BEIJING VIDEOSTAR CO.,LTD



VisTitle Quick Guide

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Foreword

Thank you for using VisTitle! VisTitle is a product of Beijing VideoStar Shichuang Technology Co. Ltd. VisTitle is the ideal platform for use with EDIUS and is designed to help EDIUS users create text and clip files in High and Standard Definition (HD/SD) environments.

This Quick-Guide User Manual is designed to help users quickly grasp the basic features of VisTitle when used together with EDIUS.

Software and Hardware Requirements

Minimum Requirements

Intel Pentium 4 2.8 GHZ Able to support Pixel/Verex Shader Model 3.0 graphics card, or above 1 GB system memory 20 GB free hard drive space 1280*800 screen resolution monitor, or above Windows XP SP2

Recommended

Intel CoreDuo E8200 2.66 GHZ nVidia 9800GT or ATI 4850 graphics card, or above 2 GB system memory 20 GB free hard drive space 1680*1050 resolution and 22 inch monitor Windows XP SP2

Warning!

This software makes heavy use of the GPU engine, so the graphics card must be of ShaderModel 3.0 or above. If your graphics card does not meet this requirement you will still be able to install the software but the software will not function correctly. Graphic cards that satisfy the above requirements include (this list is not comprehensive):

NVIDIA – Gefore 7,8,9 series and above all meet the requirements, Quad specific series, etc.

ATI – Radeon HD 2600 series and above, HD 3xxx series, HD 4xxx series and above

all meet the requirments, FireGL series graphic cards, etc.

Software Features

- Seamlessly integrated with EDIUS non-linear software, readily switches between high and standard definition (HDSD), exclusively provides unedited EDIUS title templates, as well as simple to use drag and drop editing and playing functionalities.
- Unlimited freedom to combine Face, Edge(Border), Shadow and Depth effects, exclusively provides real-time GPU dynamic texture, producing stunning title effects.
- All titles and objects can easily be edited in 3D settings, set up key-frame animation, and add on GPU acceleration effects.
- Innovative new methods of progressive or instant playing, object arrangement and playing methods, allowing for unlimited title and object functionality.
- All texts and graphics use the cubic Bezier system with freely adjustable nodes, operates with Boolean vector graphics, making graphics creation more flexible and user-friendly.
- Easily create subtitle templates, with static or dynamic properties, easily create effect subtitles, all adjustments made on the EDIUS tracks work on a simple "what you see is what you get" basis.
- Powerful roll/crawl tools allow for user-defined start/end screen input/output, continuous playing, slow motion, mask, liner, 3D roll/crawl and other advanced features.

Chapter One: Installation

Installation

Before starting the installation please ensure that:

- 1) You have properly installed EDIUS (version 4.6 or above) and that it is working properly, otherwise it will not be possible to install VisTitle.
- 2) The computer on which you plan to install VisTitle fulfills the minimum hardware requirements, especially the viedo card. Otherwise, VisTitle will not function correctly.
- 3) You have not inserted the VisTitle dongle, because at this moment the dongle will prevent the program from being installed. The program will be automatically installed first and you will be prompted to insert the dongle when required.

To start the installation, please insert the installation CD and click on VisTitleSetup.exe, then proceed as prompted

1) You will first see a welcome window, which will ask you to either proceed with the installation, or cancel.



2) Please click Next, this will automatically prompt the installation of the dongle software. During this time an installation window will appear, no action is required on your part.



3) When the following window appears, you will be prompted to insert the dongle into a USB port. Please wait until Windows automatically installs the new hardware. When you see "New hardware detected – New hardware is installed and ready to use", click the Next button.



4) If at this point the system is still unable to detect the dongle you may see the following warning. Please try to solve this problem by reinserting the dongle one more time, then wait until Windows shows the "New hardware is installed and ready to use" message.



5) After the dongle has been installed, your system will automatically scan the EDIUS installation files, and prompt VisTitle to be installed under the file name "EDIUS5\PlugIn\VisTitle".

🔂 Setup - VisIitle
Select Destination Location Where should VisTille be installed?
Setup will install VisTitle into the following folder.
To continue, click Next. If you would like to select a different folder, click Browse.
C:\Program Files\Canopus\EDIUS 5\PlugIn\VisTitle Browse
At least 2,588.5 MB of free disk space is required.
< <u>B</u> ack <u>N</u> ext > Cancel

6) The system will prompt you to create a new folder under the name "VisTitle". You may change this name or proceed by clicking on "Next".

🔂 Setup - VisTitle	
Select Start Menu Folder Where should Setup place the program's shortcuts?	T
Setup will create the program's shortcuts in the following s	Start Menu folder.
To continue, click Next. If you would like to select a different folder	, click Browse.
VisTitle	Browse
(<u>B</u> ack)	lext > Cancel

7) In the following screen you can start the installation by clicking on "Next", or click on "Back" if you wish to make any changes to the installation location or folder name.

📴 Setup - VisTitle	
Ready to Install Setup is now ready to begin installing VisTitle on your computer.	
Click Install to continue with the installation, or click Back if you want to review or change any settings.	
Destination location: C:\Program Files\Canopus\EDIUS 5\PlugIn\VisTitle Start Menu folder: VisTitle	
8	
< <u>B</u> ack	Cancel

By clicking on "Next', the installation will proceed automatically.

j <mark>∰</mark> Setup - VisTitle	
Installing Please wait while Setup installs VisTitle on your computer.	T
Extracting files C.V\EDIUS 5\PlugIn\VisTitle\SysLib\3D Transform\3D Transform3\Jump 3.vxe 	ffect
	Cancel

8) When installation is complete, you will see the following window.

🔂 Setup - VisTitle	
雷、 背 房 深 ・ 小 袋 1.0 版	Completing the VisTitle Setup Wizard Setup has finished installing VisTitle on your computer. The application may be launched by selecting the installed icons. Click Finish to exit Setup.
	Einish

1) When installation is complete, the icon below will appear on your desktop.



The VisTitle program will also appear on the Start Menu.

🛅 Microsoft Office	
🛅 VisTitle	🕨 🛅 Help
🛅 SnagIt 8	▶ ₩V VisMVMaker
🛅 Canopus	VisTitle
🛅 WinRAR	🕨 🗾 VisTitle Quick guide
	🔁 VisTitle User manual

Quick Start

Operating Independently

After successfully installing the software, use the mouse cursor to double click on the



in order to launch the program.

Please Note

- 1. Please ensure that the dongle is properly connected to the computer. When using EDIUS and VisTitle the dongle must be connected at all times, otherwise the software will not function correctly.
- 2. When EDIUS is running, it is not possible to launch VisTitle independently.
- 3. It is not possible to activate EDIUS when running VisTitle independently.

Operating with EDIUS

Launch EDIUS, click on the Title 🔽 button in the menu bar, then choose "VisTitle" from

the drop-down menu.



Chapter Two: Title Templates Library

For the user's convenience, VisTitle can make use of the title templates embedded in EDIUS, including a wide variety of title templates, subtitle templates, animated templates and over one hundred dynamic texture templates. All templates can be used by simply dragging them onto the EDIUS timeline.

Exporting the Title Templates Library

Two ways are possible:

1) Launch EDIUS, then click "View" on the menu bar, and from the drop-down menu click on "EDIUS Title Templates Library"

Edi t	View	Clip Marker Mode Cap Render Set Help		
	*	Show <u>A</u> ll Palettes <u>H</u> ide All Palettes <u>T</u> imeline Window	H H	
		<u>B</u> in Window	В	
	,,, ≢€	Effect Palette Information Palette Marker Palette Audio Mixer Vector Scope/Wave Form EDIUS Title Template Library(Ctrl + F12)	
	*	<u>S</u> ingle Mode <u>D</u> ual Mode		
		Layout Overlay		•
0:00:0	0 in	Pause Field :: Uut:: Dur::	:	•

 2) Launch EDIUS, then using the keyboard type in the command Ctrl + F12 or Ctrl + Shift + F12 (use the Ctrl+Shift+F12 command to quickly place the template library screen in its default position).

The following template screen will appear:



You can also use the Style bar Layout | SubTitle | Image | Movie | DynaTexture

order to see the list of different template styles.

Using the Templates

1) Placing templates onto a track

There are three ways to place a template onto a track:

G EDIUS File Edit View Clip Marker Mode Capture Render	Settings Help	_ × EDIUS ㅁ q ቲ 먼 T 🖳 🐰 ြ 🗅 🖡 🖃
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		EDIUS Title Template Library(Ctrl + F12)
		Layout SubTitle Image Movie DynaTexture
		Layout1
		Cayout2 Dynamic Template
		🔐 Name Template
		Cayout3 Demo1
HEADING Drag onto Player		Demo2
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(1 Second →)		
	4 TL [In:00:00:10:08 Out:00:0 🧖	
> <u>~</u> 40		

- ♦ Drag and drop the title template onto the timeline (Yellow arrow).
- ♦ Drag and drop the title template onto the timeline window (Green arrow).
- ♦ Double click or drag and drop onto the preview window, then click on the overwrite /insert button to mount the template onto the track (Red arrow).

2) Double click editing.

(Please consult the unabridged User Manual for full instructions on how to use this option)

Chapter Three: Create Titles

Introduction to the Layout Editor

After loading the template onto the track, double click on the template, and the Layout Editor will appear, as shown below. This window is composed of several parts.

l in

Т	EDIL	JS Layout Editor - C:\temp\Untitled3\title\20100122-163353-00	000.vtlayout*
		ext Editor ZBU EEE TU 33 ▼ 8 4 33 ▼ \$ 0 * 0 TL	Set Plsy Duration Bar Set Plsy Duration Bar Set Plsy Duration
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	•	Subheading	Edit Screen
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	*		🕿 As Still Image 🗦 🔀 🖓 🖓 🖓 🖓
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		P Layout1 P Dynamic Template Name Template Layout3 Poemo2 P	
	R	· 특 번 쇼 주 수 = 상 주 환 🖬	€ ♠ €

- 1) Text Edit Bar here you can edit the properties of the chosen text/object.
- Tool Bar allows you to adjust the different layers of an object as well as set the title parameters.
- 3) Text List lists template titles that can be edited.
- 4) Control Panel allows you to Exit, Save, Save As, or move to the main editing program.
- 5) Edit Screen preview templates, object size and position editing.
- 6) Templates Map allows you to apply different colors to the templates, choose or add objects, replace image files and animated files or completely replace the template.

Standard Operations

Drag a template onto the track, and double-click on the template to activate the Title Editor. Then, take the following steps:

1) Double-click on the template

EDIUS Untitled		Ο,	. 년 .	. 8	• }	‹ ቤ	C	כם	• >	κ.	×	5	, E
Sequence1													
(1 Second -)	00:00:00:00			:05:00			00:10:0			100:00):15:0	P	l
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<u> </u>							_		_	_	_	_	_

2) The Title Editor will appear as shown below. In the Title List you can edit the content, or double-click on the title in the Edit Screen.



- 3) In the Text Edit Bar you can modify text size, intervals and other parameters.
- 4) In the Edit Screen choose an object, then adjust the position and size.



5) If you need to edit an object/image, open the Template Map, then:



- a. Select a template type.
- b. Pick out the required template.
- c. Double-click on the template to apply the changes on the chosen object.
- 6) When done, you can choose to "Save and Exit", "Auto Save As", "Exit" or "Save to EDIUS Library".



- 7) When no further adjustments can be made on the Title Editor Screen, type **Ctrl+T** or click on [Jump to VisTitle]
- 8) Here, further changes can be made. All changes can be undone and the original settings restored using the Tool Bar.



9) To change preset parameters, click on so type **Ctrl+Shift+O**. This will open the Layout Option window.

T Layout Option		X
 Use Default 	Custom	ОК
General Deflicker		Cancel
Small text Deflicker		
Over striking Factor		
Save To Default		

Instructions:

- a. Templates created by the software all use default parameters (Deflicker, Over Striking Factor 1)
- b. To modify individual template parameters, choose "Custom", then set the new parameters.
- c. To modify default parameters, choose "Custom", set the new default parameters, then click on "Save As Default".

- 10) If dynamic effects are needed, turn off the "Still Image" option.
 - a. By default, titles will be created in Still Image. After being loaded onto the track they will be presented as image-only clips. Clips have no duration limit.
 - b. By turning off Still Image, titles will apply their own effects, appearing as animated clips on the tracks.
- 11) Type Ctrl+S to exit.

Attention!: When copying and pasting on the EDIUS timeline, EDIUS will create shortcuts of the original clip, therefore if you need to edit the pasted title clip, please save as a new title clip, otherwise the changes will affect all title clips.

Editing Dynamic Template Duration

After changing to Dynamic Image (by turning off the "Still Image"), the program will play the effects contained in the title for the limited duration shown in EDIUS (it is not possible to extend the duration indefinitely)

00 00:00:05:00 00:00:10:00	00:00:15:00	00:00:20:00	100:00:2
	n004 TL [In 🗖		
Dynamic Template ma	rkers appea		

If you wish to change duration you can do so on the EDIUS timeline, using the following steps:

- a. Drag the pointer onto the clip.
- b. Double click to enter the Edit Screen.
- c. Without closing the Edit Screen, click on the EDIUS timeline, then drag the timeline pointer to the desired duration.

 :00:10:00 00:00:15:00	100:00:2	:00 00:00:25
💻 Widescreen004 TL [In 💻		
4		

d. Click on the time-setting button.

EDIUS Layout Editor - C \temp\Untitled 3\title\20100122-163 Arial	
HEADING	New duration appears here
Subheading	
	HEADING
: :T: :::::::::::::::::::::::::::::::::	As Still Image 🛱 📮 🖳 🖼

e. After typing Ctrl+S, you should see the following result



Please Note: EDIUS is unable to automatically reset the clip to the new time settings, and needs to be reset manually.

f. Manually drag the clip to the new time settings.

00:00:05:00	00:00:10:00			
Drag	Out Point to	new positio	m	
	E Widesc	reen004 TL [In:00:0	0:1 🛯 📕	

Create New Title

Following the steps below, we can use EDIUS to create new titles.

1) From the timeline tool bar, select the Titler button (as shown below) – then choose VisTitle.

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Sequence1	Create <u>T</u> itle in Current Track T
00:00:00:00 00:00:05:00 00:00:10:00 00:00:12:00 00:00:25:00 00:00:00:00:00:00 00:00:00:00 00:00:	Create title in T1 track
	Cre <u>a</u> te Title in New Title Track
	Color Bars
New Stories (Highway Blues) TL [In:00:00:00 Out:00:01:33:18 Du::00(01:33:18] Org[In:00:00:00:00 Out:00:01:33:18 Du::00:01	Color Matte QuickTitler
	VisTitle

2) This will start VisTitle, where you can proceed to create titles.

1	VisTitle	EDIUS Edit Object Option Scroll Beljing Videostar Co., Ltd CittempiUntitledtittel:20091123-0000.vtlayout	t. 🗇 🚽 🖉 🗶
	~ ~ ~	□, ヽ ↗ T. < I □ = □ · Atlal + A1 33 ▼ = 4 33 ▼ []	
00	noo Actomo Selector	CreatedObject 110 220 330 440 550 660 770 880 Image: Stress Stres Stress Stress Stress	Image: Constant Style Face Outline Image: Constant Style
	vituostar Layout List	Bit Control of the second seco	V Face V Face
, til ← ()))		Image: Contract of the second of th	Compared and a c
		2 R.0 G:0 B.0 A:0 Frame Rate:25 fps Resolve:768*576 Field Order:U	Jpper Aspect Ral 🔩 🔺 🚦 🌲 💼

For further instructions on how to create titles please consult the unabridged VisTitle User Manual.

3) Type Ctrl+S to exit.



Chapter Four: Create Subtitle

Introduction to the Create Screen

Drag a subtitle template onto the track, then double click on it to open the Subtitle Editor.

EDIUS Subtitle Editor - 20100122-162855-0000.vtsubtle				X
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SubTitle Text	In Time Code	Out Time Code		
0001 SubTitle	00:00:00;00	00:00:01;20		
0002 SubTitle	00:00:02;15	00:00:04;05		
0003 SubTitle	00:00:05;00	00:00:06;20		
0004 SubTitle	00:00:07;15	00:00:09;05		
0005 SubTitle	00:00:10;00	00:00:11;20		
0006 SubTitle	00:00:12;15	00:00:14;05		
0007 SubTitle	00:00:15;00	00:00:16;20		
0008 SubTitle	00:00:17;15	00:00:19;05		
0009 SubTitle	00:00:20;00	00:00:21;20		
0010 SubTitle	00:00:22;15	00:00:24;05		
			SubTile	
4				
Cutin/Cut Out 🛊 🙊 🐺 🐺 🔿		0:00:01;05 🗐		
	vi	0.00.01,05 aj	1	$\overline{\uparrow}_{\infty}$ \uparrow_{∞} \uparrow_{∞}
00:00:00:00:00:04:05 00:00:08:10	00:00:12;1	15 00:00:16;2	0 00:00:20,25	00:00:25;00 00:00:29;05
👬 Sub., Sub Sub Sub Su				<u> </u>
s				
				D I

This window includes several parts.

- 1) Tool Bar allows you to create new, open, import, export subtitle
- 2) Text Edit Bar shows subtitle text lists, allows you to directly input or edit subtitle texts.
- 3) Preview Screen allows you to edit the subtitles, including position and size
- Record Panel Allows you to start/pause/stop recording and set subtitle play time effects.
- 5) Timeline preview subtitle play time, single or multiple modulation Time Code.

Standard Operations

1) Using the EDIUS View menu or by typing Ctrl+F12, you can open the TTL, and shift to the subtitle catalogue.



2) Drag the subtitle to the desired position on the timeline, then adjust the duration.

EDIUS Untitled		▝▋▖▓▝▙▝▙▝▆▖▆▖▙▝▆▖▆▖▙
Sequence1		
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▶1 VA 🔒 🛛 🗄		
▶ <u>n -1/-4</u> 0	New Stories (Highway Blues)	TL [In:00:00:00:00 Out:00:01:33:18 Dur:00:01:33:18] Org[In:00:00:00:00 Out:00:01:33:18 Dur:00:01
<u> </u>		
1 T 🔒 👅		Subtitle template has been adjusted

3) Double click to open the Subtitle Editor.

EDIUS Subtitle Editor - 20100122-162855-0000.vtsubtle				X
	00:00:		Arial 🗘 I B	u EEE TI
+ - # @ ♥ &	00:00:	:01;20 L		0 + + 0 T
SubTitle Text	In Time Code C	out Time Code		
0001 SubTitle		00:00:01;20		
0002 SubTitle		00:00:04:05		
0003 SubTitle		00:00:06;20		
0004 SubTitle	00:00:07;15	00:00:09;05		
0005 SubTitle	00:00:10;00	00:00:11;20		
0006 SubTitle	00:00:12;15	00:00:14:05		
0007 SubTitle	00:00:15;00	00:00:16;20		
0008 SubTitle	00:00:17;15	00:00:19;05		
0009 SubTitle	00:00:20;00	00:00:21;20		
0010 SubTitle	00:00:22;15	00:00:24;05		
			SubTile	
			Code 1 have	
		The second se		
Cut In/Cut Out 🛊 🙊 👯 🐺 🔘	00:0	0:01;05 🗐		Į∢ Į∢ ↓∢
a 00.00 ¹ 00.00 00.00.04:05 00:00.08:10				
00.00 00.00 00.04,05 00.00.08,10	00:00:12;15			25,00 00.00:29,05
😫 Sub Sub Sub Sub Sub		Sub Sub		
↑↓				
<i></i>				

4) Open the subtitle file

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Open Single-Line Text File Open Dauble-Line Text File		At 35 ▼ 🖴 🛱 35 🛡 😤	○ *▶ ○ [1]
Open Text File with Single-Timecode Open Text File with Single-Timecode	In Time Code Out Time Code 00:00:00:00:00:00:00:00:00:00:00:00:00:		
0002 SubTitle Import subtitle files 0003 SubTitle 0004 SubTitle 0005 SubTitle 0006 SubTitle 0006 SubTitle 0007 SubTitle 0007 SubTitle 0007 SubTitle 0008 SubTitle 0009 SubTitle 0009 SubTitle 00010 SubTitle			
Cut In/Cut out 🛊 🍖 🏗 🐨 🔿	► 00:00:01;05 #	SubTile	Ĩv Iv
		00:00:20,25 00:00:26, Sub	00 00 09 05

5) Click on the record button.

EDIUS Subtitle Editor - 20100122-151914-0000.vtsubtle*		X	Te EDIUS Subtitle Editor - 20100122-151914-0000.vtsubtle*		X
			Press SPACE or left mouse button for next line, ENTER/ALT or right mouse button to next step, 1% for pause/play, and ESC to quit.	₹ -	₹¥
SubTitle Text	In Time Code	Out Time Code	SubTitle Text	n Time Code	Out Time Code
0001 As you look around this room tonight	[]]		0001 As you look around this room tonight		
0002 Settle in your seat and dim the lights		;;;	0002 Settle in your seat and dim the lights		!!!
0003 Do you want my blood, do you want my tea			0003 Do you want my blood, do you want my tea		()
0004 What do you want			0004 What do you want		;;;
0005 What do you want from me			0005 What do you want from me		
0006 Should I sing until I can't sing any more			0006 Should I sing until I can't sing any more		::
0007 Play these strings until my fingers are raw			0007 Play these strings until my fingers are raw		;;;
0008 You're so hard to please			0008 You're so hard to please		
0009 What do you want from me			0009 What do you want from me		
0010 Do you think I know something you don't kn			0010 Do vou think I know something you don't kn		;;;
0011 What do you want from me			0011 What do you want from me		()
0012 If I don't promise you the answers would yo			0012 If I don't promise you the answers would vo		!!
0013 What do you want from me			0013 What do you want from me		(()
0014 Should I stand out in the rain			0014 Should I stand out in the rain		;;;
A015 Do you want me to make a daisy chain for	<u>a a</u> a		0015 Do you want me to make a daisy chain for		
Cutin/Cut Out 🛊 🙊 🐺 🐺 🔘	00):00:00;00 ਡ]	Cut in/Cut Out 🕴 🙊 🐺 🐺 💽		0:00:00:00
	;	00:	■ be diffue or 00 co. 25 ⊉ ↑↓	r r	001
		÷	Ø		•

An announcement will appear on the screen and the record button will turn red.

- a. Press the Space-bar to continue to the next subtitle.
- b. Press Enter or Alt for next step.
- c. Press "K" to pause/restart.
- d. Press "ESC" to stop recording.
- 6) In the control panel choose the play style that should appear.



- a. Cut In/Out subtitles will instantly appear/disappear on the screen.
- b. Fade In/Out subtitles will enter/exit the screen using the fade effect.
- c. Template Effect subtitles will use their own effect settings to enter/exit, effects will automatically adjust to the play duration.
- 7) If you need to edit the subtitle position, style or alignment, you can make the changes on the Preview Screen.



subtitle.

Alignment diagram



Align Left: all subtitles align on the left hand side of the screen.

Align Center: all subtitles align in the center of the screen.

Align Right: all subtitles align on the right side of the side of the screen. The corresponding alignments for vertical subtitles are Align Up, Align Middle, Align Down.

8) If you need to edit the subtitle colors, use the color templates in the template library. Select a template, then double click to apply effects. Using the "Apply to All" button will apply the color changes to all subtitles.



Attention!: You can create new subtitle templates by clicking on "Create New Subtitle Template".

9) If a Time Code error is discovered, or if more detailed adjustments need to be made, it is possible to do so on the main screen. You can:

EDIUS Subtitle Editor - 20100122-151914-0000.vtsubtle*		X
	√ 00:0	10:02;27 ्रिम
+ - # Q 및 ⅔ • • ✓	[} 00:0	00:03;11 L
Sulation / out ti		Code - 00:00:01:17
0002 Settle in your seat and dim the lights	00:00:01:17	00:00:02:07
0003 Do you want my blood, do you want my tea	00:00:02:07	00:00:02:22
0004 What do you want	00:00:02:27	00:00:03:11
0005 What do you want from me	00:00:03;14	00:00:03;29
0006 Should I sing until I can't sing any more	00:00:04:02	00:00:04:14
0007 Play these strings until my fingers are raw	00:00:04;16	00:00:04;26
0008 You're so hard to please	00:00:04;26	00:00:05;08
0009 What do you want from me	00:00:05;08	00:00:05;20
0010 Do you think I know something you don't kn	00:00:05;20	00:00:06;00
0011 What do you want from me	00:00:06;00	00:00:06;08
0012 If I don't promise you the answers would yo	00:00:06;08	00:00:06;20
0013 What do you want from me	00:00:06;20	00:00:07;00
0014 Should I stand out in the rain	00:00:07;00	00:00:07;08
0015 Do you want me to make a daisy chain for	00:09:07:23 ew in tin	
Cut In/Cut Out 💠 😰 🐺 🕓	and the second s	:00:03;07 🕄
副	r r 7	00.00.03,10
다. Do you want my blood	What do you want	What
Î↓		
Drag clip to adjust in	out poin	ks 👻

- ① Directly edit the Time Code.
- 2 Drag the chosen Time Code onto the timeline
- ③ Transfer all Time Codes It is possible to drag multiple Time Codes onto the timeline at the same time.
- 10) When done, type Ctrl+S to exit or click on the top right corner to close the screen.

Creating New Subtitle Templates

It is possible to create new subtitle templates. To do so, take the following steps:

1) On the EDIUS timeline menu bar, click on the Title button (as shown below) – then choose VisTitle.



 Activate VisTitle, enter the desired text, and set the desired style, size and alignment. If effects are desired (other than Cut In/Out, Fade In/Out), it will be necessary to set title/object effect parameters (please refer to the relevant chapter in the unabridged User Manual)

VisTitle EDIUS Edit Object Option Scroll Beljing Videostar Co., Ltd C. ttemplUntittedtittet20091124-0000:	vtievout* 🛛 🔍 🗖 🗸
	Face Face Face Face Face Face Face Face
	▼ 🗸 Face 🗖 🖬 🗐 🗐
vibeostar 2	Colour Colour Color Gradient QuadGrad BmpGrad
	2
a New SubTitle Template	 ○ ■ ℝ 232 ○ 232 ○ 232
00:00:00:00	B 232 A 255 ROB (HSB)
<i>Æ 5' 1∕Ø 8</i> 0, 00 00 00 00 10 00 00 00 00 00 00 00 00 00 00 00 00 0	
Image	Dynamic Texture Strength 100
T Text T Text T New SubTille Template	Mask 8888 Blur 0 Invert
	VVVVV
	VVVV V
X-175.87 Y:337.21 🗰 R:0 G:0 B:0 A:0 Frame Rate:25 fps Resolve:768*576 Field (Order:Upper Aspect Ral 🔧 🎽 🚦 🌲 🚞

3) When creation is complete, save it in the template library by opening the subtitle template catalogue, then clicking on the plus sign (as shown below) to add it to the library.

	Layout Object SubTitle	Shader Style 3D Transform Image Movie Effect TextEffect
•00	SubTitle1	a a.2- 1446 mm - 150
-⊒ 1↓ ∢ ∰		9096 1950 A.S. A.S.
9		
	\$ \$ M 4 0	

- 4) In VisTitle, it is not necessary to save when prompted as the template has already been added to the library.
- 5) Return to EDIUS, find the newly created subtitle template, then use according to the instructions found under the chapter "Standard Operations"

Chapter 5: Create Roll/Crawl

Roll/Crawl is most commonly seen at the end of television programming. With VisTitle it is possible to quickly and easily create a roll/scroll, using the following steps:

1) In EDIUS, activate VisTitle



Using the roll/crawl tool bar at the top to set the roll/crawl format (up, right, left). The roll/crawl layout will appear.

VisTitle EDIUS Edit Object Option Scroll Beijing Videostar Co., Ltd C. NemplUntitledtbitle/20091124-0000.vflay	out* 🛛 🗧 🗆 🗙
	TI 114 * 📮 -
Layout Object SubTitle Shader Style 3D Transform Image Movie Effect TextEffect	
	Set Title Set Cont. Select Title Select Cont. Title-Cont. 0 ContTitle 0 ContCont. 0 Hor. Apply Ver. Apply The text list in current layout
X-180.71 Y:3.23 C R:0 G:0 B:0 A:0 Frame Rate:25 fps Resolve:768*576 Field Orde	r:Upper Aspect Ral 🔧 🤺 🚦 🌲 📄

2) Go to the Text Panel, open a roll/crawl file, then establish the title and content settings

3) Type Ctrl+A to select all text, then click on the "Establish As Separate Lines" button

This places all chosen lines into the Edit Screen, as shown on the bottom left picture. Then use the shortcut key "H" to center all lines, as shown on the bottom right picture.



4) In the Text Panel set the title-content margin, content-title margin, content-content margin, then click on Apply Vertically Vertically, as shown below:

Set Title	Set Cont.	Select Title Select (Cont
Title-Cont.		ContTitle	
ContCont.		Hor. Apply Ver. A	oply

The results can be seen below



5) Click on Select Title Select Title to select a title, and go to the Shader Panel where you can set color parameters.



The same procedure can be used to set content color.

6) Go to the Roll/Crawl Panel to set roll/crawl parameters.

	* E	11
d Screen Rc 🛟		00:00:01:00
		00:00:01:00
	Head Pos	0
End Cut Out		00:00:01:00
	Stay Time	00:00:01:00
	Tail Pos	843
Custom 🗘	Total Time	00:00:04:00
📕 Loop		00:00:00:00
		0
Speed dow		00:00:02:00
🔳 Liner 🛛 🗱	Ruler	Full
		7.67
		675
ScrollArea	Ruler	Full
Left 0	Right	767
Top 0	Bottom	575
Head Fade Pix 25	Tail Fade Pix	(e 25
Mask Mask	🔲 Invert 🛛 Blu	r 🚺 0

Set roll/crawl In/Out, roll/crawl tail position, liner, mask, and roll/crawl play time.

- 7) To use in EDIUS, save in the TTL.
- 8) On the EDIUS timeline, double click roll/crawl title, and enter the title editing page to edit contents or specify roll/crawl play time.

Chapter 6: Create Animation

On the EDIUS timeline you can adjust VisTitle animated files, using the following steps:

1) Ctrl+F12 opens the EDIUS TTL, then go to the animation catalogue.



2) Drag animation onto an EDIUS track

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Sequence1	
1 Second ->) 00:00:40:00 00:00:45:00 00:00:50:00 00:00:55:00 00:01:00:00 00:01:05:00 00:01:10:00 00:01:15:00 00:01
▶2 V 6 V H	
	🔲 DT0082 TL [In:00:00:97:24 Out:00:01:10:02 Dur:00:00:32:03] drq[In:00:00:00:00 Out:00:00:32:03 Dur:00:00:32:03]
· · · · · · · · ·	
1 T 📑 T	Edius Title Track
MA 6 - 4-0	
P2 A 6 A 40	

The results can be seen below:



3) On the EDIUS timeline, click on the animation, press F7, and adjust the position.



Using Dynamic Texture

It is possible to adjust VisTitle dynamic texture files on the EDIUS timeline, using the following steps:

1) Press Ctrl+F12 to open the TTL, then go to the dynamic texture catalogue.



2) Then drag the dynamic texture file onto the desired EDIUS video track.

EDIUS Untitled).ല	. 🗏 .	ኢኬ	οD.	× . ×.	ъ.,	e , <u>۴</u>	⊴	- 4.	м,
Sequence1											
1 Second + >	00:00:00:00		1:05:00	100:00:	10:00	00:00:15:0		100:00:20:00		0:25:00	
▶2. V 읍 ∨ ⋕			0091123-1	73109-0000	TL [In:00	:00:05:02 Out:					
▶1 VA 🔒 🛛 🗎											
► -↑;-4>	New Stories (H	ighway Blue	s) TL [In:0	0:00:00:00 (Dut:00:01:	33:18 Dur:00:0)1:33:18]	Org[In:00:00):00:00 Out:00):01:33:18 D	ur:00:0
1 T 6 T				Subtitl	e tem	olate has	been	adjuste	d		-

3) Adjust duration. The results can be seen below:



Appendix: Keyboard Shortcuts

Common ShortcutsF1-Online HelpCtrl+Z-Cancel OperationCtrl+Shift+Z-Restore Operation

Shortcut keys in EDIUS

Command	Shortcut	Remarks			
Title Template Library					
Open/Close TTL Screen	Ctrl +F12, Ctrl+Shift+F12				
	Title Edit Screen				
Save and Exit	Ctrl+S				
Save as and Exit	Ctrl+Shift+S				
Save in EDIUS clip library	Ctrl + B				
Open VisTitle	Ctrl + T				
Open title parameter options	Ctrl+Shift+O				
C	reate Subtitle Scre	en			
Save and Exit	Ctrl+S				
Save As and Exit	Ctrl+Shift+S				
Open title parameter options	Ctrl+Shift+O				
Hide/Show Preview Screen	V				
Show timeline only	Т				
Timeline modulations	Ι	Must click on the timeline			
subtitle entry point		modulation line.			
Timeline modulation	0	Must click on the timeline			
subtitle exit point		modulation line.			
Transfer All Subtitles	J				
Record Subtitle	Space-bar, Enter, Alt				
End Record	ESC				
Pause Record	К				

VisTitle Shortcut Keys

Command	Shortcut	Remarks					
	All						
Start New Project	Ctrl +N						
Save Project	Ctrl + S						
Save Project As	Ctrl + Shift + S						
Open Project	Ctrl + O						
EDIUS Save In EDIUS	Ctrl + Shift + E	Effective only when used					

		together with EDIUS
Project Settings	Ctrl + Shift + P	
System Options	Ctrl + Shift + O	
Switch from library to	Ctrl + Tab	
timeline window		
Reset Shade Properties	Ctrl + F10	
Reset Text Properties	Ctrl + F9	
Reset Edit Screen	Ctrl + F8	
Roll/Crawl Edit Model	F11	
Template Edit Model	F12	
Effect Edit Model	F10	
Image/Text Edit Model	F9	
Only show Edit View	F8	
Clip Library	F3	
	_	
	Layout	
Delete	Delete	
Paste	Ctrl + V	
Cut	Ctrl + X	
Сору	Ctrl + C	
Move Bottom	End	
Move Top	Home	
Move Down	PageDown	
Move Up	PageUp	
	Timeline	
Delete	Delete	
Ungroup	Ctrl + U	
Group	Ctrl + G	Must choose at least two
		objects
Set Object Duration	Ctrl + D	
Play/Pause	Space	
Set Object Exit to last	Shift +]	
Frame		
Set Object Entry to first	Shift + [
Frame		
Align Object Exit Point]	
Align Object Entry Point	[
Align object entry point to	I	
present position		
Align object out point to	0	
current timeline ruler		
Increase frame to object	К	

out point		
Reduce frame to object	J	
exit point		
Increase frame to effect	Ctrl + K	
out point	•••••	
Reduce frame to effect out	Ctrl + J	
point		
Move to previous key	Shift +.	Must choose the
frame		corresponding key frame or
Move to next key frame	Shift +,	effect.
Move effect back	Ctrl + .	
Move effect forward	Ctrl + ,	
Move object back	•	
Move object forward	,	
Expand Track	E	
Move to last level	Ctrl + End	Supports multiple target
Move to first level	Ctrl + Home	operations, with edit screen
Move down one level	Ctrl + PageDown	layers combined in
Move up one level	Ctrl + PageUp	sequence or reverse
Last frame	Shift + End	
First frame	Shift + Home	
Choose next key point of	Down	Every object in/out point is a
object		key point.
Choose previous key point	Up	
of object		
Out point of object	Ctrl + Right	When multiple objects are
In point of object	Ctrl + Left	selected, the in point will be
		the first object's in point,
		and the out point will be the
		last object's out point.
Last key point	End	
First key point	Home	
Next frame	Right	
Previous frame	Left	
Unselect	Esc	
Select All	Ctrl + A	
Mask/Unmask	V	
Lock/Unlock	L	
Paste To	Shift + V	Shift+V masks all chosen
Paste	Ctrl + V	effects, Ctrl+V establishes a
		new effect
Paste All	Ctrl + Shift + V	
Copy All	Shift + C	

Cut	Ctrl + X		
Сору	Ctrl + C		
Edit Screen			
Delete	Delete		
Play	Space		
Center pivot	Ctrl + M		
Establish string	F2	Used to quickly establish a file	
Automatically start guiding	G		
line			
Ruler	Tab		
Transparency level tools	Α	This operation is effective in	
3D rotate tools	R	the effect edit screen.	
3D shrink tools	S		
3D move tools	Т		
3D choose tools	Μ		
Video through mix	Shift + T		
Normal mix	Ctrl + T		
Boolean and	Shift + -		
Boolean or	Shift + =		
Boolean minus	Ctrl + -		
Boolean plus	Ctrl + =		
Equidistant vertical	•	Must choose at least three objects	
Equidistant horizontal	3		
Align vertically	Shift + \		
Align horizontally	1		
Align down	Shift +]		
Align up	Shift +[
Align right]		
Align left	[
Horizontal align center	Н		
Vertical align center	V		
Center screen title	С		
Full screen	F		
Move to last	Ctrl + End		
Move to first	Ctrl + Home		
Move up one	Ctrl +PageDown		
Move down one	Ctrl + PageUp		
Expand	Ctrl + Num+		
Shrink	Ctrl + Num-		
Adjust Size	=		

Unselect	Esc	
Select All	Ctrl + A	
Cut	Ctrl + X	
System paste	Ctrl + Shift + V	Pastes data from the
		clip-board
Paste	Ctrl + V	
Сору	Ctrl + C	
Make path-group	Ctrl + P	
Ungroup	Ctrl + U	
Group	Ctrl + G	
Mask/Unmask object	Shift + V	
Lock/Unlock object	L	





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