

## How to begin a new video production

### Procedure



1. Click the NEW icon on the Toolbar.

*or*

1. Click the MENU button at the top of the [Toolbar](#).
2. Select STORYLINE, then NEW in the menus and sub-menus displayed.

A new video production is initiated. You will be prompted to save any unsaved production currently underway. The Storyline is cleared of any video scenes and transitions residing there.

## How to open a previously saved Storyline

### Procedure



1. Click the OPEN icon on the Toolbar.

*or*

1. Click the MENU button at the top of the [Toolbar](#).
2. Select STORYLINE, then OPEN in the menus and sub-menus displayed.

The [Open](#) file selector is displayed from which an existing storyline can be selected. MGI VideoWave storyline files have the extension, .SBD.

### Notes

1. Saved storylines (extension .sbd) are “Works in Progress”. These files can be edited. Video files that have been “produced” (extensions .avi, .mpg, etc.) cannot be edited. For this reason, these files cannot be “opened”.
2. If a storyline is currently open on your screen, you will be prompted to save any unsaved changes to the existing storyline before another one is opened.

### See Also

[Saving and producing your video](#)

## How to save and produce a video

### To save the Storyline:

You can save one file in the **Storyline**, a series of files in the Storyline (including any transitions between them), or the entire Storyline itself as a Work in Progress. This work in progress is saved as a VideoWave .SBD file that you can later re-open to continue your editing. If your selection has not yet been named and saved, the Save As file selector is displayed for you to assign a name and path to the file.

### Procedure

1. Select the file or files in the Storyline you wish to save.

#### Note

To save a series of files, select the first file in the series. Hold down the SHIFT key, and select the last file in the series. Your selection is highlighted.

To save the entire Storyline:

Select the first file in the Storyline, then holding down the SHIFT key, select the last file in the Storyline.

**or**

Click the Menu button at the top of the **Toolbar**, and choose SELECT ALL from the Edit menu.

**or**

Press the shortcut keys, CTRL + A.

2. Click the SAVE icon on the Toolbar.



**or**

Click the Menu button at the top of the Toolbar, and select SAVE (or SAVE AS if it is a new, unnamed selection) from the Storyline menu.

**or**

Right-click your selection in the Storyline, and select SAVE PANELS from the menu displayed.

If your selection has not yet been named and saved, the Save As file selector is displayed for you to assign a name and path to the file.

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### To produce a video:

Selected files in the **Storyline**, or the entire Storyline itself, are produced in final playback format (ie; AVI, MPEG-1, MPEG-2). Once the selection is produced, it cannot be edited. If you wish to continue editing, you must re-open the SBD file, complete the editing process, and produce the video again.

### Procedure

1. Select the file or files in the Storyline you wish to produce. If you wish to produce a video consisting of *all* files in the Storyline, you do not have to select the files first before performing Step 2.

#### Note

To produce a series of files, select the first file in the series. Hold down the SHIFT key, and select the last file in the series. Your selection is highlighted. The series must be continuous.

2. Click the PRODUCE icon on theToolbar.



**or**

Click the Menu button at the top of the Toolbar, and select PRODUCE from the Storyline menu.

The **Produce Movie** wizard is launched to guide you through the production process. For a description of this dialog, see "Produce Movie" below.

3. Specify which part of the Storyline is to be produced.

*Note*

If you are producing a video consisting of all files in the Storyline, make sure the ENTIRE STORYLINE control is selected.

If you are producing a video consisting only of the files selected in Step 1, make sure the HIGHLIGHTED CLIPS ONLY control is selected.

4. Select a PRODUCE TEMPLATE from the list provided. A template consists of a number of predefined settings chosen and tested by MGI. A description of each template is given.

*Note:*

If you wish to create your own template, or edit an existing one, click the CREATE or EDIT buttons, respectively. For more information about creating templates, see [How to create a Produce template](#).

5. Click the NEXT button. A **Summary** of your settings is displayed before you commence production.
6. Verify the settings in the Summary dialog, and click the PRODUCE button to proceed with production. If you wish to make changes, click the BACK button to return to the previous panel.

**To produce to a DV file:**

If you are producing to a DV file from DV source material, MGI VideoWave III employs SmartDV™, which can greatly reduce the time required to produce the final video.

With SmartDV™, VideoWave III can produce the DV file directly without re-rendering the frames provided the DV file has not had any effects or transitions applied. Without SmartDV™, each frame that is produced must be re-rendered, even if no effects, such as text or special effects, have been added. With SmartDV™, re-rendering does not take place in sections of DV footage that do not contain applied effects. Under these conditions, much faster production will result.

**See Also**

[Considerations before saving your video production](#)

## How to create a Produce template

### To create a Produce template:

1. Click the CREATE button on the Produce Movie panel. The [Create Produce Template](#) dialog is displayed.
2. Assign a name to your new template in the TEMPLATE NAME field.
3. If you wish, record a description of your new template for future reference. A large TEMPLATE DESCRIPTION text field is provided for this purpose.
4. Select a FILE TYPE from the list provided. A description of each type is given.
5. Click the NEXT button to advance to the [next panel](#).
6. Select a video CODEC from the list provided. A description of each option is given.

#### Note:

A video CODEC is a compression technology that reduces the size of a video file by selectively compressing the image data. Compressed files are more compact, but offer reduced image quality. Compressed video files may play back more smoothly on slow hard disks or CD ROM drives.

Low compression rates result in higher quality video but larger files. High compression rates result in lower quality video but smaller files. The video CODECs listed are those that have been installed on your system.

A QUALITY slider is available with some video CODECS (like Indeo). Use the slider to control image quality, with 100% being the best.

7. If you wish, specify the point at which a KEY FRAME, or reference frame for compression purposes, is designated.

#### Note:

Key Frame is the technical term used to describe how a particular video CODEC compresses video. Many video CODECS use a technique called "interframe compression" to drastically cut down on the size of a video file. Only information about the *changes* that occur from one frame to another is stored. For example, if you had a video of someone sitting at a desk talking, and the camera wasn't moving, the only thing that would change from one frame to the next would be the person's face. A video compressor that has interframe compression would take advantage of this by storing the graphical information that doesn't change from frame to frame (like the desk, the background, etc) only once as a "key frame", and then storing only the parts of the image that change from frame to frame. After a while though, things will have changed enough that the compressor will need to create a new key frame. The more key frames you have, the bigger the final video file will be. The fewer key frames you have, the smaller the file will be, but at the expense of image quality.

8. If you wish, specify a DATA RATE to match the expected data rate of the playback device, i.e, hard disk, CD-ROM. Low data rates mean more compression and smoother playback on slow devices – all at the expense of quality, however.
9. Choose a FRAME SIZE from the list provided.

#### Note:

Studio-quality frame size for digital video is 720 x 480 (NTSC) or 720 x 576 (PAL/SECAM). With consumer equipment, however, horizontal sample rates can be reduced resulting in a frame size of 320 x 480 (NTSC) or 384 x 576 (PAL/SECAM). This frame size still contains both fields of the interlaced video signal making it suitable for tape to tape edit. When the goal is to create video for playback on the computer screen, non-interlaced capture should be used. This is best achieved by capturing just one of two fields resulting in a frame size of 320 x 240 (NTSC) or 384 x 288 (PAL/SECAM).

For Internet use, the standard frame size is 160 x 120. This size reduces memory requirements and download times over phone lines.

10. Choose a FRAME RATE from the list provided.

#### Note:

The standard frame rate for TV is 29.97 fps (NTSC) or 25 fps (PAL, SECAM). For tape to tape edit this exact number must be used. For other media, like CDs and the Internet, 15 fps is usually acceptable and requires less storage space.

11. Specify a color depth for the video.
12. If you are attaching sound to your video, specify an AUDIO SAMPLE SIZE.

#### Note:

Audio sample size (in bits) affects the audio's dynamic range and signalto noise ratio. A 16bit sample size is equivalent to that used in CD playback, and is preferred for music; 8bit is fine for dialogue. Audio can have a large impact, so if it's important to your video, you may want to use the 16bit setting to maintain fidelity and minimize noise.

Stereo audio takes up twice the storage room of monaural audio. If your audio track is stereo and consists mainly of dialogue (rather than music) consider changing it to mono.

The setting, BEST SOURCE FORMAT, will allow VideoWave to choose the best audio format from all the clips in the current production, and use that as the audio source for the new produced file.

13. Select the control, ADJUST AUDIO INTERLEAVE FOR CD-ROM, if the produced file is to be played back from a CD-ROM. You must select this control so that the audio and video will be properly synchronized.
14. Click the FINISH button to create the template. If ever you wish to edit the settings for this template, click the EDIT button in the PRODUCE MOVIE dialog.

Create Produce Template



Template Name:

Type the name of your new template here.

Description:

Type a description of your new template here.

File Type :

AVI Compressed



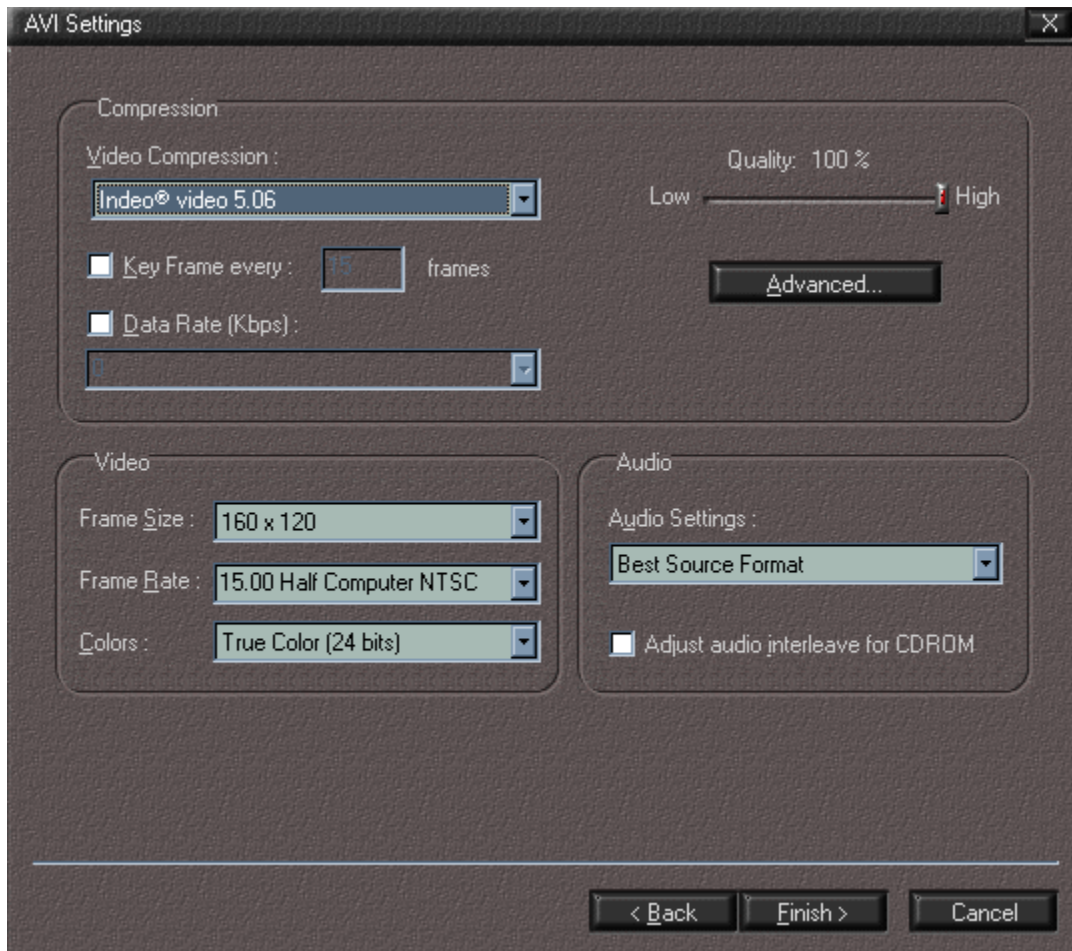
AVI Compressed :

AVI is a digital video file format created by Microsoft. It is supported primarily on the PC platform by Windows 95, Windows 98, and Windows NT. Selecting "AVI Compressed" will allow you to create a standard AVI file using one of a variety of compression technologies, or "CODECs".

< Back

Next >

Cancel





Produce Movie



Produce Movie Using

Entire Storyline

Highlighted Clips Only

Produce Templates

Template Name: AVI Compressed 1

Create...

Description: This template will result in a production that is suitable for the Internet.

Edit...

Frame Size: 160x120  
Frame Rate: 15 frames/s  
Color: 24-bit  
Audio: 22 kHz mono, 16-bit

Delete

Restore

< Back

Next >

Cancel

File Name: C:\Program Files\MGI\VideoWave\Produce\untitled.avi

Browse...

## Video &amp; Audio Details

File Type :	AVI Compressed	Video Quality :	100 %
CODEC :	Indeo® video 5.06	Video Data Rate :	N/A
Frame Size :	160 x 120	Audio Format :	Mono (8-bit)
Frame Rate :	15.00 fps	Audio Sample Rate :	11.025 kHz
Colors :	True Color (24 bits)	Audio Data Rate :	11.03 KB/sec
		Total Data Rate :	11.03 KB/sec

## Produce Details

Produce Region :	Entire Movie
Frame Count :	136 frames
Duration :	00:09.066

&lt; Back

Produce

Cancel

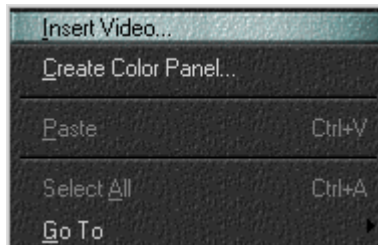
## How to load the files that will make-up the video

Before you begin to produce your video, you must choose which source media files, or clips, you wish to include in your Storyline. The files you choose will form the basis of your video production. From there, clips can be edited to create scenes.

Most often, files are browsed from sources such as your hard disk or CDROM, and are first loaded into the **Library**. From there, files can be arranged in the **Storyline** at will. If you wish, you can load files into both the Storyline and the Library at the same time.

### To load files into both the Storyline and the Library:

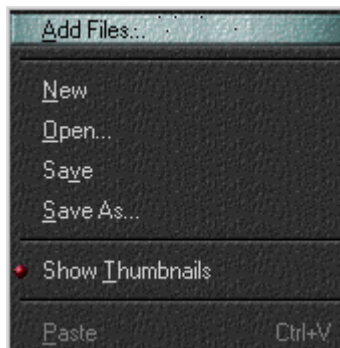
1. Right-click an empty panel in the Storyline.
2. Select INSERT VIDEO from the menu displayed. The **Get Source** file selector is displayed.
3. Browse your hard disk or CD-ROM, and doubleclick the desired file. The file is loaded into both the Storyline and the Media Library. Only one file can be loaded at a time.



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### To load files into the Library:

1. Right-click anywhere *inside* the **Library**, or click the small triangle in the top right corner.
2. Select ADD FILES from the menu displayed.  
*Note:*  
If you right-clicked a file in the Library, an expanded version of the menu is displayed.
3. Using the **Open** file selector, browse your hard disk or CDROM for files to load into the Library.



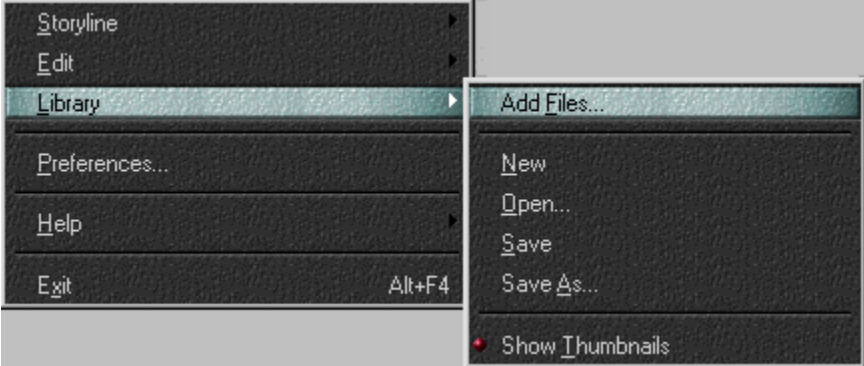
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### To load files into the Library using the menuing system:

1. Click the MENU button at the top of the **Toolbar**.
2. Point at LIBRARY in the menu displayed. Select ADD FILES from the sub-menu displayed.
3. Using the **Open** file selector, browse your hard disk or CDROM for files to load into the Library.

*Note:*

Files need not be loaded one by one. You can select several files within the Open file selector and load them together as group.



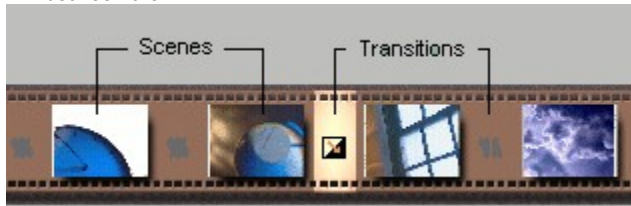






## How to transfer files to the Storyline

The Storyline is where you assemble your video production, combining video clips/scenes, transitions, text, and special effects. To create a video production, arrange your video clips/scenes in the slots, and then select transitions to use between them.



### To transfer a file to the Storyline:

1. Right-click an empty panel in the Storyline.
2. Select INSERT VIDEO from the menu displayed. The [Get Source](#) file selector is displayed. Note that you can load still images as well as video files.
3. Browse you hard disk or CD-ROM, and doubleclick the desired file. The file is loaded into both the Storyline and the Library.

*or*

1. Drag the file from the Library, and drop it into an empty panel in the Storyline.

*or*

1. Select an empty panel in the Storyline.
2. Right-click the desired file in the Library.
3. Select INSERT INTO STORYLINE from the Library menu displayed.

*or*

1. Select an empty panel in the Storyline.
2. Click the Menu button at the top of the [Toolbar](#).
3. Point at STORYLINE in the menu displayed.
4. Select INSERT VIDEO from the sub-menu displayed.

### See Also

[Manipulating files and transitions in the Storyline](#)



## How to manipulate files and transitions in the Storyline

### Extending the Storyline:

As you fill the slots, you can scroll the Storyline horizontally to add more files and transitions. To scroll, move the mouse pointer over the Storyline until the cursor changes to a “hand”. Click and *hold* with the left mouse button, and then move the Storyline to the left or right. The following keys can be used to navigate the Storyline:

- [Page Up]       Scrolls back one complete width of the screen.
  - [Page Down]     Scrolls forward one complete width of the screen.
  - [Home]           Scrolls back to the first file in the production.
  - [End]             Scrolls forward to the last file in the production.
  - [Left Arrow]     Scrolls back one file or transition.
  - [Right Arrow]    Scrolls forward one file or transition.
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### Right-clicking a scene in the Storyline:

Rightclick a single, *filled* panel in the Storyline and a menu is displayed offering several options. You can CUT, COPY, and PASTE files to and from the Clipboard to rearrange your Storyline, as well as REMOVE files entirely or undo the last operation performed.

Select EDIT/PREVIEW to transfer a file to the Viewscreen and begin editing.

Select SAVE PANEL to save a Storyline panel and add it to the Library.

Select PROPERTIES to see a wide array of statistics associated with a file.



### See Also

[How to save and produce a video](#)

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### Right-clicking a transition in the Storyline:

If you rightclick a *filled* transition in the Storyline, a similar menu is displayed. Select EDIT TRANSITION, and the Transition Editor console will be opened below the Viewscreen.

### See

[Transition Effects](#)



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### Right-clicking a series of files:

Rightclick a series of *filled* panels (including any transitions between them) in the Storyline and a menu is displayed offering several options. You can cut, copy, and paste files to and from the Clipboard to rearrange your Storyline, as well as delete files entirely or undo the last operation performed.

Select PREVIEW to transfer the files to the Viewscreen.

Select SAVE PANELS to begin to create a final production of the selected files.

#### See

[How to save and produce a video](#)



### Rearranging the file order:

Once files and transitions have been placed in the Storyline, you can rearrange them in any order you wish. Simply drag an item, and drop it at the desired location. If you drop one item over top of another, the second item (and everything after it) will be shifted one slot to the right.

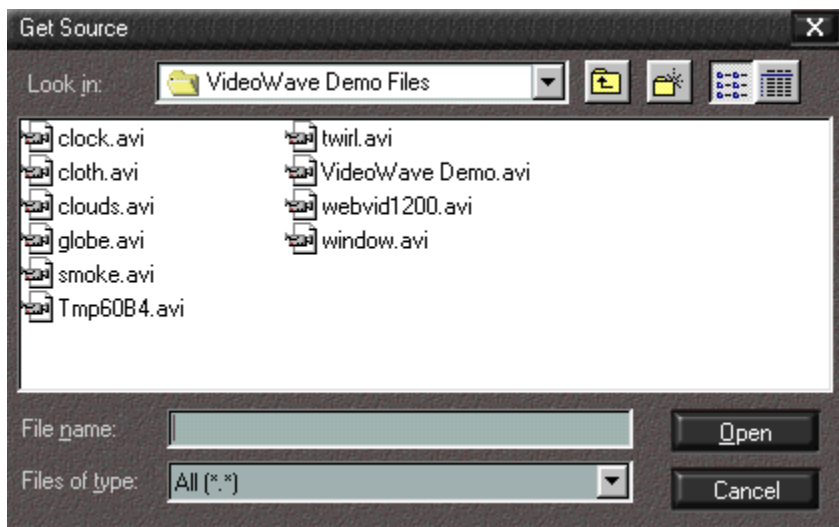
### Editing source material in the Storyline:

Drag the file in the Storyline that you wish to edit, and drop it into the Viewscreen. Alternatively, right-click a file, and select EDIT/PREVIEW from the menu displayed. From there, use any of the various modes in the [Mode selector](#) to edit the file.

#### See Also

[Mode selector](#)

[Transferring files to the Storyline](#)



## How to transfer files to the Viewscreen

Video files are transferred to the Viewscreen for editing purposes and to preview the work in progress prior to production.

### Note

You can transfer more than one file at a time from the *Storyline* to the Viewscreen by holding down the [Shift] key as the files are selected.

However, you can only transfer one file from the *Library* to the Viewscreen at any one time.

### Procedure

1. Drag and drop the video file from the Storyline or Library to the Viewscreen.

**or**

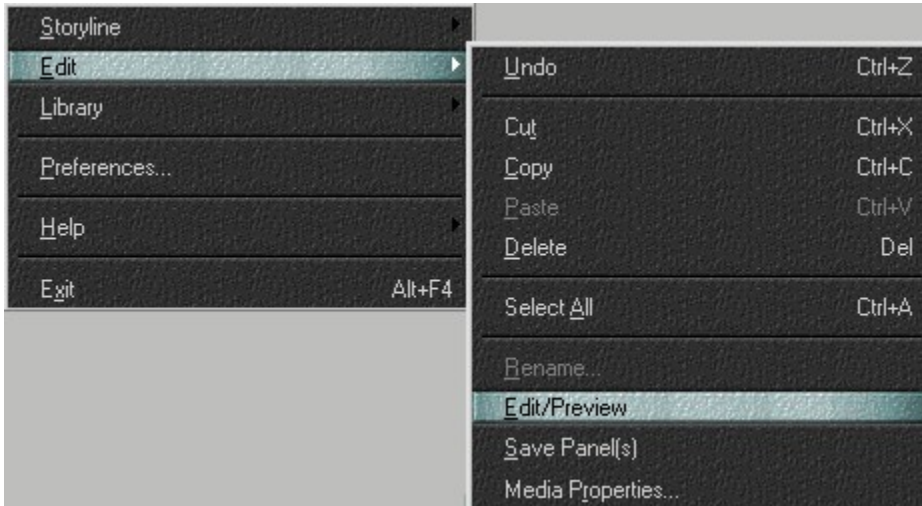
1. Double-click the file in the Storyline or Library.

**or**

1. Right-click the file in the Storyline or Library.
2. Select EDIT/PREVIEW from the menu displayed.

**or**

1. Select the file in the Storyline or the Library.
2. Click the Menu button at the top of the **Toolbar**.
3. Point at EDIT in the menu displayed.
4. Select EDIT/PREVIEW from the sub-menu displayed.



## How to play a video file

Similar to a VCR, the Control panel includes buttons for playback, pause, record, etc., used to preview clips, scenes, transitions, or your entire video, prior to final production.



**Play**  
Plays the selected file in the Viewscreen.



**Pause**  
Pauses the selected file displaying a freeze-frame in the Viewscreen.



**Stop**  
Stops the playing of the file and returns to the file's first frame.



**Loop**  
Plays the selected file or transition in a continuous loop.



**First Frame ( To Head )**  
Returns to the first frame of the file.



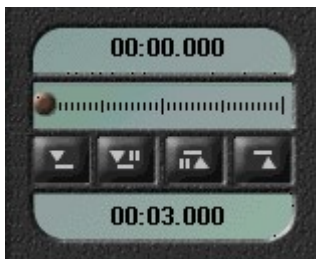
**Previous Frame ( Step Back )**  
Backs up the file one frame at a time.



**Next Frame ( Step Forward )**  
Advances the file one frame at a time.



**Last Frame ( To Tail )**  
Advances to the last frame of the file.



**Duration**  
Indicates the time elapsed in minutes, seconds, and thousandths of a second as the file is played.

**Time slider**  
Indicates graphically how far the file has run. Use the slider to advance or rewind the file.

## How to change the beginning and end points of a file

Use the Mark In / Mark Out-Point buttons on the Control panel to define the portion of the file you want to use. You can set the beginning and end points of a file as a whole, or the beginning and end of any effects you may add to a file.

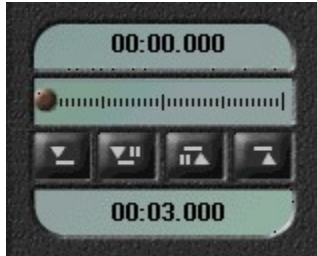
You can find the exact frames you want the file to begin and end with by moving the round, brown sphere on the [Time slider](#) and the NEXT and PREVIOUS buttons on the Edit Console.

### Note

You can mark In and Out points to identify the portion of the file you wish to use for the current production, but at the same time maintain the entire file as a whole.

You can also mark the In and Out points and click the EXTRACT...VIDEO button in the **Cutting Room** interface to discard *permanently* the portions of the file before and after the points.

### Mark In / Mark Out-points



#### *Mark In-Point*

1. Move the round, brown sphere on the **Time slider**, and watch the frames on the Viewscreen. Click the NEXT and PREVIOUS buttons to advance or backup the file one frame at a time.
2. Stop at the frame with which you wish the video to begin.
3. Click the Mark In-Point button. This sets the beginning of the file, omitting the portion of the file before that point.



#### *Mark Out-Point*

1. Move the round, brown sphere on the **Time slider**, and watch the frames on the Viewscreen. Click the NEXT and PREVIOUS buttons to advance or backup the file one frame at a time.
2. Stop at the frame with which you wish the video to end.
3. Click the Mark Out-Point button. This sets the end of the file, omitting the portion of the file after that point.

## How to cut Storyline files and transitions to the Clipboard

### Procedure

1. Select a video file or transition on the [Storyline](#), and click the CUT icon on the [Toolbar](#).



*or*

1. Select a video file or transition on the Storyline, and press the shortcut keys CTRL + X.

*or*

1. Select a video file or transition on the Storyline.
2. Click the Menu button at the top of the Toolbar, and select CUT from the Edit menu.

*or*

1. Right-click a video file or transition on the Storyline, and select CUT from the Storyline menu displayed.

The selected video file or transition is cut from the Storyline and stored on the Clipboard.

### Note

You can also cut a series of video files and any transitions between them. Select the first file in the series, and then holding down the SHIFT key, select the last file in the series. Cut the series from the Storyline using any of the methods listed above.

## How to copy Storyline files and transitions to the Clipboard

### Procedure

1. Select a video file or transition on the [Storyline](#), and click the COPY icon on the [Toolbar](#).



*or*

1. Select a video file or transition on the Storyline, and press the shortcut keys CTRL + C.

*or*

1. Select a video file or transition on the Storyline.
2. Click the Menu button at the top of the Toolbar, and select COPY from the Edit menu.

*or*

1. Right-click a video file or transition on the Storyline, and select COPY from the menu displayed.

The selected video file or transition is copied to the Clipboard.

### *Note*

You can also copy a series of video files and any transitions between them. Select the first file in the series, and then holding down the SHIFT key, select the last file in the series. Copy the series using any of the methods listed above.



## How to paste the contents of the Clipboard to the Storyline

### Procedure

1. Select the video or transition panel on the [Storyline](#) into which you wish to paste the Clipboard contents.
2. Click the PASTE icon on the [Toolbar](#).



*or*

1. Select the video or transition panel on the Storyline into which you wish to paste the Clipboard contents.
2. Press the shortcut keys CTRL + V.

*or*

1. Select the video or transition panel on the Storyline into which you wish to paste the Clipboard contents.
2. Click the Menu button at the top of the Toolbar, and select PASTE from the Edit menu.

*or*

1. Right-click the video or transition panel on the Storyline into which you wish to paste the Clipboard contents, and select PASTE from the menu displayed.

The contents of the Clipboard are pasted. If you select a filled slot into which to paste the contents, everything currently residing to the right of the selected slot shifts and follows the contents.

## How to delete items from the Storyline

### Procedure

1. Select a video file or transition on the [Storyline](#), and click the DELETE icon on the [Toolbar](#).



*or*

1. Select a video file or transition on the Storyline, and press the shortcut key DELETE.
- or*
1. Select a video file or transition on the Storyline.
  2. Click the Menu button at the top of the Toolbar, and select DELETE from the Edit menu.
- or*
1. Right-click a video file or transition in the Storyline, and select REMOVE from the menu displayed.

The selected video file or transition is deleted.

### Note

You can also delete a series of video files and any transitions between them. Select the first file in the series, and then holding down the SHIFT key, select the last file in the series. Delete the series using any of the methods listed above.

## How to cut files from the Library to the Clipboard

### Procedure

1. Select a file in the [Library](#), and click the CUT icon on the [Toolbar](#).



*or*

1. Select a file in the Library, and press the shortcut keys CTRL + X.

*or*

1. Select a file in the Library.
2. Click the Menu button at the top of the Toolbar, and select CUT from the Edit menu.

*or*

1. Right-click a file in the Library, and select CUT from the menu displayed.

The selected file is cut from the Library and stored on the Clipboard.

### *Note*

You can only cut one file at a time.

## How to copy Library files to the Clipboard

### Procedure

1. Select a file in the [Library](#), and click the COPY icon on the [Toolbar](#).



*or*

1. Select a file in the Library, and press the shortcut keys CTRL + C.  
*or*
1. Select a file in the Library.
2. Click the Menu button at the top of the Toolbar, and select COPY from the Edit menu.  
*or*
1. Right-click a file in the Library, and select COPY from the menu displayed.

The selected file is copied to the Clipboard.

### *Note*

You can only copy one file at a time.

## How to paste the contents of the Clipboard to the Library

### Procedure

1. Click the PASTE icon on the [Toolbar](#). If the contents of the Clipboard consist of a produced file, the file is pasted to the Library.



*or*

1. Press the shortcut keys CTRL + V.  
*or*
1. Click the Menu button at the top of the Toolbar, and select PASTE from the Edit menu.  
*or*
1. Right-click anywhere inside the Library, and select PASTE from the menu displayed.

The contents of the Clipboard are pasted.

## How to delete files from the Library

### Procedure

1. Select a file in the [Library](#), and click the DELETE icon on the [Toolbar](#).



*or*

1. Select a file in the Library, and press the shortcut key DELETE.
- or*
1. Select a file in the Library.
  2. Click the Menu button at the top of the Toolbar, and select DELETE from the Edit menu.

*or*

1. Right-click a file in the Library, and select DELETE from the menu displayed.

### Note

You can delete more than one file at a time. Select the first file in the series, and then holding down the SHIFT key, select the last file in the series. Delete the series using any of the methods listed above. If files marked for deletion lie outside a series, hold down the CTRL key when selecting them.

## How to rename files

### Procedure

1. Right-click a file in the [Library](#), and select RENAME in the menu displayed.

*or*

1. Select a file in the Library.
2. Click the Menu button at the top of the [Toolbar](#), and select RENAME from the Edit menu.

*or*

1. Right-click a video file(s) in the [Storyline](#), and select SAVE PANEL(S) in the menu displayed.

*or*

1. Select a video file in the Storyline.
2. Click the Menu button at the top of the [Toolbar](#), and select RENAME from the Edit menu.

The [Save As](#) file selector is displayed allowing you to assign a new name and path (if you wish) to your file.

## How to get detailed information about a file

### Procedure

1. Right-click a file in the [Library](#), and select PROPERTIES in the menu displayed.  
*or*
1. Right-click a video file on the [Storyline](#), and select PROPERTIES in the menu displayed.  
*or*
1. Select a video file on the Storyline.
2. Click the Menu button at the top of the [Toolbar](#), and select PROPERTIES from the Edit menu.  
*or*
1. Right-click a video file in the Viewscreen, and select PROPERTIES in the menu displayed.

The [Properties](#) dialog is displayed. The dialog consists of two panels, File Properties and Edit Properties.

*Note:*

The fields in the Properties dialog are uneditable. Details are listed for information purposes only.

---

### File Properties

Click the [File Properties](#) tab to display the panel.

#### File Details

Lists the scene's general properties such as the scene's name and duration, data rate, file size, and the date the scene was produced.

#### Video Details

Lists the scene's video properties such as frame size, frame rate, color depth, and the compressor used to create the scene.

#### Audio Details

Lists any audio file that may be associated with the scene.

---

### Edit Properties

Click the [Edit Properties](#) tab to display the panel.

#### Time

Describes any marked In (start) and Out (end) points applied to the file, as well as the file's duration. The Panel Start and Panel End values indicate where in the Storyline the file resides.

#### Effects

Indicates whether or not any special, text, or color effects have been applied to the file. The current status of the Scaling attribute, as set through the Preferences dialog, is also indicated.

Video animation effects can be added to a file through the Video Animator. If any effects have been added, the properties of the associated video file used to create the effect can be viewed here. Click the Properties button to view the information.

### See Also

[Video Animator](#)

[Text Animator](#)

[Preferences dialog](#)

### Audio Tracks

The properties of any audio files associated with the video file can be viewed here. Click the Properties button to view the



information.

## How to add Storyline files to the Library

### Procedure

1. Select an edited video file, or scene, on the [Storyline](#).
2. Click the Menu button at the top of the [Toolbar](#), and select SAVE PANEL(S) from the Edit menu.

*or*

1. Right-click a video file in the Storyline, and select SAVE PANEL from the menu displayed.

The [Save As](#) file selector is displayed. Assign a name and path to your video file, and click Save to save it. It is not necessary to type the file extension. Scenes are automatically assigned the extension **.scn**. The file is added to the Media Library currently open on your screen.

## How to extract an image of a single frame

### Procedure

1. Transfer the video file from either the Storyline or the Library to the Viewscreen.

#### See

[How to transfer files to the Viewscreen](#)

2. Click the [Cutting Room](#) button on the Mode selector. The [Cutting Room console](#) is displayed below the Viewscreen.
3. Use the Control panel to advance to the desired frame in the video scene.

#### Note:

First use the [Time Slider](#) to advance quickly to the general location of the frame. Then use the [Previous / Next Frame](#) buttons to advance to the precise location one frame at a time.

4. On the Cutting Room console, located below the Viewscreen, click the IMAGE button. The [Extract Images](#) dialog is displayed.
5. Click the BROWSE button to open the [Save As](#) file selector.
6. Assign a name and path to the image file to be extracted. Extracted images can be saved in JPG, BMP or TIF format.

#### Auto Rename

Select this control for continuous image extraction. File names are appended with incrementing numeric values. Example: Filename\_001, Filename\_002, and Filename\_003.

#### Add to Storyline

Select this control to add the image to the Storyline upon extraction.

7. Click TO CLIPBOARD to copy the image to the Clipboard, or click EXTRACT to add the image to the Library.

#### Note:

To every still image is attached a time, or duration, attribute (expressed as a value). This value specifies the number of seconds a still image remains on the screen when it is part of a video production. By default, the setting is 5 seconds. To specify a different value, see the TOOLBAR menu item, [Still Image Duration](#).

## How to extract a sound file currently attached to a video file

### Procedure

1. Transfer the video file from either the Storyline or the Library to the Viewscreen.

#### See

[How to transfer files to the Viewscreen](#)

2. Click the [Cutting Room](#) button on the Mode selector. The [Cutting Room console](#) is displayed below the Viewscreen.
3. On the Cutting Room console, click the AUDIO button . The [Save As](#) file selector is displayed.
4. Using the file selector, assign a name and path to the audio file to be extracted. Extracted sound files are saved in WAV format.
5. Click SAVE to extract and save the file. The file is added to the Audio panel of the active Library as well.

## How to extract a portion of a video file

### Procedure

1. Transfer the video file from either the Storyline or the Library to the Viewscreen.

#### See

[How to transfer files to the Viewscreen](#)

2. Click the [Cutting Room](#) button on the Mode selector. The [Cutting Room console](#) is displayed below the Viewscreen.
3. Use the Edit Console to advance to the frame in the video that you wish the new clip to begin with.

#### Note:

First use the [Time Slider](#) to advance quickly to the general location of the frame. Then use the [Previous / Next Frame](#) buttons to advance to the precise location one frame at a time.

4. Click the [Mark In-Point](#) button.
5. Advance to the frame in the video that you wish the new clip to end with.
6. Click the [Mark Out-Point](#) button.

#### Note:

It is the portion of the video between the In-point and Out-point that is saved; everything else is discarded. The file held in the Library (on your hard disk) is not altered. You will be prompted to save the file under a new file name.

In and Out-points can be removed or changed by simply resetting them. To reset the points, hold the SHIFT key while clicking the mouse at the new locations.

#### Note:

The length of the extracted scene (the length in seconds between the In and Out-points) is displayed in the Duration value field.

7. On the Cutting Room console located below the Viewscreen, click the VIDEO button. The [Save As](#) file selector is displayed.
8. Using the file selector, assign a name and path to the video file to be extracted. Extracted files are saved in AVI format.
9. Click SAVE to extract and save the file. The file is added to the Video panel of the active Library as well.

#### Note:

Trimming, or extracting, is especially useful for removing unwanted frames at the beginning and end of a captured file. One important benefit of keeping only files and portions of files you will need for the production is greatly reduced disk space usage.

## How to split video files in two

### Procedure

1. Transfer the video file from either the Storyline or the Library to the Viewscreen.

#### See

[How to transfer files to the Viewscreen](#)

2. Click the [Cutting Room](#) button on the Mode selector. The [Cutting Room console](#) is displayed below the Viewscreen.
3. Use the Edit Console to advance to the frame in the video at which you wish to split the scene.

#### Note:

First use the [Time Slider](#) to advance quickly to the general location of the frame. Then use the [Previous / Next Frame](#) buttons to advance to the precise location one frame at a time.

4. On the Cutting Room console located below the Viewscreen, click the SPLIT button. Thumbnails representing the two portions of the split scene are displayed on the Storyline.

#### Note:

The length of the extracted scene (the length in seconds between the In and Out-points) is displayed in the Duration value field.

#### Note:

Often scenes are split in order to insert a transition between the two portions. For more information about transitions, see [Transition Effects](#)

## Toolbar

Use the Toolbar on the left side of the screen to quickly access a number of commonly used functions. These functions can also be accessed from drop-down menus. Click the Menu button at the top of the Toolbar to access the menus.



### New Production

Initiates a blank Storyline.

See [New](#)



### Open Production

Opens a previously saved production.

See [Open](#)



### Save

Saves the Storyline as a “Work in Progress”.

See [Save](#)



### Produce Video

Converts the Storyline to a video file in standard playback format (AVI, MPG, MOV).

See [Produce](#)



### Cut

Cuts a selected video clip or transition from the Storyline, or a file from the Media Library, and stores it on the Clipboard.

See [Cut - Storyline](#)

[Cut - Library](#)



### Copy

Copies to the Clipboard a selected video clip or transition in the Storyline, or a selected file in the Media Library.

See [Copy - Storyline](#)

[Copy - Library](#)



### Paste

Pastes the contents of the Clipboard to a selected clip or transition box in the Storyline, or to the Media Library.

See [Paste - Storyline](#)

[Paste - Library](#)



### Delete

Deletes a selected video clip or transition in the Storyline, or a selected file in the Media Library.

See [Delete - Storyline](#)

[Delete – Library](#)



### Undo

Undoes the last operation performed.

See [Undo](#)

## Mode Selector

Use the modes, or tools, on the Mode selector to customize your video production. The Selector is located to the left of the Viewscreen. After a button within the Selector is clicked, a Video Mode console is added below the Viewscreen. The console, or interface, added represents options specific to the particular mode selected.



### [Cutting Room](#)

Mark In and Out points. Split and trim video files. Extract sound files and still images.



### [Dark Room](#)

Adjust brightness, contrast, and color of video files.



### [Special Effects](#)

Choose from a number of special effects to add to your video files.



### [Text Animator](#)

Customize your video with text animation effects.



### [Transition Effects](#)

Choose from a number of transition effects to join your video files.



### [Video Animator](#)

Blend one file with another for professional-looking, video effects.



### [Audio Studio](#)

Add one or two tracks of stereo audio to your production, and perform audio fades.





### Output to Video

Output your production to video tape, or view the production full-screen on your monitor.



### Capture

Capture analog and digital video, images, and audio from outside sources such as a TV, VCR, Camcorder or Laserdisc player.

### **Black/Red Indicators**

A small indicator is located beside each button in the Mode selector. If the indicator beside a button is colored black, it indicates that *no* settings have been altered in this mode. If the indicator beside a button is colored red, it indicates that settings have been altered and applied in this mode. This feature is useful if you wish to undo settings previously altered for a clip.

## Edit Console

Similar to a VCR, the Control panel includes buttons for playback, pause, record, etc., used to preview clips, scenes, transitions, or your entire video, prior to final production.

**Play**

Plays the selected file in the Viewscreen.

**Pause**

Pauses the selected file displaying a freeze-frame in the Viewscreen.

**Stop**

Stops the playing of the file and returns to the file's first frame.

**Loop**

Plays the selected file or transition in a continuous loop.

**First Frame ( To Head )**

Returns to the first frame of the file.

**Previous Frame ( Step Back )**

Backs up the file one frame at a time.

**Next Frame ( Step Forward )**

Advances the file one frame at a time.

**Last Frame ( To Tail )**

Advances to the last frame of the file.

**Duration**

Indicates the time elapsed in minutes, seconds, and thousandths of a second, as the file is played.

**Time slider**

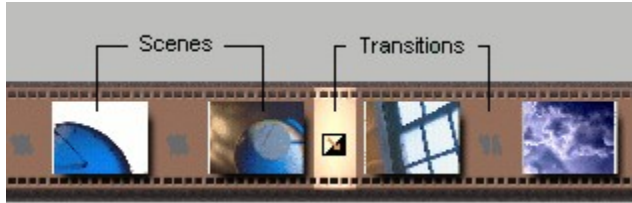
Indicates how far the file has run. Use the slider to advance or rewind the file.

## Storyline

The Storyline is where you assemble your video production by combining video clips, scenes, transitions, text and special effects. The Storyline is comprised of panels, or boxes, of which there are two types; one to hold Clips and Scenes, and the other to hold Transitions. While only a few panels are viewable on the screen at any one time, you can have an unlimited number of scenes and transitions for longer video productions.

As you fill the panels, you can scroll the Storyline horizontally to add more clips, scenes and transitions. To scroll, move the mouse pointer over the Storyline until the cursor changes to a "hand". Click and *hold* with the left mouse button, and then move the Storyline to the left or right.

To create a video production, you arrange all your video clips and scenes in the video panels of the Storyline, and then insert transitions to use between them.



*Note*

Typically, you load source files first into the Library and then transfer and arrange them in the Storyline. The Library serves as a holding place for any number of files you can select for the Storyline and ultimately final video production.

**See Also**

[Library](#)

---

**Terminology**

**Clip**

A single, source video or audio file that can be anywhere from less than a second to several minutes in duration.

**Scene**

A source file, or clip, that has been placed on the Storyline. Once a clip, edited or not, has been placed on the Storyline, the file is referred to as a scene.

**Transition**

Used to separate clips/scenes. Can be as short as a cut or longer, using fades, blends, etc.

**File**

Throughout the documentation video clips and scenes are referred together as video files.

**Storyline**

Your entire video production including scenes, clips, special effects, transitions, and sound saved as a “Work in Progress” (file extension .SBD) that can be opened and edited at a future date.

**Video production**

Your entire video production including scenes, clips, special effects, transitions, and sound saved in standard playback format (AVI, MOV, MPG). Video productions cannot be edited.

---

**To transfer a file to the Storyline:**

1. Right-click an empty panel in the Storyline.
2. Select INSERT VIDEO from the menu displayed. The [Get Source](#) file selector is displayed. Note that you can load still images as well as video files.
3. Browse you hard disk or CD-ROM, and doubleclick the desired file. The file is loaded into both the Storyline and the Library.

*or*

1. Drag the file from the Library, and drop it into an empty panel in the Storyline.

*or*

1. Select an empty panel in the Storyline.
2. Right-click the desired file in the Library.
3. Select INSERT INTO STORYLINE from the Library menu displayed.

*or*

1. Select an empty panel in the Storyline.
  2. Click the Menu button at the top of the [Toolbar](#).
  3. Point at STORYLINE in the menu displayed.
  4. Select INSERT VIDEO from the sub-menu displayed.
- 

**To preview a Storyline file (s) in the Viewscreen:**

1. Drag the file from the Storyline to the Viewscreen.

You can transfer more than one file at a time from the Storyline to the Viewscreen by holding down the [Shift] key as the files are selected.

1. Hold down the [Shift] key, and select the desired files in the Storyline.
2. Release the [Shift] key.
3. Drag the files to the Viewscreen.

**See Also**

[How to manipulate files and transitions in the Storyline](#)

[How to play a video file](#)

## Library

The Library acts as a holding place for your multimedia files. Files include clips (source files) and scenes (edited clips). As you proceed to edit and compose your video production by adding such items as text, transitions, and special effects, new panels are displayed in the Library as you need them. In other words, click a button in the **Mode selector**, and any panel that may be associated to the mode is added to the Library.

### To load files into the Library:

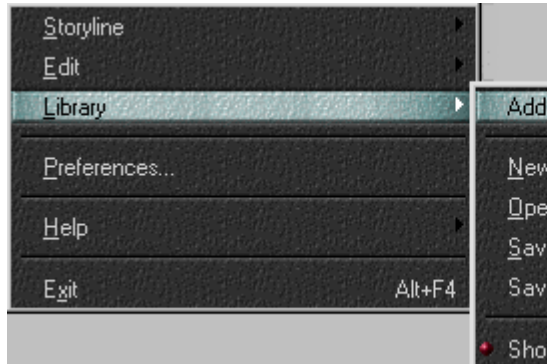
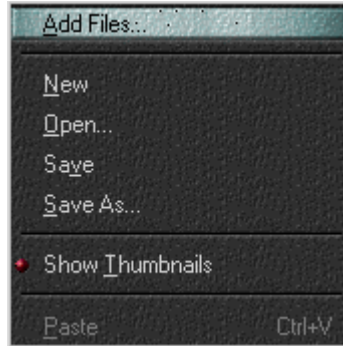
1. Right-click anywhere *inside* the **Library**.
2. Select ADD FILES from the menu displayed.
3. Using the **Open** file selector, browse your hard disk or CDROM for files to load into the Library.

**or**

1. Click the MENU button at the top of the **Toolbar**.
2. Point at LIBRARY in the menu displayed. Select ADD FILES from the sub-menu displayed.
3. Using the **Open** file selector, browse your hard disk or CDROM for files to load into the Library.

#### Note:

Files need not be loaded one by one. You can select several files within the Open file selector and load them together as group.



The first menu shown above is the one displayed if you right-click anywhere inside the Library *except* on a file. If you right-click a file, the menu displayed is that shown below because existing files can have several operations performed upon them.

Once your files are loaded into the Library, you can easily place them onto the Storyline or the Viewscreen. Use the Viewscreen to preview the effects of any editing you may perform on a file. Use the Storyline to build your video production using a series of files and transitions.

---

### To transfer a file from the Library to the Viewscreen:

#### Note

You can only transfer one file at a time from the Library to the Viewscreen.

1. Drag and drop the file from the Library to the Viewscreen.

**or**

1. Double-click the file in the Library.

**or**

1. Right-click the file in the Library.
2. Select EDIT/PREVIEW from the menu displayed.



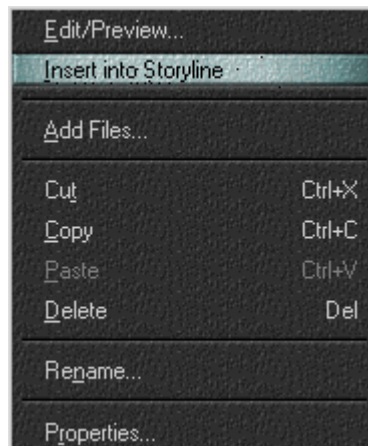
---

**To transfer a file from the Library to the Storyline:**

1. Drag and drop the file from the Library to an empty panel in the Storyline.

**or**

1. Select an empty panel in the Storyline.
2. Right-click the file in the Library.
3. Select INSERT INTO STORYLINE from the menu displayed.



You can also create a Library file and then save it to your hard drive. This lets you draw from different Libraries to build each of your productions.

**See Also**

[Saving a library file](#)

[How to play a video file](#)

Video

Audio



window.avi



cloth.avi



clouds.avi



globe.avi



twirl.avi



webpages.avi



clock.avi







## Menu Commands - Toolbar Menu

Click the MENU button at the top of the [Toolbar](#). to open the Toolbar menu. The commands available are listed below. Many commands have sub-menus of options associated with them. Click a command below to learn its use, or to view any options that may be available.

[Storyline](#)

[Edit](#)

[Library](#)

[Preferences](#)

[Help](#)

[Exit](#)

## Menu Commands - Toolbar Menu

Click a command below to learn its use, or to view any options that may be available.

[Storyline](#)

[New](#)

[Open](#)

[Save](#)

[Save As](#)

[Produce](#)

[Find Panel](#)

[Insert Video](#)

[Create Color Panel](#)

[Still Image Duration](#)

[Recent File](#)

[Edit](#)

[Library](#)

[Preferences](#)

[Help](#)

[Exit](#)

## Menu Commands - Toolbar Menu

Click a command below to learn its use, or to view any options that may be available.

### Storyline

[Edit](#)

[Undo](#)

[Cut](#)

[Copy](#)

[Paste](#)

[Delete](#)

[Select All](#)

[Rename](#)

[Edit / Preview](#)

[Save Panel\(s\)](#)

[Media Properties](#)

[Library](#)

[Preferences](#)

[Help](#)

[Exit](#)

## Menu Commands - Toolbar Menu

Click a command below to learn its use, or to view any options that may be available.

[Storyline](#)

[Edit](#)

[Library](#)

[Add Files](#)

[New](#)

[Open](#)

[Save](#)

[Save As](#)

[Show Thumbnails](#)

[Preferences](#)

[Help](#)

[Exit](#)

## New

### To begin a new video production:

1. Click the Menu button at the top of the [Toolbar](#).
2. On the [Storyline](#) menu, click NEW.

*Note:*

If a production is currently open on your screen, you are prompted to save any changes to the current production before you begin a new one.

*Note:*

You compose video productions on the [Storyline](#) at the top of your screen. As you compose, you can save the production periodically as a work in progress (.SBD file). An SBD file can be reopened at any time if you wish to continue composing or editing the video, or to produce final videos in a variety of formats. All the component data and files that make up a video production are saved with the SBD file. Any modification made to the production, or SBD file, can be undone.

After you have finished composing the video, you can produce, or save, it as a single production file in one of a number of video file formats (i.e; .AVI, .MPG, etc.) with all the benefits of data compression. Note, however, that produced files cannot be edited. They can, however, be used in the Storyline of other video productions you compose. If you wish to edit a video production, you must return to the SBD file, make the modifications, and reproduce the video.

### Shortcut

Toolbar



### See Also

[How to begin a new video production](#)

## Open

To open a previously saved Storyline file:

1. Click the Menu button at the top of the [Toolbar](#).
2. On the [Storyline](#) menu, click OPEN.

*Note:*

If a Storyline is currently open on your screen, you are prompted to save any changes to the current file before you begin a new one.

3. Select a Storyline file using the [Open](#) file selector displayed. MGI VideoWave Storyline files have the extension .SBD.

### Shortcut

Toolbar



### See Also

[How to open a previously saved Storyline](#)







## Save

To save a video production as a work in progress:

1. Click the Menu button at the top of the [Toolbar](#).
2. On the [Storyline](#) menu, click SAVE.

*Note:*

If the production has not yet been named and saved, the [Save As](#) file selector will be displayed allowing you to assign a name and path to your file. You do not have to type the VideoWave production file extension, .SBD. The extension will automatically be assigned for you.

*Note:*

You compose video productions in the [Storyline](#) at the top of your screen. As you compose, you can save the production periodically as a work in progress (.SBD file). An SBD file can be reopened at any time if you wish to continue composing or edit the video, or to produce final videos in a variety of formats. All the component data and files that make up a video production are saved with the SBD file. Any modification made to the production, or SBD file, can be undone.

After you have finished composing the video, you can produce, or save, it as a single production file in one of a number of video file formats (i.e; .AVI, .MPG, etc.) with all the benefits of data compression. Note, however, that produced files cannot be edited. They can, however, be used in the Storyline of other video productions you compose. If you wish to edit a video production, you must return to the SBD file, make the modifications, and reproduce the video.

### Shortcut

Toolbar



### See Also

[How to save and produce a video](#)



## Save As

To name and save a video production currently under construction:

1. Click the Menu button at the top of the [Toolbar](#).
2. On the [Storyline](#) menu, click SAVE AS to save a new, untitled "work in progress" or to save an existing one under a new name.
3. Use the [Save As](#) file selector to assign a name and path to your file. You do not have to type the VideoWave file extension, .SBD. The extension will automatically be assigned for you.

*Note:*

You compose video productions in the [Storyline](#) at the top of your screen. As you compose, you can save the production periodically as a work in progress (.SBD file). Use the Save As command to first name and save the file.

An SBD file can be reopened at any time if you wish to continue composing or edit the video, or to produce final videos in a variety of formats. All the component data and files that make up a video production are saved with the SBD file. Any modification made to the production, or SBD file, can be undone.

After you have finished composing the video, you can produce, or save, it as a final production file in one of a number of video file formats (i.e; .AVI, .MPG, etc.) with all the benefits of data compression. Note, however, that produced files cannot be edited. They can, however, be used in the Storyline of other video productions you compose. If you wish to edit a video production, you must return to the SBD file, make the modifications, and reproduce the video.

**See Also**

[How to save and produce a video](#)

## Produce

To produce a movie based on the contents of the Storyline:

1. On the [Storyline](#), select the video panels, and any transitions between them, that you wish to produce as a movie.
2. Click the Menu button at the top of the [Toolbar](#).
3. On the [Storyline](#) menu, click PRODUCE to create a final production of the selected contents of the Storyline
4. Specify the desired attributes of the movie as you proceed through the Produce wizard. The Storyline is output to a video file in standard playback format (AVI, MPG, MOV).

### Shortcut

Toolbar



### See Also

[How to save and produce a video](#)

## Find Panel

To find a video panel on the Storyline:

1. Click the Menu button at the top of the [Toolbar](#).
2. On the [Storyline](#) menu, click FIND PANEL. The [Find Storyline Panel](#) dialog is displayed.

*Note:*

Video panels are numbered and identified by their file name. Transition panels are indented and identified by their type. Technically speaking, video scenes reside in panels on the Storyline. As a result, you are attempting to find a video scene as much as a video panel.

3. In the dialog, click the video panel or transition you wish to advance to.
4. Click the **Go To** button to advance to the selected video panel or transition.

### Preview

A thumbnail of the selected video panel or transition is displayed in the top right-hand corner of the dialog.

### Properties

Click this button to view the properties associated with the selected video panel. This button is available to video panels only. The Properties dialog is displayed. For a description of this dialog, see [Properties](#).



## Insert Video

To insert a source video file into both the Storyline and Library:

1. Select the panel in the [Storyline](#) into which the file is to be inserted.

*Note*

If you select a panel that already contains a file, your new selection will replace the previous one. The previous file, and any others that follow, will all be pushed one panel to the right.

2. Click the Menu button at the top of the [Toolbar](#).
3. On the [Storyline](#) menu, click INSERT VIDEO. The [Get Source](#) file selector is displayed.
4. Select the desired video file, and click Open. The selected file is inserted onto the Storyline at the specified location.

**See Also**

[How to transfer files to the Storyline](#)





## Create Color Panel

Use this command to create a simple color panel, or background, onto which you can place text or that you can use in a video animation.

### To create a color panel:

1. Select an empty panel on the [Storyline](#).
2. Click the Menu button at the top of the [Toolbar](#).
3. On the [Storyline](#) menu, click CREATE COLOR PANEL. Immediately, you are brought to the Cutting Room.
4. Click the button labeled, COLOR. The Color selector is displayed.
5. Using the Color selector, specify the color you wish the background to be, and click OK.
6. The number of seconds that the panel is to remain on the screen is displayed in the numeric field labeled, DURATION. Click the plus (+) and minus (-) buttons to adjust the duration.
7. When you are satisfied with your settings, click Apply.

### See Also

[Adding text using the Text Animator](#)

[Using the Video Animator](#)

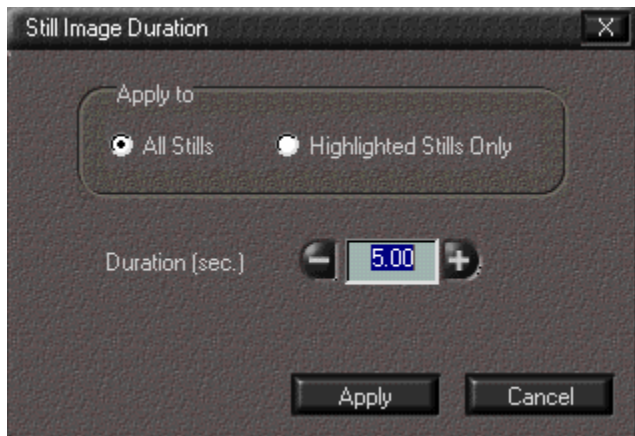
## Still Image Duration

To set the number of seconds that a still image(s) remains on the screen:

1. Click a *still image* panel(s) on the [Storyline](#).
2. Click the Menu button at the top of the [Toolbar](#).
3. On the [Storyline](#) menu, click STILL IMAGE DURATION. [Still Image Duration](#) dialog is displayed.
4. Choose whether to apply the setting specified here to all still images on the Storyline or only to those currently highlighted. The controls are ALL STILLS and HIGHLIGHTED STILLS ONLY, respectively
5. In the value field labeled, DURATION, specify the number of seconds that the stills are to remain on the screen.

### See Also

[Extracting still images in the Cutting Room](#)



## Recent File

To see the most recently opened Storyline files:

1. Click the Menu button at the top of the [Toolbar](#).
2. Point at [Storyline](#). A list of the most recently opened SBD files, or “works in progress”, is displayed at the bottom of the menu.
3. Select a file in the list to open it.

## Undo

To undo the last operation performed:

1. Click the Menu button at the top of the **Toolbar**.
2. On the **Edit** menu, click UNDO. Only one level of Undo is supported. Click the menu item a second time and the operation is redone.

### Shortcuts

Toolbar



Keys

CTRL + Z

## Cut

To cut a video scene or transition from the Storyline and store it on the Clipboard:

1. Select the desired video scene or transition on the **Storyline**.
2. Click the Menu button at the top of the **Toolbar**.
3. On the **Edit** menu, click CUT.

### Shortcuts

Toolbar



Keys

CTRL + X

### See Also

[How to cut Storyline scenes and transitions to the Clipboard](#)



## Copy

To copy a video scene or transition to the Clipboard:

1. Select the desired video scene or transition on the [Storyline](#).
2. Click the Menu button at the top of the [Toolbar](#).
3. On the [Edit](#) menu, click COPY.

### Shortcuts

Toolbar



Keys

CTRL + C

### See Also

[How to copy Storyline scenes and transitions to the Clipboard](#)



## Paste

To paste the contents of the Clipboard to a video or transition panel in the Storyline:

1. Select the desired video or transition panel on the [Storyline](#).
2. Click the Menu button at the top of the [Toolbar](#).
3. On the [Edit](#) menu, click PASTE.

### Shortcuts

Toolbar



Keys

CTRL + V

### See Also

[How to paste the contents of the Clipboard to the Storyline](#)

## Delete

To delete a video scene or transition from the Storyline:

1. Select the desired video scene or transition on the [Storyline](#).
2. Click the Menu button at the top of the [Toolbar](#).
3. On the [Edit](#) menu, click DELETE.

### Shortcuts

Toolbar



Keys

DELETE

### See Also

[How to delete items from the Storyline](#)

## Select All

To select all scenes and transitions in the Storyline:

1. Click the Menu button at the top of the **Toolbar**.
  2. On the **Edit** menu, click SELECT ALL.
- or*
1. Right-click a video or transition panel in the **Storyline**.
  2. On the **Storyline** menu, click SELECT ALL.

*or*

1. Click the first video panel in the Storyline.
2. Press the SHIFT key.
3. Click the last panel in the Storyline.

*Note:*

With this technique, you need not select the entire Storyline. If you wish, you can select any series of scenes within the Storyline.

**Common uses of this command:**

- To save the entire Storyline as an SBD file for use in other video productions. Simply execute this command, and then drag the Storyline to the Library. The Save As file selector will appear prompting you to assign a name to the file. Once you have done so, the file will be added to the Library.
- To cut or copy the entire Storyline to the Clipboard.
- To view the entire video composition in the Preview screen. Simply execute this command, and then drag the Storyline to the Viewscreen. Click the Play button to view the production.

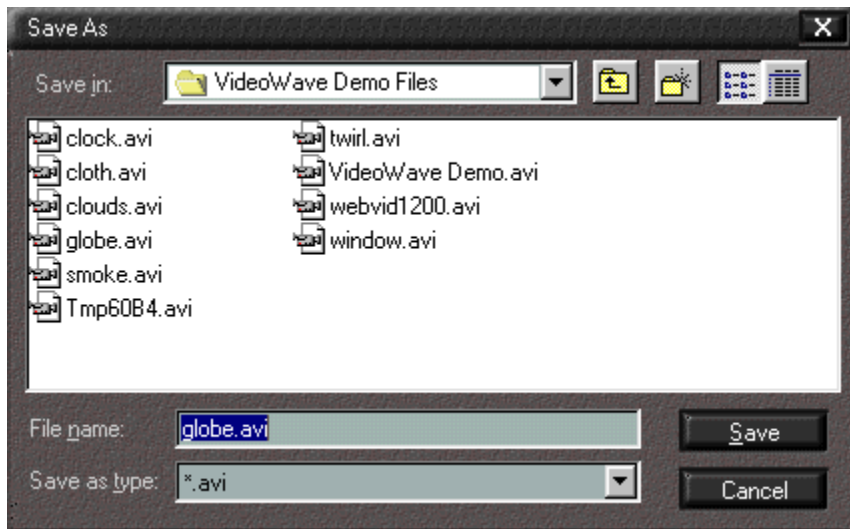
## Rename

### To rename a video scene:

1. Select the video scene in the [Storyline](#).
2. Click the Menu button at the top of the [Toolbar](#).
3. On the [Edit](#) menu, click RENAME. In the [Save As](#) file selector displayed, assign a new name and path (if you wish) to the file. The Library file is renamed as well as any instances of it in the Storyline.

### See Also

[How to rename files](#)



## Edit / Preview

To preview a video scene, or a series of scenes, including any transitions between them:

1. Select a video scene, or series of scenes, on the Storyline.

*Note:*

Technically speaking, you are selecting video panels within which the video scenes reside.

*Note:*

Source video files, whether or not they have been edited, are referred to as *scenes* once they are part of the Storyline.

2. Click the Menu button at the top of the [Toolbar](#).
3. On the [Edit](#) menu, click EDIT / PREVIEW. The first video scene selected is displayed in the Viewscreen ready for preview or any editing that may be required. If you wish to preview the scene(s), click the Play button on the Control panel. Each selected scene is played in sequence.

### Shortcut

Drag and drop the video scene, or series of scenes, directly into the Viewscreen.

### See Also

[How to transfer video scenes to the Viewscreen](#)

[How to select a series of video scenes](#)

## Save Panel(s)

To save a Storyline panel(s) and add it to the Library:

1. Select a video panel, or series of panels, in the [Storyline](#).

*Note:*

Technically speaking, you are saving video scenes that reside in video panels.

*Note:*

A video file, or a series of files, is referred to as a scene once it is placed on the Storyline. Scenes include source video files, edited video files, color panels, and a series of single scenes.

2. Click the Menu button at the top of the [Toolbar](#).
3. On the [Edit](#) menu, click SAVE PANEL(S). The [Save As](#) file selector is displayed.
4. Assign a name and path to the file(s), and click Save to save it. The selection is saved and added to the currently active [Library](#).

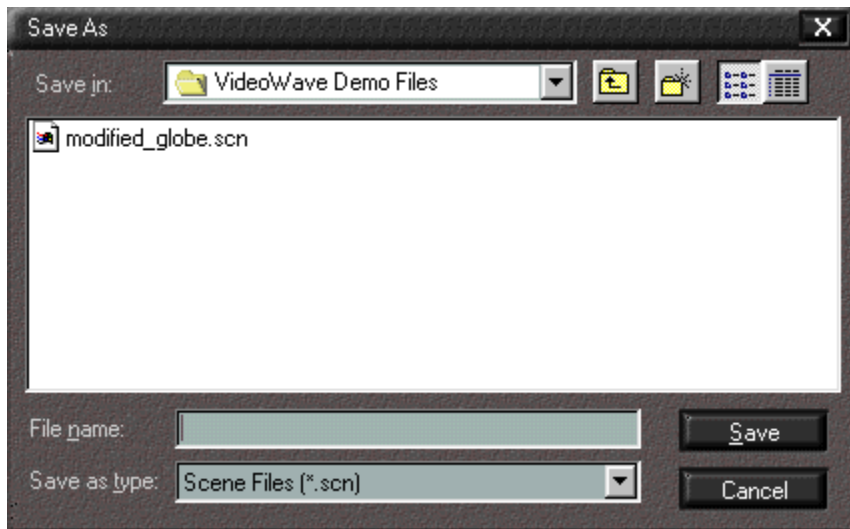
*Note:*

It is not necessary to type a file extension. Single video scenes are automatically assigned the extension **.scn**. A series of scenes, including any transitions between them, is assigned the extension **.sbd**. The scene (or series of scenes) is added to the Library currently open on the screen.

**See Also**

[How to add Storyline scenes to the Library](#)

[How to select a series of scenes](#)





## Media Properties

To examine the properties of a selected scene:

1. Select the scene in the [Storyline](#).
2. Click the Menu button at the top of the [Toolbar](#).
3. On the [Edit](#) menu, click MEDIA PROPERTIES. The [Properties](#) dialog is displayed. The dialog consists of two panels, File Properties and Edit Properties.

*Note:*

The fields in the Properties dialog are uneditable. Details are listed for information purposes only.

---

### File Properties

Click the [File Properties](#) tab to display the panel.

#### File Details

Lists the scene's general properties such as the scene's name and duration, data rate, file size, and the date the scene was produced.

#### Video Details

Lists the scene's video properties such as frame size, frame rate, color depth, and the compressor used to create the scene.

#### Audio Details

Lists any audio file that may be associated with the scene.

---

### Edit Properties

Click the [Edit Properties](#) tab to display the panel.

#### Time

Describes any marked In (start) and Out (end) points applied to the file, as well as the file's duration. The Panel Start and Panel End values indicate where in the Storyline the file resides.

#### Effects

Indicates whether or not any special, text, or color effects have been applied to the file. The current status of the Scaling attribute, as set through the Preferences dialog, is also indicated.

Video animation effects can be added to a file through the Video Animator. If any effects have been added, the properties of the associated video file used to create the effect can be viewed here. Click the Properties button to view the information.

#### See Also

[Video Animator](#)

[Text Animator](#)

[Preferences dialog](#)

#### Audio Tracks

The properties of any audio files associated with the video file can be viewed here. Click the Properties button to view the information.

#### See Also

[How to get detailed information about a file](#)

C:\Program Files\MGI\VideoWave\MEDIA\test.scn Properties



File Properties

Edit Properties

File Details

Name : C:\Program Files\MGI\VideoWave\MEDIA\drummer.avi

Type : Video File

Data Rate : 289 KB/sec

Length : 00:03.000

File Size : 0.83 MBytes

Date : 12/17/1997 05:03 PM

Video Details

Frame Size : 320 x 240 pixels

Frame Count : 44

Frame Rate : 15.00 fps

Color Depth : 24 BitsPerPixel

Compression : Cinepak Codec by Radius

Audio Details

Format : Audio not present

Compression :

OK

C:\Program Files\MGI\VideoWave\MEDIA\test.scn Properties



File Properties

Edit Properties

Time

In Point : 00:00.000

Out Point : 00:03.000

Duration : 00:03.000

Panel Start : 00:00.000

Panel End : 00:00.000

Effects

Special Effects : Off

Color Effects : Off

Text Effects : Off

Scaling : On

Animations

[Empty dropdown menu]

Properties

Audio Tracks

[Empty dropdown menu]

Properties

OK

## Add Files

To add source media files to the Library:

1. Click the Menu button at the top of the [Toolbar](#).
2. On the [Library](#) menu, click ADD FILES. The [Open](#) file selector is displayed. Use this selector to locate and select the desired files to be added. Source files include video, audio, and still image files. Video and still image files are added to the Video panel of the Library; audio files are added to the Audio panel of the Library.

**See Also**

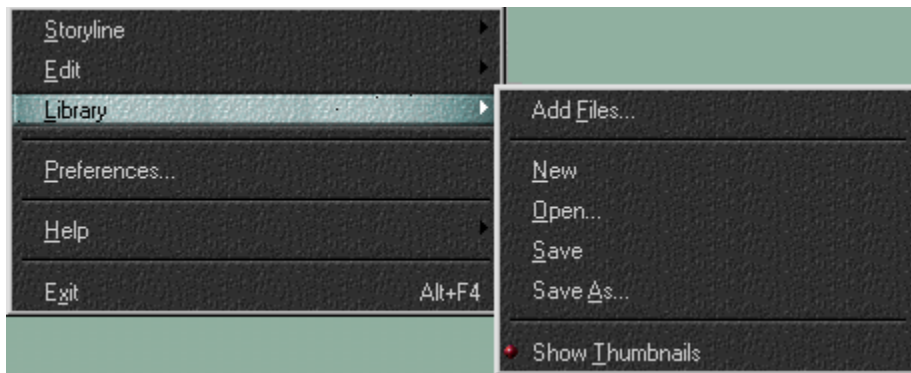
[How to load the files that will make-up the video](#)



## New

To open a new library:

1. Click the Menu button at the top of the **Toolbar**.
2. On the **Library** menu, click NEW. A blank Library panel is displayed; the files displayed in the previous library are closed.

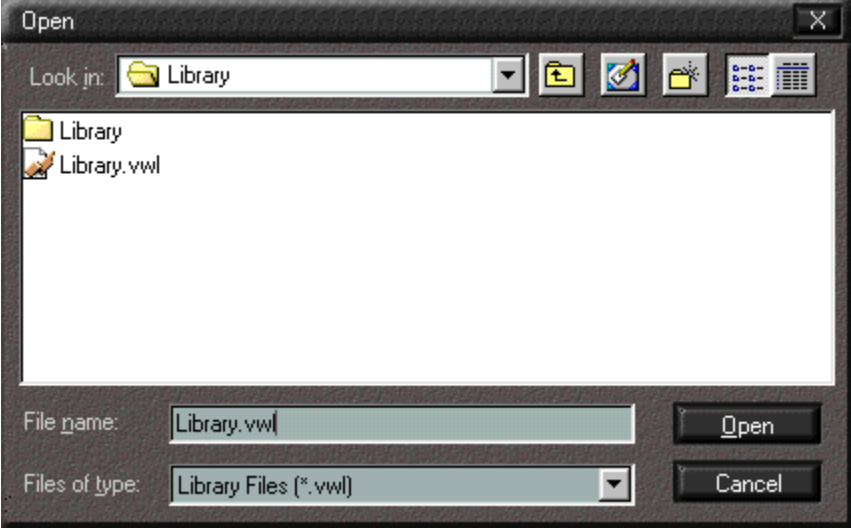


## Open

To open an existing, previously saved library:

1. Click the Menu button at the top of the **Toolbar**.
2. On the **Library** menu, click OPEN. The **Open** file selector is displayed. Use this selector to locate and open the desired file. Library files have the file extension **.vwl**.





## Save

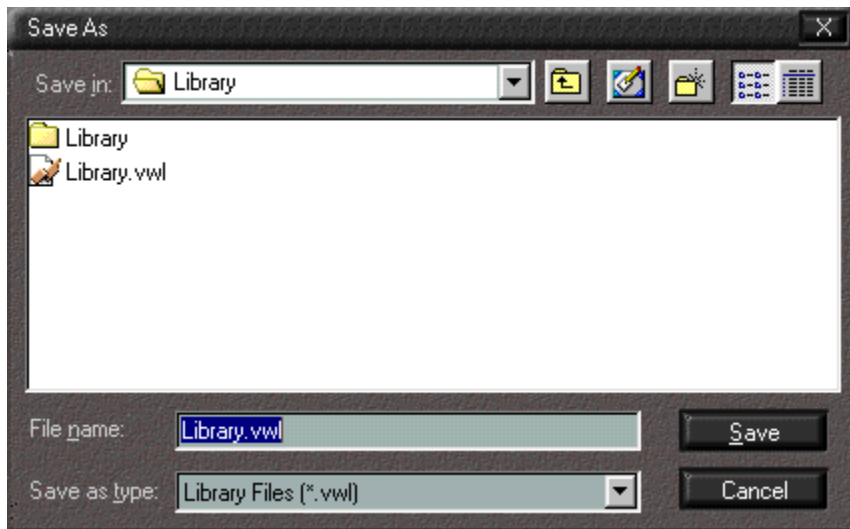
To save an existing, previously named library:

1. Click the Menu button at the top of the [Toolbar](#).
2. On the [Library](#) menu, click SAVE.

## Save As

To save a new Library file, or to save an existing one under a different file name:

1. Click the Menu button at the top of the **Toolbar**.
2. On the **Library** menu, click SAVE AS. The **Save As** file selector is displayed. Use this selector to specify the name and path of the file. Library files have the file extension **.vwl**.



## Show Thumbnails

### To show thumbnails in the Library:

1. Click the Menu button at the top of the [Toolbar](#).
2. On the [Library](#) menu, click SHOW THUMBNAIIS. A small red sphere indicates when this feature is toggled on. Thumbnail representations of the media files listed in the Library are included.

#### *Note:*

Click SHOW THUMBNAIIS again to toggle this feature off. Library files are listed by file name only.

## Preferences

To specify your preferences, or options:

1. Click the Menu button at the top of the **Toolbar**.
  2. On the menu, click PREFERENCES. The Preferences dialog is displayed consisting of two panels, the **General** panel and the **Preview** panel.
- 

### GENERAL PANEL

#### Display ToolTips

Select this control to display tooltips as the mouse is passed over icons.

#### Show Splash Screen on Startup

Select this control to view the MGI VideoWave product splash screen on loading the program.

#### Clear Library Contents on New Production

Select this control to clear all files from the Library when a new production, or storyline, is initiated.

#### Save Library with Production

Select this control to save the files within the Library when the video is produced. You will be prompted to assign a name and path to the library.

#### Open Last Production on Startup

Select this control to open on startup the last production, or storyline, worked on.

#### Default Clip Scaling Options

##### Scale to Frame

Select this option if you wish the scenes in your Storyline scaled to the frame size you choose in the Preview panel of this dialog.

##### Center in Frame

Select this option if you wish to center your scenes inside the frame.

#### Default Still Image Duration

A value specifying the number of seconds still images remain open on the screen.

#### Low Disk Level

Specify the threshold at which MGI VideoWave III advises you that you are low on disk space. This feature applies to the production process. During video production, you will be advised if and when you reach this low disk level threshold.

---

### PREVIEW PANEL

Video production typically involves a high degree of overhead or video processing by the video card. Often a computer simply cannot keep up and is unable to display the video properly. For this reason, you may have to preview the video a bit at a time. Only by turning certain edits on and others off is the excessive processing reduced for preview purposes.

#### Preview Size

Select the size of frame to use to preview scenes in the Viewscreen. The 640 X 480 frame size option is only available if your screen resolution is set to 1280 X 1024.

### **Editor Preview**

Use the slider provided to adjust the speed at which the frames of a single file are previewed in the Viewscreen while in edit mode. For example, if you added text to a scene using the Title Animator, you can now adjust the speed at which you preview the effect upon clicking the Play button.

As the slider is moved towards REAL-TIME or streaming mode, frames are often omitted to compensate for the computer not being able to keep up. By doing so, you can get a feel for the motion when previewing the file.

If the slider is positioned at SHOW ALL FRAMES, you can view all the frames of a file albeit the motion may be “choppy” depending on system resources.

### **Storyline Preview**

Select options for previewing multiple files and transitions of the Storyline in the Viewscreen. Use these options to control what you see in the Viewscreen.

#### **Show Effects**

Select this control to include any special effects you have added. Deselect the control to omit special effects from the preview.

#### **Show Image Blending**

Select this control to include any transparency effects created through the Text or Video Animators. Deselect the control to preview transparent text and images in solid, or opaque, format. Again, this may be necessary due to high overhead.

#### **Show Text/Video Animations**

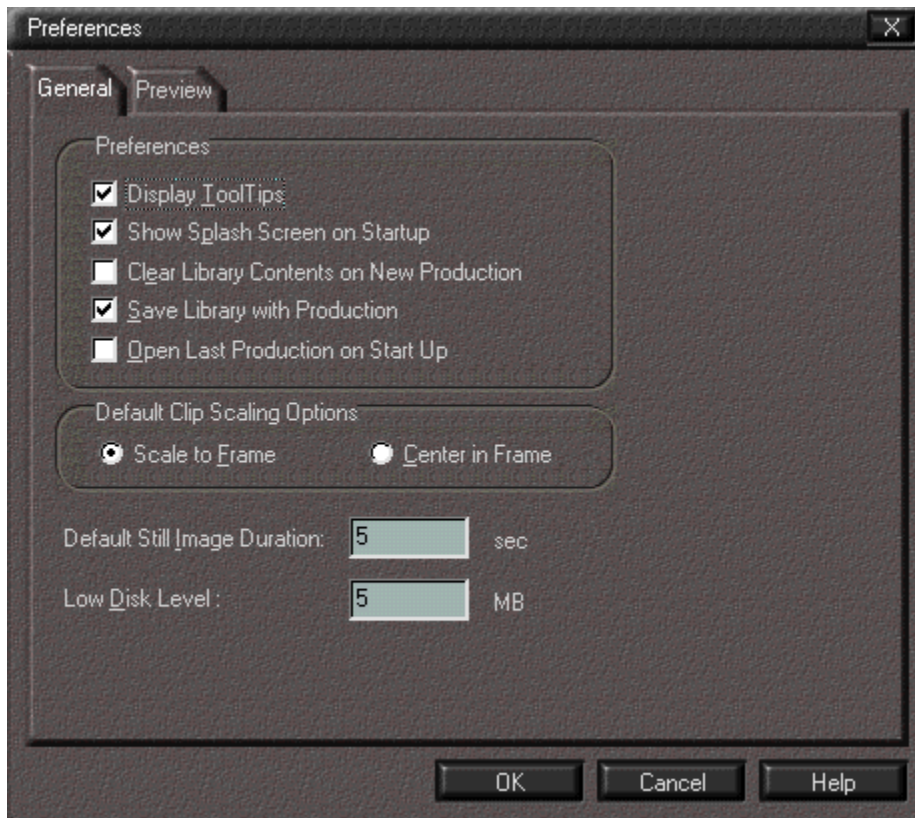
Select this control to include text and video animations in the preview. Deselect the control to display background clips only.

#### **Speed**

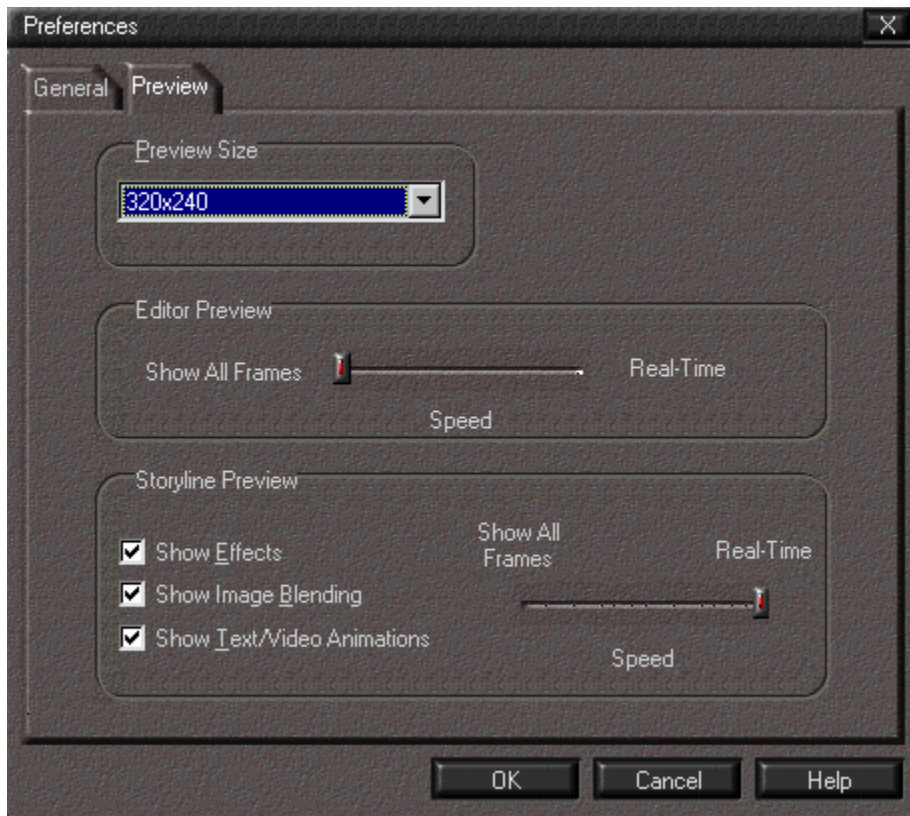
Use the slider provided to adjust the speed at which the frames are previewed in the Viewscreen when multiple files and transitions are being shown.

As the slider is moved towards REAL-TIME, or streaming mode, frames are often omitted to compensate for the computer not being able to keep up. By doing so, you can get a feel for the motion when previewing the file.

If the slider is positioned at SHOW ALL FRAMES, you can view all the frames albeit the motion may be “choppy” depending on system resources.







## Menu Commands - Start Menu

Click a command below to learn its use, or to view any options that may be available.

[Storyline](#)

[Edit](#)

[Library](#)

[Preferences](#)

[Help](#)

[Topic Search](#)

[Technical Support](#)

[Register MGI VideoWave](#)

[About MGI VideoWave](#)

[Exit](#)

## Topic Search

To locate information using the Table of Contents or the Index:

1. Click the Menu button at the top of the **Toolbar**.
2. On the **Help** menu, click TOPIC SEARCH. A Help window is displayed consisting of a Contents and an Index tab.

### Shortcut

Keys      F1

### Note:

If you are already within the Help system, you can click the Help Topics button in any Help topic window to access the Table of Contents and Index.

## Contents



### Opening a “Book”

Think of a “book” as a chapter in a real book; each chapter covers a major topic. In turn, each “book” is made up of several “pages” or sub-topics.

Open a book in one of two ways:

1. Double-click the “book” title or its associated icon.
2. Select the book, and click the Open button at the bottom of the dialog.



### Opening a “Page”

Think of a “page” as a sub-topic within the chapter of a book.

Open a page in one of two ways:

1. Double-click the “page” title or its associated icon.
2. Select the page, and click the Display button at the bottom of the dialog.

MGI VideoWave closes the Contents dialog and displays the help topic you selected. Within most topics, you will notice “green, underlined text” which when clicked displays related information. Green text with a solid underline denotes a “jump” to another topic. Green text with a dashed underline denotes a simple “pop-up” of additional information.

After you read the information, you can click the Help Topics button in the Help window to return to the Table of Contents, or exit Help by clicking the Help window’s Close control or by pressing the [Esc] key.

## Index

Use Index to locate information by specifying a keyword or selecting one from a list as you would in an index of a book. Each keyword or keyphrase directs you to one or more Help topics.

Select a keyword (or keyphrase) in one of two ways:

1. Scroll through the list of keywords until the selection bar is on the correct word.
2. Type the keyword in the text field at the top of the Search dialog. As you type each character, the selection bar jumps to the first keyword using that character or sequence of characters.

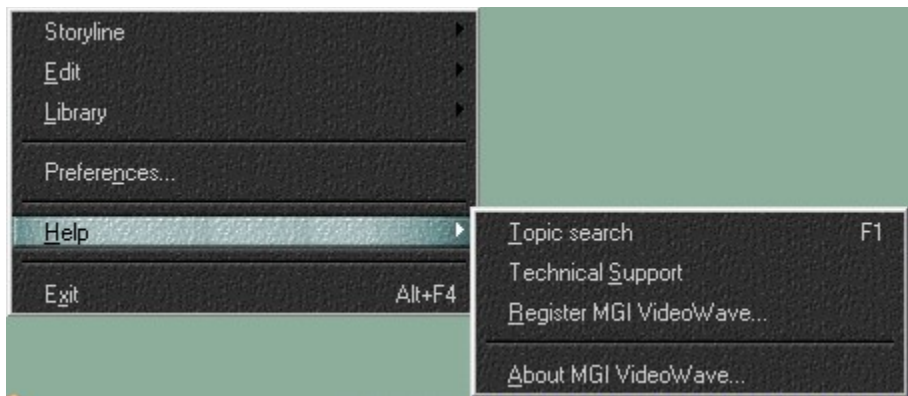
Display the Help topic associated with the selected keyword in one of two ways:

1. Double-click the keyword in the list.
2. Click the Display button.

MGI VideoWave closes the Index dialog and displays the help topic you selected. Within most topics, you will notice “green, underlined text” which when clicked displays related information. Green text with a solid underline denotes a “jump” to another topic. Green text with a dashed underline denotes a simple “pop-up” of additional information. The original topic is not closed.

After you read the information, you can click the Help Topics button in the Help window to return to the Index, or exit Help by clicking the Help window’s Close control or by pressing the [Esc] key.





Storyline

Edit

Library

Preferences...

Help

Exit

Alt+F4

Topic search

F1

Technical Support

Register MGI VideoWave...

About MGI VideoWave...

## About MGI VideoWave

To recall the version number of the software:

1. Click the Menu button at the top of the **Toolbar**.
2. On the **Help** menu, click ABOUT MGI VIDEOWAVE. You can find the version number on the panel displayed.

## Exit

### To terminate the application:

1. Click the Menu button at the top of the [Toolbar](#).
2. On the menu, click EXIT.

### Shortcuts

- Exit control in the top right corner of your screen.
- ALT + F4 keyboard combination

## Menu Commands - Storyline Menu

Right-click a video scene or transition in the **Storyline** to open the Storyline menu. If you right-click a *video scene*, the menu shown below is displayed. If you right-click a *filled or empty transition panel*, some commands listed below are not available. However, one unique command is – **Edit Transition**.

Many commands have sub-menus of options associated with them. Click a command below to learn its use, or to view any options that may be available.

**Edit / Preview**

**Save Panel(s)**

**Cut**

**Copy**

**Paste**

**Remove**

**Select All**

**Goto**

**Properties**



## Menu Commands - Storyline Menu

Click a command below to learn its use, or to view any options that may be available.

[Edit / Preview](#)

[Save Panel\(s\)](#)

[Cut](#)

[Copy](#)

[Paste](#)

[Remove](#)

[Select All](#)

[Goto](#)

[First Panel](#)

[Last Panel](#)

[Find Panel](#)

[Properties](#)

## **Edit / Preview**

**To edit or preview a video scene, or a series of scenes:**

1. Select the scene, or series of scenes, in the [Storyline](#) that you wish to preview, or the single scene that you wish to edit.

*Note:*

Only single scenes, or panels, can be edited ( the Mode selector tools appear available for selection). A selected series of scenes, or panels, can only be previewed. In this case, the menu command displayed is PREVIEW, as opposed to EDIT / PREVIEW.

2. Right-click the video scene(s) to open the [Storyline](#) menu.
3. On the menu, click EDIT / PREVIEW (PREVIEW for a series of scenes). Your selection is displayed in the Viewscreen ready for preview, or for any editing that may be required.

**See Also**

[How to transfer files to the Viewscreen](#)

## Save Panel(s)

To save a Storyline panel(s) and add it to the Library:

1. Select a video panel, or series of panels, in the [Storyline](#).

*Note:*

Technically speaking, you are saving video scenes that reside in video panels.

*Note:*

A video file, or a series of files, is referred to as a scene once it is placed on the Storyline. Scenes include source video files, edited video files, color panels, and a series of single scenes.

2. Right-click the panel, or series of panels, in the Storyline.
3. On the [Storyline](#) menu, click SAVE PANEL(S). The [Save As](#) file selector is displayed.
4. Assign a name and path to the file(s), and click Save to save it. The selection is saved and added to the currently active [Library](#).

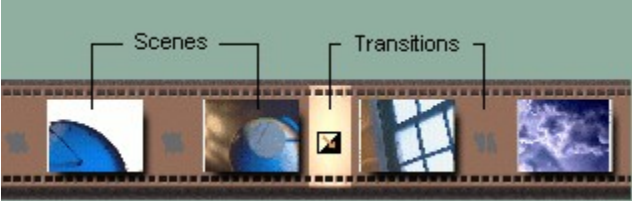
*Note:*

It is not necessary to type a file extension. Single video scenes are automatically assigned the extension **.scn**. A series of scenes, including any transitions between them, is assigned the extension **.sbd**. The scene (or series of scenes) is added to the Library currently open on the screen.

**See Also**

[How to select a series of scenes](#)





## Cut

To cut a selected video clip or transition from the Storyline and store it on the Clipboard:

1. Right-click a video scene or transition in the [Storyline](#).
2. On the [Storyline](#) menu, click CUT

### Shortcuts

Toolbar



Keys

CTRL + X

### See Also

[How to cut Storyline files and transitions to the Clipboard](#)

## Copy

To copy a selected video clip or transition to the Clipboard:

1. Right-click a video scene or transition in the [Storyline](#).
2. On the [Storyline](#) menu, click COPY

### Shortcuts

Toolbar



Keys

CTRL + C

### See Also

[How to copy Storyline files and transitions to the Clipboard](#)

## Paste

To paste the contents of the Clipboard to a selected video or transition panel in the Storyline:

1. Right-click a video or transition panel in the **Storyline**. If you are pasting a video scene, right-click a video panel. If you are pasting a transition, right-click a transition panel.
2. On the **Storyline** menu, click PASTE.

### Shortcuts

Toolbar



Keys

CTRL + V

### See Also

[How to paste the contents of the Clipboard to the Storyline](#)



## Remove

To remove a video scene or transition from the Storyline:

1. Right-click a video or transition panel in the [Storyline](#).
2. On the [Storyline](#) menu, click REMOVE.

### Shortcuts

Toolbar



Keys

DELETE

### See Also

[How to delete items from the Storyline](#)

## Select All

To select all scenes and transitions residing on the Storyline:

1. Right-click a video or transition panel in the **Storyline**.
2. On the **Storyline** menu, click SELECT ALL.

*or*

1. Click the Menu button at the top of the **Toolbar**.
2. On the **Edit** menu, click SELECT ALL.

*or*

1. Click the first video panel in the Storyline.
2. Press the SHIFT key.
3. Click the last panel in the Storyline.

*Note:*

With this technique, you need not select the entire Storyline. If you wish, you can select any series of scenes within the Storyline.

**Common uses of this command:**

- To save the entire Storyline as an SBD file for use in other video productions. Simply execute this command, and then drag the Storyline to the Library. The Save As file selector will appear prompting you to assign a name to the file. Once you have done so, the file will be added to the Library.
- To cut or copy the entire Storyline to the Clipboard.
- To view the entire video composition in the Preview screen. Simply execute this command, and then drag the Storyline to the Viewscreen. Click the Play button to view the production.

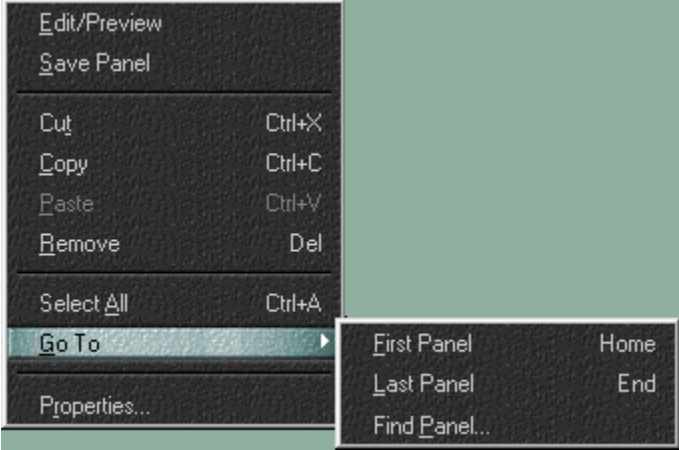
## First Panel

To advance to the first panel in the Storyline:

1. Right-click a video scene or transition in the [Storyline](#).
2. On the [Go To](#) menu, click FIRST PANEL. The first panel is highlighted.

### Shortcut

Keys      HOME



## Last Panel

To advance to the last panel in the Storyline:

1. Right-click a video scene or transition in the [Storyline](#).
2. On the [Go To](#) menu, click LAST PANEL. The last panel is highlighted.

### Shortcut

Keys      END

## Find Panel

**To find a video panel on the Storyline:**

1. Right-click a video scene or transition in the [Storyline](#).
2. On the [Go To](#) menu, click FIND PANEL. The [Find Storyline Panel](#) dialog is displayed.

*Note:*

Video panels are numbered and identified by their file name. Transition panels are indented and identified by their type. Technically speaking, video scenes reside in panels on the Storyline. As a result, you are attempting to find a video scene as much as a video panel.

3. In the dialog, click the video panel or transition you wish to advance to.
4. Click the **Go To** button to advance to the selected video panel or transition.

### **Preview**

A thumbnail of the selected video panel or transition is displayed in the top right-hand corner of the dialog.

### **Properties**

Click this button to view the properties associated with the selected video panel. This button is available to video panels only. The Scene Properties dialog is displayed. For a description of this dialog, see [Properties](#).

## Properties

To examine the properties of a selected scene:

1. Right-click the scene in the [Storyline](#).
2. On the menu displayed, click PROPERTIES. The [Properties](#) dialog is displayed. The dialog consists of two panels, File Properties and Edit Properties.

*Note:*

The fields in the Properties dialog are uneditable. Details are listed for information purposes only.

---

### File Properties

Click the [File Properties](#) tab to display the panel.

#### File Details

Lists the scene's general properties such as the scene's name and duration, data rate, file size, and the date the scene was produced.

#### Video Details

Lists the scene's video properties such as frame size, frame rate, color depth, and the compressor used to create the scene.

#### Audio Details

Lists any audio file that may be associated with the scene.

---

### Edit Properties

Click the [Edit Properties](#) tab to display the panel.

#### Time

Describes any marked In (start) and Out (end) points applied to the file, as well as the file's duration. The Panel Start and Panel End values indicate where in the Storyline the file resides.

#### Effects

Indicates whether or not any special, text, or color effects have been applied to the file. The current status of the Scaling attribute, as set through the Preferences dialog, is also indicated.

Video animation effects can be added to a file through the Video Animator. If any effects have been added, the properties of the associated video file used to create the effect can be viewed here. Click the Properties button to view the information.

#### See Also

[Video Animator](#)

[Text Animator](#)

[Preferences dialog](#)

#### Audio Tracks

The properties of any audio files associated with the video file can be viewed here. Click the Properties button to view the information.

#### See Also

[How to get detailed information about a file](#)

## Edit Transition

To edit or add a transition effect between two video scenes:

1. Right-click a transition panel in the [Storyline](#).
2. On the menu displayed, click EDIT TRANSITION. The Transition Effects interface is opened below the Viewscreen.

### Shortcut



Mode selector

### See Also

[Transition Effects](#)





## Menu Commands - Library Menu

Right-click inside the **Library** to open the Library menu. If you prefer, click the small triangle in the top right corner of the Library to open the menu.

Where you click in the Library determines which commands are listed. In the list below, the commands have been grouped according to the panels, and the areas within the panels, in which they are made available. Click a command to learn its use.

### All panels (all areas)

Add Files

### Video and Audio panels (source files only)

Cut

Copy

Paste

Delete

Rename

Properties

### Video panel (video and still image files only)

Edit / Preview

Insert into Storyline

### Audio panel (audio files only)

Play

### All panels (all areas other than source files)

New

Open

Save

Save As

Show Thumbnails

## Add Files

### To add source media files to the Library:

1. Right-click anywhere inside the **Library**, or if you prefer, click the small triangle in the top right corner of the Library.
2. On the **Library** menu displayed, click ADD FILES. The **Open** file selector is displayed. Use this selector to locate and select the desired files to be added to the Library. Source files include video, audio, and still image files. Video and still image files are added to the Video panel of the Library; audio files are added to the Audio panel of the Library.

#### *Note:*

Depending on where in the Library you right-click, the menu displayed may appear different than what you see here. In each menu, however, this command is listed.

Edit/Preview...

Insert into Storyline

Add Files...

Cut Ctrl+X

Copy Ctrl+C

Paste Ctrl+V

Delete Del

Rename...

Properties...



## Cut

To cut a file from the Library and store it temporarily on the Clipboard:

1. Right-click the file in the [Library](#).
2. On the [Library](#) menu displayed, click CUT.

*Note:*

You must right-click a video, image, or audio file in the Library to see this command. If you right-click an empty space, or any other library item, the menu displayed does not list this command.

### Shortcuts

Toolbar



Keys

CTRL + X

### See Also

[How to cut files from the Library to the Clipboard](#)

## Copy

To copy a Library file to the Clipboard:

1. Right-click the file in the **Library**.
2. On the **Library** menu displayed, click COPY.

*Note:*

You must right-click a video, image, or audio file in the Library to see this command. If you right-click an empty space, or any other library item, the menu displayed does not list this command.

### Shortcuts

Toolbar



Keys

CTRL + C

### See Also

[How to copy Library files to the Clipboard](#)

## Paste

### To paste the contents of the Clipboard to the Library:

1. Right-click anywhere inside the Library. If you prefer, click the small triangle in the top right corner of the Library to open the menu.
2. On the menu displayed, click PASTE. The contents of the Clipboard are pasted to the Library in the appropriate panel. Video and still image files are pasted to the Video panel; audio files are pasted to the Audio panel.

### Shortcuts

Toolbar



Keys

CTRL + V

### See Also

[How to paste the contents of the Clipboard to the Library](#)



## Delete

To delete a file from the Library:

1. Right-click the file in the [Library](#).
2. On the [Library](#) menu displayed, click DELETE.

*Note:*

You must right-click a video, image, or audio file in the Library to see this command. If you right-click an empty space, or any other library item, the menu displayed does not list this command.

### Shortcuts

Toolbar



Keys

DELETE

**See Also**

[How to delete files from the Library](#)

## Rename

### To rename a file in the library:

1. Right-click the file in the [Library](#).
2. On the [Library](#) menu displayed, click RENAME.
3. In the [Save As](#) file selector displayed, assign a new name and path (if you wish) to the file. The library file is renamed as well as any instances of it in the Storyline.

#### *Note:*

You must right-click a video, image, or audio file in the Library to see this command. If you right-click an empty space, or any other library item, the menu displayed does not list this command.

### See Also

[How to rename files](#)

## Properties

To examine the properties of a selected file:

1. Right-click the file in the [Library](#).
2. On the [Library](#) menu, click PROPERTIES. The [Properties](#) dialog is displayed. The dialog consists of two panels, File Properties and Edit Properties.

*Note:*

You must right-click a video, image, or audio file in the Library to see this command. If you right-click an empty space, or any other library item, the menu displayed does not list this command.

*Note:*

The fields in the Properties dialog are uneditable. Details are listed for information purposes only.

---

### File Properties

Click the [File Properties](#) tab to display the panel.

#### File Details

Lists the scene's general properties such as the scene's name and duration, data rate, file size, and the date the scene was produced.

#### Video Details

Lists the scene's video properties such as frame size, frame rate, color depth, and the compressor used to create the scene.

#### Audio Details

Lists any audio file that may be associated with the scene.

---

### Edit Properties

Click the [Edit Properties](#) tab to display the panel.

#### Time

Describes any marked In (start) and Out (end) points applied to the file, as well as the file's duration. The Panel Start and Panel End values indicate where in the Storyline the file resides.

#### Effects

Indicates whether or not any special, text, or color effects have been applied to the file. The current status of the Scaling attribute, as set through the Preferences dialog, is also indicated.

Video animation effects can be added to a file through the Video Animator. If any effects have been added, the properties of the associated video file used to create the effect can be viewed here. Click the Properties button to view the information.

#### See Also

[Video Animator](#)

[Text Animator](#)

[Preferences dialog](#)

#### Audio Tracks

The properties of any audio files associated with the video file can be viewed here. Click the Properties button to view the information.

#### See Also

[How to get detailed information about a file](#)



## **Edit / Preview**

### **To preview a Library video file in the Viewscreen:**

1. Right-click the file in the **Video** panel of the Library.
2. On the **Library** menu, click EDIT / PREVIEW. The selected file is displayed in the Viewscreen ready for preview or any editing that may be required. If you wish to preview a video file, click the Play button on the Control panel.

#### *Note:*

Only video and still image files can be selected for edit / preview.

#### **Shortcut**

Drag and drop the video scene, or series of scenes, directly into the Viewscreen.

#### **See Also**

[How to transfer files to the Viewscreen](#)

## Insert into Storyline

### To insert a Library file into the Storyline:

1. Right-click the file in the **Video** panel of the Library.
2. On the **Library** menu, click INSERT INTO STORYLINE. The file is inserted into the next available empty panel in the Storyline.

#### *Note:*

Only video and still image files can be inserted into the Storyline.

#### **See Also**

[How to transfer files to the Storyline](#)

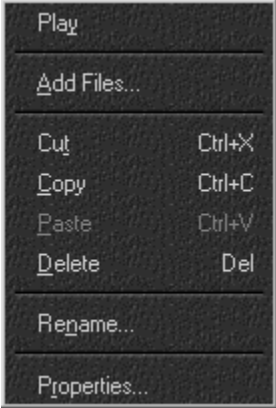
## Play

To play (preview) an audio file in the Library:

1. Right-click the audio file in the **Audio** panel of the Library,
2. On the **Library** menu, click PLAY. Use this option to play an audio file prior to attaching it to a video file.

*Note:*

Only audio files can be played.





## New

### To open a new Library file:

1. Right-click anywhere inside the Library other than a source file. In other words, right-click an empty space in the Library. The **Library** menu is displayed. If you prefer, click the small triangle in the top right corner of the Library to open the menu.

#### *Note:*

If you right-click an *effect* inside either the Text, Transition, or Special Effects panel (these panels are added to the Library for certain operations), this same Library menu is displayed.

#### *Note:*

Source files include video, audio, and still image files.

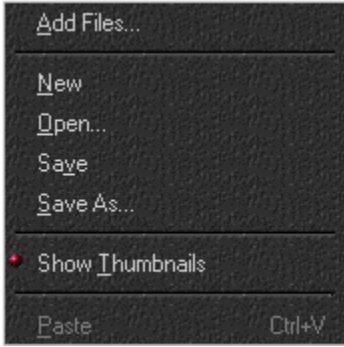
2. On the **Library** menu displayed, click NEW. A new Library file, consisting of blank Library panels, is opened. The previous Library file is closed.

#### *Note:*

Library files have the file extension, **.vwl**. Source media files (ie; AVI, MPG, BMP, WAV, etc.) are then added to and saved within the Library file for future reference.

### See Also

[How to load the files that will make-up the video](#)



## Open

### To open a previously saved Library file:

1. Right-click anywhere inside the Library other than a source file. In other words, right-click an empty space in the Library. The **Library** menu is displayed. If you prefer, click the small triangle in the top right corner of the Library to open the menu.

#### *Note:*

If you right-click an *effect* inside either the Text, Transition, or Special Effects panel (these panels are added to the Library for certain operations), this same Library menu is displayed.

#### *Note:*

Source files include video, audio, and still image files.

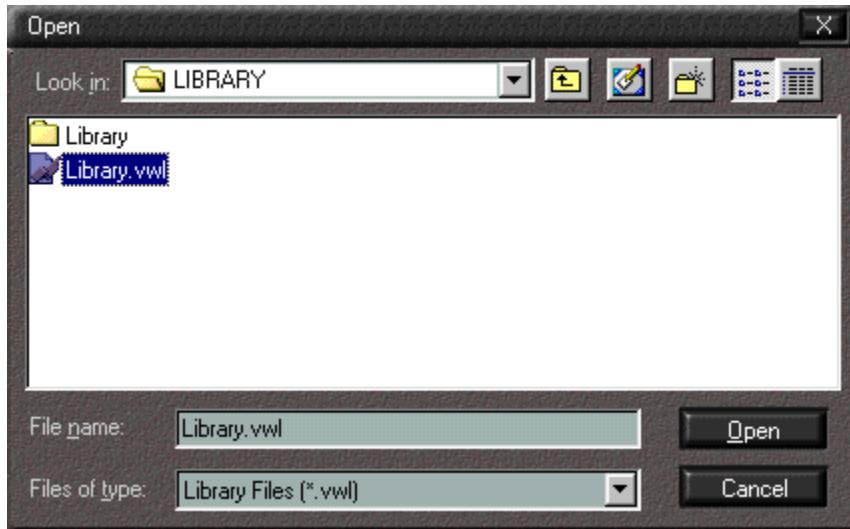
2. On the **Library** menu displayed, click OPEN. The **Open** file selector is displayed. Use this selector to locate and open the desired Library file.

#### *Note:*

Library files have the file extension, **.vwl**. Source media files (ie; AVI, MPG, BMP, WAV, etc.) are then added to and saved within the Library file for future reference.

### See Also

[How to load the files that will make-up the video](#)



## Save

### To save a previously named Library file:

1. Right-click anywhere inside the Library other than a source file. In other words, right-click an empty space in the Library. The **Library** menu is displayed. If you prefer, click the small triangle in the top right corner of the Library to open the menu.

*Note:*

If you right-click an *effect* inside either the Text, Transition, or Special Effects panel (these panels are added to the Library for certain operations), this same Library menu is displayed.

*Note:*

Source files include video, audio, and still image files.

2. On the **Library** menu displayed, click SAVE. All changes made to the Library file (ie; additions to and deletions from) since the time it was last saved are now saved permanently to the file.

## Save As

To save a new Library file, or to save an existing one under a different name:

1. Right-click anywhere inside the Library other than a source file. In other words, right-click an empty space in the Library. The **Library** menu is displayed. If you prefer, click the small triangle in the top right corner of the Library to open the menu.

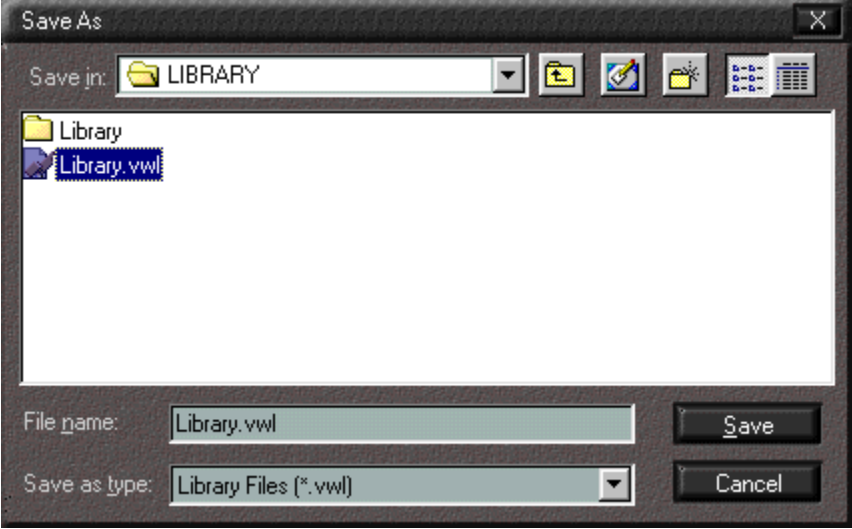
*Note:*

If you right-click an *effect* inside either the Text, Transition, or Special Effects panel (these panels are added to the Library for certain operations), this same Library menu is displayed.

*Note:*

Source files include video, audio, and still image files.

2. On the **Library** menu displayed, click SAVE AS. The **Save As** file selector is displayed. Use this selector to specify the name and path of the file. Library files have the file extension **.vwl**.



## Show Thumbnails

### To display Library files both by name and thumbnail:

1. Right-click anywhere inside the Library other than a source file. In other words, right-click an empty space in the Library. The **Library** menu is displayed. If you prefer, click the small triangle in the top right corner of the Library to open the menu.

*Note:*

If you right-click an *effect* inside either the Text, Transition, or Special Effects panel (these panels are added to the Library for certain operations), this same Library menu is displayed.

*Note:*

Source files include video, audio, and still image files.

2. On the **Library** menu displayed, click SHOW THUMBNAILS. Each file listed in the Library is displayed both by name and by thumbnail. A small, red indicator shows when this feature is active.

*Note:*

Click the menu command a second time to toggle this feature off and list the files by name only.



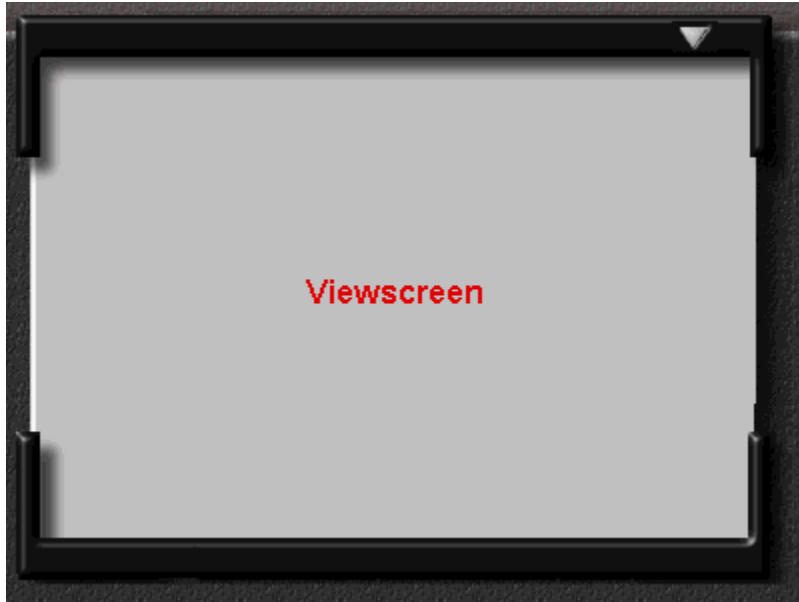
## Menu Commands - Viewscreen Menu

Right-click inside the **Viewscreen** to open the **Viewscreen** menu. If you prefer, you can click the small triangle in the top right corner of the Viewscreen to open the menu. Following is a list of available menu commands. Click a command below to learn its use.

[Clear](#)

[Preferences](#)

[Properties](#)



- Clear
- Preferences...
- Properties...

## Clear

To clear the active video file from the Viewscreen:

1. Right-click anywhere inside the [Viewscreen](#), or if you prefer, click the small triangle in the top right corner of the Viewscreen.
2. On the [Viewscreen](#) menu, click CLEAR. The video is removed from the Viewscreen.

## Preferences

### To specify your preferences, or options:

1. Right-click anywhere inside the **Viewscreen**, or if you prefer, click the small triangle in the top right corner of the Viewscreen.
  2. On the **Viewscreen** menu, click PREFERENCES. The Preferences dialog is displayed consisting of two panels, the **Preview** panel and the **General Preferences** panel. It is within the Preview panel that preferences are specified governing the behavior of the Viewscreen.
- 

### PREVIEW PANEL

Video production typically involves a high degree of overhead or video processing by the video card. Often a computer simply cannot keep up and is unable to display the video properly. For this reason, you may have to preview the video a bit at a time. Only by turning certain edits on and others off is the excessive processing reduced for preview purposes.

#### Preview Size

Select the size of frame to use to preview scenes in the Viewscreen. The 640 X 480 frame size option is only available if your screen resolution is set to 1280 X 1024.

#### Editor Preview

Use the slider provided to adjust the speed at which the frames of a single file are previewed in the Viewscreen while in edit mode. For example, if you added text to a scene using the Title Animator, you can now adjust the speed at which you preview the effect upon clicking the Play button.

As the slider is moved towards REAL-TIME, or streaming mode, frames are often omitted to compensate for the computer not being able to keep up. By doing so, you can get a feel for the motion when previewing the file.

If the slider is positioned at SHOW ALL FRAMES, you can view all the frames of a file albeit the motion may be “choppy” depending on system resources.

#### Storyline Preview

Select options for previewing multiple files and transitions of the Storyline in the Viewscreen. Use these options to control what you see in the Viewscreen.

##### Show Effects

Select this control to include any special effects you have added. Deselect the control to omit special effects from the preview.

##### Show Image Blending

Select this control to include any transparency effects created through the Text or Video Animators. Deselect the control to preview transparent text and images in solid, or opaque, format. Again, this may be necessary due to high overhead.

##### Show Text/Video Animations

Select this control to include text and video animations in the preview. Deselect the control to display background clips only.

##### Speed

Use the slider provided to adjust the speed at which the frames are previewed in the Viewscreen when multiple files and transitions are being shown.

As the slider is moved towards REAL-TIME, or streaming mode, frames are often omitted to compensate for the computer not being able to keep up. By doing so, you can get a feel for the motion when previewing the file.

If the slider is positioned at SHOW ALL FRAMES, you can view all the frames albeit the motion may be “choppy” depending on system resources.

---

## GENERAL PREFERENCES PANEL

### **Display ToolTips**

Select this control to display tooltips as the mouse is passed over icons.

### **Show Splash Screen on Startup**

Select this control to view the MGI VideoWave product splash screen on loading the program.

### **Clear Library Contents on New Production**

Select this control to clear all files from the Library when a new production, or storyline, is initiated.

### **Save Library with Production**

Select this control to save the files within the Library when the video is produced. You will be prompted to assign a name and path to the library.

### **Open Last Production on Startup**

Select this control to open on startup the last production, or storyline, worked on.

### **Default Clip Scaling Options**

#### **Scale to Frame**

Select this option if you wish the scenes in your Storyline scaled to the frame size you choose in the Preview panel of this dialog.

#### **Center in Frame**

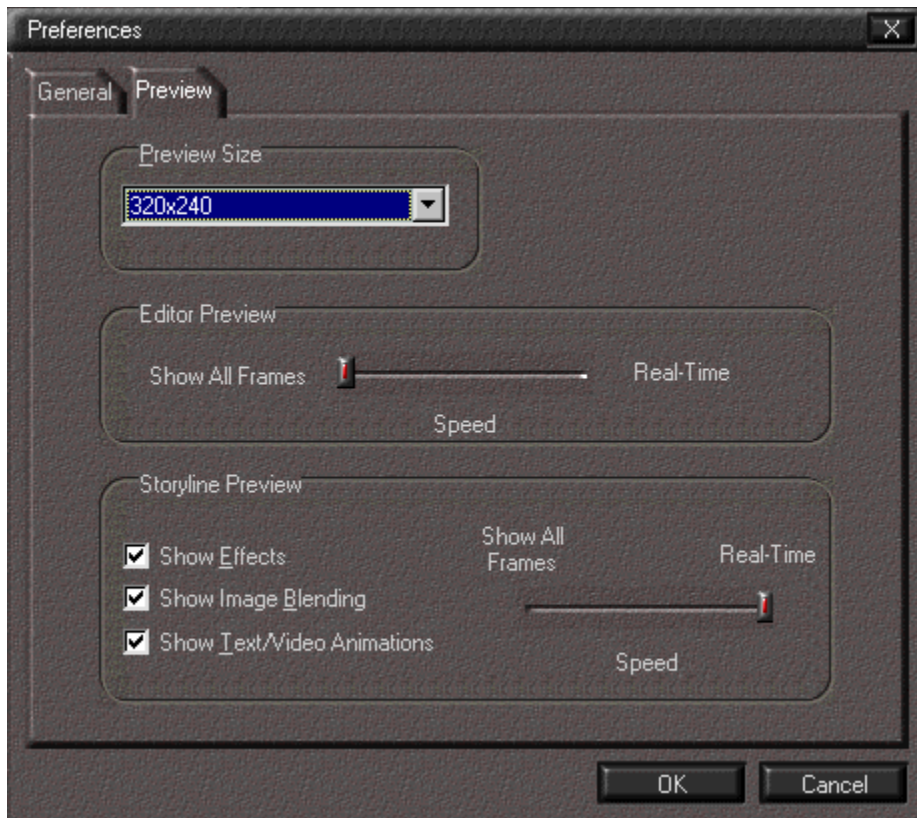
Select this option if you wish to center your scenes inside the frame.

### **Default Still Image Duration**

A value specifying the number of seconds still images remain open on the screen.

### **Low Disk Level**

Specify the threshold at which MGI VideoWave III advises you that you are low on disk space. This feature applies to the production process. During video production, you will be advised if and when you reach this low disk level threshold.



## Properties

To examine the properties of the file:

1. Right-click anywhere inside the [Viewscreen](#), or if you prefer, click the small triangle in the top right corner of the Viewscreen.
2. On the [Viewscreen](#) menu, click PROPERTIES. The [Properties](#) dialog is displayed. The dialog consists of two panels, File Properties and Edit Properties.

*Note:*

The fields in the Properties dialog are uneditable. Details are listed for information purposes only.

---

### File Properties

Click the [File Properties](#) tab to display the panel.

#### File Details

Lists the scene's general properties such as the scene's name and duration, data rate, file size, and the date the scene was produced.

#### Video Details

Lists the scene's video properties such as frame size, frame rate, color depth, and the compressor used to create the scene.

#### Audio Details

Lists any audio file that may be associated with the scene.

---

### Edit Properties

Click the [Edit Properties](#) tab to display the panel.

#### Time

Describes any marked In (start) and Out (end) points applied to the file, as well as the file's duration. The Panel Start and Panel End values indicate where in the Storyline the file resides.

#### Effects

Indicates whether or not any special, text, or color effects have been applied to the file. The current status of the Scaling attribute, as set through the Preferences dialog, is also indicated.

Video animation effects can be added to a file through the Video Animator. If any effects have been added, the properties of the associated video file used to create the effect can be viewed here. Click the Properties button to view the information.

#### See Also

[Video Animator](#)

[Text Animator](#)

[Preferences dialog](#)

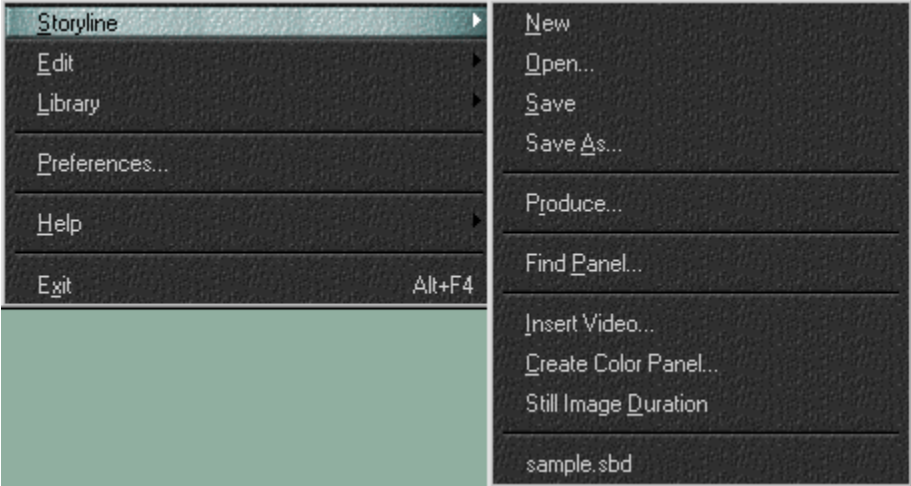
#### Audio Tracks

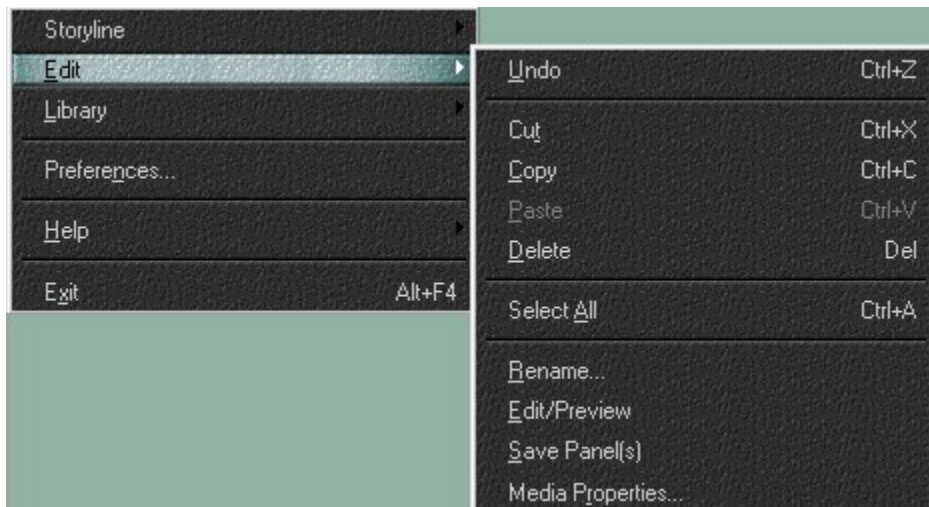
The properties of any audio files associated with the video file can be viewed here. Click the Properties button to view the information.

#### See Also

[How to get detailed information about a file](#)







## Cutting Room

Show Interface



EXTRACT

Enter the **Cutting Room** to extract portions of a video, or to split a video in two.

### To enter the Cutting Room:

1. Transfer to the Viewscreen the video file you wish to edit. The easiest way is to drag the file from the Storyline or the Library.

See

[How to transfer files to the Viewscreen](#)

2. Click the Cutting Room button on the Mode selector. The Cutting Room console is added below the Viewscreen.

Image...

### To extract an image of a single frame (still image):

1. Use the Control panel to advance to the desired frame in the video scene.

*Note:*

First use the **Time Slider** to advance quickly to the general location of the frame. Then use the **Previous / Next Frame** buttons to advance to the precise location one frame at a time.

2. On the Cutting Room console, located below the Viewscreen, click the IMAGE button. The **Extract Images** dialog is displayed.
3. Click the BROWSE button to open the **Save As** file selector.
4. Assign a name and path to the image file to be extracted. Extracted images can be saved in JPG, BMP or TIF format.

#### Auto Rename

Select this control for continuous image extraction. File names are appended with incrementing numeric values. Example: Filename\_001, Filename\_002, and Filename\_003.

#### Add to Storyline

Select this control to add the image to the Storyline upon extraction.

5. Click TO CLIPBOARD to copy the image to the Clipboard, or click EXTRACT to add the image to the Library.

*Note:*

To every still image is attached a time, or duration, attribute (expressed as a value). This value specifies the number of seconds a still image remains on the screen when it is part of a video production. By default, the setting is 5 seconds. To specify a different value, see the TOOLBAR menu item, [Still Image Duration](#).

Audio...

### To extract a sound file currently attached to a video file:

1. On the Cutting Room console, located below the Viewscreen, click the AUDIO button . The **Save As** file selector is displayed.
2. Using the file selector, assign a name and path to the audio file to be extracted. Extracted sound files are saved in WAV format.

3. Click SAVE to extract and save the file. The file is added to the Audio panel of the active Library.
- 

## Video...

### To extract a portion of a video file:

1. Use the Control panel to advance to the frame in the video that you wish the new clip to begin with.

*Note:*

First use the **Time Slider** to advance quickly to the general location of the frame. Then use the **Previous / Next Frame** buttons to advance to the precise location one frame at a time.

2. Click the **Mark In-Point** button.
3. Advance to the frame in the video that you wish the new clip to end with.
4. Click the **Mark Out-Point** button.

*Note:*

It is the portion of the video between the In-point and the Out-point that is saved; everything else is discarded. The file held in the Library (on your hard disk) is not altered. You will be prompted to save the file under a new file name.

In and Out-points can be removed or changed by simply resetting them. To cancel the Mark In and Out points entirely, click the **Reset** button.

*Note:*

The length of the extracted scene (the length in seconds between the In and Out-points) is displayed in the Duration value field.

5. On the Cutting Room console, located below the Viewscreen, click the VIDEO button. The **Save As** file selector is displayed.
6. Using the file selector, assign a name and path to the video file to be extracted. Extracted files are saved in AVI format.
7. Click SAVE to extract and save the file. The file is added to the Video panel of the active Library.

*Note:*

Trimming, or extracting, is especially useful for removing unwanted frames at the beginning and end of a captured file. One important benefit of keeping only files and portions of files you will need for the production is greatly reduced disk space usage.

---

## THUMBNAIL

Click this button to update the thumbnail on the Storyline to reflect the frame currently displayed in the Viewscreen. The thumbnails on the Storyline represent the scenes you are using to compose the finished video. Often, different portions of the same scene are used in the video (ie; a split scene). Rather than represent different portions of the same scene with the same thumbnail, use this option to differentiate the thumbnails on the Storyline.

*Note:*

It is the portion of the video between the In-point and Out-Point that is saved; everything else is discarded. The file held in the Library (on your hard disk) is not altered. You will be prompted to save the file under a new file name.

## SPLIT

### To split a scene in two:

1. Use the Control panel to advance to the frame in the video at which you wish to split the scene.

*Note:*

First use the **Time Slider** to advance quickly to the general location of the frame. Then use the **Previous / Next Frame** buttons to advance to the precise location one frame at a time.

2. On the Cutting Room console located below the Viewscreen, click the SPLIT button. Thumbnails representing the two portions of the split scene are displayed on the Storyline.

*Note:*

The length of the extracted scene (the length in seconds between the In and Out-points) is displayed in the Duration value field.

*Note:*

Often scenes are split in order to insert a transition between the two portions. For more information about transitions, see [Transition Effects](#)

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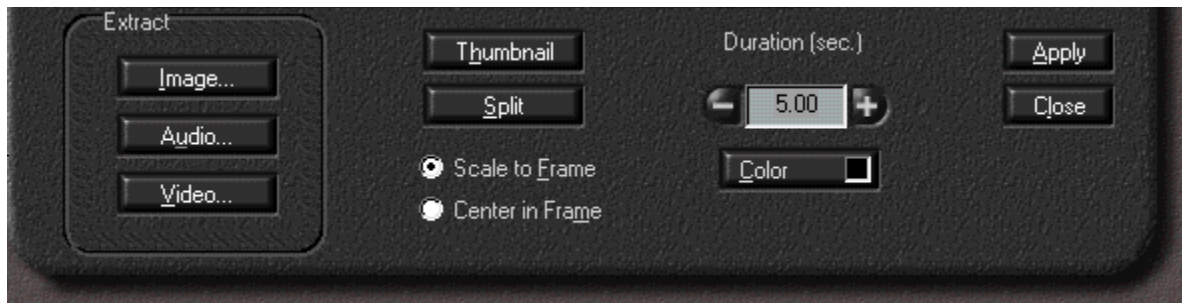
### **Apply**

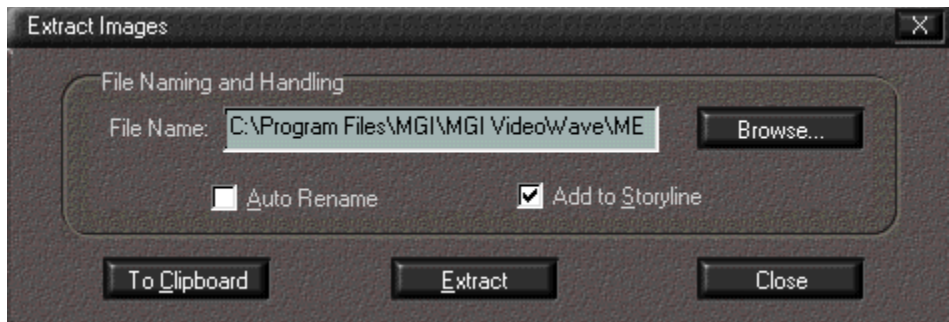
Click this button to apply your settings to the file. The original file on your hard disk remains unchanged.

### **Close**

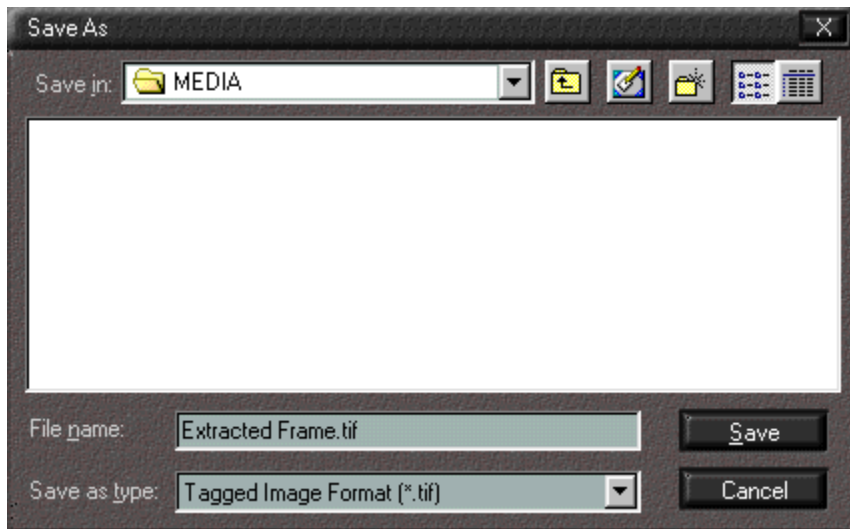
Click this button to close the Cutting Room console . If you have not clicked the Apply button, any altered settings will be discarded. They will not be applied to the file.











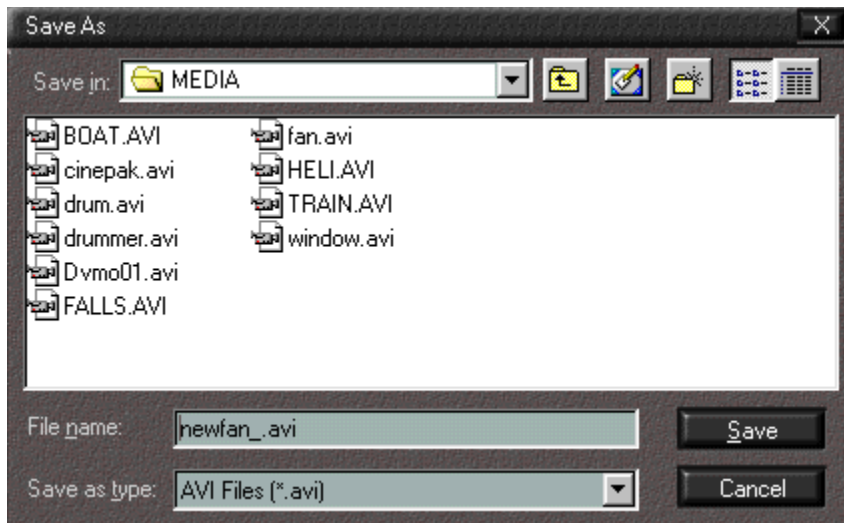













00:00 





## Darkroom

Show Example



Enter the **Darkroom** to adjust the brightness, contrast, and color of a video or still image. Use the controls to add tinting effects such as fade in, fade out, and color fades. Experimentation is encouraged, and until you produce the video, all changes to the file can be modified or removed.

### To enter the Darkroom:

1. Transfer to the Viewscreen the video or image file that you wish to edit. The easiest way is to drag the file from the Storyline or the Library.

See

[How to transfer files to the Viewscreen](#)

2. Click the Darkroom button on the Mode selector. The Darkroom console is added below the Viewscreen. The Filter panel is added to the Library.

### Brightness, Contrast, and Color Adjustments

Use the three sliders labeled, Brightness, Contrast, and Color to apply fine adjustments to the brightness and overall hue of a file. As the sliders are moved up or down, the video frame on the Viewscreen changes accordingly.

### Red, Green and Blue

Use these three sliders to adjust the individual red, green and blue color values of the video file.

### Filter

A number of predefined filters are included on the Filter panel in the Library. To apply the filter to the video file, simply drag the filter from the Library to the Viewscreen.

### Apply

Click this button to apply your settings to the file. The original file on your hard disk remains unchanged.

### Reset

Click this button to restore the default settings; all Darkroom settings applied to the original file are cancelled.

### Undo

Click this button to undo those settings specified since the Darkroom console was last opened. Any changes made to the file in previous Darkroom sessions are maintained.

**Close**

Click this button to close the Darkroom console. If you have not clicked the Apply button, any altered settings will be discarded. They will not be applied to the file.



Brightness Contrast Color

0 0 0

Adjust Color

Red: 0

Green: 0

Blue: 0

Apply

Reset

Undo

Close



In this example, the Brightness and Contrast controls were used to create "stormier" clouds.



## Special Effects



Use the **Special Effects** editor to add special effects to a video file or to a still image.

### To open the Special Effects editor:

1. Transfer to the Viewscreen the video or image file to which you wish to add special effects.  
  
See [How to transfer files to the Viewscreen](#)
2. Click the Special Effects button on the Mode selector. The Special Effects console is added below the Viewscreen. A panel entitled **Effects** is added to the Library. Included in this panel are a number of special effects from which to choose.

### To add a special effect:

1. Drag a special effect from the Effects panel in the Library to the Special Effect box located below the Viewscreen. Alternatively, double-click the special effect in the Library.
2. Make sure that the START button located below the Viewscreen is highlighted.
3. Use the EFFECT LEVEL slider to set the level of effect as it begins. Your setting is displayed in the Viewscreen.
4. **Option**  
If you wish, mark the point in the file at which the special effect is to start. This is done only if you wish the effect to

begin at a point other than the very beginning of the file. Do so by moving the round, brown sphere on the **Time slider** on the Control panel. You can also use the Next Frame / Previous Frame buttons above the slider to advance or backup the file frame by frame. Watch the Viewscreen as you do this to arrive at the desired frame. When you reach the desired frame, click the **Mark Start** button.

5. Click the HOLD button below the Viewscreen.
6. Use the EFFECT LEVEL slider to set the level of effect as it begins its hold position. Your setting is displayed in the Viewscreen.
7. **Option**  
If you wish, mark the point in the video file where the effect is to start holding. Advance to the desired frame, and click the **Begin Hold** button below the Time slider.  
  
Repeat this process to mark the end of the Hold position. Locate the frame at which the effect is to start moving again, and click the **End Hold**. A thin red line on the Time slider indicates the extent of the hold position.  
  
*Note:*  
  
If you do not set a Hold time interval, or duration, a default setting of one second is applied.
8. Click the FINISH button below the Viewscreen.
9. Use the EFFECT LEVEL slider to set the level of effect as it ends. Your setting is displayed in the Viewscreen.
10. **Option**  
If you wish, mark the point in the file at which the special effect is to end. This is done only if you wish the effect to end at a point other than the very end of the file. Advance to the desired frame, and click the **Mark Finish** button. A thin white line on the Time slider extends between the Mark Start and Mark Finish points, interrupted only by the extent of the Hold position (thin red line). The white line illustrates the portion of the file to which the special effect has been applied.
11. Click the PLAY button on the Control panel to see the effect of your settings.  
  
*Note:*  
  
To make sure you are starting at the beginning of the file, click the FIRST FRAME button on the Control panel before clicking the PLAY button.
12. When you are satisfied with the settings, click the APPLY button to apply the settings to the video file.

---

### **Black/Red Indicators**

A small indicator is located beside the Special Effects button. If the indicator is colored black, it indicates that *no* settings have been altered in this mode. If the indicator is colored red, it indicates that you have altered and applied settings in this mode. Consider red indicators as reminders of what edits have been made to the original file. This feature is useful if you wish to undo these settings in the future.

### **Apply**

Click this button to apply your settings to the file. The original file on your hard disk remains unchanged.

### **Reset**

Click this button to restore the default settings; all special effects applied to the original file are cancelled.

### **Undo**

Click this button to undo those settings specified since the Special Effects console was last opened. Any changes made to the file in previous Special Effects sessions are maintained.

### **Close**

Click this button to close the Special Effects console. If you have not clicked the Apply button, any altered settings will be discarded. They will not be applied to the file.

### **Applying special effects to still images**

You can apply any of the Special Effects listed above to still images the same way you would apply them to video files.











## Example

```
{mci NOMENU,SPEFFECT.AVI}
```

*Click the Play button, or drag the scrollbar, to play the example.*

### **To create this effect:**

1. Transfer the demo clip, CLOCK.AVI, to the Viewscreen.
2. Click the SPECIAL EFFECTS button on the Mode selector. The Special Effects console is opened below the Viewscreen.
3. Drag the SWIRL effect from the Effects panel in the Library to the Effects box on the Special Effects console.
4. Click the START button.
5. Use the EFFECT LEVEL slider to set a Start value around 0 so that the file begins with a “normal-looking” clock.
6. Click the FINISH button.
7. Use the EFFECT LEVEL slider to set a Finish value around 50. A positive value specifies a clockwise rotation; a negative value would specify a counter-clockwise direction of swirl.

Special Effect



Start Hold Finish

Effect Level: 0

-100 100

Apply

Reset

Undo

Close

The image shows a software control panel for a 'Special Effect'. On the left, there is a preview window with a square icon containing a blue and green spiral. The main control area features three buttons at the top: 'Start' (highlighted in red), 'Hold', and 'Finish'. Below these is a slider labeled 'Effect Level: 0' with a red indicator at the center. The slider has a scale from -100 to 100. On the right side, there are four stacked buttons: 'Apply', 'Reset', 'Undo', and 'Close'.





## Text Animator



Use the [Text Animator](#) to add text to your video files.

### To open the Text Animator:

1. Transfer to the Viewscreen the video file you wish to add text to.  
See [How to transfer files to the Viewscreen](#)
2. Click the Text Animator button on the Mode selector. The Text Animator console is added below the Viewscreen. Two panels are added to the Library, the [Effects](#) panel and the [Paths](#) panel.

### First, specify the general text attributes:

1. Click the mouse inside the text editor window, and type the desired text. Each line of text is separated from the next by pressing the [Enter] key. As you type, the text is displayed in the Viewscreen.
2. Click the FONT button to open the [Font](#) dialog. Use this dialog to select a font, font style, font size, and justification value for the text.
3. Specify whether or not an OUTLINE or SHADOW / GLOW is to be added to the text face by clicking the appropriate controls. Deselect the FACE control to cancel any color in the text face - only the outline and/or shadow/glow of the text will be visible. At least one control must be selected. The settings you specify here apply to the entire text no matter what position it is at, whether that be the Start, Hold, or Finish of the video.

---

**Second, specify how the text enters the screen:**

1. Click the START button below the Viewscreen to specify how the text will enter the screen.

2. **Option**

If you wish, select a predefined text effect by dragging it from the **Effects** panel of the Library to the Viewscreen.

Experimentation is encouraged. Note that you are not restricted to the colors and color transparencies of the predefined effects. These can be modified through the **Text Effects** panel. This is discussed in further detail below.

3. **Option**

Click the TEXT EFFECTS button. The **Text Effects** panel is displayed. Controls are provided in this dialog to adjust the color and transparency of the text face, outline, and shadow/glow. Make the necessary adjustments, and close the dialog.

*Note:*

In order for the controls of a particular section of the dialog, or text attribute (Face, Outline, and Shadow / Glow), to be active, their associated control on the Text Animator console (Face, Outline, and Shadow) must be selected.

COLOR BUTTONS

Color buttons are provided for each text attribute. Click a button to open the **Color Dialog**. Use the dialog to specify colors for the text face, outline, and shadow/glow. For a description of the Color Dialog, see [Using the Color Dialog](#).

TRANSPARENCY SLIDERS

Use the sliders provided to adjust the transparency of the text attributes. Transparency refers to the extent to which the background image shows through the attribute.

OUTLINE THICKNESS

You can adjust the thickness of the text outline using the appropriate controls, THIN, MED, and FAT.

OTHER SHADOW / GLOW SLIDERS

Use the DEPTH slider to specify a depth of shadow. Depth refers to the offset distance between the text and its shadow.

Use the SOFTEN slider to soften the appearance of text shadows. Settings range from 0 to 20% of the text size.

Use the SHADOW ANGLE slider to set the angle at which the shadow is offset from the text.

4. If you have multiple lines of text, specify how they are to enter the screen. Select the control MOVE LINES TOGETHER to enter the text as one block. Otherwise, multiple lines of text are entered one line at a time.
5. From the PATHS panel in the Library, choose the direction from which the text is to flow onto the screen. To specify the path, simply drag it from the Library to the Viewscreen, or double-click it. Your selection is reflected in the Viewscreen as well as the small positioning grid below the Viewscreen.

**or**

Click the appropriate sector (square) in the Position grid to specify the direction. The grid represents your video clip divided into nine sectors.

*Note:*

Each sector in the grid describes a direction. If you select the top left square as the *Start* direction, your text will move onto the screen from the top left corner. If you select the center square, the text will simply appear in the center of the screen.

6. **Option**

If you wish, mark the point in the video file where the text is to start entering the screen. This is done only if you wish the effect to begin at a point other than the very beginning of the file. Do so by moving the round, brown sphere on the **Time slider** on the Control panel. You can also use the Next Frame / Previous Frame buttons in the panel to advance or backup the file frame by frame. Watch the Viewscreen as you do this to advance to the desired frame. When you have reached the frame, click the **Mark Start** button.

---

**Third, specify how the text pauses on the screen:**

1. Click the HOLD button below the Viewscreen to specify how the text will pause on the screen.



2. Adjust the color and transparency of the text, as well as its pause position. Follow the same procedure as described above.

3. **Option**

If you wish, mark the point in the video file where the text is to start holding. Do so by moving the round, brown sphere on the **Time slider** on the Control panel. You can also use the Next Frame / Previous Frame buttons in the panel to advance or backup the file frame by frame. Watch the Viewscreen as you do this to advance to the desired frame. When you have reached the frame, click the **Begin Hold** button.

Repeat this process to mark the end of the Hold position. Locate the frame at which the text is to start moving again, and click the **End Hold**.

*Note:*

If you do not set a Hold time interval, or duration, a default setting of one second is applied.

---

#### **Finally, specify how the text leaves the screen:**

1. Click the FINISH button below the Viewscreen to specify how the text will leave the screen.
2. Adjust the color and transparency of the text, as well as its directional flow when leaving the screen. Follow the same procedure as described above.
3. If you have multiple lines of text, specify how they are to leave the screen. Select the control MOVE LINES TOGETHER to exit the text as one block. Otherwise, the text will exit one line at a time.

4. **Option**

If you wish, mark the point in the video file where the text is to start leaving the screen. This is done only if you wish the effect to end at a point other than the very end of the file. Do so by moving the round, brown sphere on the **Time slider** on the Control panel. You can also use the Next Frame / Previous Frame buttons in the panel to advance or backup the file frame by frame. Watch the Viewscreen as you do this to advance to the desired frame. When you have reached the frame, click the **Mark Finish** button.

---

#### **Viewing the effect:**

1. Click the PLAY button on the Control panel to see the effect of your settings.

*Note:*

To make sure you are starting at the beginning, click the FIRST FRAME button in the same Control panel before clicking the Play button.

2. When you are satisfied with your settings, click the APPLY button to apply the Text Animation settings to your file.
- 

#### **Apply**

Click this button to apply your settings to the file. The original file on your hard disk remains unchanged.

#### **Reset**

Click this button to restore the default settings; all effects applied to the original file are cancelled.

#### **Undo**

Click this button to undo those settings specified since the Text Animator was last opened. Any changes made to the file in previous Text Animator sessions are maintained.

#### **Close**

Click this button to close the Text Animator. If you have not clicked the Apply button, any altered settings will be discarded. They will not be applied to the file.



## Color Dialog

This dialog is opened by clicking any **Color** button that is made available in the program. Color buttons are provided in both the Text and Video Animators.

### Basic Colors

Eight basic colors are displayed. Color swatches cannot be added to or removed from this group. To select a basic color, simply click its swatch.

### Custom Colors

Up to 24 custom colors can be added to this color table. Select the color to be added using any of the techniques described below. To add the color to the table, click the ADD TO CUSTOM button. The color is added to the next available swatch in the table. You can also replace one color with another in this table. Simply, click the color swatch to be replaced before clicking the ADD TO CUSTOM button.

### Selecting colors

1. Click a basic or custom color swatch in their respective tables.

**or**

1. Specify an overall color group using the vertical, color strip.
2. Fine-tune color selection within the group by clicking the desired color inside the large color square to the right of the strip. You can also drag the crosshair within the square to identify the color.

**or**

1. Specify H-S-V or R-G-B values directly in their respective value fields.

**or**

1. Click the PICK A COLOR button. Click the desired color in the Viewscreen. Your selection is reflected in the vertical color strip and the large color square.

### Old | New

The original color selection (before you opened the dialog) is displayed beside your new selection for comparison purposes.

Color

This is a sample of text in the Editor.

Face

Outline

Shadow

Font...

Start Hold Finish

Position:

	⌚	

Text Effects...

Move lines together

Apply

Reset

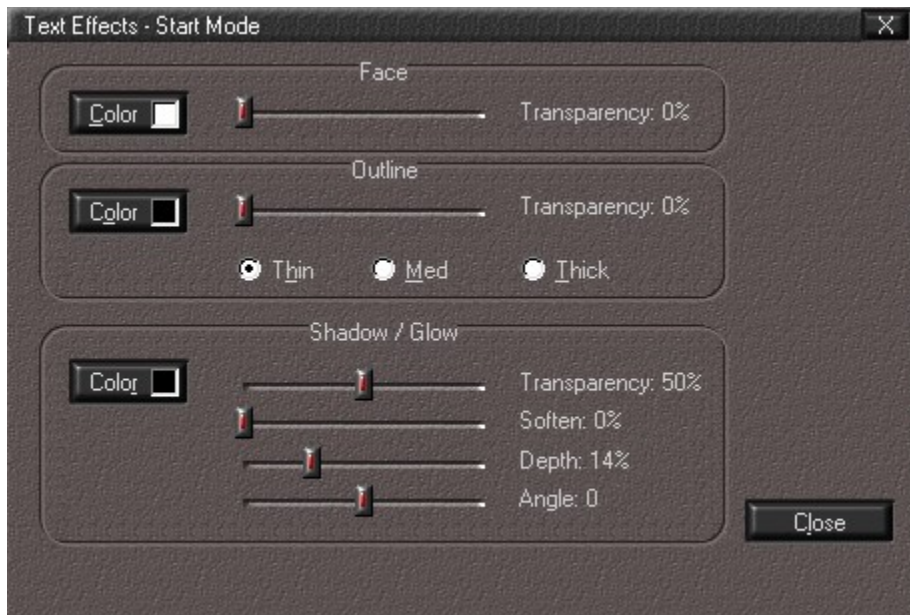
Undo

Close

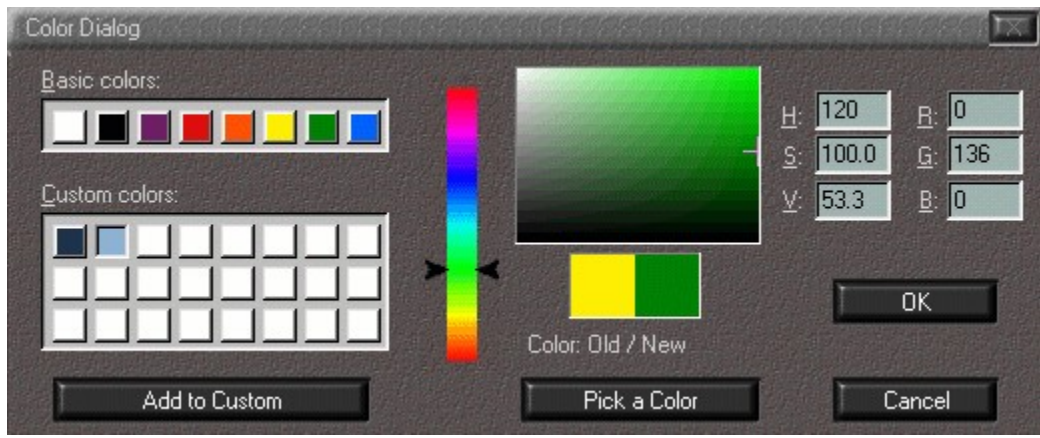






















## Example

{mci NOMENU,TEXT2.AVI}

*Click the Play button, or drag the scrollbar, to play the example.*

### To create this effect:

1. The source demo clip, CLOUDS.AVI, was first trimmed to 3.4 seconds in the Cutting Room and produced as a separate AVI file.  
**See**  
[Cutting Room](#)  
[How to save and produce a video](#)
2. Transfer the shortened CLOUDS scene to the Viewscreen.
3. Click the Text Animator button on the Mode selector. The Text Animator console is opened below the Viewscreen.
4. In the small Text Editor, type the text as three separate lines, each line separated by pressing the [Enter] key.  
ie;  
Text moving [Enter]  
on and off [Enter]  
the screen
5. Click the FONT button, and set the font and size of text in the Font dialog (ie; Times Roman, Bold, 18 pt.). In this example, text justification was set to CENTER.
6. Click the START button below the Viewscreen.
7. Click the top, left square in the Position grid to specify the direction from which the text is to enter the screen.
8. Deselect the control, MOVE LINES TOGETHER, so that the text enters the screen one line at a time.
9. Click the FINISH button.
10. Click the bottom right square in the Position grid.
11. Make sure that the control, MOVE LINES TOGETHER, is still deselected.



## Transition Effects



Use the **Transition Editor** to add transitions between video files in your Storyline.

### To open the Transition Editor:

1. In the Storyline, click the transition panel you wish to edit.
2. Click the Transition Effects button on the Mode selector. The Transition Editor console is added below the Viewscreen. The **Trans** panel, consisting of a number of transition effects, is added to the Library.

**or**

Double-click the transition panel in the Storyline to open the Editor.

**or**

Right-click a transition panel in the Storyline, and select EDIT TRANSITION from the menu displayed to open the Editor.

### Note:

The Trans panel includes a number of transition effects from which to choose. Experimentation is encouraged.

### Description:

Transitions are cinematic effects that indicate and reinforce the flow from one idea to another. They are used between video clips to provide a means of introducing or changing clips. Transitions can be as simple as a cut (where there is simply an instantaneous change to a new clip) to complex fades or blends designed to invoke a specific mood.



*Use transitions to:*

- Guide your audience's attention to specific screen areas.
  - Maintain coherence when moving between contexts.
  - Alert audiences to new objects and changes to your video presentation.
  - Reinforce the action.
- 

**To add a transition effect:**

1. On the Storyline, click the transition panel you wish to edit. The video scenes preceding and succeeding the transition panel are displayed below the Viewscreen.
2. Select a transition effect from the Trans panel in the Library, and drag it to the small Transition box located below the Viewscreen, between the preceding and succeeding video scenes.
3. Set the duration of the transition. If, for example, you set a duration of 1.0, then one second will be contributed by each of the preceding and succeeding scenes towards the transition. You can also drag the small FILMSTRIP to set duration values. The two film strips represent the length of each video scene relative to each other. The film overlap represents the duration of the transition.

*Note:*

You cannot modify the duration of the video scenes directly. Their values are displayed for information purposes only.

4. To preview your setting, hold the SHIFT key, and select the preceding scene, the transition, and the succeeding scene in the Storyline. Each will be highlighted when selected. Click the PLAY button on the Control panel.

*Note:*

To make sure you are starting at the beginning, click the FIRST FRAME button on the same Control panel before clicking the PLAY button.

5. When you are satisfied with your settings, click APPLY.
- 

**Apply**

Click this button to apply your settings. The original file on your hard disk remains unchanged.

**Reset**

Click this button to restore the default settings; all effects applied to the original file are cancelled.

**Undo**

Click this button to undo those settings specified since the Transition Editor was last opened. Any changes made to the file in previous Transition Editor sessions are maintained.

**Close**

Click this button to close the Transition Editor. If you have not clicked the Apply button, any altered settings will be discarded. They will not be applied to the file.

## Example

{mci NOMENU,TRANEFFECT.AVI}

*Click the Play button, or drag the scrollbar, to play the example.*

### To create this effect:

1. The source demo file, CLOUDS.AVI, was first trimmed to 3.4 seconds in the Cutting Room, and then produced as a separate AVI file.

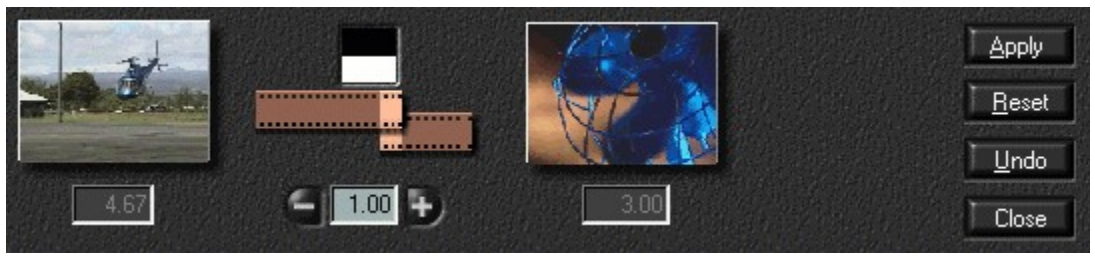
**See**

[Cutting Room](#)

[How to save and produce a video](#)

2. Transfer the shortened CLOUDS scene to the Storyline.
3. Transfer the demo file, CLOCK.AVI, to the next panel in the Storyline.
4. Select the transition panel between the two video files, and click the Transition Effects button.
5. Drag the effect, CORNER WIPE FROM TOP-LEFT, from the Trans panel in the Library to the small box between the two video thumbnails on the Transition Effects console.
6. Set the transition duration to 2.0 seconds.







## Video Animator



Use the **Video Animator** to blend or fade one video file over another.

### To open the Video Animator:

1. Select a video scene on the Storyline. This will be your background scene.
2. Click the Video Animator button on the Mode selector. The Video Animator console is added below the Viewscreen. The **Motion** panel, consisting of a number of motion paths, is added to the Library.

### Description

A video file can be overlaid onto another from one of eight directions, or from the center. You can set the transparency of the file, the length of time it remains overlaid, and the direction it moves off the screen. With the Video Animator, you specify one file as the background and another as the foreground. The foreground file will overlay the background one.

### Note:

You can specify whether or not any sound files currently attached to your video files will play during the effect. For more information, see [Audio Studio](#).

### To create the effect:

1. Double-click a video scene in the Storyline. The scene is displayed in the Viewscreen. Alternatively, drag the scene from the Storyline to the Viewscreen.
2. Click the Video Animator button on the Mode selector. The Video Animator console is opened below the Viewscreen. The video file selected in Step 1 is designated the Background file, and is represented in the small Background window.
3. Select a foreground file by double-clicking it in the Library. The file is represented in the small Foreground window beside the Background one. Alternatively, drag the file from the Library to the Foreground window to specify the Foreground file.
4. Decide whether you wish to blend the two files as the effect, or remove a measure of color from the foreground file as it moves through the background one.

#### Blend Image

Select this control to blend the two files as the effect. In later steps, you will use the TRANSPARENCY slider displayed to adjust how much of the background will show through the foreground file at the Start, Hold and Finish positions.

*or*

#### Remove Color

Select this control to remove a measure of color from the foreground file as it moves through the background one. Click the COLOR button, and choose the color you wish to remove from the Color Dialog displayed. In later steps, you will use the TOLERANCE slider to set the amount of that color to remove at the Start, Hold and Finish positions. To learn how to use the Color Dialog, see [Using the Color Dialog](#).

5. Click the START button below the Viewscreen.
6. Use the SIZE slider to set the size of the foreground file as it moves onto the screen.
7. If you chose to blend the two video files in Step 4, use the TRANSPARENCY slider to adjust how much of the background will show through the foreground file at this position.  
  
If you chose to remove color from the foreground file as the effect, use the TOLERANCE slider to specify the amount of color to be removed at this position.
8. In the Position grid, set the direction from which the foreground file will move onto the screen. The grid represents your video clip divided into nine sections. You can choose one of the preset, default sequences from the [Motion](#) panel in the Library if you prefer.

*Note:*

Each section in the grid describes a direction. If you select the top left square as the START direction, your foreground file will move onto the screen from the top left corner. If you select the center square, the file will simply appear in the center of the screen.

9. **Option**  
If you wish, mark the point in the background file where the foreground one is to start entering the screen. This is done only if you wish the effect to begin at a point other than the very beginning of the file. Do so by moving the round, brown sphere on the [Time slider](#) on the Control panel. You can also use the Next Frame / Previous Frame buttons in the panel to advance or backup the file frame by frame. Watch the Viewscreen as you do this to arrive at the desired frame. When you have reached the frame, click the [Mark Start](#) button.
10. Click the HOLD button below the Viewscreen.
11. Adjust the size of file, transparency/tolerance, and file location at the Hold position. Use the same procedures as described above.
12. **Option**  
If you wish, mark the point in the video file where the foreground file is to start holding. Do so by moving the round, brown sphere on the [Time slider](#) on the Control panel. You can also use the Next Frame / Previous Frame buttons in the panel to advance or backup the file frame by frame. Watch the Viewscreen as you do this to advance to the desired frame. When you have reached the frame, click the [Begin Hold](#) button.  
  
Repeat this process to mark the end of the Hold position. Locate the frame at which the foreground file is to start moving again, and click the [End Hold](#).
13. Click the FINISH button below the Viewscreen.
14. Adjust the size of file, transparency/tolerance, and directional flow as the file moves off the screen. Use the same procedures as described above.
15. **Option**

If you wish, mark the point in the video file where the foreground file is to start leaving the screen. This is done only if you wish the effect to end at a point other than the very end of the file. Do so by moving the round, brown sphere on the **Time slider** on the Control panel. You can also use the Next Frame / Previous Frame buttons in the panel to advance or backup the file frame by frame. Watch the Viewscreen as you do this to advance to the desired frame. When you have reached the frame, click the **Mark Finish** button.

16. To preview your video animation, click the PLAY button on the Control panel.

*Note:*

To make sure you are starting at the beginning, click the FIRST FRAME button on the same Control panel before clicking the PLAY button.

17. When you are satisfied with your settings, click APPLY to apply the Video Animator settings.

---

### Trimming the Foreground file using the Scene Trimmer

Use the **Scene Trimmer** to trim away any unwanted portions of a foreground video file.

To open the dialog:

1. Double-click inside the Foreground window.

To trim a video file:

1. Move the small, brown sphere on the Time Slider to the point in the file where you want to begin. Any portion of the file before this point is discarded.
2. Click the **Mark In** button.
3. Move the small, brown sphere on the Time Slider to the point in the file where you want to end. Any portion of the file after this point is discarded.
4. Click the **Mark Out**. The white line beneath the slider indicates the portion of the file to be saved.
5. Use the other buttons in the dialog to advance or step back to different positions in the file. PLAY and PAUSE buttons are provided for you to review your settings.



Returns to the beginning of the file.

Advances to the In position.

Advances to the Out position.

Advances to the end of the file.

---

### Apply

Click this button to apply your settings to the file. The original file on your hard disk remains unchanged.

### Reset

Click this button to restore the default settings; all effects applied to the original file are cancelled.

### Undo

Click this button to undo those settings specified since the Video Animator was last opened. Any changes made to the file in previous Video Animator sessions are maintained.

### Close

Click this button to close the Video Animator. If you have not clicked the Apply button, any altered settings will be discarded. They will not be applied to the file.





## Example

{mci NOMENU,VIDANIM.AVI}

*Click the Play button, or drag the scrollbar, to play the example.*

### To create this effect:

1. The source demo clip, CLOUDS.AVI, was first trimmed to 3.4 seconds in the Cutting Room, and then produced as a separate AVI file.  
**See**  
[Cutting Room](#)  
[How to save and produce a video](#)
2. Transfer the shortened CLOUDS scene to the Storyline.
3. Make sure that the same shortened CLOUDS scene in the Storyline is highlighted. This will be the background file.
4. Click the Video Animator button on the Mode selector.
5. Double-click the CLOCK.AVI demo clip in the Library. This will be the foreground file.
6. Select the control IMAGE BLEND.
7. Click the START button. Using the sliders provided, set the SIZE to 0% and the TRANSPARENCY to 100.
8. Click the HOLD button. Set the SIZE to 50% and the TRANSPARENCY to 50.
9. Reduce the Hold time duration to 0 by setting the START HOLD and FINISH HOLD points at the same location on the Time slider (halfway).
10. Click the FINISH button. Set the Size to 100% and the TRANSPARENCY to 0.

Foreground Background



Image Blend  
 Remove Color

Start Hold Finish

Position:



Size: 20%

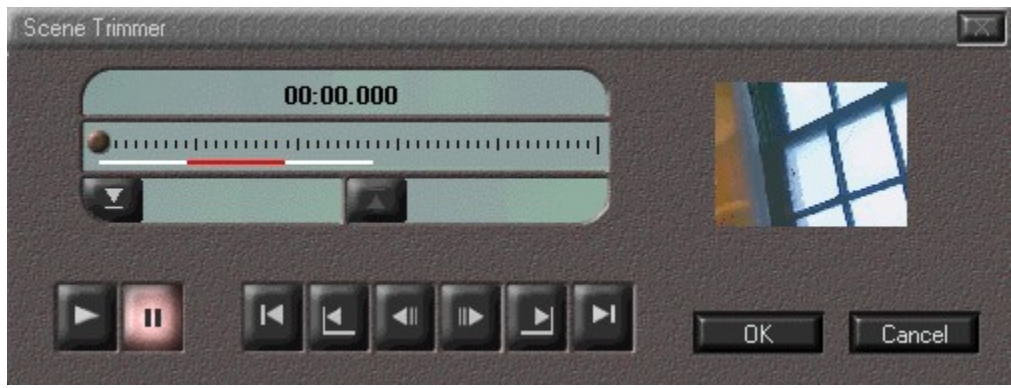


Transparency: 0%



Apply  
Reset  
Undo  
Close







## Audio Studio



Use the [Audio Studio](#) to add sound to your video files.

### To open the Audio Studio:

1. Transfer to the Viewscreen the video file you wish to add sound to.

See

[How to transfer files to the Viewscreen](#)

2. Click the Audio Studio button on the Mode selector. The Audio Studio console is added below the Viewscreen. The [Audio](#) panel, where sound files are grouped, is added to the Library.

*Note:*

Up to six audio tracks can be assigned to a video file.

### To add sound to a video file:

#### 1. Add a sound file(s) to the Library.

1. Rightclick inside the Library, and select ADD FILES from the menu displayed. The [Open](#) file selector is displayed.

*Note:*

If you right-click inside the Audio panel of the Library and select ADD FILES, the file selector displayed will default to Sound Files (.wav).

If you right-click inside the Video panel of the Library and select ADD FILES, the file selector displayed will default to All Media Files.

2. Browse your hard disk or CD-ROM, and select the audio file(s) you wish to add. The audio file(s) you select is added to the Audio panel of the Library.

---

#### 2. Listen to the sound file(s).

1. If you wish to listen to a sound file listed in the Library, right-click its file name in the Library, and select [PLAY](#) from the menu displayed.

*Note:*

The Audio Studio *must* be closed if you plan to listen to sound files in this way.

2. If you wish to stop playing the file, right-click the file name again, and select **STOP** from the menu displayed.

**or**

1. Preview the sound from within the Audio Studio (this is described later in this procedure).
- 

### **3. Load the desired sound file(s) into the Audio Studio.**

1. Drag a video file from the Library or the Storyline to the Viewscreen. This is the file to which the sound is to be added.
2. Click the Audio Studio button on the Mode selector. The Audio Studio console is opened below the Viewscreen. Any audio tracks currently associated with the video file are identified.
3. Drag the desired sound file(s) from the Library to the Audio Track window.

*Note:*

To preview a sound file listed in the Audio Track window, select the file and click the PLAY button on the Control panel. Click the STOP button on the same console to stop playing the file.

If you want the video and sound files played together, select the control, ENABLE VIDEO PREVIEW. To listen to the sound alone, deselect the control.

---

### **4. Establish the duration of the sound file(s).**

1. Select a sound file in the Audio Track window, and click the CLIP button. The **Audio Trimmer** dialog is displayed.

*Note:*

The CLIP button is available only to independent sound files, not to sound files currently associated with the video file.

2. In the Audio Trimmer, mark the desired In and Out points for the sound file. These points define the portion of the sound file to keep; the unwanted portions are trimmed away. For a complete description of the Audio Trimmer, see **Audio Trimmer**.
- 

### **5. Specify when the sound file(s) begin to play relative to the video.**

1. Select a sound file in the Audio Track window.
  2. Mark the point in the video file where the sound is to start. This is done only if you wish the sound to begin at a point other than the very beginning of the file. Do so by moving the round, brown sphere on the **Time Slider** on the Control panel. Click the **Mark Start** button.
- 

### **6. Specify other characteristics for the sound file(s).**

1. Use the VOLUME slider to set the volume level of an audio track. Each track can have a different volume level.
  2. Select the FADE IN control to smoothly increase the volume of an audio track from zero to full volume as the video begins to play.
  3. Select the FADE OUT control to smoothly decrease the volume of an audio track to zero as the end of the video approaches.
  4. Click REPEAT if an audio track is too short for your video file. The audio track will be repeated as many times as necessary to match the duration of the video.
  5. Use the MIX controls to specify which audio tracks to play with the video file when previewing. This allows you to check and adjust the volume and in/out points of each audio track individually, or as a group.
  6. Click Apply to have the audio tracks and volume effects added to your file.
-

**Enable Video Preview**

Select this control to play the video and sound files together when the Play button is clicked on the Control panel. Deselect the control to play the sound file only.

**Apply**

Click this button to apply your settings to the file. The original file on your hard disk remains unchanged.

**Reset**

Click this button to restore the default settings; all effects applied to the original file are cancelled.

**Undo**

Click this button to undo those settings specified since the Audio Studio was last opened. Any changes made to the file in previous Audio Studio sessions are maintained.

**Close**

Click this button to close the Audio Studio. If you have not clicked the Apply button, any altered settings will be discarded. They will not be applied to the file.
























Audio Tracks

 classical.wav				<input checked="" type="checkbox"/> Fade In	<p>Volume</p> <p>+</p>  <p>-</p>	L R	 	<p>Apply</p>
 celtic.wav				<input checked="" type="checkbox"/> Fade Out				
 test_001.WAV				<input checked="" type="checkbox"/> Repeat				
				<input checked="" type="checkbox"/> Mix				

Enable Video Preview



















## Audio Trimmer

Use the Audio Trimmer to trim away any unwanted portions of a sound file.

### To open the dialog:

1. Click the Audio Studio button on the Mode selector. The Audio Studio console is opened below the Viewscreen.
2. Select the sound file you wish to trim in the Audio Track window, and click the CLIP button.

#### Note:

The CLIP button is available only to independent sound files, not to sound files currently associated with the video file.

### To trim a sound file:

1. Move the small, brown sphere on the Time Slider to the point in the sound file where you want to begin. Any portion of the file before this point is discarded.
2. Click the **Mark In** button.
3. Move the small, brown sphere on the Time Slider to the point in the sound file where you want to end. Any portion of the file after this point is discarded.
4. Click the **Mark Out**. The white line beneath the slider indicates the portion of the file to be saved.
5. Use the other buttons in the dialog to advance or step back to different positions in the sound file. PLAY and PAUSE buttons are provided for you to review your settings.



Returns to the beginning of the file.



Advances to the In position.



Advances to the Out position.



Advances to the end of the file.



## Output to Video



Use the [Output to Video](#) console to play a video file full-screen on a monitor or to output the file to tape.

### To open the Output to Video console:

1. Transfer to the Viewscreen the video file you wish to output.

#### See

[How to transfer files to the Viewscreen](#)

2. Click the Output to Video button on the Mode selector. The Output to Video console is added below the Viewscreen.

Output to Video and Capture are separate video modes, performing an opposite (though similar) function. Output to Video sends the video to an outside source (such as your monitor screen or a connected VCR), while Capture brings video in from an outside source (such as a camcorder, TV, CD or DVD player). The specific features of each mode will depend on the capabilities of your capture board.

Digital Video (DV) utilizes the IEEE 1394 connection and presents its own unique set of features to Output to Video and Capture.

### To output a scene to full Screen on a monitor:

1. On the Storyline, select the scene you wish to output to video.
2. Click the Output to Video button on the Mode selector. The scene is transferred to the Viewscreen and the Output to Video console is opened below the Viewscreen.
3. On the Output to Video console, select FULL SCREEN from the Output list.
4. Click the BEGIN button to start video output. The video will be displayed full screen on your monitor.
5. To end the video output before the scene has run its course, right-click the mouse or press the ESC key on the keyboard to return to the Viewscreen.

### To output a scene to an outside source (VCR):

The Output list may contain additional options, depending on your capture hardware and the codec used to compress the video file. Examples of these are M-JPEG (Motion JPEG) and DVSoft (Digital Video).

Some manufacturers market M-JPEG capture boards that can save .AVI files using the M-JPEG codec. Some of these boards can output the video to a connected device (such as a VCR). If you have such a board and have created an .AVI using the M-JPEG codec, you will be able to output these files to tape.

1. Load the .AVI file (produced with the M-JPEG codec) into the Library.
2. Drag the .AVI file from the Library to the Viewscreen.
3. Click the Output to Video button on the Mode selector. The Output to Video console is displayed below the Viewscreen.
4. Select M-JPEG from the Output list.
5. Click the BEGIN button to start video output. The video will be output through your capture hardware to the connected device (VCR).
6. To end the video output before the scene has run its course, right-click the mouse or press any key on the keyboard (except the SPACEBAR) to return to the Viewscreen.

#### **Pause on First Frame**

Select this control to display the first frame of the video, paused on your monitor, when the BEGIN button is clicked. Pausing on the first frame allows you time to set the record button on your VCR, for example. Press the SPACEBAR on the keyboard, or click the mouse, to start video playback and send the scene through the capture hardware to the VCR.

#### **Pause on Last Frame**

Select this control to play video back on your monitor and pause on the last frame. Use this option to avoid an abrupt ending to the playback if you are recording to a VCR. Press the SPACEBAR on the keyboard, or click the mouse, to end the pause and return to the Viewscreen.

#### **Output to Video using DV (Digital Video)**

With MGI VideoWave IIII you can control digital devices connected to the IEEE 1394 (FireWire) port. If such a device (a DV camcorder, for example) has been connected to your computer, entering Output to Video mode will present the DV controls on the Control panel.

Select the DV device from the Output list to display the DV controls.

The DV controls are similar to the regular edit controls, with a few exceptions. There is no LOOP button, since this function is not applicable. The FIRST FRAME and LAST FRAME buttons have been replaced by REWIND and FAST FORWARD, respectively.

Use the DV controls to control the DV camera connected to your computer. Click the PLAY button to play the videotape. The playback will be shown on the Viewscreen.

#### **Jog Shuttle control**

This control makes it easy to find the section of tape you wish to reach. While the tape is playing or paused, drag the cursor to the right or left to cue or review the tape, respectively. The Viewscreen displays the playback at a higher speed than normal. The further you drag the cursor, the faster the tape is reviewed.

#### *Note:*

In order to see the tape playback on the Viewscreen when the Fast Forward, Rewind or Jog Shuttle controls are used, the tape must be playing or paused. If the tape is stopped, using the controls will rewind or advance the tape without the tape contents being shown on the Viewscreen

Output:

Full Screen

Pause on

First Frame

Last Frame

Options...

Click the "Begin" button to start video output. If you have selected "Pause on First Frame", hit the spacebar when you are ready to begin playback. You can hit any other key at any time to end playback.

Begin

Close



## Capture Editor



Use the **Capture Editor** to transform analog video into digitized AVI files (Video for Windows) that can be added later to a video production. The resolution and frame rate of the AVI file are determined by the capabilities of the capture hardware. A capture card must be installed on your system.

With the capture card, you can capture video or still images from a video camera, television, VCR, or laserdisc player. Used with a sound card, the capture software provides CD-quality sound with sampling rates of up to 44kHz. Depending on your audio hardware, audio can be captured at 11kHz, 22kHz, or 44kHz, in 8-bit or 16-bit mono or stereo.

### To open the Capture Editor:

1. Click the Capture button on the Mode selector. The Capture Editor console is added below the Viewscreen.

For more information, see:

[Capturing analog video](#)

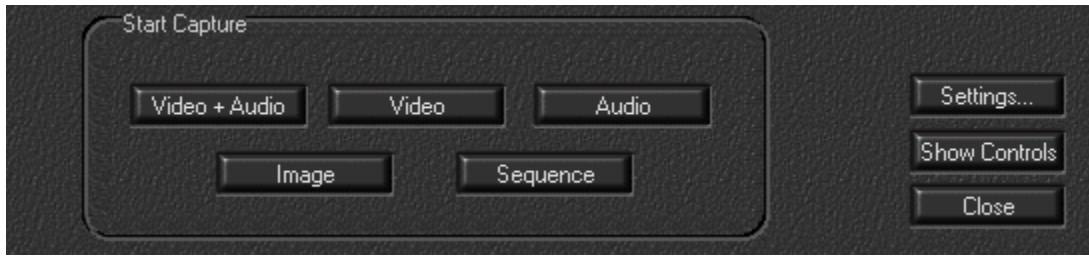
[Capturing still images](#)

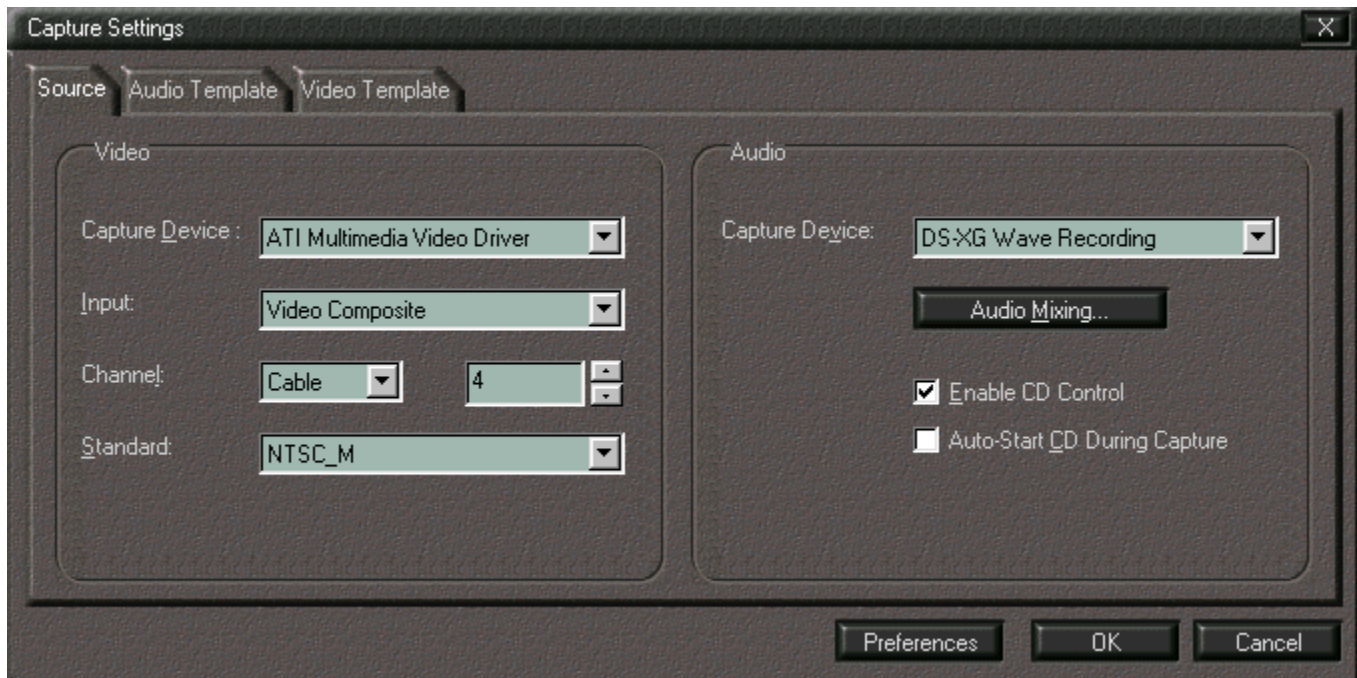
[Capturing a sequence of frames](#)

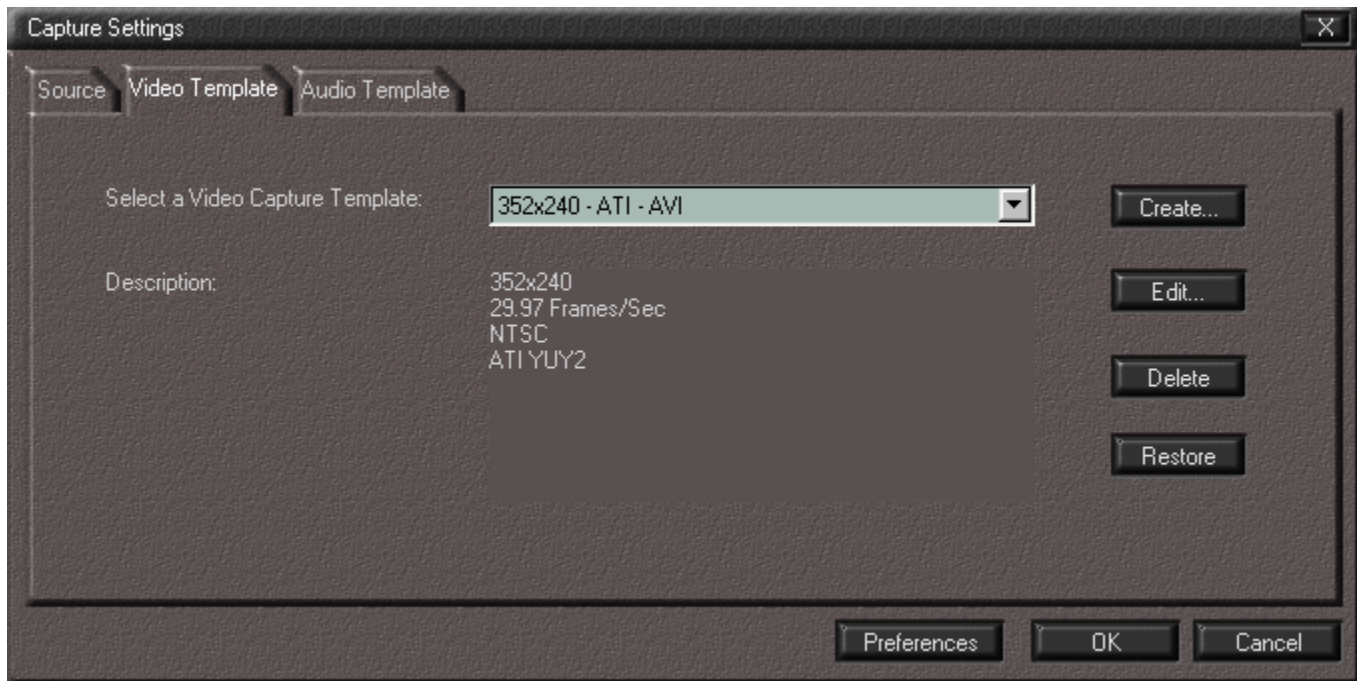
[Capturing audio](#)

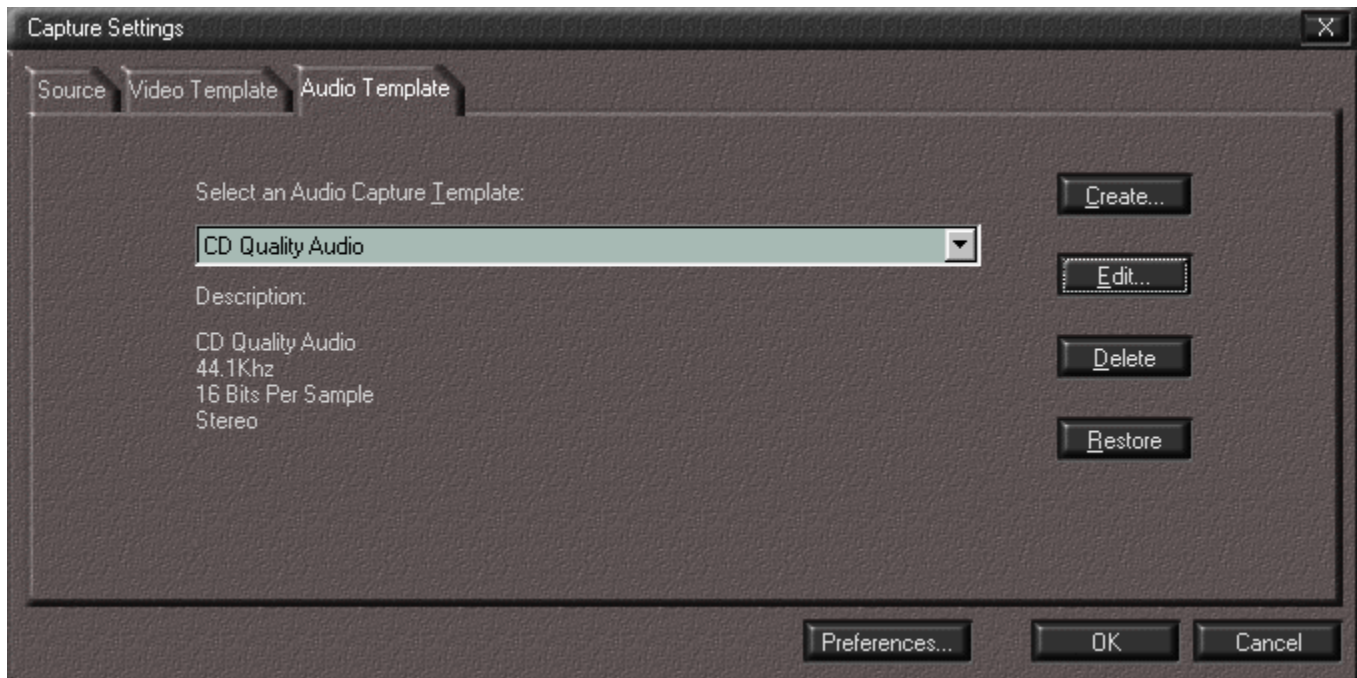
[Capturing digital video \(DV\)](#)

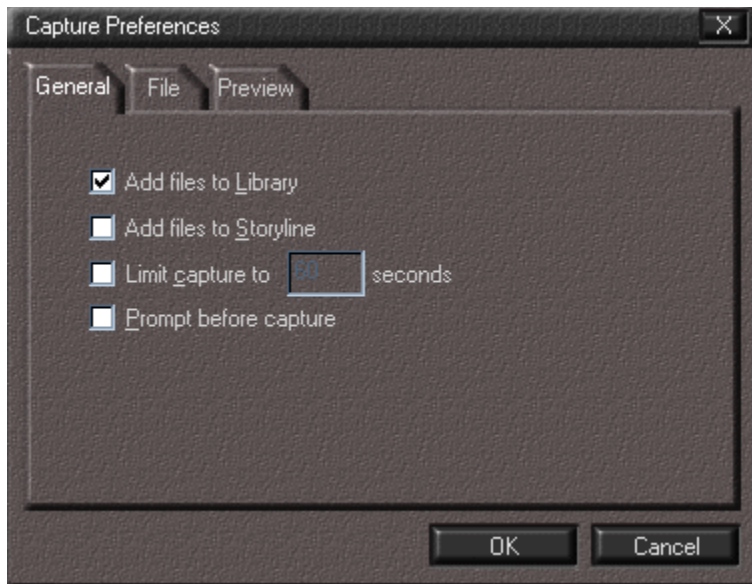


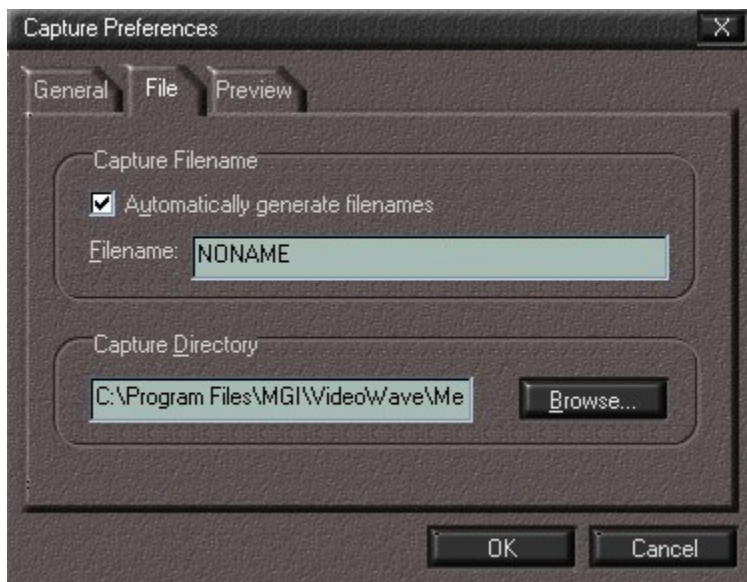


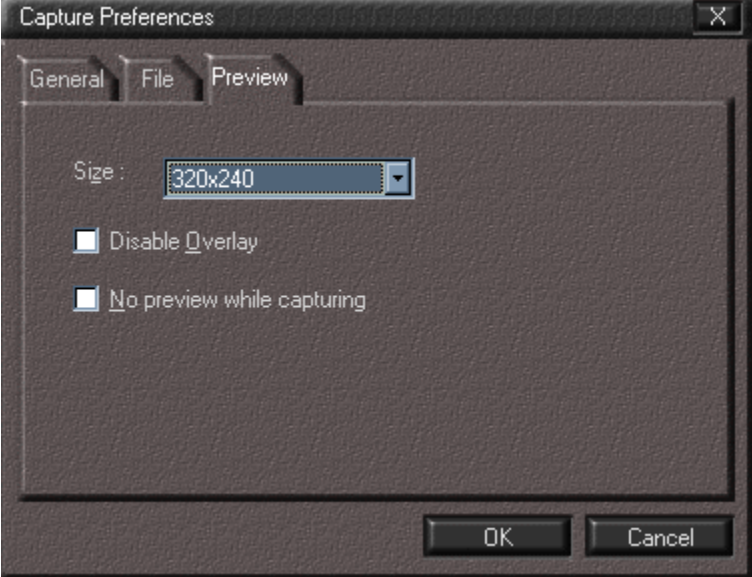


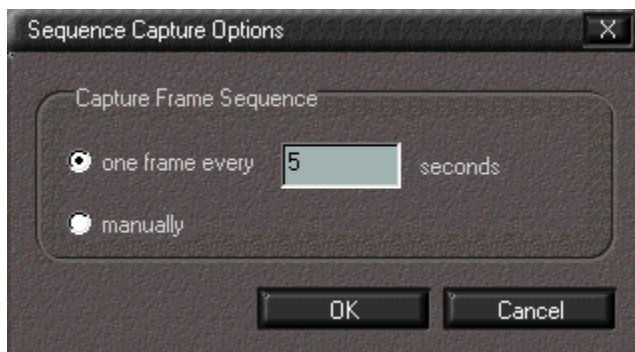














Automatic Sequence Capture

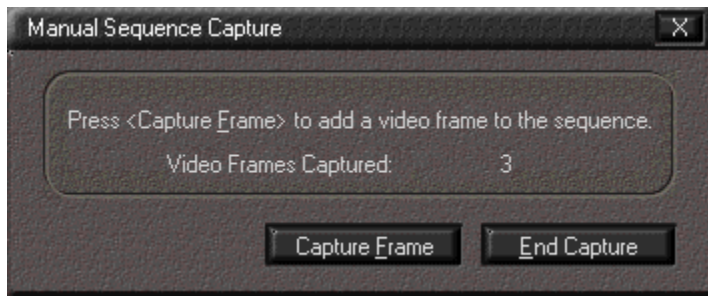


Video Frames will automatically be added to your captured sequence.

Capture Time Interval: 5 (Seconds)

Video frames captured: 7

End Capture



## Capturing Analog Video



Use the [Capture Editor](#) to transform analog video into digitized AVI files (Video for Windows) that can be added later to a video production. The resolution and frame rate of the AVI file are determined by the capabilities of the capture hardware. A capture card must be installed on your system.

With the capture card, you can capture video from a video camera, television, VCR, or laserdisc player. Used with a sound card, the capture software provides CD-quality sound with sampling rates of up to 44kHz. Depending on your audio hardware, audio can be captured at 11kHz, 22kHz, or 44kHz, in 8-bit or 16-bit mono or stereo.

### To open the Capture Editor:

1. Click the Capture button on the Mode selector. The Capture Editor console is added below the Viewscreen.

### To capture video:

1. To capture video from an outside source, connect the external device (ie; VCR, camcorder, etc.) to your capture card (refer to the instructions provided by the card manufacturer).
2. On the Capture Editor console, click the SETTINGS button. The [Capture Settings](#) dialog is displayed.
3. Click the SOURCE tab if the [Source](#) panel is not already open. Refer to the VIDEO section of the panel. From the CAPTURE DEVICE list, select the device, or driver, you will be using to capture the video. From the INPUT list, select the input source. Choose between Composite, S-Video, and TV Tuner. If you selected TV Tuner as the input source, choose between Cable and Antenna in the CHANNEL list, and then pick a channel. From the STANDARD list, specify the appropriate source video standard.

#### Note:

The Source panel displayed may vary with the video capture card being used. There are two standards for drivers, both from Microsoft, that are used with video capture cards. VFW was developed first, and is more commonly used. WDM was developed next, and is beginning to gain in popularity. Some capture card manufacturers supply a VFW driver for their card, some supply a WDM driver, while others supply both. VFW capture drivers include their own dialogs for changing capture card settings. The panel described above applies to the WDM driver.

If you plan to capture audio with your video, refer to the AUDIO section of the [Source](#) panel. Specify the CAPTURE DEVICE you will be using from the list provided. Click the AUDIO MIXING button to launch the custom dialogs for sound mixing provided by your card manufacturer. For a description of these dialogs, consult the documentation provided by the manufacturer. If you wish to control your audio CD from within MGI VideoWave IIII, select the ENABLE CD CONTROL check box. In this way, you can use the various buttons on the Control panel, located to the right of the Viewscreen, to control the CD. If you wish to automatically start your audio CD when you begin capture, click the AUTO-START CD DURING CAPTURE button. Note that the control, ENABLE CD DEVICE CONTROL, must be selected for this control to be available.

4. Click the VIDEO TEMPLATE tab. A number of video templates are included within the [Video Template](#) panel. You can create your own templates as well. A template consists of a number of predefined settings for such attributes as frame size, frame rate, and compression. Select a template from the list provided. A description of each template is given. If you wish to create your own template, or edit an existing one, click the CREATE or EDIT buttons, respectively. For more information, see [Creating Video and Audio Capture Templates](#)
5. If you plan to capture sound with your video, click the AUDIO TEMPLATE tab. A number of audio templates are included within the [Audio Template](#) panel. Select an audio template from the list provided. A description of each template is provided. If you wish to create your own template, or edit an existing one, click the CREATE or EDIT buttons, respectively. For more information, see [Creating Video and Audio Capture Templates](#)
6. In the Capture Settings dialog, click the PREFERENCES button. The [Capture Preferences](#) dialog is displayed consisting of three panels. Use this dialog to set such attributes as time limits, filenames and paths, and Preview frame sizes for the capture files. For a complete description of this dialog, see [Capture Preferences](#).
7. Start playback of the external device. The video playback is displayed on the Viewscreen.
8. If you wish to adjust the Brightness, Contrast, Color, or Hue of the video, click the SHOW CONTROLS button on the Capture Editor console. Use the sliders provided to make your adjustments. When you are finished, click the HIDE

CONTROLS button to return to the main console.

9. To begin capture, click the VIDEO button or the VIDEO + AUDIO button on the console. The elapsed time is displayed below the Viewscreen during capture. The VIDEO or VIDEO + AUDIO button, as the case may be, is re-labeled STOP.
10. To end capture, click the STOP button, or press the SPACEBAR on the keyboard. The captured file is stored on your hard disk according to your settings in the Capture Preferences dialog.

## Capturing Still Images



Use the [Capture Editor](#) to capture still images in bitmap format that can be added later to a video production. A capture card must be installed on your system. With the capture card, you can capture still images from a video camera, television, VCR, or laserdisc player.

### To open the Capture Editor:

1. Click the Capture button on the Mode selector. The Capture Editor console is added below the Viewscreen.

### To capture still images (single frames):

1. To capture a still image (without sound) from an outside source, connect the external device (ie; VCR, camcorder, etc.) to your capture card (refer to the instructions provided by the card manufacturer).
2. On the Capture Editor console, click the SETTINGS button. The [Capture Settings](#) dialog is displayed.
3. Click the SOURCE tab if the [Source](#) panel is not already open. Refer to the VIDEO section of the panel. From the CAPTURE DEVICE list, select the device, or driver, you will be using to capture the images. From the INPUT list, select the input source. Choose between Composite, S-Video, and TV Tuner. If you selected TV Tuner as the input source, choose between Cable and Antenna in the CHANNEL list, and then pick a channel. From the STANDARD list, specify the appropriate source video standard.

#### Note:

The Source panel displayed may vary with the video capture card being used. There are two standards for drivers, both from Microsoft, that are used with video capture cards. VFW was developed first, and is more commonly used. WDM was developed next, and is beginning to gain in popularity. Some capture card manufacturers supply a VFW driver for their card, some supply a WDM driver, while others supply both. VFW capture drivers include their own dialogs for changing capture card settings. The panel described above applies to the WDM driver.

4. In the Capture Settings dialog, click the PREFERENCES button. The [Capture Preferences](#) dialog is displayed. Click the FILE tab, and specify the directory into which the image(s) will be saved. Images are saved in bitmap (.bmp) format. In the GENERAL panel, you can specify, if you like, that the captured images be added to the Library and/or Storyline automatically after capture. For a complete description of this dialog, see [Capture Preferences](#).
5. Start playback of the external device. The video playback is displayed on the Viewscreen.
6. If you wish to adjust the Brightness, Contrast, Color, or Hue of the video, click the SHOW CONTROLS button on the Capture Editor console. Use the sliders provided to make your adjustments. When you are finished, click the HIDE CONTROLS button to return to the main console.
7. To capture images, click the IMAGE button on the Capture Editor console. Each time the IMAGE button is clicked, the video frame currently displayed on the Viewscreen is captured and saved in bitmap format to the directory specified in the Capture Preferences dialog.

## Capturing a Sequence of Frames



Use the [Capture Editor](#) to capture a sequence of frames that can be added later to a video production. A capture card must be installed on your system. With the capture card, you can capture frames from a video camera, television, VCR, or laserdisc player.

### To open the Capture Editor:

1. Click the Capture button on the Mode selector. The Capture Editor console is added below the Viewscreen.

### To capture a sequence of frames:

1. To capture a sequence of frames from an outside source, connect the external device (ie; VCR, camcorder, etc.) to your capture card (refer to the instructions provided by the card manufacturer). Note that you cannot capture sound with a sequence.
2. On the Capture Editor console, click the SETTINGS button. The [Capture Settings](#) dialog is displayed.
3. Click the SOURCE tab if the [Source](#) panel is not already open. Refer to the VIDEO section of the panel. From the CAPTURE DEVICE list, select the device, or driver, you will be using to capture the images. From the INPUT list, select the input source. Choose between Composite, S-Video, and TV Tuner. If you selected TV Tuner as the input source, choose between Cable and Antenna in the CHANNEL list, and then pick a channel. From the STANDARD list, specify the appropriate source video standard.

#### Note:

The Source panel displayed may vary with the video capture card being used. There are two standards for drivers, both from Microsoft, that are used with video capture cards. VFW was developed first, and is more commonly used. WDM was developed next, and is beginning to gain in popularity. Some capture card manufacturers supply a VFW driver for their card, some supply a WDM driver, while others supply both. VFW capture drivers include their own dialogs for changing capture card settings. The panel described above applies to the WDM driver.

4. Click the VIDEO TEMPLATE tab. A number of video templates are included within the [Video Template](#) panel. You can create your own templates as well. A template consists of a number of predefined settings for such attributes as frame size, frame rate, and compression. Select a template from the list provided. A description of each template is given. If you wish to create your own template, or edit an existing one, click the CREATE or EDIT buttons, respectively. For more information, see [Creating Video and Audio Capture Templates](#)
5. In the Capture Settings dialog, click the PREFERENCES button. The [Capture Preferences](#) dialog is displayed. Click the FILE tab, and specify the directory into which the sequence will be saved. Sequences of frames are saved in AVI format. In the GENERAL panel, you can specify, if you like, that the captured sequences be added to the Library and/or Storyline automatically after capture. For a complete description of this dialog, see [Capture Preferences](#).
6. Start playback of the external device. The video playback is displayed on the Viewscreen.
7. If you wish to adjust the Brightness, Contrast, Color, or Hue of the video, click the SHOW CONTROLS button on the Capture Editor console. Use the sliders provided to make your adjustments. When you are finished, click the HIDE CONTROLS button to return to the main console.
8. On the Capture Editor console, click SEQUENCE. The [Sequence Capture Options](#) dialog is displayed.
9. Choose whether to capture a sequence of frames automatically according to a specified time interval, or manually using the mouse. Make your selection, and click OK.

#### Note:

If you choose to capture the sequence automatically, specify a time interval (in seconds) in the value field provided. As the specified number of seconds elapse, the frame active on the Viewscreen at the time is captured.

### Automatic Sequence Capture

If you chose automatic capture in the Sequence Capture Options dialog, the [Automatic Sequence Capture](#) dialog is displayed. Use this dialog to keep track of the number of frames captured. To end capture, click the END CAPTURE

button.

### **Manual Sequence Capture**

If you chose manual capture in the Sequence Capture Options dialog, the **Manual Sequence Capture** is displayed. Click the CAPTURE FRAME button each time you wish to capture a frame. To end capture, click the END CAPTURE button.

## Capturing Audio



Use the [Capture Editor](#) to capture audio that can be added later to a video production. A capture card must be installed on your system.

With the capture card, you can capture audio from a variety of external devices. Used with a sound card, the capture software provides CD-quality sound with sampling rates of up to 44kHz.

Depending on your audio hardware, audio can be captured at 11kHz, 22kHz, or 44kHz, in 8-bit or 16-bit mono or stereo.

### To open the Capture Editor:

1. Click the Capture button on the Mode selector. The Capture Editor console is added below the Viewscreen.

### To capture audio:

1. On the Capture Editor console, click the SETTINGS button. The [Capture Settings](#) dialog is displayed.
2. Click the SOURCE tab if the [Source](#) panel is not already open. Refer to the AUDIO section of the panel. Specify the CAPTURE DEVICE you will be using from the list provided. Click the AUDIO MIXING button to adjust volume and balance. The [Audio Input Mixing](#) dialog is displayed. The controls provided depend on the card you have installed on your system.

#### Note:

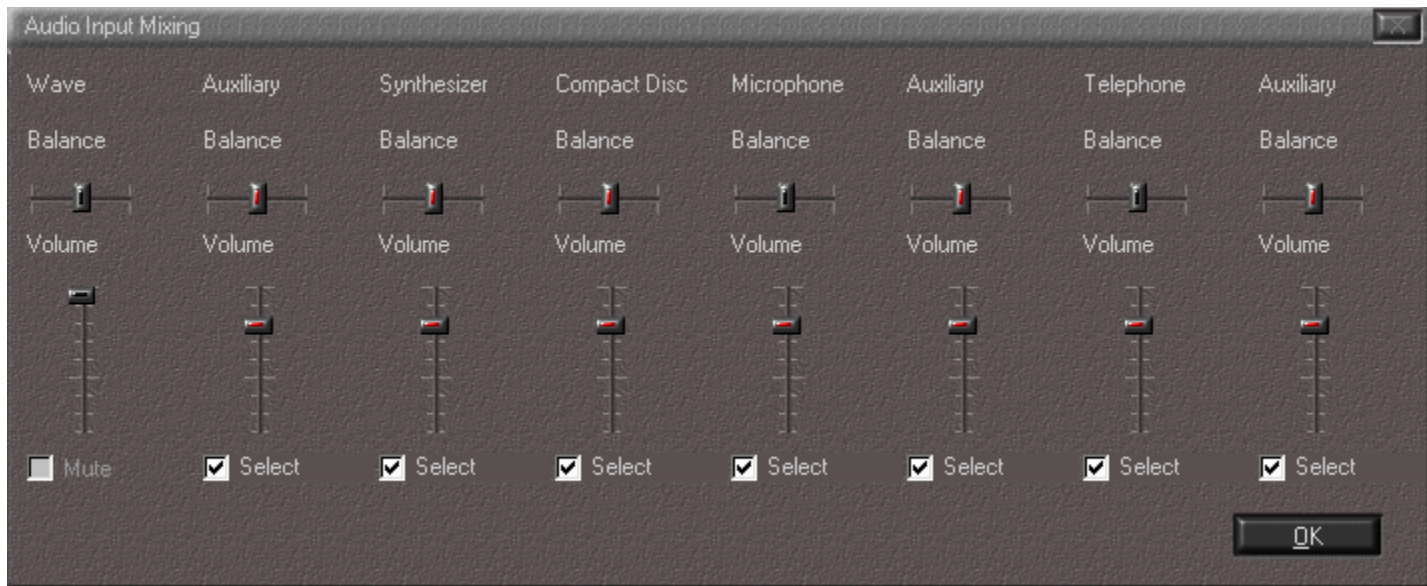
Volume and balance settings can also be adjusted in the Windows® [Volume Control](#) dialog. To open this dialog, double-click the Sound icon on the Windows® taskbar. Alternatively, right-click the Sound icon, and choose Open Volume Controls, or select Start>Programs>Accessories>Entertainment>Volume Control in the Windows® menuing system.

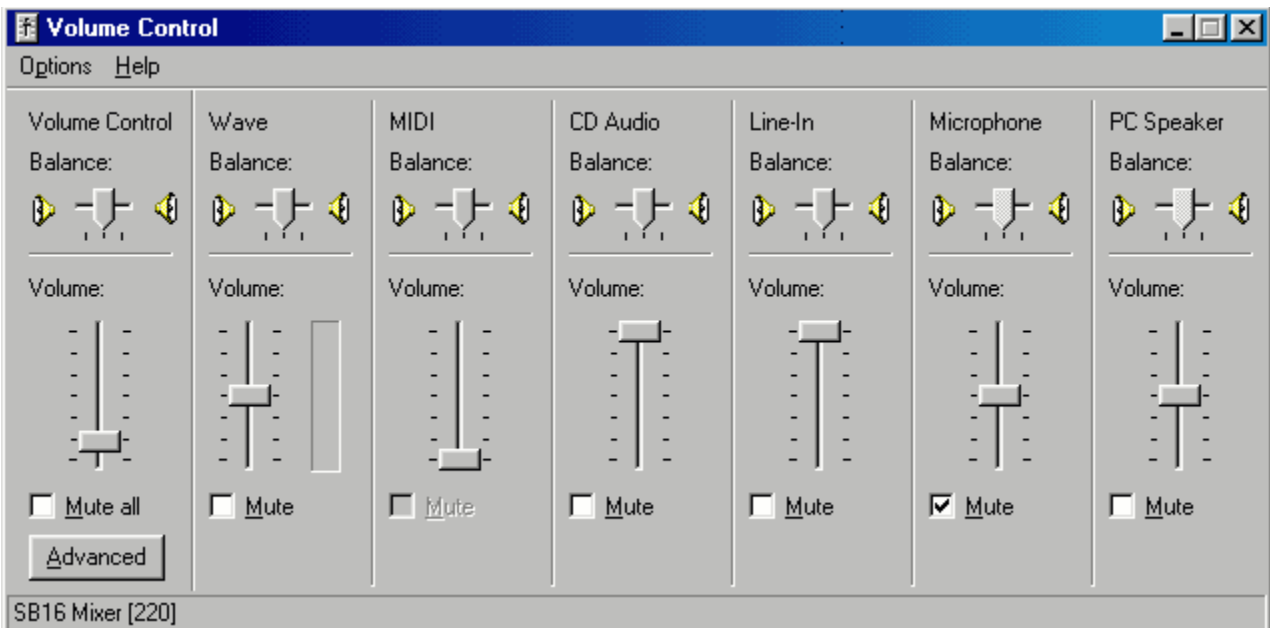
Before capturing audio, make sure that the desired input device is selected in the Volume Control>[Properties](#) dialog. To open this dialog, select Properties on the Options menu of the Volume Control dialog. Note that for each device you can adjust the volume for audio Playback and Recording.

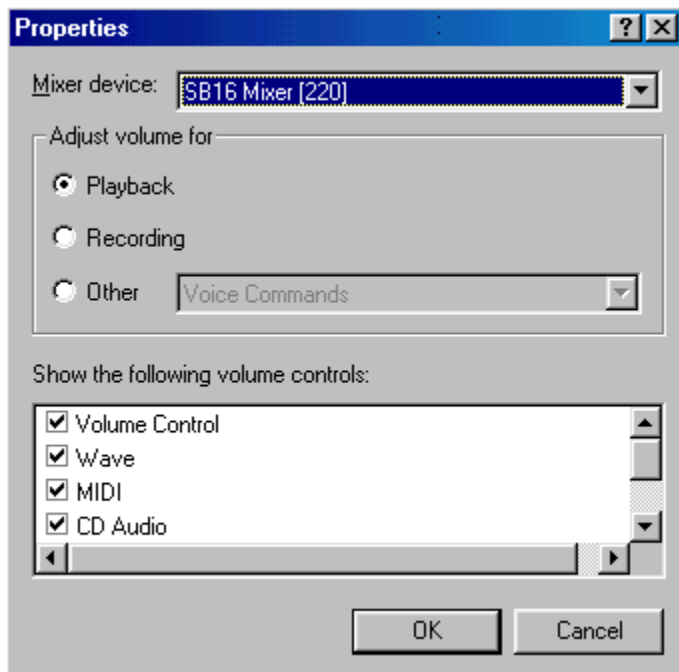
If you wish to control your audio CD from within MGI VideoWave IIII, select the ENABLE CD CONTROL check box. In this way, you can use the various buttons on the Control panel, located to the right of the Viewscreen, to control the CD. If you wish to automatically start your audio CD when you begin capture, click the AUTO-START CD DURING CAPTURE button. Note that the control, ENABLE CD DEVICE CONTROL, must be selected for this control to be available.

3. In the Capture Settings dialog, click the PREFERENCES button. The [Capture Preferences](#) dialog is displayed. Click the FILE tab, and specify the directory into which the audio will be saved. Captured audio files are saved in WAV format. In the GENERAL panel, you can specify, if you like, that the captured sound files be added to the Library and/or Storyline automatically after capture. For a complete description of this dialog, see [Capture Preferences](#).
4. Start the playback of the audio device. If you have speakers attached to your system, you should hear sound.
5. To start capture, click the AUDIO button on the Capture Editor console. The elapsed time is displayed below the Viewscreen during capture. The AUDIO button is re-labeled STOP.
6. To end capture, click the STOP button on the Capture Editor console, or press the SPACEBAR on the keyboard. The captured file is captured and saved according to your settings in the Capture Preferences dialog.









## Capturing Digital Video (DV)



Use the **Capture Editor** to capture digital video that can be added later to a video production. A capture card must be installed on your system. With the capture card, you can capture video from a video camera, television, VCR, or laserdisc player.

### To open the Capture Editor:

1. Click the Capture button on the Mode selector. The Capture Editor console is added below the Viewscreen.

With MGI VideoWave IIII, you can control digital devices connected to your IEEE 1394 (FireWire) port. If such a device (a DV camcorder, for example) has been connected to your computer, entering Capture mode will present the DV controls on the Control panel.

DV camcorders have two modes: Camera and VTR. The correct mode must be set on the camcorder itself. For some camcorders, MGI VideoWave IIII can detect this and highlight the correct mode button below the Control panel. However, for other camcorders, you may have to click the proper mode button to match that of the camcorder.



### Camera Mode

Camera mode activates the camcorder's lens. Use this mode for capturing whatever the camera sees in its lens.



### VTR Mode

VTR mode allows capturing from the camcorder's tape. You may control the camcorder tape playback from within MGI VideoWave IIII.

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### To capture DV in Camera Mode:

1. Turn on the DV camcorder, and specify CAMERA mode.
2. Specify Camera mode in MGI VideoWave III by clicking the CAMERA MODE button. The Viewscreen displays what the camcorder sees in its lens.
3. To start capture, click the VIDEO button on the Capture Editor console. MGI VideoWave III will capture whatever the camcorder sees in its lens. The elapsed time will be shown at the bottom of the Viewscreen during capture. The VIDEO button is re-labeled STOP.
4. To end capture, click the STOP button or press the SPACEBAR on the keyboard. Depending on the settings you have chosen in the Preferences dialog, the captured file will be added to the Library, and will be stored on your hard disk at the specified location.

---

### About DV Capture in VTR Mode:

VTR mode is used for capturing digital video from your DV camcorder's tape. You may control the playback of the tape from MGI VideoWave III using the DV controls on the Control panel.

The DV controls are similar to the regular edit controls, with a few exceptions. There is no LOOP button, since this function is not applicable. The FIRST FRAME and LAST FRAME buttons have been replaced by REWIND and FAST FORWARD, respectively.

Use the DV controls to control the DV camera connected to your computer. Click the PLAY button to play the videotape. The playback will be shown on the Viewscreen.

### Jog Shuttle control

This control makes it easy to find the section of tape you wish to capture. While the tape is playing or paused, drag the

cursor to the right or left to cue or review the tape, respectively. The Viewscreen displays the playback at a higher speed than normal. The further you drag the cursor, the faster the tape is reviewed. Dragging the cursor to the edge of the scale reviews the tape at double speed.

*Note:*

In order to see the tape playback on the Viewscreen when the Fast Forward, Rewind or Jog Shuttle controls are used, the tape must be playing or paused. If the tape is stopped, using the controls will rewind or advance the tape without the tape contents being shown on the Viewscreen.

---

**To capture from DV tape:**

1. Turn on the DV camcorder, and specify VTR mode.
2. Specify VTR mode in MGI VideoWave III by clicking the VTR MODE button. The Viewscreen displays what the camcorder sees in its lens.
3. Click the PLAY button to play the camcorder's tape. The tape is played back on the Viewscreen.
4. If necessary, use the FAST FORWARD, REWIND, and JOG SHUTTLE controls to find the section of tape you wish to capture.
5. To start capture, click the VIDEO button on the Capture Editor console. The elapsed time will be shown at the bottom of the Viewscreen during capture. The VIDEO button is re-labeled the STOP button.
6. To end capture, click the STOP button or press the SPACEBAR on the keyboard. Depending on the settings you have chosen in the Preferences dialog, the captured file will be added to the Library, and will be stored on your hard disk at the specified location.

## Capture Preferences

Use this dialog to specify capture preferences. The dialog consists of three panels.

### To open the dialog:

1. Click the Capture button on the Mode selector. The Capture Editor console is opened below the Viewscreen.
  2. On the Console, click the SETTINGS button. In the Capture Settings dialog displayed, click the PREFERENCES button.
- 

### General tab

#### **Add files to Library**

Select this control to add the captured file to the Library as soon as the capture process is finished.

#### **Add files to Storyline**

Select this control to add the captured file to the Storyline as soon as the capture process is finished.

#### **Limit capture to (seconds)**

Select this control to limit your capture to a specified time interval, expressed in seconds. Specify the time interval in the value field provided.

#### **Disable Video Overlay**

Select this control if you experience problems with video preview. Not all capture cards support overlay. Or, it may be that your video card is not compatible with your capture card. The purpose of overlay is to provide smooth video preview, to the extent that the video is played in the Viewscreen as it is seen by the capture device. In overlay mode, data is transferred from the capture source directly to video memory, bypassing the bus. When overlay is disabled, the capture device generates frames, and sends them to the video card via the bus.

### File tab

#### **Capture Filename**

Select this control to automatically generate file names for your captures. In the text field provided, specify a file name, or more specifically a file *prefix*. Each capture you perform is saved according to a numerical sequence prefixed by the specified text string. One example of this is: My Birthday\_001, My Birthday\_002, My Birthday\_003, etc.

#### **Capture Directory**

Browse your system, and specify the path to where the captured files are to be stored.

### Preview tab

#### **Size**

A list of predefined frame sizes. These sizes are provided for preview purposes only. Your selection affects only what you see in the Viewscreen; it does not affect the actual size during capture.

#### **Disable Video Overlay**

Select this control if you experience problems with video preview. Not all capture cards support overlay. Or, it may be that your video card is not compatible with your capture card. The purpose of overlay is to provide smooth video preview, to the extent that the video is played in the Viewscreen as it is seen by the capture device. In overlay mode, data is transferred from the capture source directly to video memory, bypassing the bus. When overlay is disabled, the capture device generates frames, and sends them to the video card via the bus.

#### **Preview While Capturing**

Select this control to view the video in the Viewscreen as it is being captured.



## Capture - an overview

The MGI VideoWave III video/audio capture and editing software transforms analog video into digitized .AVI files (Video for Windows) that you can play back on your computer. The resolution and frame rate will depend on the capabilities of your capture hardware.

Use MGI VideoWave to capture and edit video from a video camera, television, VCR, or laserdisc player. Used with a sound card, the capture software provides CDquality sound with sampling rates of up to 44kHz. Depending on the audio hardware, you can capture audio at 11 kHz, 22 kHz, or 44 kHz, in 8bit or 16bit mono or stereo.

MGI VideoWave also offers a full range of video and audio editing features, allowing you to play back captured video from your hard disk, or view live video before capturing.

### MGI VideoWave Capture Features

- Motion video and audio capture.
- Still image and Image Sequence capture.
- Live video monitoring – allows you to preview video before capturing.
- Automatic Uncompressed option – maintains image quality of captured, uncompressed video.

MGI VideoWave captures video, audio, or both together. You can preview the incoming video to select frames for capture, and adjust video quality or resolution before capturing. MGI VideoWave provides four ways to capture:

#### Video

Capture fullmotion video (with optional audio), and save it to an .AVI file.

#### Singleframe capture

Capture single images in Bitmap (BMP) format.

#### Multiframe capture

Select a sequence of frames to capture, and save it to an .AVI file.

#### Video Tips

In many cases, you can use MGI VideoWave's default capture settings for much of your work. But if you want to get the most out of digital video, here are a few techniques and hints for creating, manipulating, and displaying your files.

##### *How We See Things*

People perceive the visual world in the following sequence:

- first, we see motion
- then brightness
- then color
- then resolution

The fact that color and resolution are less important to the viewer (especially for a short clip) means that we can often capture at a lower resolution to save memory, and obtain virtually the same effect as if we had captured at a higher resolution.

#### Capturing Audio

Capture is the step where options matter most. Audio capture, in particular, can needlessly eat up lots of disk space.

- Stereo audio takes up twice the storage room of monaural audio. If your audio track is stereo and consists mainly of dialogue (rather than music) consider changing it to mono.
- Sound sampled at a frequency of 22kHz is twice the size of the same sound sampled at 11kHz. Music is usually better sampled at a higher frequency; speech suffers little when it's sampled at 11 kHz.
- Audio sample size (in bits) affects the audio's dynamic range and signalto noise ratio. 16bit sample size is equivalent to that used in CD playback, and is preferred for music; 8bit is fine for dialogue. Keep in mind that good quality audio depends on the source – poor microphones or a dirty tape playback head can produce disappointing results. Audio can have a large impact, so if it's important to your video, you may want to use the 16bit setting to maintain fidelity and minimize noise, while ensuring the capture source is providing the highest possible performance.



## **Capturing Video**

The person receiving your file may have software-only playback, in a smaller window.

- If you capture in a larger window size that is later reduced, your file may exhibit "jaggies" ("stairstep" effects on diagonal lines). For most desktop presentations, quarterscreen (320x240) is the best size.

## **Compression**

A key frame is a single video frame that contains much of the image information of subsequent frames, and is therefore used as a reference to compressing following video frames. In other words, a keyframe contains enough redundant information to produce a copy of itself for the next few frames instead of having to read new information for all frames, saving data and disk space. The key frame is the baseline against which MGI VideoWave compares other frames for differences. The Key Frame option specifies the rate at which the clip is sampled for key frames.

- Generally, set the Key Frame option to match the playback rate of the clip. For example, if you have set the frame rate of your clip to 15 frames per second (fps), set the Key Frame option to 15.
- Key Frame provides increased compression and playback speed, but it can slow access to individual frames in the clip. If you want to view the clip without skipping to different parts, set the Key Frame option higher than the frame rate.

## **Data Rate**

The data rate is the speed, in kilobytes per second (KBps), at which the playback computer can transfer data from disk to screen.

- Use this option to specify the anticipated data transfer rate of the playback computer system.
- You will speed up compression if you do not select this option when you are editing.
- When producing a file for print to tape, set the Data Rate to the same value used during capture, and set Quality to 100%.

## **Capturing to memory**

Capturing to your computer's random access memory (RAM) is faster than capturing to disk. If you do not have enough free memory for capture, use a dedicated hard disk or create a separate partition on your hard disk drive for capturing video.

Recording to a fragmented hard disk can reduce the capture frame rate. To defragment your hard disk drive use a defragmenting utility such as Norton Utilities Speed Disk, or in Windows 95, use the Disk Defragmenter found in Accessories/System Tools.

## **Pre-allocating file space**

If your hard disk is not completely defragmented, you should preallocate disk space for your capture file. When you enter a size – 10 Megabytes, for example – MGI VideoWave reserves 10 Megabytes of contiguous (unfragmented) disk space, so that you can capture up to 10 Megabytes without disk problems.

- If you capture less than the allocated amount, the file will still occupy 10 Megabytes on your disk.
- If you capture more than the amount you've allocated, MGI VideoWave will continue recording until the available disk space is consumed, although performance may be affected.

## Creating Video and Audio Capture Templates

### VIDEO TEMPLATES:

Click the CREATE button on the [Video Template](#) panel of the Capture Settings dialog to create your own video template. The [Create Video Capture Template](#) wizard is provided to guide you through the process.

#### To create a video template:

1. Assign a name to your new template in the TEMPLATE NAME field.
2. If you wish, record a description of your new template for future reference. A large TEMPLATE DESCRIPTION text field is provided for this purpose.
3. Select a FILE TYPE from the list provided. A description of each type is given.
4. Click the NEXT button to advance the wizard.
5. In the second panel displayed, set values for the following attributes:

### VIDEO

#### **Video Format**

Click this button to specify the frame size and color depth of capture. Larger frame sizes create more video data and may cause more frames to be dropped during capture. Image dimensions can be set as well as the video compression used for capture if onboard compression hardware is present.

#### **Frame Rate**

A value specifying the capture frame rate. If you intend to produce for computer or internet display, you may wish to select a low frame rate to save disk space. If you intend to output to tape or play back on TV, specify a frame rate of 29.97 frames per second (NTSC) or 25 frames per second (PAL).

### RECOMPRESSION

#### **Compressor**

Click the SELECT button if your capture board does not include onboard compression hardware. Use the dialog displayed to specify the preferred quality and method of compressing the raw video data before it is written to the hard disk.

### SYNCHRONIZATION

#### **Synchronization**

Analog video is transformed into AVI files during the capture process. AVI files include two data streams, one video and one audio. Because data may be transferred at different rates along the two streams, this feature allows you to specify the "master" stream to which the capture is synchronized. Video synchronization is the default setting.

6. Click the FINISH button.
- 

### AUDIO TEMPLATES:

Click the CREATE button on the [Audio Template](#) panel of the Capture Settings dialog to create your own audio template. The [Create Audio Capture Template](#) is dialog displayed.

#### To create an audio template:

1. Assign a name to your new template in the TEMPLATE NAME field.
2. If you wish, record a description of your new template for future reference. A large TEMPLATE DESCRIPTION text field is provided for this purpose.
3. Set values for the following attributes:

#### **Sample Rate**

Sound sampled at a frequency of 22kHz is twice the size of the same sound sampled at 11kHz. Music is usually better sampled at a higher frequency; speech suffers little when it's sampled at 11 kHz.

#### **Bits per Sample**

Audio sample size (in bits) affects the audio's dynamic range and signal-to-noise ratio. A 16-bit sample size is equivalent to that used in CD playback, and is preferred for music; 8-bit is fine for dialogue. Keep in mind that good quality audio depends on the source – poor microphones or a dirty tape playback head can produce disappointing results. Audio can have a large impact, so if it's important to your video, you may want to use the 16-bit setting to maintain fidelity and minimize noise, while ensuring the capture source is providing the highest possible performance.

### **Channels**

Stereo audio takes up twice the storage room of monaural audio. If your audio track is stereo and consists mainly of dialogue (rather than music) consider changing it to mono.

4. Click the SAVE button.

Create Video Capture Template [X]

Template Name:

Description:

File Type:

AVI is a digital video file format created by Microsoft. It is supported primarily on the PC platform by Windows 95, Windows 98, and Windows NT. Selecting "AVI Compressed" will allow you to create a standard AVI file using one of a variety of compression technologies, or "CODECs".

< Back   Next >   Cancel

AVI Settings

Format

Frame Size:

Video Format:

Frame Rate:

Recompression

Compressor:

Synchronization

Synchronization:

< Back   Next >

Create Audio Capture Template ✕

Template Name:

Description:

Sample Rate:

Bits Per Sample:  Channels:

## Considerations before producing your video

Video files consume large amounts of disk space, and can therefore be difficult to store, manipulate, and distribute.

Video compression reduces the size of these files to manageable levels by encoding the video frame data. When the encoded frames are required for playback or editing, they are decoded (decompressed) back into their original form.

Compression can also improve playback. Computers are limited by their data rate – how fast they can transfer data from the disk to memory and display. If a video file requires a higher data rate than the computer can provide, it will not play back properly. It may appear jumpy and skip frames, and audio may also suffer. Compression reduces the video file's data rate which improves playback quality.

Other factors also affect the data rate: frame size, frame rate, and audio format.

### Frame Size

Studio-quality frame size for digital video is 720 x 480 (NTSC) or 720 x 576 (PAL/SECAM). With consumer equipment, however, horizontal sample rates can be reduced resulting in a frame size of 320 x 480 (NTSC) or 384 x 576 (PAL/SECAM). This frame size still contains both fields of the interlaced video signal making it suitable for tape to tape edit. When the goal is to create video for playback on the computer screen, non-interlaced capture should be used. This is best achieved by capturing just one of two fields resulting in a frame size of 320 x 240 (NTSC) or 384 x 288 (PAL/SECAM).

For Internet use, the standard frame size is 160 x 120. This size reduces memory requirements and download times over phone lines.

### Frame Rate

Frames per second (fps). The standard for TV is 29.97 fps (NTSC) or 25 fps (PAL, SECAM). For tape to tape edit this exact number must be used. For other media, like CDs and the Internet, 15 fps is usually acceptable and requires less storage space.

### Audio Format

Sound sampled at a frequency of 22 kHz is twice the size of the same sound sampled at 11 kHz. Music is usually better sampled at a higher frequency; speech suffers little when it is sampled at 11 kHz.

Audio sample size (in bits) affects the audio's dynamic range and signal-to-noise ratio. 16bit sample size is equivalent to that used in CD playback, and is preferred for music; 8bit is fine for dialogue.

Stereo audio takes up twice the storage room of monaural audio. If your audio track is stereo and consists mainly of dialogue (rather than music) consider changing it to mono.

### See Also

[How to save and produce a video](#)



## **MPEG Format**

MPEG is an acronym for Moving Pictures Experts Group. MPEG is a group of people convened by the ISO (International Standards Organization) to generate standards for digital video and audio compression. In particular, they define a compressed bit stream, which in turn defines a decompressor. The MPEG group meets roughly four times a year.

The MPEG1 standard defines a bit stream for compressed video and audio optimized to fit into a bandwidth (data rate) of 1.5 Megabits per second (Mbits/s). This rate is special because it is the data rate of uncompressed audio CDs. The standard is in three parts, video, audio, and systems, where the last part gives the integration of the audio and video streams with the proper time stamping to allow synchronization of the two. The MPEG2 standard defines a bit stream for video and audio coded at around 3 to 10 Mbits/s, and yields higher resolution and quality.



## MGI VideoWave Online Help



## Using Help

If you clicked an icon in the [Mode selector](#), you can access the Help topic specific to the selected mode by pressing the [F1] key.

To access the Help system's Table of Contents or Index, click the Menu button at the top of the Toolbar, and select Topic Search from the Help menu displayed. Alternatively, press the [F1] key anytime the Mode selector is inactive.

**See**

[Topic Search](#)

## File formats you can use

MGI VideoWave accepts digital Video, Audio, and Graphic Image files, in several different formats:

File Type	Format	Extension
Video	Audio Video Interleave	.AVI
	MPEG-1	.MPG, .MPEG
	MPEG-2	.MPG, .MPEG, .MPEG2, .M2P, .M2S, .MPV
Graphic Image	Windows Bitmap	.BMP
	Tagged Image File (without LZW compression)	.TIF
	Targa	.TGA
	JPEG	.JPG
	PaintBrush	.PCX
	Encapsulated PostScript	.EPS
	Windows Metafile	.WMF
	FlashPix	.FPX
	Mac Paint	.MAC
	Microsoft Paint	.MSP
	Kodak PhotoCD	.PCD
	Mac Pict	.PIT
	Portable Network Graphics	.PNG
	Adobe PhotoShop	.PSD
Audio	Waveform Audio	.WAV
Production	MGI VideoWave Production	.SBD
	MGI VideoWave Scene	.SCN
Library	MGI VideoWave Library	.VWL

After editing and assembling your source material, your finished MGI VideoWave production will be an AVI or MPEG file.

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April 1998

## Shooting Video – tips and techniques

### 1. Preplan

- Try to preplan a list of shots that you want to film.
- Include a variety of shots, i.e. close ups, medium shots, wide shots, establishing shots. Short forms used for these types of shots include: CU (close up), MS (medium shot), WS (wide shot), MCU (medium close up), ES (establishing shot)
- Bring the following equipment with you on your shoot.
  - Video camera
  - Extra battery
  - Tripod
  - Lens cleaner
  - Camera bag
  - A few extra video tapes
  - Microphone
  - Movie light and stand
  - Extension cord
  - Pencil and paper
  - Gaffer tape
- To keep the audience's attention, use the general rule of 6 seconds per shot. These 6 seconds represent the finished time in the final production.

### 2. Camera & Equipment

- A camcorder that has the ability to adjust to most lighting conditions is ideal.
- Some lighting conditions that you might encounter are low light situations, such as filming indoors, where you might need to use a fill light. You may also encounter very bright light conditions, such as outdoor light. In this case you will have to use some sort of light diffusion.
- Auto focus, auto exposure, back light adjustment useful
- VHS, Hi8, Mini DV are all acceptable formats.
- Camcorders that let you control the exposure are an added bonus, thus giving you additional control over the scene you are filming.
- An option that most camcorders have is the ability to add on a video light. This will be very helpful for when you shoot in low light situations.
- Consider the use of a microphone. You may choose to use a wireless, lapel or hand held microphone.
- Place a microphone on the subject if possible. This will ensure that you have a clear sound track if the subject is more than 10 feet away from the camera.
- Invest in a good quality tripod. This will help when you are filming indoors.
- DV cameras record all your footage digitally on one small cassette.
- DV cameras have the best picture quality and can be dubbed over and over, with no loss of picture quality.
- DV cameras have a variety of useful options that let you manually override the automatic exposure settings.

### 3. Video Tapes

- Use a high quality tape. This type of tape indicates that there are more magnetic particles on it. Hi 8, and Super VHS give a sharper image than regular VHS and 8mm tapes. Near broadcast quality tapes are Mini DV tapes and provide the best possible picture.

### 4. Lighting

- For outdoor lighting, try to place the subject toward the sun if possible and place yourself in front of the subject. It is best to film in the early morning or late afternoon to get a golden effect on your video.  
Filming at high noon creates narrower or harder shadows on the subject's face.  
It is best to use some sort of light diffusion if you are filming at high noon if possible. For i.e., shoot under the shade of a tree if you are filming portraits.
- For indoors: Try to use as much available light as possible.  
You may also need to enhance the available light with the use of a camera light. This will ensure that you properly expose the subject.  
Once you get additional experience with lights you may want to consider using lights on stands if you have control over what

you are filming.

## **CATAGORIES**

### **Wedding**

Total running time should be between 5-7 minutes. It is acceptable to shoot as much footage as you want, but keep in mind that we want to edit this down to make a short, entertaining movie. It is essential to keep the audience's attention span.

Things you may wish to film include: the bride getting ready in the mirror, bridesmaid, wedding party vehicle, church, parents of the couple, audience at church, bride down the aisle. Also, tape the exchanging of vows, reception party, eating dinner at hall, cutting of the cake, dancing etc.

### **Child Birthday**

Total running time should be between 5-7 minutes. It is acceptable to shoot as much footage as you want, but keep in mind that we want to edit this down to make a short, entertaining movie. It is essential to keep the audience's attention span.

Things you may wish to film include: invitations, balloons at the door, decorations in the home, guests arriving with gifts, birthday cake, candles on the cake, party in full swing, entertainer (if any), children singing songs, opening of gifts, reaction shot of adults, lighting birthday candles, singing happy birthday, blowing out of candles.

### **Adult birthday**

Total running time should be between 5-7 minutes. It is acceptable to shoot as much footage as you want, but keep in mind that we want to edit this down to make a short, entertaining movie. It is essential to keep the audience's attention span.

Things you may wish to film include: planning of surprise birthday party, friends decoration apartment/house, film cake and balloons, everyone hiding in the room, front door as the adult arrives, the surprise on his face, singing of happy birthday, candles on cake, adult blowing out candles, party in full swing.

### **Trade Show**

Total running time should be between 5-7 minutes. It is acceptable to shoot as much footage as you want, but keep in mind that we want to edit this down to make a short, entertaining movie. It is essential to keep the audience's attention span.

Things you may wish to film include: establishing shot of building or convention hall, film visitors entering the exhibit hall, film individual booths, get close ups of product or services which are being sold, film the spokesperson and demo station.

## Sample Storyboards

The sample storyboards included with the program are .SBD files that you can load for ideas. Each storyboard consists of a number of still images (tiffs). Each image is a single phrase describing one shooting idea. The images are categorized according to the following subjects: Baseball; Birthday; Corporate; Graduation; and Wedding, so that you can choose one that most closely matches your needs.

Most categories contain a sample AVI as the first scene, that you can use as an introduction to place credits on, or just to leave as it is. Subsequent scenes on the storyboard include phrases such as 'Closeup (CU) of birthday cake' and 'Wide shot of guests'. The storyboard is essentially a 'check-list' of video shooting ideas, and contains a few transitions as well.

Use the one-line phrases in each scene as a basis for constructing your own storyline. We suggest that you keep the sample SBD file loaded, and then replace each image in the scene with your own video footage scene. When you are finished, the storyline's descriptive still images will have been replaced entirely with the your own video scenes.

You can find these sample storyboards as follows:

**.IMG\VideoWave\MEDIA\Storyboards**



