

VideoStudio[®] SE

*User Guide
Ulead Systems, Inc.
March 2006*

English edition for Ulead® VideoStudio® SE, March 2006.

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Getting started 5

Movie Wizard 5	
Step 1: Add video and images	5
Step 2: Select a template	6
Step 3: Finish	7
VideoStudio Editor	7
The user interface	8
The Toolbar	8
The Project Timeline	8
Starting a new movie project	9
Setting your preferences	9
Setting project properties	10
Adding clips	10
Previewing	10
Saving your project	10

Capture 11

Digital Video (DV)	11
DV Quick Scan	12
Importing from DVD/DVD-VR	12

Edit. 13

Adding clips to the Video Track	13
Video clips	13
Images	13
Color clips	13
Trimming a clip	13
Saving trimmed clips	15
Ripple Editing	15
Adding chapters using Chapter Point Bar	16
Converting multiple files	16
Playback Speed	17
Split by Scene	17
Multi-trimming your video	18
Applying video filters	20
Key frame settings	21
Pan & Zoom	22

Effect 24

Adding transitions	24
------------------------------	----

Overlay 26

Adding clips to the Overlay Track	26
Adding Objects or Frames	30
Adding Flash animations	30

Title 32

Adding text	32
Modifying text attributes	35
Applying animation	36

Audio	37
Adding voiceover narration	37
Adding background music	38
Importing music from an audio CD	38
Adding audio files	39
Trimming and cutting audio clips	39
Stretching audio duration	40
Fade-in/out	41
Mixing audio tracks	41
Using the Clip Volume Control	41
Duplicating an audio channel	42
Volume rubber banding	42
Applying audio filters	43
Share	44
Creating movie templates	44
Creating and saving a video file	45
Burning a DVD, VCD or SVCD	47
Assembling files	48
Adding/Editing chapters	50
Creating selection menus	51
Previewing	53
Burning your project onto a disc	53
Project Playback	56
Exporting your movie	58
Output video file to a different medium	58
Posting your video on a Web page	58
Sending a movie by e-mail	60
Electronic greeting cards	61
Setting your video as your Movie Screen Saver	62
Creating an audio file	62
Recording back to a DV camcorder	63
Index	64

Getting started

When you run VideoStudio, a startup screen appears which allows you to choose between the following video editing modes:

- **VideoStudio Editor** gives you the full editing features of VideoStudio.
- **Movie Wizard** is ideal for users who are new to video editing.


Tip: Select 16:9 to use widescreen for your project.

Movie Wizard

If you are new to video editing or you want to quickly make a movie, you can use the **VideoStudio Movie Wizard** to assemble video clips and images, add background music and titles, then output the final movie as a video file, burn it onto a disc, or further edit the movie in VideoStudio Editor.

Step 1: Add video and images

1. Click one the following buttons to add video and images to your movie.

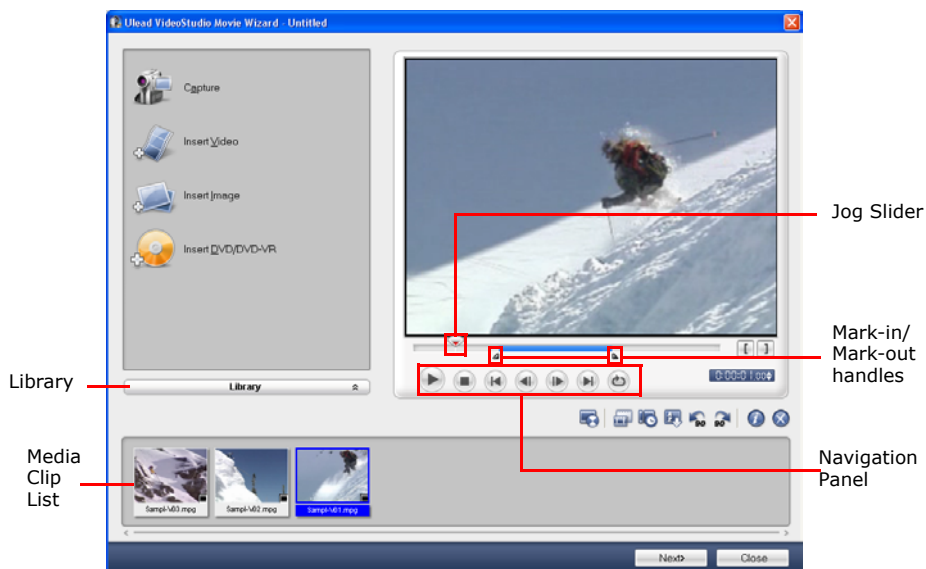
Tip: Click **Library** to open the media library that contains media clips that come with VideoStudio. To import your own video or image files to the Library, click .

2. If you selected multiple clips, the **Change Clip Sequence** dialog box will appear where you can arrange the order of the clips.


Drag the clips to the desired sequence then click **OK**.

3. The video and image clips that you selected for your movie will be added to the **Media Clip List**. Right-click a clip to open a menu with more options.

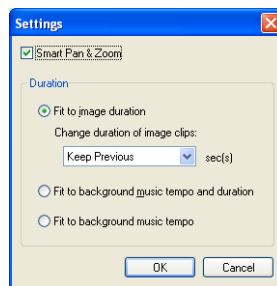
Tip: You can also arrange clips in the **Media Clip List** by dragging them to the desired sequence.




Step 2: Select a template

1. Select a theme template from the **Theme template** list. **Home Movies** templates allow you to create movies that include both video and images while **Slideshow** templates are used exclusively for creating image slideshows.
2. To set the overall length of your movie, click .

For **Slideshow** templates, specify **Smart Pan & Zoom** in the **Settings** dialog box. Smart Pan & Zoom automatically focuses the pan and zoom motion to important parts of the image like the face.



3. To replace the title, first select the preset title from the **Title** list. Double-click the preset text in the **Preview Window**, then type in your text.
4. To replace the background music, click  to open the **Audio Options** window. Dragging the slider to the left increases the volume of the background music and decreases the volume of the video's audio.
5. Click **Next**.

Note: If you opened the VideoStudio Wizard within VideoStudio Editor, clicking **Next** will skip the last step and directly insert the clips onto the Timeline in the VideoStudio Editor.

Step 3: Finish



Click **Create Video File** to output your movie as a video file that can be played back on the computer.



Click **Create Disc** to burn your movie onto a disc.

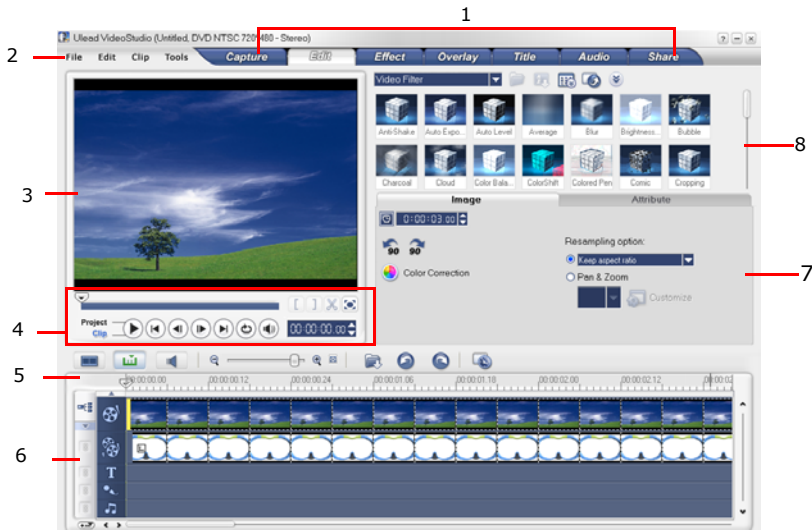


Click **Edit in Ulead VideoStudio Editor** to make further edits to your movie using VideoStudio Editor.

VideoStudio Editor

VideoStudio Editor provides a step-by-step workflow that makes creating movies simple and easy.

The user interface



1 Step Panel
3 Preview Window
5 Toolbar
7 Options Panel

2 Menu Bar
4 Navigation Panel
6 Project Timeline
8 Library

Note: To change the user interface layout, click **Preferences: UI Layout**.

The Toolbar

The toolbar allows you to easily access buttons for editing.


The Project Timeline

There are three types of views for displaying the project timeline: Storyboard, Timeline and Audio View. Click the buttons at the left side of the toolbar to switch between different views.

Storyboard View

Storyboard View is the fastest and simplest way to add video clips to your movie.

You can drag and drop video clips to insert and arrange them. Transition effects can be inserted between video clips. A selected video clip can be trimmed in the

Preview Window. Click  Enlarge to maximize the storyboard display.

Timeline View

Timeline View gives you the most comprehensive display of the elements in your movie project. It divides a project into a separate tracks for video, overlay, title, voice and music.

To switch to different tracks:

- Click a **Step button** in the **Step Panel** that corresponds to the track.
- Click the **Track buttons**.
- Double-click the desired track, or click a clip on the track.

Audio View

Audio View allows you to visually adjust the volume levels of video, voice and music clips. Clips that contain audio are displayed with a **volume rubber band** that you can click and drag to adjust their volume.

Starting a new movie project

When you run VideoStudio, it automatically opens a new project and lets you start composing your movie production. A new project always uses VideoStudio's default settings. To check what these settings are, click **File: Project Properties**.

Setting your preferences


Customize the program's working environment through the **Preferences** dialog box. You can specify a working folder for saving files, set undo levels, choose preferred settings for program behavior and more. To open the Preferences dialog box, select **File: Preferences [F6]**.

Setting project properties

Project Properties serve as your template for previewing your movie projects. The project settings in the Project Properties dialog box determine the appearance and quality of a project when it is previewed on-screen. To customize project settings, select **File: Project Properties**.

Adding clips

There are three ways you can do to add clips to your project:

- Capture video clips from a video source. The video clips will be inserted onto the **Video Track**.
- Drag clips from the **Library** onto the correct tracks.
- Click  to directly insert media files to the different tracks.

Previewing

The **Play** button in the **Navigation Panel** serves two purposes: for playback of your entire project or a selected clip. To play back, click **Project** or **Clip**, then click **Play**.



VideoStudio offers you two preview options: **Instant Playback** and **High Quality Playback**. Select **File: Preferences - General**, then choose the preview method that you prefer in **Playback method**.

Saving your project

While composing your movie project, select **File: Save [Ctrl + S]** to frequently save your project. To automatically save your work, select **File: Preferences** then select **Auto save duration** and specify the time interval between saves.

Capture

The steps on how to capture is similar for all types of video sources except for the available capture settings in the **Capture Video Options Panel** that can be selected for each type of source.

To capture video:

1. Click the **Capture Step** then click **Capture Video**.
2. To specify a capture duration, enter the values in the **Duration** box in the **Options Panel**.
3. Select your capture device from the **Source** list.
4. Select a file format to use for saving your captured video from the **Format** list.
5. Specify a **Capture folder** in which to save video files.
6. Click **Options** to open a menu for customizing more capture settings.
7. Scan your video to search the part to capture.
8. When you get to the part of the video that you want to capture, click **Capture Video** to start capturing.
9. If you specified a capture duration, wait for the capture to complete. Otherwise, click **Stop Capture** or press **[Esc]** to stop capturing.

Notes:

- When your camcorder is in Record mode (usually named **CAMERA** or **MOVIE**), you can capture live video.
- The available settings in the **Video and Audio Capture Property Settings** dialog box vary, depending on the capture file format that you have chosen.

Digital Video (DV)

To capture Digital Video (DV) in its native format, select **DV** from the **Format** list in the Options Panel. This saves the captured video as a DV AVI file (.AVI).

Note: You can also use the **DV Quick Scan** option to capture DV video.

DV AVI type-1 and type-2

When capturing DV, click **Options** in the **Options Panel** to open a menu, then select **DV Type** in the menu and choose whether to capture DV as **DV type-1** or **DV type-2**.

Split by scene

It often happens that a single DV tape contains several footage that were shot at different times. VideoStudio saves you the hassle of having to capture the segments one by one then save them as separate files. The **Split by scene** feature will do that job for you.

To use Split by scene option in Capture Step:

1. Select the **Split by scene** option in the **Options Panel**.
2. Click **Capture Video**. VideoStudio will automatically look for the scenes according to their shooting date and time and capture them as separate files.

DV Quick Scan

Use this option to scan a DV device for scenes to import.

Importing from DVD/DVD-VR

You can import DVD/DVD-VR formatted video from a disc or from your hard drive into VideoStudio.

To import from DVD/DVD-VR:

1. Click the **Capture Step** then click **Import from DVD/DVD-VR**.
2. Select your DVD drive and then click **Import DVD Folder**.
3. Specify the location of the DVD folder in the **Browse for folder** window then click **OK**.
4. In the **Import DVD** window, select which DVD tracks to import in **Label**. Use the preview screen to view the selected tracks to import.
5. Click **Import** to finish. All imported videos will be added to the thumbnail list in the **Library**.

Edit

The **Edit Step** is where you arrange, edit and trim the video clips used in your project.


Adding clips to the Video Track

You only work on the Video Track when you are in the Edit Step. On the Video Track, you can insert three types of clips: video, image and color clips.

Video clips

There are several ways of inserting video clips on the Video Track:

- Select a clip in the **Library** and drag and drop it to the Video Track. Multiple clips can be selected by pressing **[Shift]** or **[Ctrl]**.
- Right-click a clip in the **Library** then select **Insert To: Video Track**.
- Select one or more video files in Windows Explorer then drag and drop to the Video Track.
- To insert a clip from a file folder directly to the Video Track, click **Insert**

Media Files  located to the left of the Timeline.

Images

The ways of adding still images to the Video Track are the same as when adding video clips.

Color clips

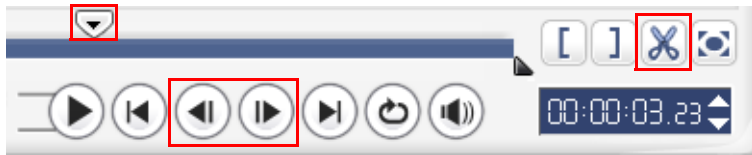
Color clips are solid colored backgrounds that are useful for titles. For example, insert a black color clip as background for end credits. You can use the preset color clips or create new color clips in the **Library**.



Trimming a clip


There are three ways of trimming a clip:

To split a clip into two:

1. Select the clip you want to split on the Storyboard or Timeline.
2. Drag the **Jog Slider** to the point where you want to cut the clip.



Tip: Click  or  to set the cutting point more precisely.

3. Click  to cut the clip into two clips. To remove one of these clips, select the unwanted clip and press **[Delete]**.

To trim a clip with the Trim Handles:

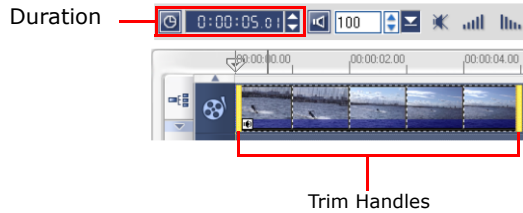
1. Select a clip on the Storyboard or Timeline.
2. Click and drag the Trim handles to set the Mark-in/Mark-out points on the clip.
For more precise trimming, click on a Trim handle, hold it, and use the left or right arrow keys on your keyboard to trim one frame at a time. .



To trim a clip directly on the Timeline:

1. Click a clip in the **Timeline** to select it.

2. Drag the yellow **Trim handles** on either side of the clip to change its length. Or, click the timecode in the **Duration** box in the **Options Panel** and enter the desired clip length



3. Other clips in your project automatically reposition themselves according to changes made.

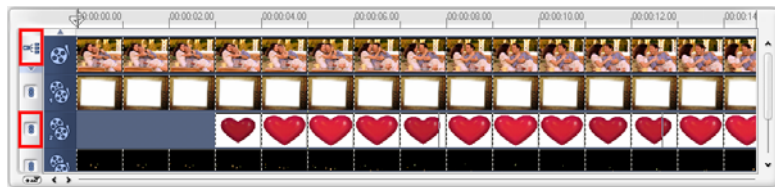
Note: Changes made in the video **Duration** box only affect the Mark-out point. The Mark-in point remains unchanged.

Saving trimmed clips

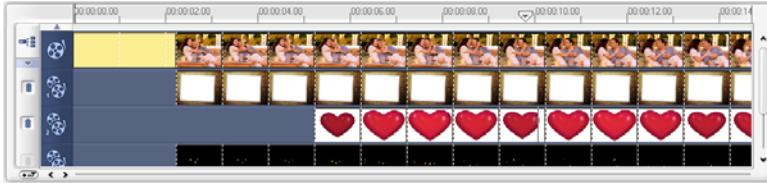
To save, select a trimmed clip in the Storyboard, Timeline or the Library and select **Clip: Save Trimmed Video**.

Ripple Editing

Ripple Editing allows you to insert clips while automatically moving other clips (including empty spaces) aside, to make room for it on the Timeline. Use this mode to maintain the original track synchronizations when inserting additional clips.



Ripple Editing is enabled for the tracks where content is inserted.



A color clip is inserted before the original clip and all clips where **Ripple Editing** is applied shift accordingly

To insert clips in Ripple Editing mode:

1. Click **Ripple Editing** to activate the panel, then select the corresponding box for each track where you want to apply Ripple Editing.
2. Drag the clip to insert from the **Library** to the desired position on the Timeline. As soon as the new clip is in place, all clips where **Ripple Editing** is applied will shift accordingly while maintaining their track positions relative to one another.

Note: **Ripple Editing** can be applied from any of the three project views.


Adding chapters using Chapter Point Bar

To edit a chapter, click on a chapter pointer you want to edit and drag to a new position. To rename, double click a chapter pointer and then enter a new chapter name. Click **OK**. To remove, simply drag the pointer outside the timeline ruler and then drop.

Converting multiple files

Batch Convert allows you to simultaneously convert a large number of files to another format.

To do Batch Convert:

1. Click  .
2. Click **Add** and then choose the files you want to convert.

3. Select an output folder in **Save in folder**.
4. In **Save as type**, choose your desired output type.
5. Click **Convert**.
6. The result is shown in the **Task Report** dialog box. Click **OK** to finish.

Playback Speed

Set your video in slow motion to emphasize a movement, or set it to play at lightning speed and give your movie a comical air. Simply adjust the speed attributes for your video clip by clicking **Playback Speed** under the **Options Panel** of the **Edit Step**. Drag the slider according to your preferences (i.e., slow, normal or fast), or enter a value. You can also specify a set duration for the clip in **Time stretch**. Click **OK** when finished.

Tip: Hold [Shift] then drag the end of the clip on the Timeline to change the playback speed.

Split by Scene

Use the Split by Scene feature in the Edit Step to detect different scenes in a video file and automatically break it down into several clip files.

The way VideoStudio detects scenes depends on the type of video file. In a captured DV AVI file, scenes can be detected in two ways:

- **DV Recording Time Scan** detects scenes according to their shooting date and time.
- **Frame Content** detects content changes, such as motion change, camera shifting, brightness change, etc., and splits them into separate files.

In an MPEG-1 or MPEG-2 file, scenes can only be detected based on content changes (i.e., by **Frame Content**).

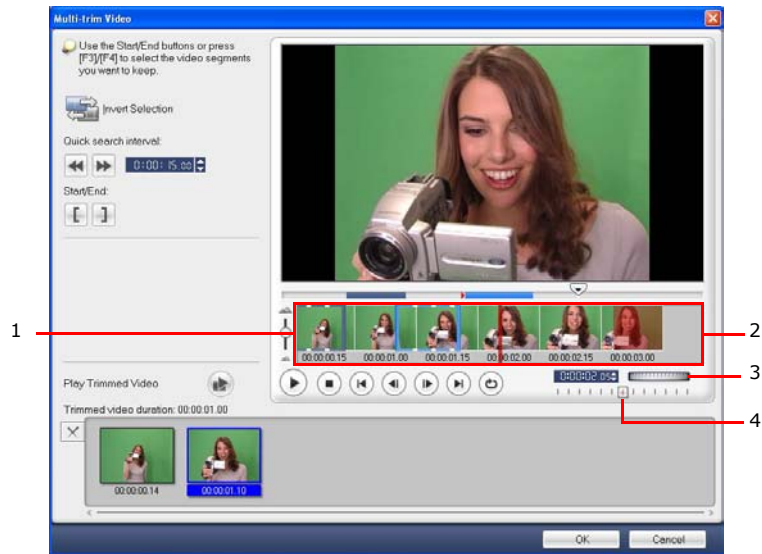
To use Split by Scene on a DV AVI or MPEG file:

1. Go to the **Edit** Step and select a captured DV AVI file or an MPEG file in the Timeline.

2. Click **Split by Scene** in the **Options Panel**. This will open the **Scenes** dialog box.
3. Choose your preferred scan method (**DV Recording Time Scan** or **Frame Content**).
4. Click **Options**. In the **Scene Scanning Sensitivity** dialog box, drag the slider to set the **Sensitivity** level. A higher value means more precision in the scene detection.
5. Click **OK**.
6. Click **Scan**. VideoStudio then scans through the video file and lists all the detected scenes.
7. Click **OK** to split the video.

Multi-trimming your video

The **Multi-trim Video** feature is another method for breaking down a clip into multiple segments. While **Split by Scene** is automatically done by the program, **Multi-trim Video** gives you complete control over the clips you wish to extract, making it even easier for you to manage your project.



1 Timeline zoom

Drag up and down to sub-divide a video clip into frames per second.

2 AccuCut Timeline

Scan a video clip frame by frame for accurate mark-in and mark-out positions.


3 Jog Wheel



Use to scroll to different parts of the clip.

4 Shuttle Slider

Preview the clip at different playback speeds.

To trim a video file into multiple clips:

1. Go to the **Edit Step** and click **Multi-trim Video** in the **Options Panel**.
2. In the **Multi-trim Video** dialog box, view the whole clip first by clicking  to determine how you want to mark segments.
3. Choose the number of frames to display by dragging the Timeline zoom. You can choose to display the smallest subdivision of one frame per second.

4. Drag the **Jog Slider** until you get to the part of the video that you want to use as the beginning frame of the first segment. Click  **Start**.
5. Drag the **Jog Slider** again, this time, to the point where you want the segment to end. Click  **End**.
6. Do steps 4 and 5 repeatedly until you have marked all the segments you want kept or removed.
7. Click **OK** when finished. The video segments that you kept are then inserted onto the Timeline.

Applying video filters



Video filters are effects that you can apply to clips in order to change their style or appearance.

To apply a video filter to a clip (video or image) in the Video Track:

1. Select a clip in the Timeline.
2. Click the **Attribute** tab in the **Edit Step Options Panel**.
3. Choose a video filter from the **Video Filter** folder in the **Library** to apply to your clip (by clicking the thumbnail).
4. Drag and drop the video filter onto your clip in the Video Track.

Note: Clear **Replace last filter** to apply multiple filters to a single clip. VideoStudio allows you to apply a maximum of five filters to a single clip.

5. Click **Customize Filter** in the **Options Panel** to customize the attributes of the video filter. Available options depend on the selected filter.
6. Preview how your clip looks with the video filter applied to it using the Navigator.

Notes: When there is more than one video filter applied to a clip, you can change the order of filters by clicking  or . Changing the order of the video filters will have drastic effects on your clip.

Key frame settings

Key frames are frames in a clip where you can specify a different attribute or behavior for your video filter. This gives you the flexibility to determine how your video filter will look like at any point in a clip.

To set key frames for your clips:


1. Drag and drop a video filter from the **Library** onto a clip in the Timeline.
2. Click **Customize Filter**. The dialog box for the video filter opens.


Note: Settings available in the dialog box are different for each video filter.

3. In the **Key frame controls**, drag the **Jog Slider** or use the arrows to go to the frame where you'd like to change the attributes of your video filter.



Note: You can use the mouse wheel to zoom in or out of the Timeline Control bar for precise placement of key frames.

4. Click **Add key frame**  to set that frame as a key frame in the clip. You can adjust the video filter settings for that particular frame.

Note: A diamond-shaped mark  on the Timeline Control bar will appear. This indicates the frame is a key frame in the clip.

5. Repeat steps 3 and 4 to add more key frames to your clip.
6. Click **OK** when finished.


Tip: You can preview the clip with applied video filter on VideoStudio's **Preview Window** or an external device such as a TV monitor or DV camcorder.

Click , then click  to open the **Preview Playback Options** dialog box where you can choose the display medium.

Pan & Zoom

Pan & Zoom is applied to still images, and it emulates the pan and zoom effect of a video camera. To apply this effect to an image clip in the Timeline, then select **Pan & Zoom** and click **Customize Pan & Zoom**.

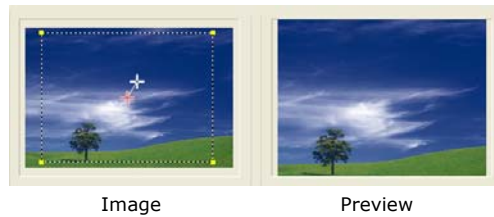
Note: Pan & Zoom cannot be applied to masked images.

In the **Pan & Zoom** dialog box, the crosshairs  in the Image Window represent the key frames in the image clip where settings can be customized to produce the pan and zoom effect. When customizing each key frame, use the Image Window to focus on an area or to pan the image; use the Options tab settings to customize the zooming effect.



To apply Pan & Zoom:

1. Drag the **Start** key frame, represented by a crosshair in the Image Window, to the subject that you want to focus.




2. Zoom in on the subject by minimizing the marquee box or by increasing the **Zoom ratio**.



3. Drag the crosshair of the **End** key frame to your desired final point.



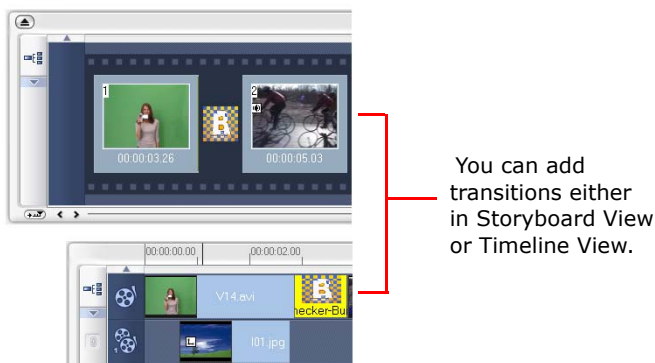
4. Click  to preview the effect.
5. Click **OK** to apply the effect to the image.

Effect

Transition effects make your movie smoothly change from one scene to the next. They are applied between clips in the Video Track and their attributes can be modified in the **Options Panel**. Effective use of this feature can add a professional touch to your movie.

Adding transitions

The **Library** provides a wide range of preset transitions from crossfades to explosions that you can add to your project.



You can add transitions either in Storyboard View or Timeline View.

Note: By default, you need to manually add transitions to your project. If you want VideoStudio to automatically add transitions between clips, select **File: Preferences - General** then select **Use default transition effect**. This saves you time in selecting transitions, especially when you are creating a slideshow project that contains images only, since transitions are randomly chosen from the **Library** and automatically added between images.

To add a transition:

1. Click the **Effect Step**, then select one of the categories of transitions from the **Folders** list.

2. Scroll through the effects thumbnails in the **Library**. Select and drag an effect to the Timeline, roughly between two video clips. Drop your effect and it will snap into place. You can only drag and drop one clip at a time.

Tip: Double-clicking a transition in the **Library** automatically inserts it into the first empty transition slot between two clips. Repeating this process will insert a transition into the next empty transition slot.

To replace a transition in your project, drag the new transition from the **Library** onto the transition thumbnail to be replaced on the Storyboard or Timeline.

Overlay


The **Overlay Step** allows you to add overlay clips to combine with your videos in the Video Track. Use an overlay clip to create a picture-in-picture effect or add a lower-third graphic to create more professional-looking movie productions.

Adding clips to the Overlay Track

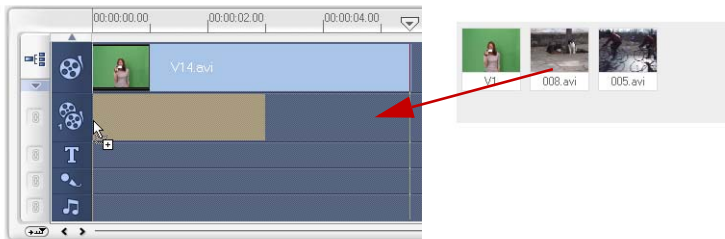
Drag media files to the Overlay Track on the Timeline to add them as overlay clips for your project.

To add a clip to the Overlay Track:

1. In the **Library**, select the media folder that contains the overlay clip that you want to add to your project.

Tip: To load media files into the **Library**, click . In the dialog box that opens, locate the media file and click **Open**.

2. Drag the media file from the **Library** to the **Overlay Track** on the Timeline.



Tips:

- To insert a media file directly to the Overlay Track, right-click the Overlay Track and select the type of file you want to add. The file will not be added into the **Library**.
- You can also use color clips as overlay clips.

3. Customize the overlay clip using the options available in the **Edit** tab.

- Click the **Attribute** tab. The overlay clip is then resized to a preset size and positioned at the center. Use the options in the **Attribute** tab to apply motion to the overlay clip, add filters, resize and reposition the clip, and more.

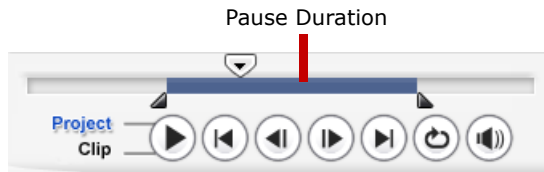
Tips:

- To make overlay clips with transparent backgrounds, you can create a 32-bit alpha channel AVI video file or an image file with an alpha channel. You can use an animation program such as Ulead COOL 3D Production Studio or an image editing program such as Ulead PhotoImpact to create these video and image files.
- Another alternative is to use VideoStudio's Mask & Chroma Key function to mask a specific color on an image.

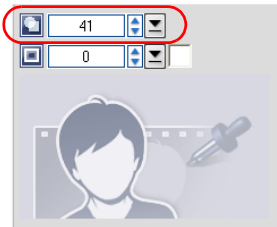
To apply motion to the current overlay clip:

In the **Attribute** tab, select where the overlay clip will **Enter** and **Exit** the screen under **Direction/Style**. Click a specific arrow as to where you want your clip to enter and exit in your movie.

Tip: Pause Duration determines how long your pause will be in the designated area before the clip exists the screen. If you applied motion to the overlay clip, drag the **Trim handles** to set the **Pause Duration**.



To apply transparency to the current overlay clip:




In the **Attribute** tab, click **Mask & Chroma Key** to go to the **Overlay Options Panel**. Drag the **Transparency** slider to set the opacity of the overlay clip.

To specify Chroma Key settings to the current overlay clip:

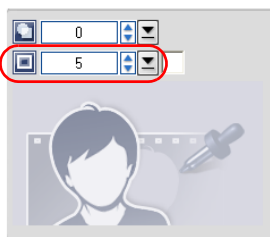
1. Click **Mask & Chroma Key** in the **Attribute** tab to go to the **Overlay Options Panel**.
2. Select **Apply Overlay Options** then **Chroma Key** in **Type**.
3. Click the **Color Box** then select the color to be rendered as transparent.



Tips:

- Select  then click on a color in the image that will be rendered as transparent.
- Drag the **Similarity Slider** to specify the color range of the selected color that will be rendered as transparent.

To add a border around the current overlay clip:



In the **Attribute** tab, click **Mask & Chroma Key** to go to the **Overlay Options Panel**. Drag the **Border** slider to set the thickness of the border of the overlay clip. Set the color of the border by clicking the **Color Box** beside the slider.

To resize the current overlay clip:

In the **Attribute** tab, drag a handle on the overlay clip on the **Preview Window** to resize it. If you drag a yellow corner handle, it will keep the aspect ratio when you resize the clip.

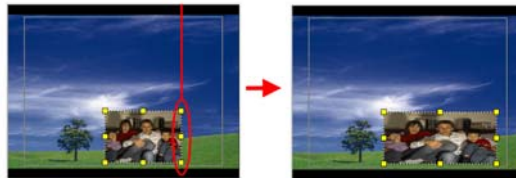


It is recommended that you keep the overlay clip within the title safe area.



You can also right-click the overlay clip on the **Preview Window** to open a menu where you can resize the overlay clip to keep the aspect ratio, revert it to the default size, use the original size of the overlay clip, or resize it to occupy the entire screen.

The **Keep Aspect Ratio** option resizes the overlay clip based on the width or height, depending on which is longer in length, of the overlay clip.



Note: When you resize the overlay clip then go back to the **Edit** tab, the clip will appear to have resized back to its original size. This is only for editing purposes, the overlay clip retains its properties.

To reposition the current overlay clip:

In the **Attribute** tab, drag the overlay clip to the desired area on the **Preview Window**.

You can also right-click the overlay clip on the **Preview Window** to open a menu where you can automatically place the overlay clip in a preset position on the video. It is recommended that you keep the overlay clip within the title safe area.

To apply a filter to the current overlay clip:

You can apply video filters to your overlay clips. For more details on how to apply, you can refer to **Edit: Applying video filters**.

To use the same attributes for different overlay clips:

You can use the attributes (size and position) of one overlay clip and apply it to a different overlay clip on your movie project. To apply the same attributes, first right-click the source overlay clip then select **Copy Attributes**. Next, right-click the target overlay clip then select **Paste Attributes**.

Adding Objects or Frames

Add decorative objects or frames for your videos as overlay clips.

To add an object or frame:

1. In the **Library**, select **Decoration: Object/Frame** in the **Folder** list.
2. Select an object/frame then drag it onto the **Overlay Track** on the Timeline.
3. Click the **Attribute** tab to resize and reposition the object/frame.



Object



Frame

Adding Flash animations

Give more life to your videos by adding Flash animations as overlay clips.

To add a Flash animation:

1. In the **Library**, select **Flash Animation** in the **Folder** list.

2. Select a Flash animation then drag it onto the **Overlay Track** on the Timeline.
3. Click the **Attribute** tab to resize and reposition the object/frame.



To customize the current object, frame, or Flash animation:

Use the various options available in the **Edit** and **Attribute** tabs to customize your object and frame. You can add animation, apply transparency, resize the object or frame, and more.

Title

While a picture may be worth a thousand words, the text in your video production (i.e., subtitles, opening and closing credits, etc.) adds to the clarity and comprehensibility of your movie. In VideoStudio's **Title Step**, create professional-looking titles, complete with special effects, in minutes.

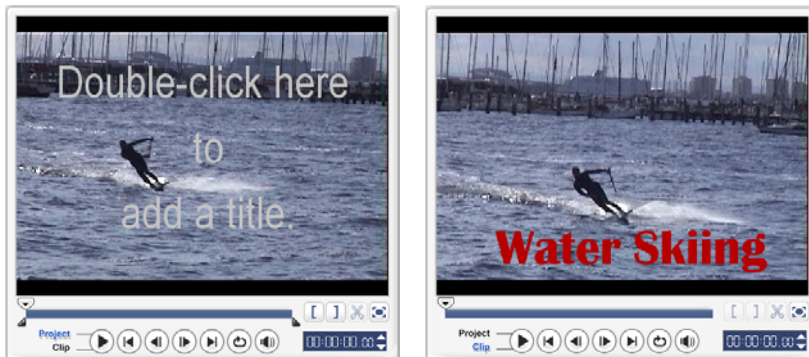
Adding text

Ulead VideoStudio allows you to add text either in multiple text boxes or in a single text box. Using multiple text boxes gives you the flexibility to position the different words of your text anywhere on the video frame and allows you to arrange the stacking order of the text. Use a single text box when you are creating opening titles and end credits for your projects.

To add multiple titles:

1. In the **Options Panel**, select **Multiple titles**.
2. Use the buttons in the **Navigation Panel** to scan your movie and select the frame where you want to add the title.
3. Double-click the **Preview Window** and type in your text.

Click outside the text box when you are done typing. To add another set of text, double-click again on the **Preview Window**.



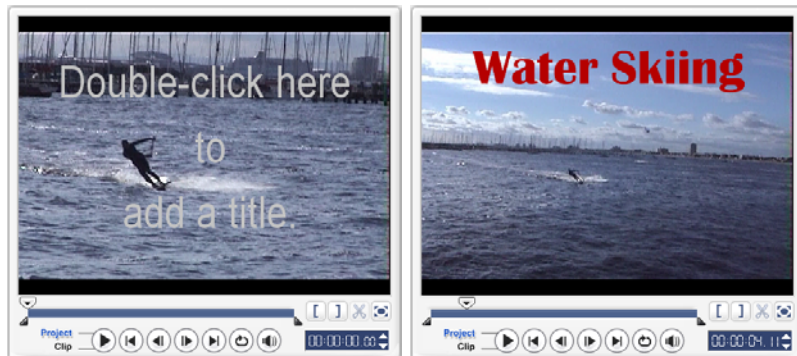
4. Repeat step **3** to add more sets of text.

If you switch to **Single title** before adding to the Timeline the multiple text that you entered, only the selected text or the first text that you typed in (when no text box is selected) will be retained. The other text boxes will be removed and the **Text backdrop** option will be disabled.

To add a single title:

1. In the **Options Panel**, select **Single title**.
2. Use the buttons in the **Navigation Panel** to scan your movie and select the frame where you want to add the title.

Double-click the **Preview Window** and type in your text.



3. In the **Options Panel**, set the **Line spacing**.
4. When you are done typing the text, click the Timeline to add the text to your project.

It is recommended to keep your text within the title safe area. The title safe area is the rectangular box on the **Preview Window**. By keeping the text within the bounds of the title safe area, the whole text will not be truncated when viewed on a TV screen. You can display or hide the title safe area by selecting **File:**

Preferences - General tab - Display title safe area in Preview Window.

To edit the text:

- For single titles, select the title clip on the Title Track and click the **Preview Window**.

- For multiple titles, select the title clip on the Title Track and click the **Preview Window** then click the text that you want to edit.

Notes:

- Once a title clip has been inserted onto the Timeline, you can adjust its duration by either dragging the handles of the clip, or entering a **Duration** value in the **Options Panel**.
- To see how the title appears on the underlying video clip, select the title clip and then click **Play Trimmed Clip** or drag the **Jog Slider**.

Tip: When you are creating multiple title clips that share the same attributes such as font type and style, it is a good rule of thumb to store one copy of your title clip in the **Library**. (Just drag and drop the title clip from the Timeline into the **Library**.) This way, you can easily duplicate the title clip (by dragging it from the **Library** back onto the Title Track) and then change the title.

To add preset text to your project:

The **Library** contains various preset text that you can use for your projects. To use these preset text, select **Title** in the **Library Folder** list then drag the preset text onto the Title Track.

To insert subtitles to your project:

You can also use your own movie subtitle files for your project. To insert your own, click **Open Subtitle File**. In the **Open** dialog box, locate the file you want to use and click **Open**.

To save text files:


Saving movie subtitles allows you to reuse them in the future. Click **Save Subtitle File** to open the **Save As** dialog box. Locate where to save your movie subtitle and click **Save**.

Note: Movie subtitles will automatically be saved as *.utf files.

Modifying text attributes

Modify the attributes of your text, such as font face, style, size, and more, by using the available settings in the **Options Panel**.

More options allow you to set the style and alignment, apply a **Border**, **Shadow** and **Transparency** and add a **Text backdrop** to your text.

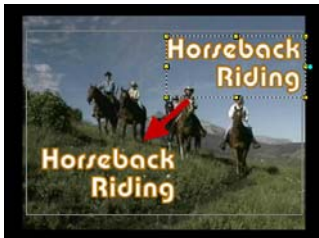
A text backdrop superimposes your text on a horizontal color bar that stretches across the video frame. Click  to open the **Text Backdrop** dialog box to select whether to use a solid or gradient color and to set the transparency of the text backdrop.



To rearrange the stacking order for multiple titles:

In the **Preview Window**, click the text box you want to rearrange. After selecting, right-click it then on the menu that opens, select how you want to restack the text.

To reposition a text in a multiple-title clip:



Drag the text box to the new position.

Applying animation

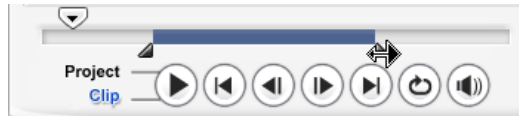
Apply motion to your text with VideoStudio's text animation tools such as Fade, Moving Path, and Drop.

To apply animation to the current text:

1. In the **Animation** tab, select **Apply Animation**.
2. Select the animation category to use in **Type**.
3. Select a preset animation from the box under **Type**.

Tip: Click  to open a dialog box where you can specify animation attributes.

4. Drag the **Pause duration handles** to specify how long the text will pause after it enters and before it exits the screen.



Audio

Sounds are one of the elements that determine the success of your video production. VideoStudio's Audio Step allows you to add both narration and music to your project.

The Audio Step consists of two tracks: **Voice** and **Music**. Insert your narrations on the **Voice Track** and your background music or sound effects on the **Music Track**.

Adding voiceover narration

Documentaries and news features often use narrations to help the audience understand what is going on in the video. VideoStudio allows you to record your own narration with crisp and clear results.

To add voiceover narration:

1. Click the **Music & Voice** tab.
2. Move to the section of the video where you want to insert your narration by using the **Jog Slider**.

Note: You cannot record over an existing clip. When a clip is selected, recording is disabled. Make sure that a clip is not selected by clicking on an empty area on the Timeline.

3. Click **Record Voice**. The **Adjust Volume** dialog box appears.
4. Speak into the microphone and check if the meter responds accordingly. Use the **Windows audio mixer** to adjust the volume of the microphone.
5. Click **Start** and begin speaking into the microphone.
6. Press **[Esc]** or click **Stop** to stop recording.

Tip: The best way to record narrations is to do the recording in 10 to 15-second sessions. This makes it easier to remove a badly recorded narration and redo it. To remove, just select the clip on the Timeline and press **[Delete]**.

Adding background music

Set the tone of your movie with the background music of your choice. VideoStudio can record and convert song tracks from your CD into WAV files and then insert them onto the Timeline.

VideoStudio also supports WMA, AVI, and other popular audio file formats which you can directly insert onto the Music Track.

Importing music from an audio CD

Capture music by importing from an audio CD. VideoStudio copies the CDA audio file then saves it in your hard drive as a WAV file.

To import music from an audio CD:

1. Click **Import from Audio CD** in the **Music & Voice** tab to open the **Rip CD Audio** dialog box. To check if the disc is detected, see to it that **Audio Drive** is enabled.
2. Select the tracks to be imported in the **Track List**.
3. Click **Browse** and select the destination folder where the imported files will be saved.
4. Click **Rip** to start importing the audio tracks.


To add third-party music:

1. Click the **Auto Music** tab.
2. Select how the program will search for music files in **Scope**.
3. Select the **Library** from where to import the music.
4. Under **Music**, select the music you want to use.
5. Select a **Variation** of the selected music. Click **Play Selected Music** to play back the music with the variation applied.
6. Set the **Volume level** then click **Add to Timeline**.

Tip: Select **Auto trim** to automatically trim the audio clip to fit the empty space based on the Jog Slider position.


Adding audio files

VideoStudio provides a separate Voice Track and Music Track but you may

interchangeably insert voice and music files on either track. To insert, click  and select **Insert Audio**. Choose which track to insert your audio file.

Tip: Click **Audio View** for easier editing of your audio clips.

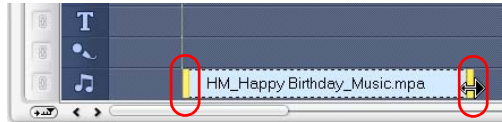
The VideoStudio CD also comes with several audio clips ready for you to use. Click

Load audio  to add them to the **Library** for easy access.

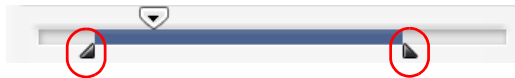
Trimming and cutting audio clips

After recording voice and music, you can easily trim your audio clips on the Timeline. There are two ways to trim audio clips:

- On the Timeline, a selected audio clip has two yellow handles that can be used for trimming. Just grab a handle, either from the beginning or end, and drag it to shorten a clip.



- Drag the **Trim handles**.



Tip: You can also trim a clip in the **Library** by using the Trim handles.

Aside from trimming, you can also cut audio clips. Drag the **Jog Slider** to the position where you want to cut the audio clip then click **Cut clip based on Jog Slider position**. You can then delete the excess part of the clip.



Tip: To play the trimmed portion of the clip, click **Play Trimmed Clip**.

Note: VideoStudio also has an **Auto-trim** function. When you insert an audio clip between two existing clips in the Timeline, it will automatically be trimmed to fit the available space.

Stretching audio duration

The time stretch feature allows you to stretch an audio clip without distorting its pitch. Normally, stretching audio clips to fit the project results in a distorted sound. The time stretch feature will make the audio clip sound like it is just played in a slower tempo.

Note: When you stretch an audio clip by 50-150%, the sound will not be distorted. However, if stretched below or above that range, the sound may be distorted.

To stretch the duration of an audio clip:



1. Click the **Music & Voice** tab in the **Options Panel**.
2. Click **Playback Speed** to open the **Playback Speed** dialog box.
3. Enter a value in **Speed** or drag the slider to change the speed of the audio clip. A slower speed makes the clip's duration longer while a faster speed makes it shorter.

Tips:

- You can specify how long the clip will play in **Time stretch duration**. The speed of the clip will automatically adjust to the specified duration. This feature will not trim the clip when you specify a shorter time.
- You can stretch the time of an audio clip in the Timeline by holding **[Shift]** then dragging the yellow handles on the selected clip.



Fade-in/out

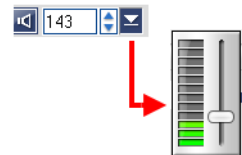
Background music that starts and ends gradually is commonly used to create smooth transitions. For each of your music clips, you can click  and  to fade-in and fade-out the volume at the start and end of the clip.

Mixing audio tracks

The key to making narrations, background music, and existing audio of your video clips blend well together is to control the volume of your clips. Blend the different audio tracks in your project by using the **Audio Step Options Panel** or **Audio View**.

Using the Clip Volume Control

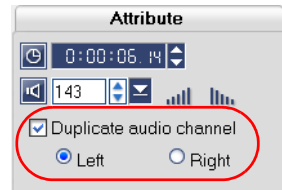
You will find the volume control in the **Options Panel**. Clip volume represents the percentage of the original recorded volume. Values range from **0** to **500%**, where **0%** completely silences the clip and **100%** retains the original recorded volume.



Duplicating an audio channel

Audio files sometimes separate the vocal sound from the background audio and put them in different channels.

Duplicating an audio channel allows you to mute the other channel. For example, the voice is on the left audio channel and the background music on the right. When you duplicate the right channel, it will mute the vocal part of the song leaving the background music to play. To duplicate an audio channel, select **Duplicate audio channel** in the **Attribute tab** in the **Options Panel** then select which audio channel to duplicate.



When you duplicate the right channel, it will mute the vocal part of the song leaving the background music to play. To duplicate an audio channel, select **Duplicate audio channel** in the **Attribute tab** in the **Options Panel** then select which audio channel to duplicate.

Volume rubber banding

The volume rubber band is the horizontal line in the middle of the track and can only be seen when you are in **Audio View**. You can use the rubber band to adjust the volume of the audio track of video clip and the audio clips in the **Music** and **Voice** tracks.

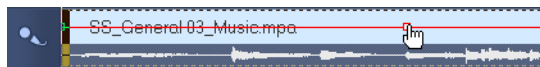


To adjust the volume level using the rubber band:

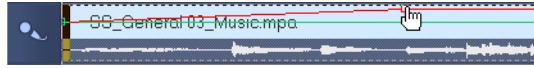
1. Click **Audio View**.
2. On the Timeline, click the track whose volume level you want to adjust.



3. Click a point on the rubber band to add a key frame. This allows you to adjust the volume level of the track based on this key frame.



4. Drag the key frame upwards/downwards to increase/decrease the volume level at this point of the clip.



5. Repeat steps 3 and 4 to add more key frames to the rubber band and to adjust the volume level.

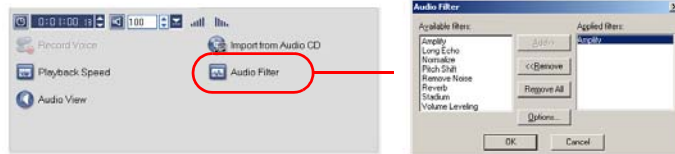
Applying audio filters

VideoStudio allows you to apply filters such as **Amplify**, **Long Echo**, **Normalize**, **Pitch Shift**, **Remove Noise**, **Reverb**, **Stadium** and **Volume Labeling** to your audio clips in the **Music** and **Voice** tracks. You can only apply audio filters when you are in **Timeline View**.

To apply audio filters:

1. Click **Timeline View**.
2. Select the audio clip on which to apply an audio filter.
3. In the **Options Panel**, click **Audio Filter**. This opens the **Audio Filter** dialog box.

In the **Available filters** list, select the desired audio filters and click **Add**.



Note: An audio filter can be customized if the **Options** button is enabled. Click Options to open a dialog box where you can define the settings for the particular audio filter.

4. Click **OK**.

Share

Render your project into a video file format that is suitable for your audience or purpose. You can export the rendered video file as a Web page, multimedia greeting card, or send it to a friend by e-mail. All these and more can be done in VideoStudio's **Share Step**.

A DVD authoring wizard is also integrated in this step, enabling you to directly burn your project as a DVD, SVCD, or VCD.

Creating movie templates

Movie templates contain settings which define how to create the final movie file. By using the preset movie templates provided by Ulead VideoStudio, or by creating your own templates in the **Make Movie Manager**, you can have multiple variations of your final movie. For instance, you can create movie templates that provide high quality outputs for DVD and videotape recording, and also set up movie templates that give lower quality but acceptable outputs for different purposes, such as Web streaming and e-mail distribution.

To create movie templates:

1. Select **Tools: Make Movie Manager**. The **Make Movie Templates Manager** dialog box opens.
2. Click **New**. In the **New Template** dialog box, select the **File format** and type in a **Template name**. Click **OK**.
3. In the **Template Options** dialog box, set the options you want in the **General** and **AVI/Compression** tabs.

Note: The available options in the tabs will depend on the type of file format of the template.

4. Click **OK**.

Notes:

- Movie templates will appear in a selection menu when you click **Create Video File** in the **Share Step**. If you do not want to use a movie template, you can select **Custom** from the pop-up menu. This allows you to choose your own settings for creating the final movie or simply use the current project settings.
- To modify the settings of a movie template, click **Edit** in the **Make Movie Manager** dialog box.

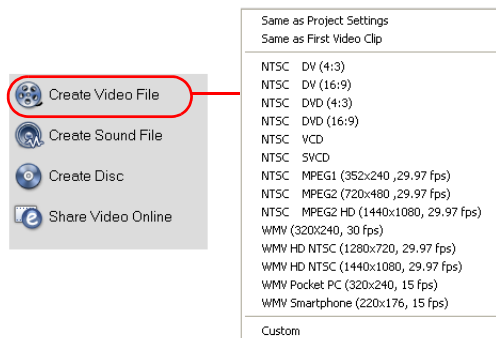
Creating and saving a video file

Before rendering your entire project into a movie file, select **File: Save** or **Save As** to save it first as a VideoStudio project file (*.VSP). This allows you to return to your project anytime and make edits.

If you want to preview your project before creating a movie file, switch to **Project Mode** and click **Play** in the **Navigation Panel**. How the project is played back depends on the option you have selected in **File: Preferences - General tab - Playback method**.

To create a video file of the entire project:

1. Click **Create Video File** in the **Options Panel**. A selection menu of movie templates then opens.



- To create a movie file using the current project settings, select **Same as Project Settings**.

Or, select one of the preset movie templates. These templates let you create a movie file that is suitable for the Web or for output to DVD, SVCD or VCD.

Note: To check current project settings, select **File: Project Properties**. To check the saving options provided by a movie template, select **Tools: Make Movie Manager**.

You can also use the settings of the first video clip in the Video Track by selecting **Same as First Video Clip**.

- Enter the desired file name for your movie and click **Save**. The movie file will then be saved and placed in the **Video Library**.

Tip:

- To save on rendering time, use the same settings for your source video (e.g. captured video), VideoStudio project, and movie template.

You can also render your project partially. **SmartRender** allows "changes only" rendering, eliminating the need to re-render an entire video sequence when slight modifications have been made.

To create a video file of the preview range:

- Click the ruler on top of the Timeline to make sure no clip is selected.
- Select a preview range using the **Trim Handle**. Or, drag the triangle along the ruler then press **[F3]** and **[F4]** to mark the start and end points respectively.



Note: A red line representing the selected range should appear on the ruler.

- Click **Create Video File** in the **Options Panel**.

4. Select a movie template.
5. In the **Create Video File** dialog box, click **Options**. In the Options dialog box, select **Preview range**. Click **OK**.
6. Enter a **file name** and click **Save**.

Another method of partially rendering your project is to click **Play-Project** while holding down the **[Shift]** key. You don't have to be in the **Share Step** to do this. The selected range will be rendered then shown in the **Preview Window**. Doing this will create a temporary video file under the folder specified in the **Preview** tab of the **Preferences** dialog box.

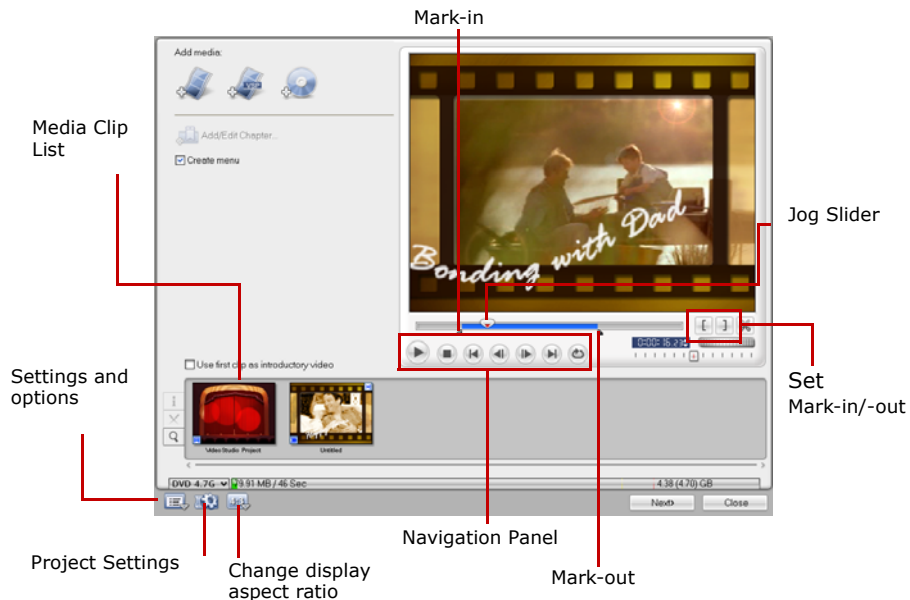
Burning a DVD, VCD or SVCD

Click **Create Disc** in the **Options Panel** to output your project (together with other VideoStudio projects or videos) to create a DVD, VCD and SVCD.

In the dialog box that opens, first choose an output format. Second, decide whether you want to add other projects and videos. See the following sections for more information.

Notes:

- Your entire VideoStudio project can be brought into the Create Disc dialog box for burning even if you did not save it first as a .VSP file.
- Video will be adjusted to the correct aspect ratio (as specified in the Disc Templates Manager dialog box), and automatically letterboxed or pillarboxed to fit the correct aspect ratio.



Assembling files

Import videos or VideoStudio project files (VSP) you want to include in your final movie.

To add videos:

1. Click **Add video files**. Locate the folder where the videos are, and then select one or more video clips you want to add.



2. Click **Open**.

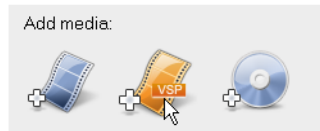
Notes:

- You can add video formats such as AVI, QuickTime, and MPEG files. You can also add VCD video (DAT) files.
- After a video clip is added to the **Media Clip List**, sometimes you may see a black thumbnail. This is because the first scene (frame) of this video clip is a black screen. To change it, double-click to select this video clip and move the **Jog Slider** to the scene you want. Next, right-click the thumbnail and select **Change Thumbnail**.

To add VideoStudio projects:

1. Click **Add VideoStudio project files**.

Locate the folder where the projects are, and then select one or more video projects you want to add.



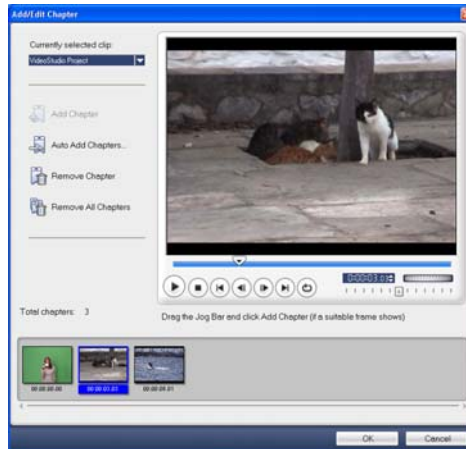
2. Click **Open**.

You can trim a video and VideoStudio project using the **Jog Slider**, mark-in/out, and navigation controls. Trimming a video gives you the freedom to precisely edit the video length.

Tip: You can also add videos from DVD/DVD-VR discs.

Adding/Editing chapters

This feature is only available when the **Create menu** option is selected. By adding chapters, you can create submenus linked to their associated video clip.



Represented as a video thumbnail in a submenu, each chapter is like a bookmark for a video clip. When viewers click on a chapter, the playback of the video will start from the selected chapter.

Notes:

- You can create up to 99 chapters for a video clip.
- If the **Create menu** option is not selected, you will be guided to the preview step immediately without creating any menus after clicking **Next**.
- When you are creating a disc with only one VideoStudio project or one video clip, do not select **Use first clip as introductory video** if you want to create menus.

To create or edit chapters linked to a video clip:

1. Select a video in the **Media Clip List**.
2. Click **Add/Edit Chapter**.

3. Drag the **Jog Slider** to move to a scene to set it as a chapter then click **Add Chapter**. Or, click **Auto Add Chapters** to let VideoStudio automatically select chapters.

Tips:

- If you want to use **Auto Add Chapters**, your video must be at least one minute long or the video has scene change information.
- If you click **Auto Add Chapters** and your video is a DV-formatted AVI file captured from a DV camcorder, Ulead VideoStudio can automatically detect scene changes and add chapters accordingly.
- If the selected video is an MPEG-2 file with scene change information, Ulead VideoStudio automatically generates these chapters for you when you click **Auto Add Chapters**.

4. Repeat Step 3 to add more chapter points. You can also use **Remove Chapter** or **Remove All Chapters** to delete unwanted chapters.
5. Click **OK**.

Creating selection menus

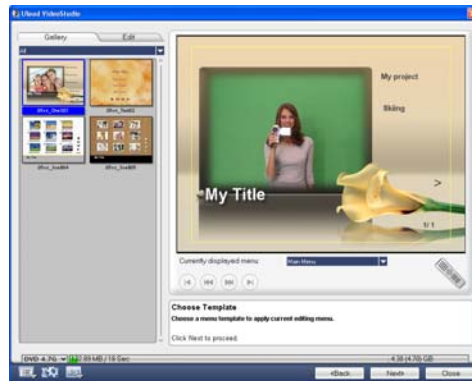
In this step, you can create the main menu and submenus. These menus provide an interactive screen for your movie viewer to choose which video to watch. Ulead VideoStudio includes a set of menu templates for you to create your menus and submenus.



In this example, Clip 1 has three chapters so when you click the Clip 1 video thumbnail, it will jump to submenu #1. If you look at Clip 2, it has no chapters assigned to it so when you click Clip 2, the video will start playing from the beginning.

To edit menus:

1. By default, VideoStudio automatically makes all required menus for you. Use **Currently displayed menu** to switch to the menu you want to edit.
2. In the **Gallery** tab, click **Menu template category** and select a specific category. Click a particular template to apply.



3. Click "My Title" to customize the menu heading. You can also click the text description under each video thumbnail for customization.

Note: If you do not modify "My Title" and the thumbnail descriptions or skip Step 2, there will be no menu heading and thumbnail text in the final output.

4. In the **Edit** tab, you can further customize your movie by adding background image, music or audio and by modifying font properties.

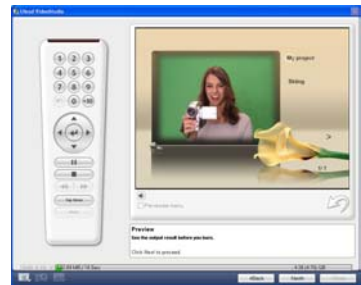
Tips:

- Select **Motion Menu** to enable motion attributes to the selected menu template.
- Click **Layout Settings** to specify whether to apply layout to all pages of the menu, reset the page, or reset all pages of the menu.
- Click **Advanced Settings** to specify whether to add a title menu, create a chapter menu, or display the thumbnail numbers in the **Chapter List**.
- Click **Customize** to apply pan & zoom, motion filter and, menu in and menu out effects.

5. When you're done, click **Go to the preview step** to preview the movie.

Previewing

Now, it's time to see how your movie looks like before you burn it onto a disc. Simply move the mouse and click **Play** to watch your movie and test the menu selection on your computer. Use the navigation controls here as you would on a standard remote control of a home DVD player.

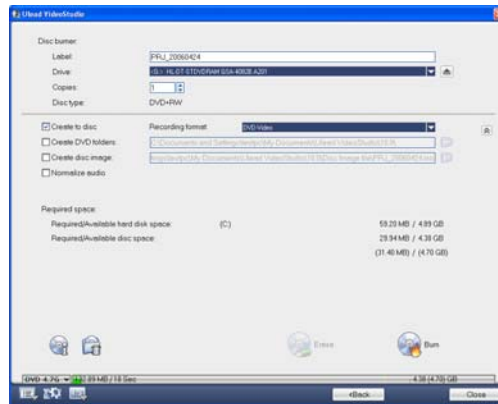


Tip: As you move between controls, a Tool Tip pops up and tells you its specific function.

Burning your project onto a disc

This is the final step in the disc creation process. You can burn your movie onto a disc, create a DVD folder structure on your hard drive so you can play the DVD

movie on your computer or create a disc image file of your movie to save on your hard drive.



Tip: For details about the different disc formats, you can refer to **Appendix C: Technology Overview - DVD, VCD and SVCD**.

To burn your movie onto a disc:

1. Click **Next** after you preview your project.
2. Click **Show more output options** to show other output options.
 - Select **Create DVD folders** to create folders for your project and specify their location.
 - Select **Create disc image file** to make an ISO image file of the DVD for later use.
 - Select **Normalize audio** to make sure that irregular audio levels during playback are prevented.
3. Click **Burning Options** to define additional burner and output settings.
4. Click **Burn** to start the burning process.
5. After successfully burning your disc, a dialog box appears from which you can select the next step.
 - **Close** prompts you to save your work and close Ulead VideoStudio.

Burning options

- **Disc burner** Specify the settings for your burning device.
- **Label** Enter a volume name of up to 32 characters onto the CD/DVD.
- **Drive** Select the disc burner that you want to use to burn the video file.
- **Copies** Set the number of disc copies to burn.
- **Disc type** Displays the output disc format for the current project.
- **Create to disc** Select to burn your video project onto a disc.
- **Recording format** Select DVD-Video format to use the DVD industry standard. To quickly re-edit your disc without copying the file to the hard disk, select DVD-Video (fast re-editable) which still complies with the industry standard, and has very high compatibility when working with set-top home DVD players and computer DVD-ROM. Select DVD+VR for DVD players supporting this format.
- **Create DVD folders** This option is only enabled when the video file being created is a DVD-Video. The files created are in preparation for burning the video file to a DVD. This also allows the user to view the finished DVD file on the computer using a DVD-Video player software.
- **Create disc image** Select this option if you plan to burn the video file several times. By selecting this option, you don't have to generate the file again when you want to burn the same video file.
- **Normalize audio** Select to prevent irregular audio levels during playback of your movie. Different video clips may have different audio recording levels when created. When these video clips are put together, the volume could vary greatly from one to another. To make volume levels consistent between clips, **Normalize audio** function evaluates and adjusts the audio waveform of the whole project to assure a balance audio level throughout the video.
- **Erase** Deletes all the data in the rewritable disc.
- **Burning Options** Click to adjust the advanced output settings for burning your project.
- **Delete temp files** Removes all unnecessary files in your working folder.
- **Burn** Begins the recording process.
- **Required space** Use the following indicators as reference when burning your projects. These indicators help determine if you have sufficient space to successfully burn your project onto the disc.

Required/Available hard disk space Displays the space needed by the working folder of the project and the space available for use in the hard drive.

Required/Available disc space Displays the space needed to fit the video file in the disc and the space that is available for use.

Notes:

- Make sure your project does not exceed 4.37 gigabytes when burning onto a 4.7-Gigabyte DVD disc.
- If you will burn a DVD with nearly 2 hours of video, consider these options to optimize the project size: use a video data rate not higher than 4000 kbps, use MPEG audio, or use still image menus instead of motion menus.

Project Playback

Project Playback is used to output your entire project or part of it to a DV camcorder. This also gives you an actual size preview of your movie using the entire screen of either a PC or TV monitor. You can only output your project on a DV camcorder if your project is using a DV AVI template.

How your video is played back will depend on the **Playback method** option that you selected in **Preferences**.

To play back your project in actual size:

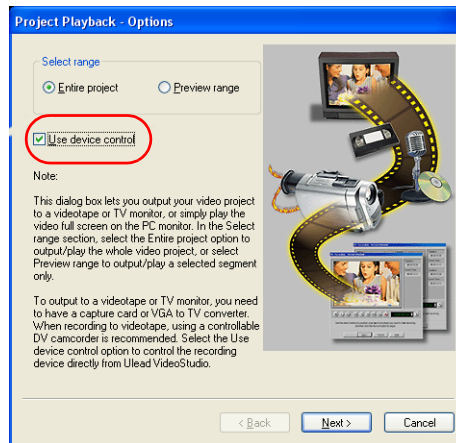
1. In the **Options Panel**, click **Project Playback**.
2. In the **Project Playback - Options** dialog box, click **Finish**. To stop the playback, press **[Esc]**.

Note: If you only want to output the preview range of your project to the monitor, select **Preview range**.

To record your project to a DV camcorder:

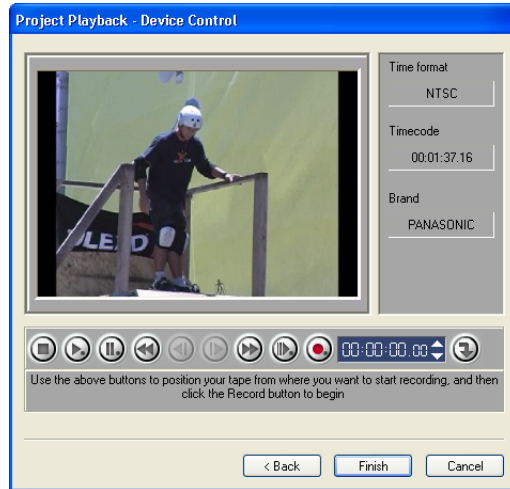
1. Turn on your DV camcorder and set it to **Play** (VTR/VCR) mode.
2. In the **Options Panel**, click **Project Playback**.

3. In the **Project Playback - Options** dialog box, select **Use device control** then click **Next**.



Note: If you only want to output the preview range of your project to the DV camcorder, select **Preview range**.

4. In the **Project Playback - Device Control** dialog box, use the **Navigation Panel** to go to the section of the DV tape where to start recording your project.




Tip: Click **Transmit to device unit for preview** to preview your project on the DV camcorder's LCD monitor.

5. Click **Record**. When recording is complete, click **Finish**.

Exporting your movie

VideoStudio provides you with a number of ways to export and share your movie, which will be discussed in the following sections.

Output video file to a different medium

The **Output the video file to a different medium**  is only allowed after you create a final video file of your project or you select a video file that is in the **Library**. You cannot export project files.


Posting your video on a Web page

The Internet is another medium where you can share your movies but there are a few things you need to take into consideration. A short three minute video can take up 60MB of disk space and will take many hours to download. However, at

reasonable file sizes, viewers can download your movies from the Internet. Creating video for the Internet requires proper use of video format and compression to produce good quality but small file size video files.

After you have created a movie that is suitable for posting to the Internet, VideoStudio can assist with the task of coding the HTML document.

To export your video onto a Web page:

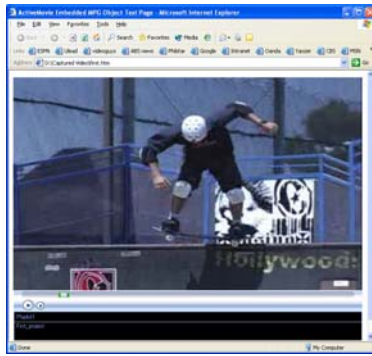
1. Select a video clip from the **Library**.
2. Click **Output video file to a different medium**  and select **Web Page**.
3. A message will appear asking if you want to use **Microsoft ActiveMovie** control or not.



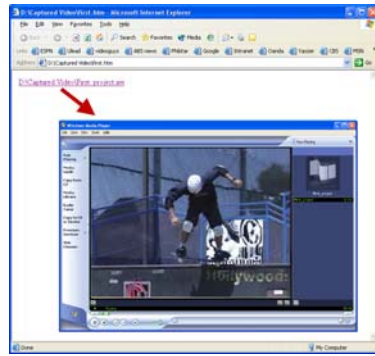
ActiveMovie is a small plug-in for your Internet browser (standard with IE 4.0 or above) which your viewers need to install. If you choose **No**, the page will be set up with a simple link to the movie.

4. Enter a name and location for the new HTML file.
5. Click **OK**.

Your default browser will open, displaying your page. When you upload this page to your Web server, you need to change one line of code to reflect the relative links to the associated movie file.



With Activemovie control



Without Activemovie control

Sending a movie by e-mail

When you select **E-mail**, VideoStudio automatically opens your default e-mail client and inserts the selected video clip into a new message as an attachment. Enter the necessary information in the fields then click **Send**.

If your e-mail program was not previously configured as the default e-mail client, follow the instructions below to set up your e-mail program. In MAPI-compliant programs such as Netscape Mail and Eudora, you need to enable their MAPI (Messaging Application Programming Interface) option.

To set up Microsoft Outlook Express as your default e-mail program:

1. In **Outlook Express**, select **Tools: Options**.
2. Click the **General Tab** in the Options dialog box.
3. Under **Default Messaging Programs**, click the **Make Default button** after the **This application is NOT the default Mail handler** option.
4. Click **Apply**.

To enable MAPI in Netscape Mail:

1. In **Netscape Mail**, select **Edit: Preferences**.

2. Select **Mail & Newsgroups** in the Category list.
3. Select **Use Netscape Messenger from MAPI-based applications**.
4. Click **OK**.

To enable MAPI in Eudora:

1. In **Eudora**, select **Tools: Options**.
2. Select **MAPI** in the **Category** list.
3. Select **Always** under **Use Eudora MAPI server**.

Electronic greeting cards


Share your video with friends and relatives by creating multimedia greeting cards. VideoStudio packs the movie into an executable (EXE) file that automatically plays the video. In addition, you can even display your video using your choice of background.

To create a greeting card:

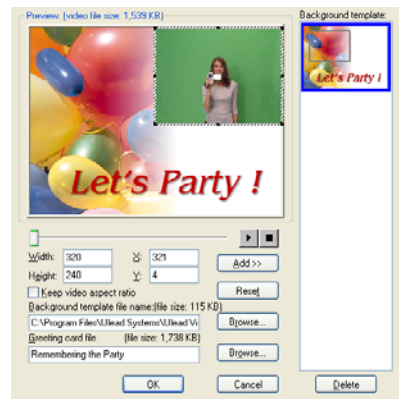
1. Select a video clip from the **Library**.

Note: You cannot export DV AVI files as a greeting card.

2. Click **Output video file to a different**

medium  and select **Greeting Card**.

3. Your video appears in a bounding box in the **Multimedia Greeting Card** dialog box. Double-click an image from the **Background template** to select it.




4. Drag the thumbnail to adjust the position. Another way is to enter X and Y axis values. You can also resize the image using the black controls around the thumbnail, or enter Width and Height values directly.
5. Enter a file name for the card in the **Greeting card file** entry box.
6. Click **OK** to create the card.

The background templates that are provided with VideoStudio are JPEG image files. You can create your own templates in any graphics editor, or even use still frames captured from your movies. To use your own backgrounds, search for images using **Browse** next to the **Background template file name** entry box.

Setting your video as your Movie Screen Saver

Personalize your desktop computer by creating your own video file then setting it as your screen saver.

Set a video as your desktop screen saver:

1. Select a WMV file from the **Library**.
2. Click **Output video file to a different medium**  and select **Movie Screen Saver**. The **Display Properties** dialog box will appear with the video file as the selected screen saver.
3. Click **OK** to apply the settings.

Creating an audio file

Sometimes, you want to save the audio track of your video project in a separate audio file. This is especially useful when you want to use the same sound with another set of images, or when you want to convert the audio of a captured live performance into sound files. VideoStudio makes it easy for you to create an audio file of your project in MPA, RM, or WAV format.

To create an audio file:

1. Open your project and click the **Share Step**.

Note: You can also create a sound file from an existing video file by selecting it in the **Library**.

2. Click **Create Sound File**.
3. From the **Save as type** list, select the audio format you want to use and select **Options** to display the **Audio Save Options** dialog box.
4. Fine tune your audio attributes and click **OK**.

5. Enter a file name and click **Save**.

Recording back to a DV camcorder

After editing your project and creating a video file, VideoStudio allows you to record the video to your DV camcorder. You can only record a video that is using DV AVI format to your DV camcorder.

To record a movie to your DV camcorder:

1. Turn your camcorder on and set it to **Play** mode (or **VTR / VCR** mode). See your camcorder's manual for specific instructions.
2. Click the **Share Step**.
3. Select a compatible DV AVI file from the **Library**.
4. Click **DV Recording**.
5. The **DV Recording - Preview Window** dialog box opens. You can preview the video file here. After you are done previewing, click **Next**.
6. In the **Project Playback - Record Window** dialog box, use the **Navigation Panel** to go to the section of the DV tape where to start recording.

Tip: Click **Transmit to device unit for preview** to preview your project on the DV camcorder's LCD monitor.

7. Click **Record**. After you are done recording your project to the DV camcorder, click **Finish**.

Note: Before recording a video file back to your DV camcorder, make sure the video is saved with the correct codec. For example, the codec **DV Video Encoder** usually works well for most NTSC DV camcorders. You can select it from the **Compression** tab in the **Video Save Options** dialog box.

Index

A

- ActiveMovie 59
- Adding 10, 30
 - audio files 39
 - background music 38
 - chapters 16
 - clips to Overlay Track 26
 - clips to the Video Track 13
 - clips to your project 10
 - Flash animations 30
 - frames 30
 - multiple titles 32
 - music from audio CD 38
 - objects 30
 - preset text 34
 - single title 33
 - text 32
 - third-party music 38
 - transitions 24
 - voiceover 37
- Animation effects 36
- Applying 20
 - audio filters 43
 - text animation 35
 - video filters 20
- Audio filters 43
- Audio Step 37
- Audio View 9
- Auto-trim 40

B

- Batch Convert 16
- Border 28
 - overlay clip 28
- Burning 47

C

- Capture Step 11
- Capturing 11
 - analog video 12
 - Digital Video (DV) 11
- Chapter Point Bar 16
- Chroma Key 28
- Clip Volume Control 41
- Color clips 13
- Converting multiple files 16
- Create Audio File 62
- Create Disc 7
 - adding/editing chapters 50
 - burning onto a disc 53
 - creating selection menus 51
 - previewing 53
- Create Video File 7
- Creating 44
 - movie templates 44
 - video - entire project 45
 - video - preview range 46
 - video file 45
- Customize Filter 20
- Customizing 31
 - frame 31
 - object 31

D

- Dialog boxes 18
 - Audio Filter 43
 - Customize Filter 21
 - Pan & Zoom 22
 - Scanning Sensitivity 18
- Duplicating an audio channel 42
- DV 11
- DV AVI Type-1 and Type-2 12

DV Quick Scan 12
DVD/DVD-VR 12

E

Edit in Ulead VideoStudio Editor 7
Editing 13

- chapters (Create Disc) 50
- Edit Step 13
- text 33

Effect Step 24
Export 58

- DV Recording 63
- E-mail 60
- Greeting Card 61
- Movie Screen Saver 62
- Web page 58

F

Flash animations 30

I

Images 13
Importing from an audio CD 38

K

Keep aspect ratio 29
Key frame 21

M

Mask & Chroma Key 27, 28
Mixing audio tracks 41
Modifying text attributes 35
Motion 27
Movie Wizard 5
Multiple text 32
Multi-trim Video 18

O

Overlay Step 26

P

Pan & Zoom 22
Playback Speed 17
Previewing 10
Project Playback 56
Project Properties 10

R

Rearranging stacking order for titles 35
Repositioning 29

- overlay clip 29

Resize overlay clip 29
Ripple Editing 15

S

Saving 10

- trimmed clips 15
- video file 45

Screen saver 62
Setting your preferences 9
Share Step 44
Single text 32
Smart Pan & Zoom 6
Split by Scene 12, 17
Startup screen 5
Storyboard View 9
Stretching audio duration 40

T

Text animation 36
Text backdrop 35
Timeline View 9
Title safe area 33
Title Step 32
Transitions 24
Transparency 27

- overlay clip 27

Trim handles 14

Trimming 13

audio clips 39

Trim Bar 14

Trim handles 14

V

Video clips 13

Video filter 20

applying to overlay clip 30

key frame 21

Video Track 13

VideoStudio Editor 5, 7

project timeline 8

toolbar 8

user interface 8

Volume rubber banding 42