to save your image keeping its mask marquee for future use. (This is only available for some file formats.)



Selecting a key type

Key types allow you to control which colors in the overlay clip will be transparent.  There are many key types you can choose from:

 **None** Makes the entire image partially transparent without focusing on a particular area or color. This is only useful for adjusting the transparency of the overlying video to create a kind of superimposed effect.

 **Color-based types** These types make a specified color transparent. They allow you to control the Similarity (range of colors selected) and Transparency of the overlay clip. Color-based types include:


 Color Key


 Gray Key


 Luma Key

 Blue Screen


 Chroma Key


 **Mix-based types** These types determine how the overlaying and underlying clips merge together by comparing the color value differences between the clips. They only allow you to control the opacity of the effect. Mix-based types include:


 Multiply

 Subtract

 Add


 Difference

 **Alpha Channel** Select this option to make titles or objects appear seamlessly over a background clip without having to key out any specific colors. If no Alpha Channel exists in the source overlay clip, a black mask is used. Selecting this option for a clip that does not have an Alpha Channel has no effect. Common formats that include an Alpha Channel option are TIFF and TGA images.

 Overlay Options dialog box

It is rather difficult to estimate which key types are best to use and which are appropriate at certain stages in a video production. The best way to determine this is to experiment with the different settings to see which give the results you are looking for.

Color Key

Allows you to select a color in the overlay clip to be transparent. To select the color, move your pointer over the preview in the Overlay clip window. When the pointer changes to an eyedropper, click the color you want to set as transparent.  In the Overlay preview window, you will see the underlying clip wherever the selected color appears in the original clip.




Selecting a key type




Adding a video overlay effect




Overlay Options dialog box

 If the color you want to select is not a solid color, try adjusting the **Similarity** value until all similar colors become transparent.

 If the area you want to be transparent is hard to locate or select, try to choose the colors of the areas you want to retain and then click the **Invert overlay area** option. This makes all the currently selected colors opaque, and the unselected colors transparent.

Luma Key

Uses the luminance (brightness and contrast) as the basis for making areas on the overlay clip transparent while ignoring the color values (hue and saturation). This works well in conjunction with changing the clip's transparency and is ideal for applying texture to the background of clips. 



Selecting a key type



Adding a video overlay effect

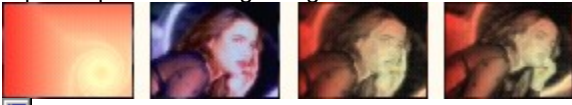


Overlay Options dialog box

To accomplish the desired effect, the texture used needs to have strong areas of contrast.

Chroma Key

Uses the hue and saturation values (chrominance) of the selected color as the basis for making areas on the overlay clip transparent while ignoring the luminance values. This is the opposite of the Luma Key.



Selecting a key type




Adding a video overlay effect



Overlay Options dialog box

Gray Key

Places a midtone gray layer (R: 128 G: 128 B: 128) over the overlay clip reducing the chroma and luma values by half. As the color approaches black, the color is less transparent. This is useful for any grayscale image or video mattes that you load into the Overlay Options dialog box, particularly if they do not contain an Alpha Channel. It is fairly easy to create smooth and effective grayscale masks in any competent image editing program. 





[Selecting a key type](#)




[Adding a video overlay effect](#)



[Overlay Options dialog box](#)

-  To increase or decrease the level of gray, adjust the **Gamma** map in the Overlay Options dialog box. Moving the graph upward increases the brightness and contrast while moving it downward decreases it.
-  The Similarity and Opacity controls are disabled for this option.

Blue Screen

Blue Screen is used for overlay clips that have a pure blue (R:0 G:0 B:255) or pure green (R:0 G:255 B:0) backdrop in them. This is useful on images with a solid color as background. After selecting this option, you need to click the area of blue or green to make it transparent. 

If this Blue Screen type does not produce the desired results, try the Chroma Key type.




[Selecting a key type](#)




[Adding a video overlay effect](#)



[Overlay Options dialog box](#)

 If you are unable to make the selected color transparent, use the **Similarity** slider or drag over the image in the Original clip preview to create a selection marquee. All similar blue or green colors within the marquee will be "keyed out", and any colors not blue or green will be left untouched.

 The Opacity controls are disabled for this option.

Alpha Channel

Most image formats only have three components: red, green and blue. Programs like CG Infinity and Video Paint add a fourth component, the alpha channel, to define the degree of transparency of each pixel in an image. The Alpha Channel can make areas around the shape of an image totally transparent and allow the image to seamlessly appear on a background video. This is an excellent method of creating transparency and should be used whenever possible.



Generally, Alpha Channels are specified at the time the image clip is created. The TGA and TIFF file formats both support the creation and saving of Alpha Channels.



[Selecting a key type](#)



[Adding a video overlay effect](#)



[Overlay Options dialog box](#)

If the object you want to retain is also keyed out when you select this option, select the **Invert overlay area** option to switch the effect.

Multiply

Multiplies the RGB values of the overlay clip with those of the underlying ones and then divides the result by 255 (rounding to the closest integer value for each color channel.) This is useful when you want to darken and highlight areas between clips where similar colors overlap. (The Similarity and Transparency controls are disabled for this option.)



Selecting a key type



Adding a video overlay effect



Overlay Options dialog box

Add

Adds the RGB values of the overlay clip with those of the underlying clip to create a new color (Values greater than 255 are rounded to 255.). This is useful for lightening areas where frames overlap. (The Similarity and Transparency controls are disabled for this option.)



Selecting a key type



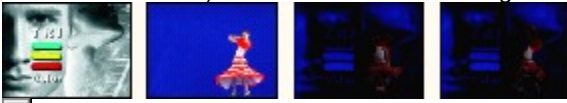
Adding a video overlay effect



Overlay Options dialog box

Subtract

Subtracts the RGB values of the overlay clip with those of the underlying clip to create a new color (Values less than 0 are rounded to 0.). This is useful for darkening areas where frames overlap.



Selecting a key type



Adding a video overlay effect



Overlay Options dialog box

Difference

Uses the absolute value of the difference between the RGB values of the overlay and underlying clips. This is useful when comparing two clips with similar backgrounds. Areas with significant differences will appear clearer while similar ones will cancel themselves out to white.



[Selecting a key type](#)



[Adding a video overlay effect](#)



[Overlay Options dialog box](#)

Export

Displays a submenu containing plug-ins that allow you to share video files in a variety of ways. Basic plug-ins include the following:

-  **Web page**
-  **E-mail**
-  **MS DV Record / TI DV Record**
-  **Welcome to Video Editor Help**

MS DV Record / TI DV Record

Opens a dialog box that allows you to record an AVI file created with a DV codec to a DV camcorder.



[Recording your project to a DV camcorder](#)



[DV Recording dialog box -- Preview Window](#)



[DV Recording dialog box -- Record Window](#)



[Digital Video \(DV\) and MediaStudio Pro](#)

Web Page

Creates a web page with a link to a selected video clip file or adds a hyperlink to that file.



Creating a web page



Welcome to Video Editor Help

E-mail

Allows you to select a video file and send it with your e-mail message.



[Sending video with email](#)



[Welcome to Video Editor Help](#)

Greeting Card

Creates a multimedia greeting card using any selected video file and background template. Since the file generated is auto-executable, you can simply double-click the file name to open the greeting card.



[Creating a multimedia greeting card](#)



[Welcome to Video Editor Help](#)

Creating a web page

You can show your video masterpiece to anyone who has access to the Internet by including it on your Web page.

To create a new web page and add your video clip:

1. Click **File: Export - Web Page**.
2. Select a video file to add to the web page. Click the **Browse** button to scan through folders and locate your desired file.
3. Click **Yes** to insert the video clip in the web page. If you click **No**, a link to the video file will be added.
4. Enter a file name in the Browse dialog box for your new web page. Click the **Scan** button to check for already existing *.HTM or *.HTML files. Make sure you specify a new file name so as not to overwrite existing files.

Note: Even a short video clip can run more than ten Megabytes, and it could take hours for the audience to download or receive. Before you export your projects to the Internet, carefully consider download time. Moreover, you may need to inform the audience to use an appropriate browser that supports video playback.



[Select Video File dialog box](#)



[Video Editor Basics](#)

Sending video with e-mail

If you want to share your work, you can send your video clips along with your e-mail messages.

To send a video file with your e-mail:

1. Click **File: Export - E-mail**.
2. Select a video file you want to send. Click the **Browse** button to scan through folders and locate your desired file.
3. Your e-mail program then launches, opening a new message window with the selected file already attached.
4. Specify the recipient's e-mail address and enter a subject.
5. Type in your message.
6. Send the e-mail.

Note: For digital videos, even a short clip can run more than ten Megabytes, and it takes hours for the audience to download or receive. Before you export your projects to the Internet, carefully consider download time.



[Select Video File dialog box](#)



[Troubleshooting email problems](#)



[Video Editor Basics](#)

Creating a multimedia greeting card

Add fun to your projects by transforming them into multimedia greeting cards.

1. Click **File: Export - Greeting Card**.
2. Select a video file to add to the greeting card. Click **Browse** to scan through folders and locate your desired file.
3. Set the clip dimensions by dragging the edge of the clip to your desired size or by adjusting the **Width** and **Height** settings. Select **Keep video aspect ratio** to maintain the relative width and height when resizing.
4. Specify a background image template to use for the greeting card. Click **Browse** to scan through folders and locate the image file.
5. You can create a template selection list of background images. Click **Add** to place thumbnails of the images in the **Background template** list. Only one background image can be used at a time. Make sure you select an image from the list before saving the greeting card.
6. Enter a file name for the greeting card. Click **Browse** to select a folder in which to put the greeting card file.
7. Click **OK** to save the greeting card.


Note: For digital videos, even a short clip can run more than ten Megabytes, and it takes hours for the audience to download or receive. Before you export your projects to the Internet, carefully consider download time.





Video Editor Basics

Troubleshooting e-mail problems

Video Editor can automatically send your clips and projects to friends and family over the Internet using your favorite e-mail program. Most users will find their e-mail clients have already been configured correctly. In some cases however, you may need to setup your e-mail program first. This procedure will make your e-mail programs work with most other e-mail aware application you might have.

 [Outlook Express](#)

 [Netscape Messenger](#)

 [Eudora](#)

Note: MS Outlook should not require any additional setup.



Troubleshooting e-mail problems - Outlook Express

1. Run Outlook Express.
2. Click **Tools: Options**.
3. Click the **General** tab in the Options dialog box.
4. Select **Make Outlook Express my default e-mail program**.
5. Select **Make Outlook Express my Simple MAPI client**.

Note: If you have more than one e-mail application set as MAPI compliant, Video Editor will use the system default client.



Troubleshooting e-mail problems - Netscape Messenger

1. Run Netscape Messenger.
2. Click **Edit: Preferences**.
3. Select **Mail server** under Mail & Groups from the Category list.
4. Click **More Options**.
5. Select **Use Netscape Messenger from MAPI-based applications** in the More Mail Server Preferences dialog box.

Note: If you have more than one e-mail application set as MAPI compliant, Video Editor will use the system default client.




Troubleshooting e-mail problems - Eudora


1. Run Eudora.
2. Click **Tools: Options**.
3. Select **MAPI** from the Category list.
4. Check **Always** under Use Eudora MAPI server.


Note: If you have more than one e-mail application set as MAPI compliant, Video Editor will use the system default client.



Device Control dialog box

 **Current device** Displays the current device control in use for controlling your video recorder. You can select another device control driver from the drop-down list to be the active device.

 **Timecode offset** Specify a value to adjust the discrepancy between the real playing time of your device and the trimming marks specified in the DV Recording dialog box. If for example you have specified the mark in timecode for capturing and then after the process, the captured start frame is the frame before the actual mark in timecode, you can then set a value of -4 to correct the timing between the device and your capture board. (This option is applicable only in the Video Capture program and is disabled in Video Editor.)

 **Description** Provides additional information about the capabilities of the currently listed device control driver.

 **Options** Click to set up some parameters for your device control driver, if applicable.



DV Recording dialog box -- Preview Window



Preview window Displays image previews as you playback or move frame by frame in your video clip.



Trim bar Below the Preview window is a Trim bar that you can use to set a portion of the video clip to record back to your camcorder. **Note:** This option is only available for PAPI DV capture cards at this time.



Control buttons Offers common controls for playback, moving forward or backward frame by frame, pausing playback, fast rewind and forward, and jumping directly to the first or last frames of a clip.



DV Recording dialog box -- Record Window

This dialog box allows you to view a DV AVI file from your computer on your camcorder (or other DV device) or record data from your computer directly to your camcorder. You can control your DV device directly with the controls found here.



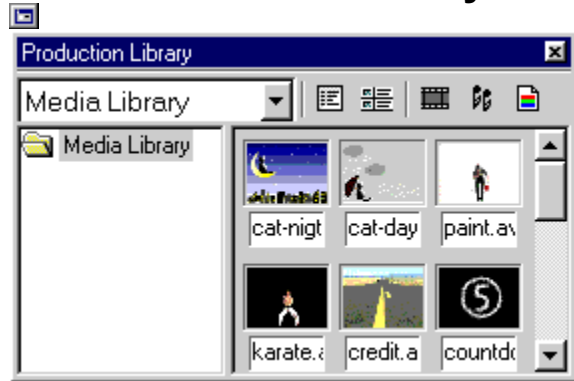
Preview window Displays image previews when playing a video clip on your DV device.



Control buttons Offers common controls for playback, moving forward or backward frame by frame, pausing playback, and fast rewind and forward of your DV device. The Previous and Next frame buttons allow you to move a single frame at a time, but only when the video is paused. You also have the two buttons, Transmit and Record. The Transmit button allows you to play your DV AVI file to another viewing equipment other than your computer monitor screen. The Record button allows you to transmit the video file from your computer out to your DV recording device and record it to DV tape. Please read your DV device's manual for instructions on how to set up this device so it can accept the output from your computer.



Production Library







Media Library


The Media Library works as a resource center that allows you to store regularly used clips. You can drag a clip (from the Timeline or the Source Window) straight into the Media Library folder and reserve it for future use. Fully customizable, you can create your own folders in the Media Library, group your clips into easily identifiable folders and create storyboards of existing video files before inserting them onto the Timeline. (Right-click on the Media Library folder to access its many file management commands.) For more information, click the image above.

See also [Using the Production Library](#).

To know about other galleries in the Production Library, click a topic below.

-  [Project](#)
-  [Video Filter](#)

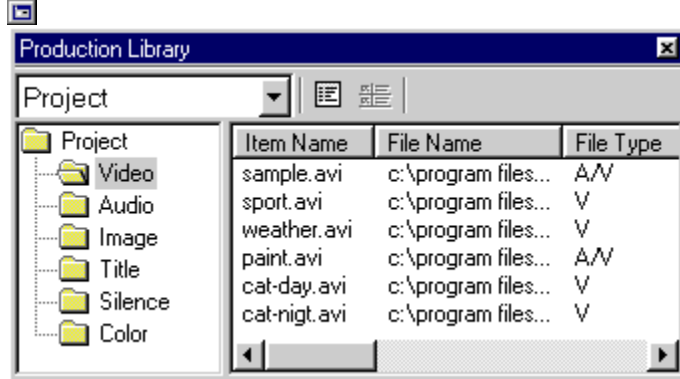
-  [Transition Effect](#)
-  [Audio Filter](#)

-  [Moving Path](#)

File directory

Right-click to create, rename, delete, copy, paste, save, or load folders.

Production Library



Project Gallery

The Project Gallery keeps track of the clips that have been inserted into the Timeline. It is simultaneously updated when you add, trim or remove clips from the Timeline. Clips are organized in separate media clip folders which provide details like media type, clip duration, mark-in time, and more. (Clips are displayed only in List View mode.) For more information, click the image above.

See also [Using the Production Library](#).

To know about other galleries in the Production Library, click a topic below.

[Media Library](#)

[Video Filter](#)

[Transition Effect](#)

[Audio Filter](#)

[Moving Path](#)

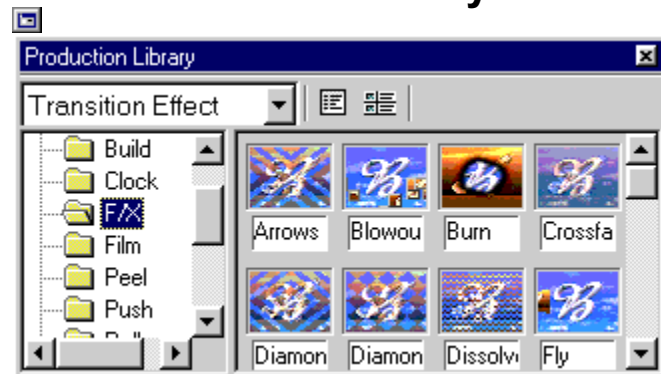
File directory

Lists the media clip folders used in your current project. Right-click on a folder to create, rename, delete, copy, paste, save, or load subfolders.

Clip information

Lists the file names of the media clips that are used in the Timeline and provides details of each clip. Right-click on a clip and select **Properties** to view more clip information.

Production Library




Transition Effect Gallery

The Transition Effect Gallery provides a convenient access point to the transition effects. These effects determine how a clip in the Va track fades and how the overlapping clip in the Vb track enters the scene. To add a transition effect, drag a thumbnail from any of the Transition Effect folders and insert it into the F/X track in the Timeline.


See also [Adding a transition effect.](#)

To know about other galleries in the Production Library, click a topic below.

 [Project](#)

 [Video Filter](#)

 [Media Library](#)

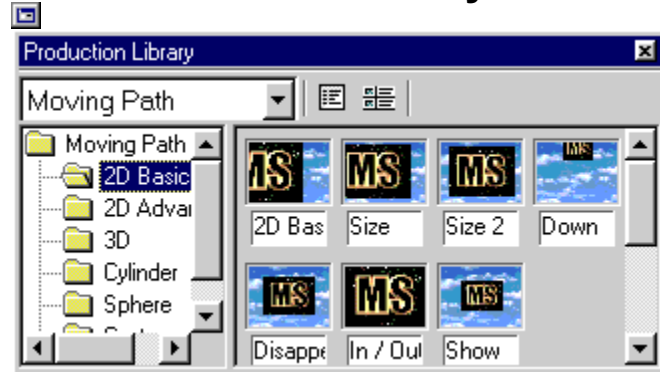
 [Audio Filter](#)

 [Moving Path](#)

Thumbnail pane

Displays thumbnails contained in the selected Transition Effect folder. Click and drag an effect thumbnail to the F/X track in the Timeline. Right-click and select **Properties** to view the effect's settings.

Production Library







Moving Path Gallery

The Moving Path Gallery provides effects which can make clips twist, roll and move in a variety of ways over other clips. You can choose from a selection of two-dimensional and three-dimensional movements. To apply a moving path to a clip in the Timeline, drag a thumbnail from any of the Moving Path folders and drop it onto the clip.

See also [Creating a moving path](#).

To know about other galleries in the Production Library, click a topic below.

 [Project](#)
 [Video Filter](#)

 [Media Library](#)
 [Audio Filter](#)

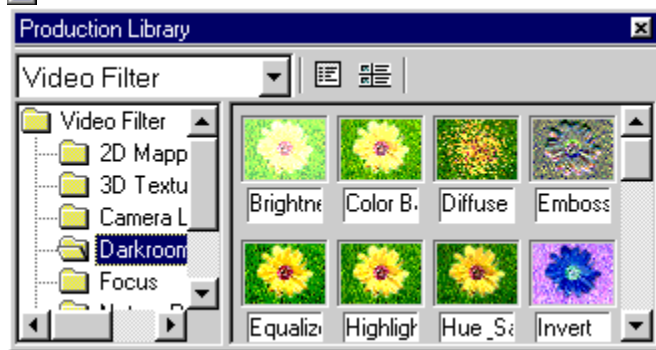
 [Transition Effect](#)

Thumbnail pane

Displays thumbnails contained in the selected folder. Drag a thumbnail and drop it on a clip in the Timeline. Right-click and select **Edit** to modify the effect's settings.

Note: You can only save modified effects to the **Custom** folder.

Production Library



Video Filter Gallery

The Video Filter Gallery provides many predefined filters which can change the appearance and color of clips. To apply a video filter, drag a thumbnail from any of the Video Filter folders and drop it onto a clip in the video track.

See also [Applying audio or video filters.](#)

To know about other galleries in the Production Library, click a topic below.



[Project](#)



[Moving Path](#)



[Media Library](#)

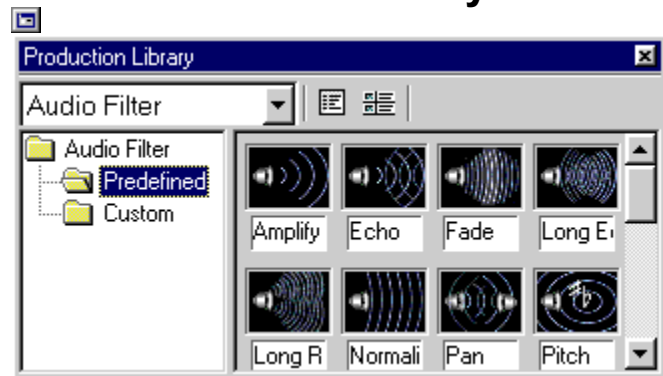


[Audio Filter](#)



[Transition Effect](#)

Production Library







Audio Filter Gallery

The Audio Filter Gallery provides predefined filters which can change how a clip sounds. You can add echoes, increase audio intensity, make the sound fade, remove disturbing noise, and even reverse the sound. To apply an audio filter, drag a thumbnail and drop it onto a clip in the audio track.

See also [Applying audio or video filters](#).

To know about other galleries in the Production Library, click a topic below.

-  [Project](#)
-  [Moving Path](#)

-  [Media Library](#)
-  [Video Filter](#)

-  [Transition Effect](#)

Thumbnail display mode

Toggles between displaying just the thumbnails or more information (any annotations) about them. It also provides space to add your own description or related information.

File directory

Lists the folders of the selected gallery. Right-click to create, rename, delete, copy, paste, save, or load folders. You can add personally designed effects to the Custom folder.

Thumbnail pane

Displays thumbnails of media clips. Click and drag a thumbnail to add it to your current project. Right-click and select **Properties** to view clip information.

Change Gallery


Displays the currently selected gallery. Click to switch to other galleries.

Production Library Menu


Displays a pop-up menu for editing, searching and sorting thumbnails or setting other properties.

Digital Video (DV) and MediaStudio Pro

 Welcome

 What is Video Editor?


 **Digital Video (DV) and
MediaStudio Pro**


 Reading this Help

While all movies on a computer are composed of ones and zeros and are therefore digital, Digital Video with a capital "D" and a capital "V" stands for a very specific format of video, just like VHS or High-8. This format can be understood (played back, recorded) by your camcorder and also by your computer, if you have the proper hardware (capture card) and software (DV codec).

The most exciting thing about DV is that it can be copied from your camcorder to your computer, and then back to your camcorder (after editing, of course) without any loss of quality. While previous versions of MediaStudio Pro supported even the very first DV products to hit the market, this latest version now offers comprehensive support for DV in all of its manifestations. This includes, but is not limited to, Type-1, Type-2, PAL, NTSC, and even device control of your camcorder.

For more information on DV and Video Editor, see

 [Recording your project to a DV camcorder](#)

 [Troubleshooting DV device control](#)

Troubleshooting DV device control

"Device control" means that Video Editor can automatically Play, Rewind, Stop, Fast-forward, and Record to your camcorder. This may not work on some older capture cards and camcorders (e.g. ones that are not OHCI compliant). This does not mean that you cannot use Video Editor to edit video, only that automatic device control is not possible.

To set up the device control:

1. Connect your DV camcorder to your **IEEE-1394 capture card**. Carefully follow the instructions for your capture card.
2. Turn on your camcorder and set it to Play mode (or VTR mode). Again, see your camcorder's manual for specific instructions.
3. Run **Video Editor**.
4. Click **File: Select Device Control**.
5. In the **Device Control** dialog box, click the **Current device** list.
6. Select your device* from the list.


* **Note:** There are many capture card device control options available. The following is a list of some of the more common ones:


- MS 1394 Device Control
- TI 1394 Device Control
- PAPI 1394 Device Control
- DV Device Control (select this for other types of DV capture cards)



Digital Video (DV) and MediaStudio Pro

Recording to a videotape





 [Timeline](#)

 [Using a controllable device](#)

 [Video File](#)

 **Recording to a DV camcorder**


To record your finished project to a DV camcorder, you must first save it as a DV AVI file. You can then select a DV Recording option from the **File: Export** menu to record your file to a DV camcorder.


1. Turn on your DV camcorder and set it to **Play** mode (or **VTR** mode). See your camcorder's manual for specific instructions. Navigate to the section of the tape that you want to record to, and prepare it for recording.
2. Output your project to a DV AVI file:
 - 2.1 Click **File: Create - Video File**.
 - 2.2 Enter a new file name and select a location for saving the file.
 - 2.3 Click **Options**.
 - 2.4 In the Video Save Options dialog box, select the following settings:
 -  Frame rate: 29.97 or 30 fps for NTSC, 25 fps for PAL
 -  Frame size: 720 x 480 for NTSC, 720 x 576 for PAL
 -  Audio attributes: 48000Hz, 16-bit, Stereo
 -  Compression: DV Video Encoder
3. Click **File: Export** and select a DV Recording type (for example: **MS DV Record**).
4. In the Select Video File dialog box, select the video file you created in step 2 and then click **Open**.
5. The **DV Recording - Preview Window** opens. Click **Next**.
6. In the **DV Recording - Record Window**, click the **DV recording** button.


Video Editor should have automatic control ("device control") of your camcorder and should record to your tape. If the camcorder does not automatically begin recording, simply start the camera recording manually before you click **DV recording** in step 6.




 [DV Recording dialog box -- Preview Window](#)


 [DV Recording dialog box -- Record Window](#)


 [Troubleshooting DV device control](#)

 [Digital Video \(DV\) and MediaStudio Pro](#)


Creating MPEG Video


 Video Editor Basics


 Working With Clips


 Special Effects

 **Creating MPEG Video**

 File Management

 Project Management

 Tips & Techniques

 Understanding the MPEG format

 Creating MPEG files

 Creating a VCD

 Converting video files into MPEG

Understanding the MPEG format

MPEG video is possibly the best format to choose if you want to share your videos with others. Combining a high compression ratio while maintaining high quality, this format has been very popular for many years. The newer MPEG-2 version, used in satellite digital television and DVD discs, allows even greater flexibility and higher quality.



MPEG-1

Should be used when you need small files or when you want to view the video on a slower computer (200MHz or less). MPEG is very CPU intensive, which means that your computer must work very hard to decode the video. MPEG-1 is limited by frame size and data rate. If you want to make VCDs, you must use this format and you must very carefully create whitebook standard files. Click the links below for more information.



MPEG-2

This is a much more flexible format and is capable of producing higher quality movies, but it is also only recommended for playback (and capture) on faster computers (350MHz and above). Although this is the format used in DVD movies, it is not possible at this time (Fall 1999) to record MPEG-2 files to a CD-R for playback on a stand-alone DVD player. By experimenting with data rates you should be able to create extremely high quality movies for playback on a PC with an appropriate MPEG-2 player software.

Click the **Help** button in the Video Save Options dialog box for specific information about the various parameters that you can set when creating MPEG video.



[Creating MPEG files](#)



[Creating a VCD](#)



[Converting video files into MPEG](#)

Creating MPEG files

MPEG video is possibly the best format to choose if you want to share your video project with others. There are a number of factors you should consider if you want to use the [MPEG format](#). The following is a general procedure.

1. When you finish your project, click **File: Create - Video File**.
2. Select **MPEG Files (*.mpg)** from the **Save as type** drop-down list.
3. Click the **Options** button to open the Video Save Options dialog box.
4. Click the **Compression** tab.
5. Select the type of MPEG file to create from the **Media type** list. Click the **Help** button for information about the specific parameters you can set for your MPEG video.
6. Click **OK** to return to the Create Video File dialog box.
7. Enter a **File name** for your MPEG video and click **Save**.

Note: If you want to make a VCD, you need to make a very specific kind of MPEG-1 file. Simply select NTSC VCD or PAL VCD in step 5. See the related information below for additional details.



[Creating a VCD](#)



[Understanding the MPEG format](#)

Creating a VCD

A **VCD** is a special format of CD-ROM that contains a special video file in MPEG-1 format. This MPEG-1 file is not just any MPEG-1 file, but one that exactly follows a WhiteBook specification.

1. When you finish your project, click **File: Create - Video File**.
2. Select **MPEG Files (*.mpg)** from the **Save as type** drop-down list.
3. Click the **Options** button to open the Video Save Options dialog box.
4. Click the **Compression** tab.
5. From the **Media type** list, select **NTSC VCD** (or **PAL VCD**, depending on your TV standard).
6. Click **OK** to return to the Create Video File dialog box.
7. Enter a **File name** and click **Save**.

The procedure above will create a WhiteBook standard MPEG-1 file that is ready to be burned (written) to a CD-ROM disc using a CD-R drive that can write CDs. You will need **VCD creation software** to create a valid VCD (just copying the MPEG file to a CD-ROM will *not* work).



[Understanding the MPEG format](#)

The format never really caught on in the United States, but it is a hugely popular format in China, with literally hundreds of millions of CDs being produced annually. The exciting thing about this format is that it can be read by most newer DVD players, which are becoming very popular in the US. So while you can't record a DVD on consumer level equipment, you can record VCDs that will play on stand-alone DVD (and VCD) players.

The format used on a VCD is **MPEG-1**. When you want to create a VCD file, however, you need to create a special WhiteBook standard MPEG-1 file. The specification is *very* technical. Fortunately, creating such a file is easy with Video Editor.

Converting video files into MPEG

MPEG video is possibly the best format to choose if you want to share your videos with others. There are a number of factors you should consider if you want to use the [MPEG format](#).

To convert your video files into MPEG:

1. Click **File: Convert - Video File**.
2. Select the video file you want to convert.
3. Click **Open**. The Select Destination Video File dialog box appears.
4. Select **MPEG Files (*.mpg)** from the **Save as type** drop-down list.
5. Click the **Options** button to open the Video Save Options dialog box.
6. Click the **Compression** tab.
7. Select the type of MPEG file from the **Media type** list. Click the **Help** button for information about the specific parameters you can set for your MPEG video.
8. Click **OK** to return to the Select Destination Video File dialog box.
9. Enter a **File name** for your MPEG video and click **Save**.



[Understanding the MPEG format](#)

Data Rate Analysis dialog box



Video Displays detailed information about the selected file.



Preview Displays the currently viewed frame with keyframe controls for moving from one frame to another and adding or deleting keyframes.



Data rate graph Displays a visual representation of the data size (the sizes of the different frames in the clip) and the location of each keyframe.



Save As Click to save the current keyframe position to a file and you can use this keyframe file when creating creating a video file.



Restore Click to restore the original keyframes positions based on the first analysis.



By adding keyframes to peaks in the graph, the frames following the image marked with a keyframe will have a more accurate reference. You can then rearrange their order later to achieve the maximum benefit when compressing files.

The horizontal black line in the data rate diagram indicates the average data rate of the video files, the vertical blue bars represent keyframes, and the vertical magenta bar is the currently viewed frame. You can manage the current keyframes by using the add and delete keyframe buttons in the Preview window. The keyframe position information can be saved to a file and then used in the keyframe control in the Create Video File Options dialog box.

Restore

Opens a minimized window or panel.

Move

Allows you to change the position of a window or panel on the Windows desktop by using the arrow keys of your keyboard.

Size

Allows you to enlarge or reduce the width and height of a window or panel by using the arrow keys of your keyboard.

Minimize

Hides the window or panel.

Maximize

Displays the window or panel in full screen.

Close/Hide

Closes/Hides the window or panel.

Ulead On The Web

The commands in this submenu will bring you to various locations at the Ulead web site.



Ulead Homepage

Opens your Internet browser and takes you to Ulead's web site.



MediaStudio Pro Homepage

Launches your web browser and takes you to the MediaStudio Pro section of Ulead's web site.



Technical Support

Launches your web browser and loads the Technical Support section of Ulead's web site.



Online Registration

Opens Ulead Systems Registration Wizard which allows you to register your products through our web page or the e-mail internet connection. Registering your software ensures periodic updates of all our products.



