

# VideoStudio™ 7

Movie Making For Everyone

First English edition for Ulead VideoStudio version 7.0, January 2003.

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**Sample files**

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Thank you for purchasing VideoStudio 7, the video editing software that allows even beginners to come up with professional-looking movies. It provides you with a complete set of tools to cut, mix, run clips, add special effects, and do almost anything digitally possible with your work.

This user guide was produced to assist you as you navigate through the program and learn basic operating procedures. It will familiarize you with the program interface and workflow. Most importantly, it will provide you with easy-to-follow procedures for every videoediting task that you need to accomplish.

*Although little experience in actual video production is required from the user to understand this manual, it may prove useful to acquire relevant information from other sources, including Ulead's tutorials on the basic aspects of video. For details, please visit Ulead's Web site at [www.ulead.com](http://www.ulead.com).*



Ulead VideoStudio

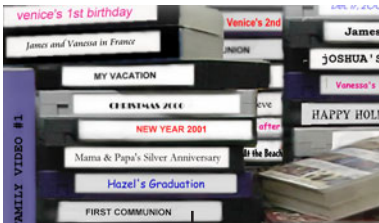
# The big picture

Digital video editing used to be dominated only by professionals. Advances in technology, however, made it possible for almost anyone to create desktop video productions even at home.

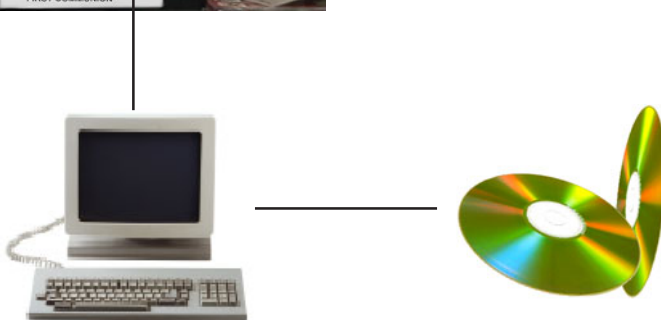
## Analog vs. Digital

With repeated use, the magnetic tape used in High-8, 8 mm, VHS, and S-VHS becomes prone to wear and tear. It gets thinner and thinner until the video could no longer be played. On the other hand, the quality of digital video doesn't diminish over time. You can play DVs countless times and still expect the quality to be as sharp as it originally was. Digitization also extends a video's life span and allows you to enhance its original sound and picture quality.

Digitizing analog videos is a breeze with VideoStudio, wherein data captured from an analog device are automatically converted to digital format. Once digitized, you can edit these footage and output them in any disc format of your choice.



Footage can be captured from your analog source and digitized for editing in your PC.



## DVD, VCD, and SVCD

There are several factors to consider in choosing an output format for your project. These include your desired output quality, target playback device, and viewing screen size, among others. Here are the advantages and disadvantages that picking each output format entails:

- **Video Compact Disc (VCD)** is a special version of a CD-ROM that uses the MPEG-1 format. The quality of the exported movie is almost the same, but usually better than VHS tape-based movies. A VCD can be played back on a CD-ROM drive, VCD player, and even on a DVD player.
- **Super Video CD (SVCD)** is commonly described as an enhanced version of VCD. It is based on MPEG-2 technology with Variable Bit Rate (VBR) support. The typical running time of an SVCD is about 30-45 minutes. Although you could extend this to 70 minutes, you will have to compromise sound and image quality. SVCDs can be played back on stand-alone VCD/SVCD players, most DVD players, and all CD-ROM/DVD-ROM with a DVD/SVCD player software.
- **Digital Versatile Disc (DVD)** is popular in video production because of its quality. Not only does it guarantee superb audio and video quality, it can also hold several times more data than VCDs and SVCDs. DVDs make use of the MPEG-2 format, which has a much bigger file size than MPEG-1, and can likewise be produced as single or dual-sided, and single and dual-layered. They can be played on stand-alone DVD players or on the DVD-ROM drive of your PC.



## How VideoStudio works

VideoStudio follows a step-by-step paradigm so that editing tasks remain uncomplicated from start to finish. VideoStudio also offers more than a hundred transition effects, professional titling capabilities and simple soundtrack creation tools. Learn in seconds, create in minutes.

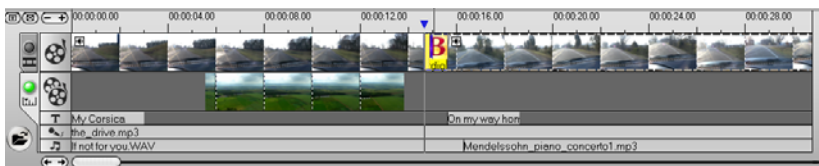
VideoStudio breaks up your movie into separate tracks, giving you broad creative freedom. Changes to one track do not affect others.

After transferring footage from your camcorder, you can arrange scenes, apply special effects, overlay images, add animated titles, sync in a voiceover narration, and use background music from your favorite CDs in formats such as WAV and MP3. All these can be done using drag-and-drop, cut-and-paste, or select-and-apply operations.

All the tracks in your movie are then organized into a video project file (\*.VSP), which contains all the video and audio information on how your movie is put together.

When everything is all set to go, your computer collects all information needed to create your final movie file. This process is called rendering.

You can then output and distribute your movie as a DVD/VCD/SVCD title, streaming Web page video, or an e-mail attachment. You can also record your movie back to your camcorder or VCR.



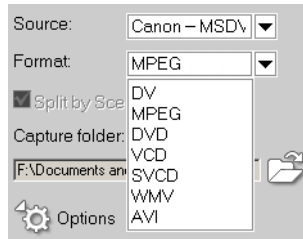
Components of a finished project as displayed in Timeline Mode

# What's New

Take advantage of VideoStudio's latest features and enhancements:

- **Windows Media Format**

Now you can capture directly from an analog source or DV camcorder straight to **Windows Media Video (WMV)** format. You can also directly insert Windows Media Format clips into a timeline for editing. (WMA, WMV, WMF)



- **Seamless MPEG Capture**

VideoStudio overcomes the 4GB video file limitation in Windows 98 and Me (also in Windows 2000 and XP, if they are installed in FAT 32 formatted drives), letting you capture MPEG, DV Type-1, and DV Type-2 video files as large as your hard drive will allow.

- **Extract Video**

Sometimes you have a long scene that you want to edit several parts out (like a TV show you recorded). Rather than repeatedly editing out a bit at a time, this tool lets you select all of the sections you want, then extract these segments all at once.

- **Offline Scene Change Detection**

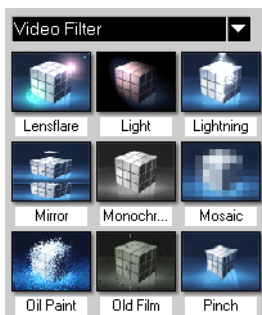
In DV AVI and MPEG video, VideoStudio can detect actual scene changes (such as motion changes, camera shifting or lighting changes) and cut the video into separate files.



- **New Video Filters**

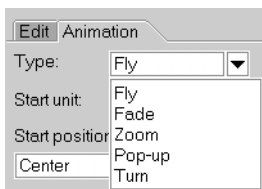
Five new filters are being added to VideoStudio's already huge selection, expanding your ability to give your video a creative flair like (like making your video look like an old movie with the *Old Film* effect). Also includes *Lightning*, *Lens Flare*, *Comic* and *Bubble* effects.

In addition, video filters are now fully key-frameable. This allows you to customize a video filter at any point in a video clip.



- **Enhanced Title Animation**

VideoStudio provides you with more ways to make your titles come alive. Add your favorite captions, subtitles, popup titles, and compose end credits like you find in theatrical films.

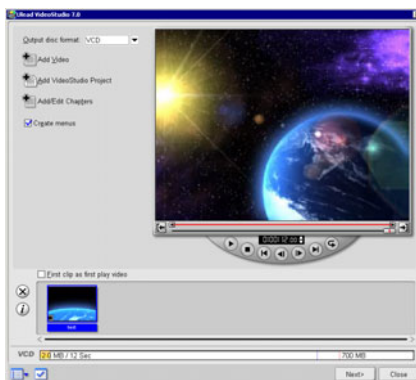


- **DVD Authoring Wizard**

By integrating a DVD authoring wizard into VideoStudio, you can now create a DVD, SVCD or VCD complete with interactive scene selection menus and background music.

- **Play Back DV Type-2 Video to DV Camcorder**

VideoStudio's DV Smart Playback feature now supports DV Type-1 and Type-2 video files. Both types can be played back to a DV camcorder.



## System requirements

Video demands a lot from your computer. When setting up your system for video editing, the basic factors to consider are the size and speed of your hard drive, RAM, and processor. These determine how much video you can store and how quickly you can process or render your files. If you can afford a bigger hard drive, higher RAM, and faster chip, go with it. Just remember that technology is changing so rapidly and by evaluating first the kind of video editing projects you plan to do, you can better determine the setup that works best for you.

Following are the system requirements for setting up VideoStudio:

- Microsoft Windows 98 SE, Windows Me, Windows 2000, Windows XP
- 800 MHz above CPU speed is recommended
- 128 MB of RAM (256 MB or above for editing)
- 500 MB of available hard disk space or above; 4 GB is recommended (best results can be achieved with a 30 GB Ultra-DMA/66 7200 rpm. hard disk)
- Video for Windows and DirectShow compatible video capture card
- Windows compatible sound card
- CD-ROM or DVD-ROM drive

**Tip:** Follow the installation instructions of your hardware components carefully, particularly your capture card and consult the operating manual of your camcorder or capture device.

## Hardware checkup before using VideoStudio

To ensure that your video production runs smoothly and trouble-free, click **Control Panel: System - Hardware - Device Manager** and check if your devices are working properly in accordance with your Operating System (O/S).

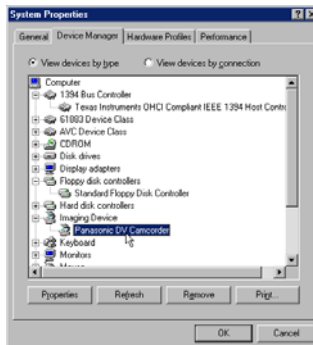
## DV IEEE 1394 capture card

The following Windows operating systems support the IEEE 1394 capture card. Always remember to turn on your DV camcorder or VCR connected to the IEEE 1394 interface so that it can be detected as image device or sound, video and game controller.

### Windows 98 Second Edition / Windows 2000

Windows 98 Second Edition and Windows 2000 include the Microsoft DV driver and still support the Texas Instruments DV driver. Check that the following devices are working properly:

- 1394 Bus Controller
- Image Device: Microsoft DV Camera and VCR (For Microsoft DV driver only.)
- Sound, video and game controllers: 1394 camcorder (For Texas Instruments DV driver only.)



### Windows Millennium Edition (Me)

Windows Me fully supports the IEEE 1394 card. Check that the following devices are working properly:

- 1394 Bus Controller
- 61883 Device Class
- AVC Device Class
- (Brand name) DV Camcorder: The brand name depends on the DV camcorder connected to the IEEE interface card.

## Windows XP

Windows XP fully supports IEEE 1394 and is also the only PC O/S that offers wireless access to cameras and other devices over a network. On a wireless IEEE 802.11 home network, attach an IEEE 1394-enabled laptop to a Windows XP-based PC and instantly access all other connected devices.

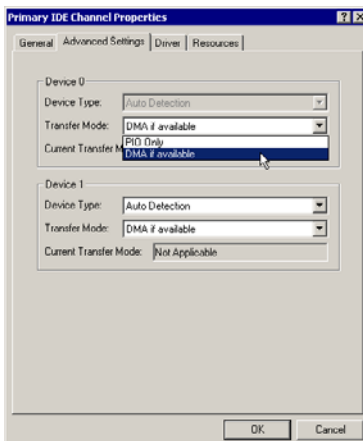
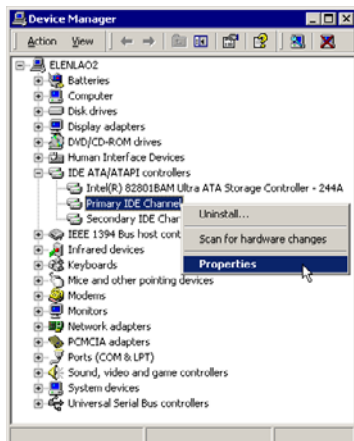
To run VideoStudio under Windows XP, check that the following devices are working properly:

- 1394 Bus Controller
- 61883 Device Class
- AVC Device Class
- (Brand name) DV Camcorder: The brand name depends on the DV camcorder connected to the IEEE interface card.

**Note:** In addition to commonly used Texas Instruments and Microsoft DV drivers, there are other drivers available. Consult your camcorder's manual for suitable drivers.

## Enabling DMA for IDE disks

If you use IDE disks in Windows, enable **DMA** (Direct Memory Access) for all the hard disks that will be used for capturing video. DMA avoids possible drop frame problems when you are capturing video.



## Analog capture card

Windows 98, 2000, Me, and XP supports analog capture cards. Remember to turn on the camcorder or VCR and connect it to your computer. Then check that the following devices are working properly:

- Sound, video and game controllers

## USB port

The Universal Serial Bus (USB) connector lets you attach a wide array of devices to your computer quickly and easily. These devices include digital cameras, Webcams, and just about every computer peripheral. Since Windows 98, 2000, Me, and XP fully support USB, installing the driver for this device is quick and easy too. Check that the following device is working properly:

- Universal serial bus controller

# Installing and running VideoStudio

## To install VideoStudio:

1. Place the VideoStudio CD into your CD-ROM drive.
2. When the Setup screen appears, follow the instructions to install VideoStudio onto your computer.

**Note:** If the Setup screen does not appear after loading the CD, then you can manually start it by double-clicking the My Computer icon on your desktop, then double-clicking the icon for the CD-ROM drive. When the CD-ROM window opens, double-click the Setup icon.



VideoStudio installation screen

Please install also the following applications, because they are very important in making digital video work well on your computer. The installation program will walk you through installing:

- QuickTime
- Windows Media Format
- RealPlayer
- Acrobat Reader

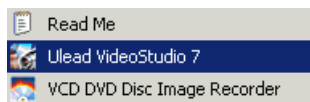
**Note:** Skip this step if you already have newer versions of the above supporting applications installed in your PC.

## To run VideoStudio:

- Double-click the VideoStudio icon on your Windows desktop.

OR,

- Select the VideoStudio icon from the VideoStudio program group on the Windows Start menu.



Running VideoStudio from Windows Start menu

# Configuring VideoStudio

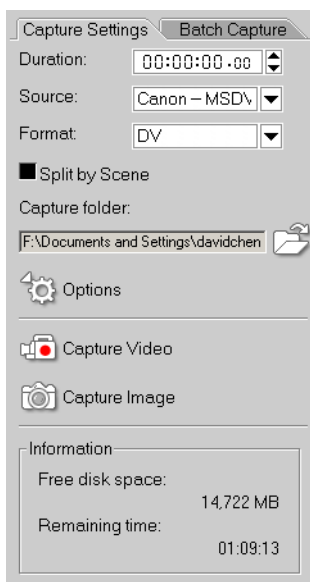
Camcorders, VCRs, and VCD/DVD players are common sources of video footage. To ensure a smooth interaction between these video sources and your computer, make sure that the settings of VideoStudio are configured properly depending on the capture device you are using.

## DV (IEEE 1394 capture card)

To check the setup of VideoStudio for DV interface:

1. Connect your camcorder to your IEEE 1394 capture card.
2. Insert your video tape into the camcorder and switch it on. Make sure it is in playback mode (usually named **VTR** or **VCR**). Check your camcorder's manual for specific instructions.
3. Click **Capture Step** and check if your device is displayed in the **Options Panel** under **Source**.

**Note:** When your camcorder is in Record mode (usually named **CAMERA** or **MOVIE**), you can still capture real-time video directly in VideoStudio, even if there's no video tape inserted.

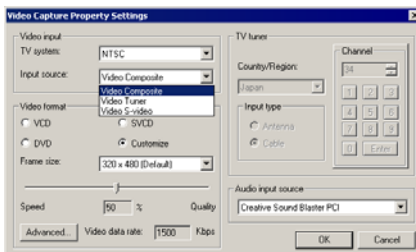
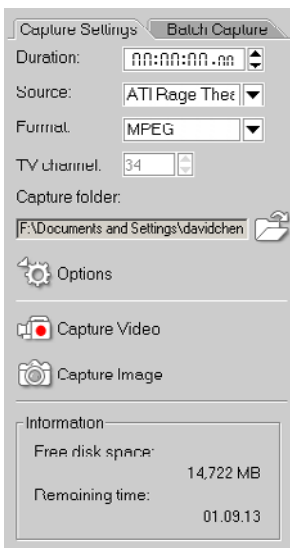


## Analog capture card

To check the setup of VideoStudio for analog interface:

1. Connect your camcorder, VCR, or other video source device to your analog capture card.
2. Insert your videotape into the capture device and switch it on. Make sure it is in the playback mode (usually named **VTR** or **VCR**). See your machine's manual for specific instructions.
3. Your **Capture plug-in** will be detected automatically.
4. Click **Capture Step** and check if your device is displayed in the **Options Panel** under **Source**.

**Note:** If your capture device supports multiple video sources, the Input Source dialog box allows you to select your desired video source such as Composite, Tuner, or S-Video. Likewise, if you have multiple audio sources, this dialog box allows you to select your desired audio source.



## USB input device

To check the setup of VideoStudio for USB interface:

1. Connect your video source device to your **USB** port using a standard USB cable and switch it on.
2. Your **Capture plug-in** will automatically be detected.
3. Click **Capture Step** and check if your device is displayed in the **Options Panel** under **Source**.



# Getting around VideoStudio

The VideoStudio interface has been designed to make the sometimes complicated task of editing movies on your PC intuitive and enjoyable. This illustration shows the major components of the program. The next few pages will detail each component's specific features and functions.

## Options Panel

Contains controls, buttons, and other information that you could use to customize the settings of the selected clip. The contents of this panel change depending on the step you are in.

## Preview Window

Shows the current clip, video filter, effect, or title.



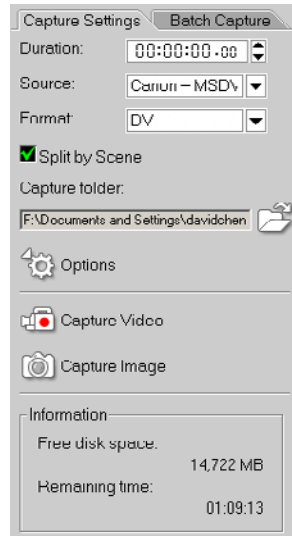
## The Options Panel

The Options Panel changes depending on the program's mode and the step or track you are working on. The Options Panel may contain one or two tabs. Information in each tab vary, depending on the selected clip.

### Capture Options Panel

#### Capture Settings tab

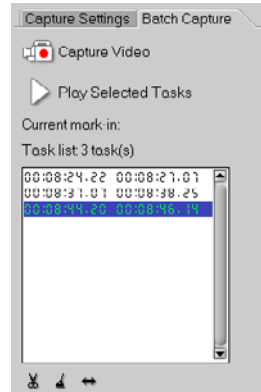
- **Duration:** Sets the length of time for the capture.
- **Source:** Displays the detected capture device and lists other capture device drivers installed in your computer.
- **Format:** Where you select a file format for saving your captured video.
- **Split by Scene:** Automatically separates captured video into several files based on changes in recording date and time. (This feature can be used only when capturing video from a DV camcorder.)
- **Capture folder:** Where a copy of your captured file is saved.
- **Options:** Displays a menu allowing you to modify your capture settings.
- **Capture Video:** Transfers video from your source to your hard disk.
- **Capture Image:** Captures the displayed video frame as an image.



#### Batch Capture tab

- **Capture Video:** Begins the batch capturing process. Batch Capturing allows you to choose DV segments from a tape from a DV device, and capture them all in a single session.
- **Play Selected Tasks:** Plays the selected video clip from the list.

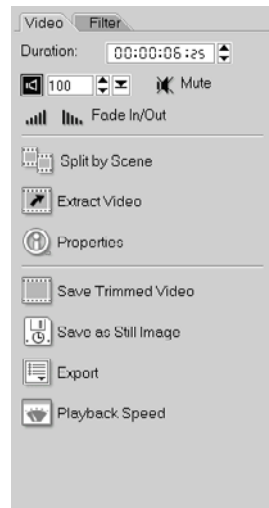
- **Current mark-in:** Displays the selected video clip's mark-in. The Mark-in is the point where you want your clip to begin.
- **Task list:** Displays the mark-in and mark-out of the clips you've selected from your video for batch capturing.
-  **Delete the selected task(s):** Removes the selected task(s).
-  **Deletes all tasks:** Removes all tasks on the list.
-  **Modify a task:** Changes the timecode of either the starting or the ending point.



## Edit Options Panel

### Video tab

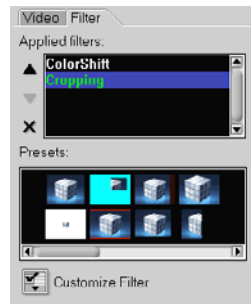
- **Duration:** Displays the duration of the selected clip in hours:minutes:seconds:frames. You can trim the selected clip by changing the clip duration.
- **Clip volume:** Allows you to adjust the volume of the audio segment of your video.
- **Mute:** Silences the audio segment of your video without deleting it.
- **Fade In/Out:** Gradually increases/decreases the volume of the clip for a smooth transition. Select **File: Preferences - Quality & Duration** to set the fade in/fade out duration.
- **Split by Scene:** Splits a captured DV AVI file based on the recording date and time, or the changes in video content (i.e., motion change, camera shifting, brightness change, etc.). For an MPEG file, this feature can only split video based on changes in video content.
- **Extract Video:** Allows you to choose desired segments from a video file and extract them.



- **Properties:** Displays information about the currently selected clip.
- **Save Trimmed Video:** Applies any trimming modifications to a clip and saves it to a new video file.
- **Save as Still Image:** Saves the displayed video frame as an image file (\*.jpg or \*.bmp).
- **Export:** Provides you with a number of ways to export and share a video file. A video file can be exported to a Web page, converted to an executable greeting card, and sent by e-mail. It can be exported to Ulead DVD-VR Wizard for burning to DVD-RAM. You can also directly output a video file to your DV camcorder and record it onto a DV tape.
- **Playback Speed:** Launches the **Playback Speed** dialog box where you can adjust the pace of your clip.

## Filter tab

- **Applied filters:** Displays a list of video filters that have been applied to a clip.
- **Remove:** Deletes previously applied filters from your clip.
- **Customize Filter:** Allows you to specify your preferred settings for your selected filter.



## Effect Options Panel

The contents of the **Options Panel** under the **Effect Step** varies with the type of transition effect selected.

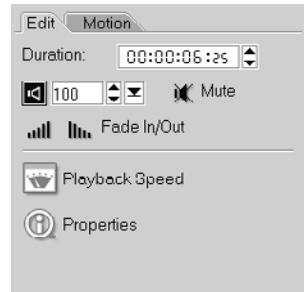
- **Duration:** Shows the duration of the applied effect on the selected clip in hours:minutes:seconds:frames. You can adjust the duration by changing the timecode values.
- **Border:** Determines the thickness of the border. Enter 0 to remove the border.
- **Color:** Determines the hue of the transition effect's border or flap.
- **Soft edge:** Specifies how well you want the transition effect to blend with the clips. A Strong soft edge results in a less pronounced transition, thus creating a smooth progression from one clip to another. This option works best for irregular shapes and angles.
- **Direction:** Specifies the direction of a transition effect. (This is only applicable to some of the transition effects.)



## Overlay Options Panel

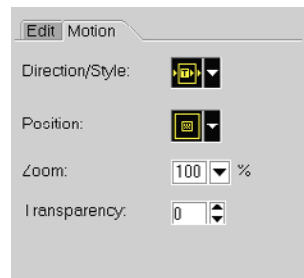
### Edit tab

- **Duration:** Displays the duration of the selected clip in hours:minutes:seconds:frames. You can adjust the duration by changing the timecode values.
- **Clip volume:** Allows you to adjust the volume of the audio segment of your video.
- **Mute:** Silences the audio segment of your video without deleting it.
- **Fade In/Out:** Gradually increases/decreases the volume of the clip for a smooth transition. Select **File: Preferences - Quality & Duration** to set the fade in/fade out duration.
- **Playback Speed:** Launches the **Playback Speed** dialog box where you can adjust the pace of your clip. The higher the speed, the shorter the duration. The lower the speed, the longer the duration.
- **Properties:** Displays the attributes of a selected clip.



### Motion tab

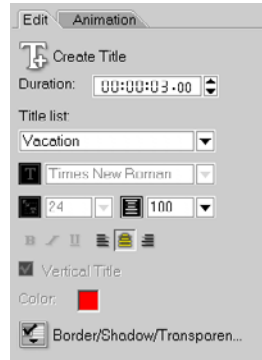
- **Direction/Style:** Determines the type of movement to be applied to the overlay clip.
- **Position:** Sets the location of the overlay video with reference to the window.
- **Zoom:** Determines the size for the overlay clip. Each magnification size in the list is a percent of the original overlay clip's dimensions. Entering **100** retains its original size.
- **Transparency:** Sets the opacity of the video clip/image. Click the arrow or enter a value to adjust transparency.



## Title Options Panel

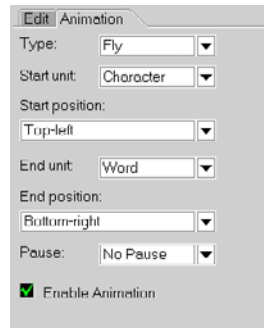
### Edit tab

- **Create/Update Title:** What you click to enter a title on an underlying video.
- **Duration:** Displays the duration of the selected clip in hours:minutes:seconds:frames. You can adjust the duration by changing the timecode values.
- **Title list:** Shows the title clips that you created. To modify a title clip, select it from the drop-down list and click on the Preview Window.
- **Font face:** Where you select your desired font style.
- **Font size:** Where you set your desired font size.
- **Line spacing:** Sets the spacing, or leading, between lines of text.
- **Font style:** Bold, italic and underline.
- **Alignment:** Aligns horizontal text to the left, center, or right. Or, aligns vertical text to the top, center, or bottom.
- **Vertical Title:** Makes the orientation of the title vertical or horizontal.
- **Color:** Click on this to specify your preferred font color.
- **Border/Shadow/Transparency** Allows you to add shadow and border as well as adjust the transparency for your title.



### Animation tab

- **Type:** Where you can select your preferred animation effect for your title.
- **Start unit:** Determines how the title enters the scene.
- **Start position:** Denotes the trail from where the motion of the title will start.
- **End unit:** Determines how the title exits the scene.



- **End position:** Denotes the trail from where the motion of the title will end.
- **Pause:** Applies a break between the start and end direction of the animation.
- **Enable Animation:** Enables or disables animation on the title clip.

## Audio Options Panel

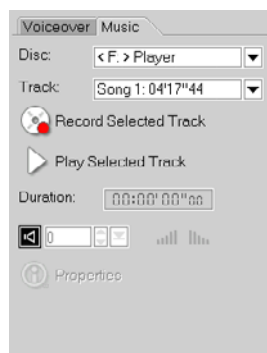
### Voiceover tab

- **Record Voice:** Records audio and creates a new clip to the right of the current position of the Voice Track in the Timeline. This transforms into **Stop** during the recording process.
- **Duration:** Displays the duration of the recording in hours:minutes:seconds:frames. You can also pre-set the length of the recording by entering the desired duration.
- **Clip volume:** Allows you to adjust the volume level of your audio.
- **Fade In:** Gradually increases the volume of a clip.
- **Fade Out:** Gradually decreases the volume of a clip.
- **Properties:** Displays the attributes of a selected clip.



### Music tab

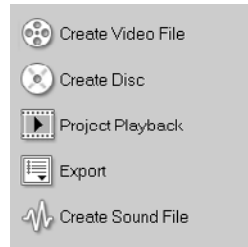
- **Disc:** Where you select the CD drive of the songs to be recorded.
- **Track:** Where you select the particular audio track you'd like to record.
- **Record Selected Track:** Records the selected audio CD track.
- **Play Selected Track:** Plays the selected audio CD track.



- **Duration:** Displays the duration of the audio track in hours:minutes:seconds:frames. You can also pre-set the length of the recording by entering the desired duration.
- **Clip volume:** Adjusts the volume level of the recorded clip.
- **Fade In:** Gradually increases the volume of the clip.
- **Fade Out:** Gradually decreases the volume of the clip.
- **Properties:** Displays the attributes of a selected clip.

## Share Options Panel

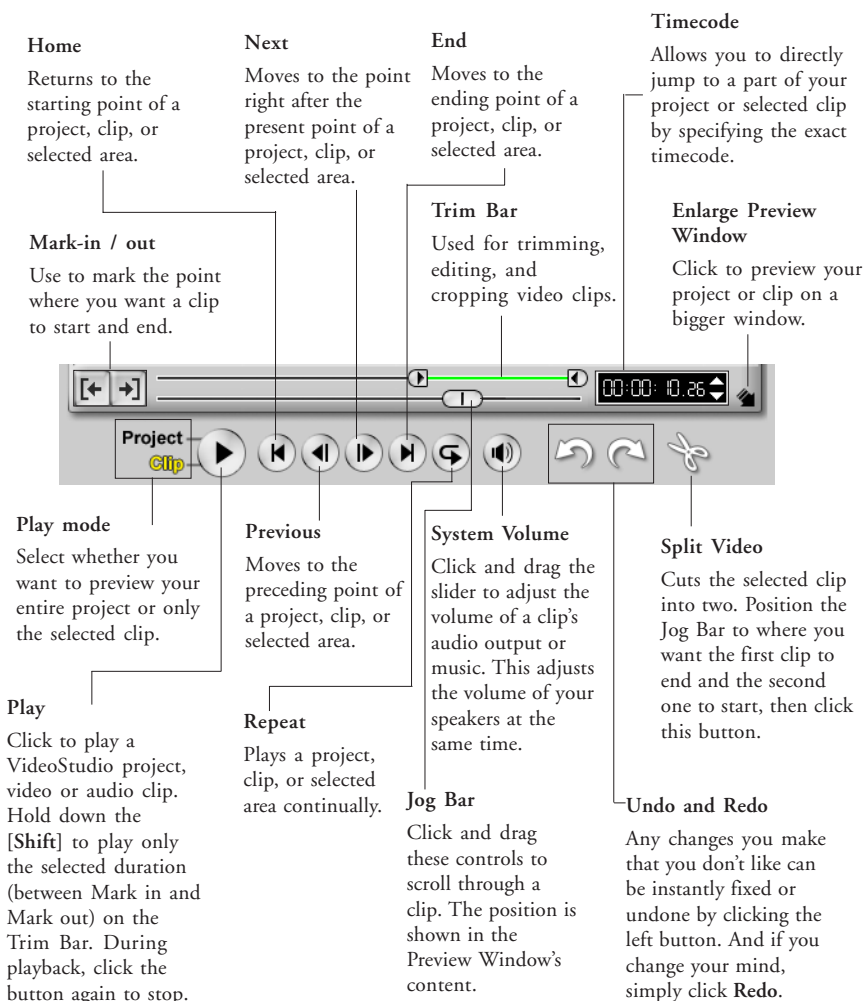
- **Create Video File:** Creates a video file of your project.
- **Create Disc:** Invokes the DVD authoring wizard and allows you to burn your project in DVD, SVCD or VCD format.
- **Project Playback:** Clears the screen and displays the whole project or a selected segment against a black background. It can also output to a videotape if you have a VGA to a TV converter, camcorder, or a video recorder connected to your system. It also allows you to manually control the output device when recording.
- **Export:** Provides you with a number of ways to export and share a video file. A video file can be exported to a Web page, converted to an executable greeting card, and sent by e-mail. It can be exported to Ulead DVD-VR Wizard for burning to DVD-RAM. You can also directly output a video file to your DV camcorder and record it onto a DV tape.
- **Create Sound File:** Allows you to save the audio segment of your project as a sound file.



## The Navigation Panel

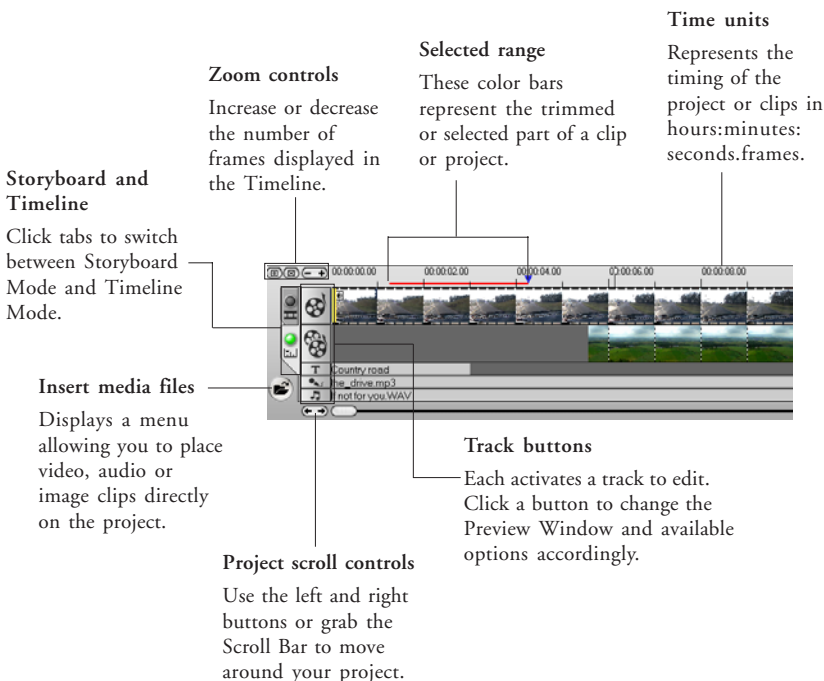
The **Navigation Panel** is used to preview and edit the clips used in your project. Use the **Navigation Controls** to move around a selected clip or your project. Use the **Trim Bar** and **Jog Bar** to edit your clips.

When capturing video, the set of buttons will differ. Instead of the Navigation Panel, device control buttons will be shown. Use these buttons to control your DV camcorder or any other video device.



## Timeline: The VideoStudio Work Area

This work area allows you to more precisely orchestrate the flow of your movie. It consists of separate tracks for your video, title, music, and voice clips. It likewise has a ruler that shows the current time-scale for determining clip and project length.



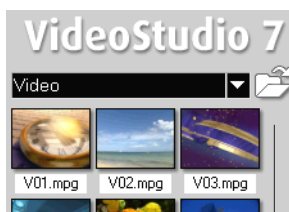
## The Library

The **Library** is a storage depot for everything you need to create a movie: video clips, video filters, audio clips, still images, transition effects, music files, titles and color clips. These are collectively known as media clips.

To add media clips to the Library:

1. Click **Load media** to open a dialog box for locating the media clip to insert in the Library.
2. Select the desired file.
3. Click **Open** when you are finished.

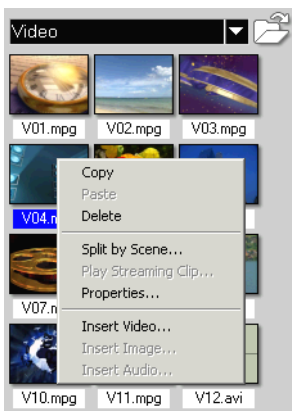
**Note:** You can also drag and drop files from Windows Explorer straight to the Library.



**Load media** allows you to locate the clip you want to add to the Library.

The type of clip you can insert depends on which track you are working on (such as Title or Audio). Use your mouse to drag and drop single or multiple clips from the Library to its destination.

To add clips to your project, you can drag and drop clips from the Library to the Timeline whether you are in Timeline Mode or Storyboard Mode.



Right-click a clip in the Library to view the clip's properties as well as copy, delete, or split by scene.



Hold [Ctrl] or [Shift] to select multiple clips.

## To delete media clips from the Library:

1. Select the clip to remove from the **Library**. Then, press [Del].  
Or,  
Right-click the clip in the Library and select **Delete**.
2. When prompted, verify whether you also want to delete the source file from your hard disk.

**Note:** Deleting source files from your hard disk permanently removes them from your computer. You may not be able to recover them.

## Library Manager

The **Library Manager** organizes your custom Library folders. These folders help you store and manage all kinds of media files.

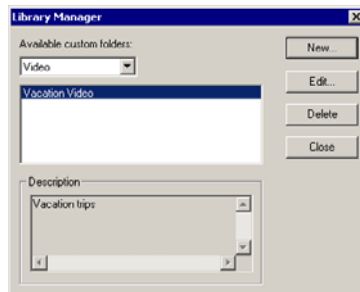
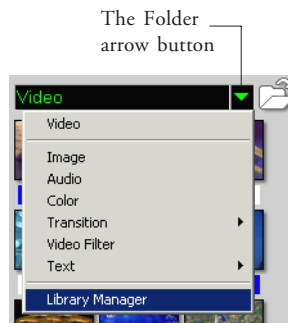
### To use the Library Manager:

1. Click **File: Library Manager** to launch the **Library Manager** dialog box. You can also click the Folder arrow and select **Library Manager** from the drop-down list.
2. Select a media type from the **Available custom folders** list.
3. Click **New** to display the **New Custom Folder** dialog box and create a new folder. Specify a library **Folder name** and a **Description**. Click **OK**.

Click **Edit** to rename or modify the description of a selected custom folder.

Click **Delete** to remove a selected custom folder from the **Library**.

4. Click **Close**.

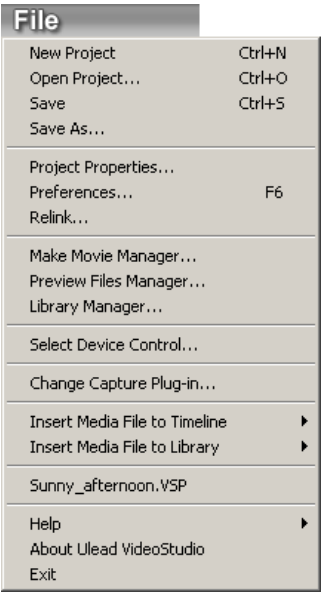


# Getting started

VideoStudio gives you much room to explore your options and experiment by letting you work with **Project files** (\*.VSP). Since all changes (i.e. cuts, edits, transition effects, etc.) are saved in the project file, you can freely edit the clips in a project without having to worry about ruining your source files. A project file is not the finished movie and can only be opened in VideoStudio. It is also possible to have a number of different projects using the same clips. The actual process of creating a movie from a project file is performed in the Share Step.

## The File menu

The **File Menu** contains all the settings and commands that you will need to get started. In this menu, you can choose to create a new project, open an existing project, save your project, edit the project properties, and adjust your preferences. You can also access the Make Movie Manager, Preview Files Manager, and Library Manager.

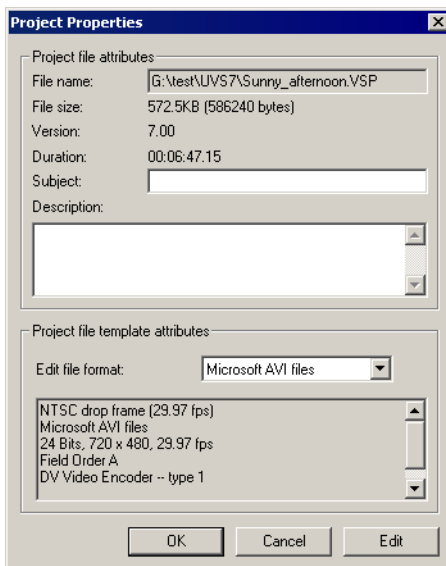


## Creating a new project

When you run VideoStudio, it automatically opens a new project and lets you start composing your video production. If this is your first time to use VideoStudio, the new project uses VideoStudio's initial default settings. Otherwise, the new project reuses the project settings which you have last used. To check what these settings are, click **File: Project Properties**.

Project settings determine how your video project is rendered when you preview it. **Rendering** is the process by which VideoStudio converts raw video, titles, sounds, and effects into a continuous stream of data which can be played back in your computer. You can modify the project settings in the Project Properties dialog box.

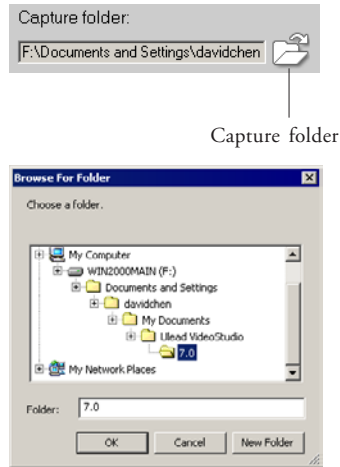
When you capture or insert your first video clip into the project, VideoStudio automatically checks the properties of the clip and your project. If properties such as file format, frame size, etc. are not identical, VideoStudio automatically adjusts the project settings to match the clip's properties. Changing the project settings allows VideoStudio to perform the **SmartRender** function. *See page 57* for more information on SmartRender.



You can also begin by creating an empty project file using **New Project**.

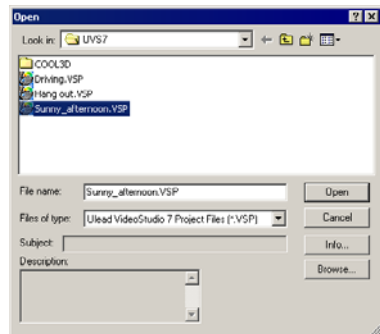
To create a new project using **New Project**:

1. Click **File: New Project** or simply press [Ctrl + N].
2. Click **Capture folder** under the Capture Settings Tab of the Options Panel to select a working folder where all your captured/project files will be located. This will launch the Browse For Folder dialog box. Click **Make New Folder** to create a new folder. You can also click **File: Preferences [F6]** and select from the available folders in the Working folders drop-down list.
3. Click **OK**.



To open an existing project:

1. Click **File: Open Project** or press [Ctrl + O]. The Open dialog box will appear, showcasing a list of available folders.
2. Select the project file (\*.VSP) you want to open. If you are not sure where the file is, click **Browse** and then click **Scan**. This finds all \*.VSP files under your assigned folder or drive.
3. Click **Open**.

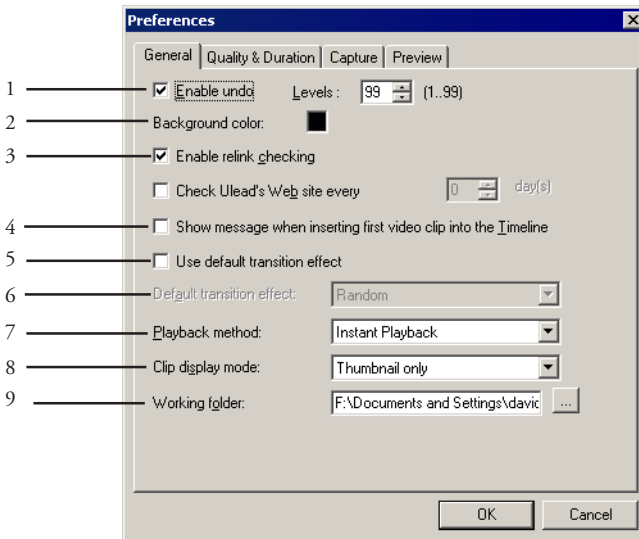


**Note:** A faster way to open an existing project is to click **File** then select the project you want to open in the **Recent file list**. VideoStudio, however, cannot open a project that has been moved or removed.

## Setting your preferences

The **Preferences** dialog box is where you can tweak the VideoStudio program to fit your needs. To invoke this, click **File: Preferences**. Set the playback method, tune the quality of previews, specify your captured image file's format, and more.

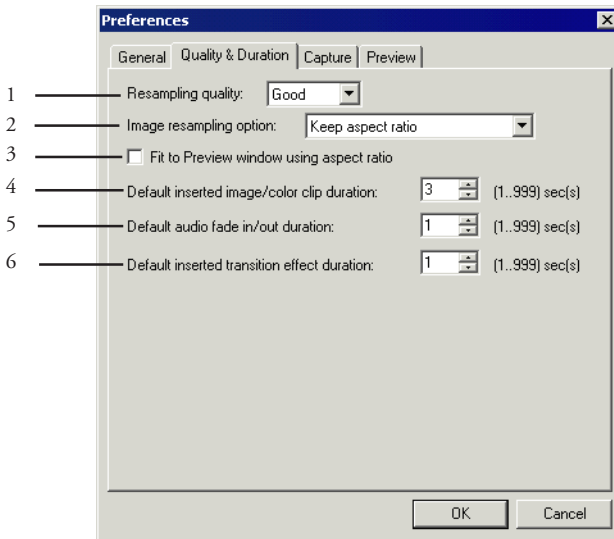
### Preferences: General tab



- 1 **Enable undo** allows you to define the maximum number of times you can take back an action. Values range from **0-99**.
- 2 **Background color** specifies the background color from a group of presets.
- 3 **Enable relink checking** automatically performs a crosscheck between the clips in the project and their associated source files, allowing you to relink the source files to the clips. This is important when the file in the Library is moved to another folder location.

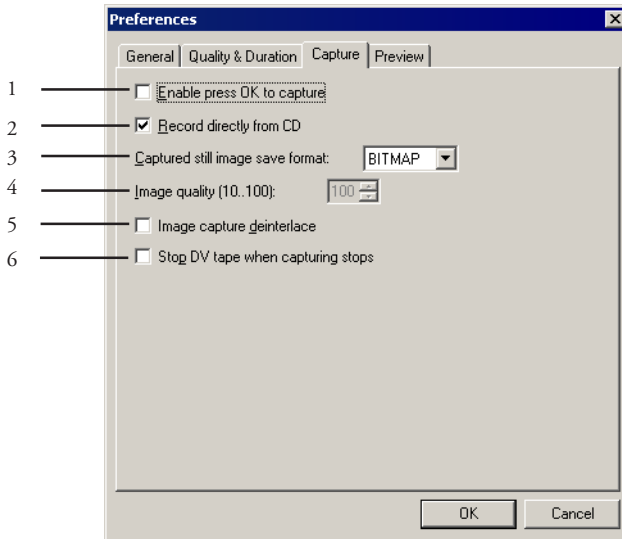
- 4 **Show message when inserting first video clip into Timeline** enables VideoStudio to prompt a message when it detects that an inserted video clip's properties do not match with the current project settings.  
When you capture or insert your first video clip into the project, VideoStudio automatically checks the properties of the clip and your project. If properties such as file format, frame size, etc. are not identical, VideoStudio displays a message and gives you the option to have the project settings automatically adjusted to match the clip's properties. Changing the project settings allows VideoStudio to perform SmartRender.
- 5 **Use default transition effect** enables **Default transition effect**. It automatically applies a transition effect to all clips in the project.
- 6 **Default transition effect** allows you to choose the transition effect to be applied to your project.
- 7 **Playback method** specifies the method to which your project will be played back after editing or trimming. You can view your work without rendering by selecting **Instant Playback** or you can save and render your project at any time by selecting **High Quality Playback**.
- 8 **Clip display mode** determines the manner to which your video clip will be presented on the Timeline. Select **Thumbnail only** if you want your clip to be represented by a corresponding thumbnail on the Timeline. Select **File name only** if you want your clip to be represented by its file name on the Timeline. Or you can select **Thumbnail and file name** to have your clip represented by its corresponding thumbnail and file name.
- 9 **Working folder** allows you to select the folder you want to save your finished projects into.

## Preferences: Quality & Duration tab



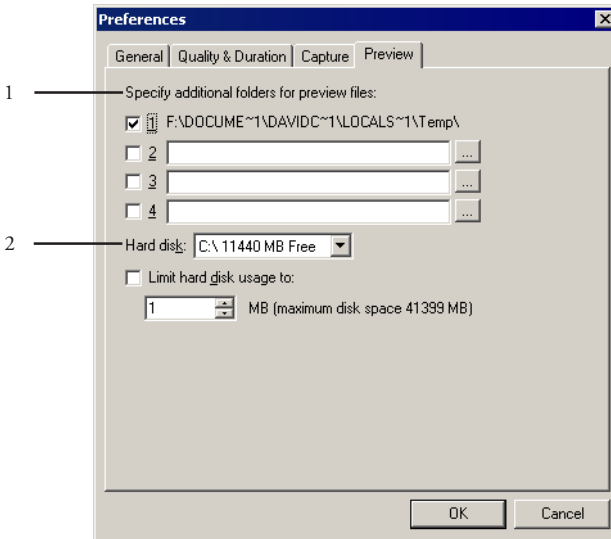
- 1 **Resampling quality** specifies the quality for all effects and clips. A higher quality results in better video reproduction but takes longer to render. Choose **Best** if you are preparing for final output. Choose **Fair** for fastest operation.
- 2 **Image resampling option** selects a method for your image resampling.
- 3 **Fit to Preview window using aspect ratio** determines how clips are previewed. Select this option to preview clips using the frame size defined in your project properties.
- 4 **Default inserted image/color clip duration** specifies the default clip length for all image clips and colors that will be added in your video project. Unit of time for the duration is in seconds.
- 5 **Default audio fade in/out duration** specifies the default duration for fading in and fading out of a video clip's audio. Value entered here will be the amount of time it will take for the volume to reach the normal level for fading in or the base for fading out.
- 6 **Default inserted transition effect duration** specifies duration of the transition effect applied to all clips in your video project, in seconds.

## Preferences: Capture tab



- 1 **Enable press OK to capture** allows you to press **OK** to start capturing.
- 2 **Record directly from CD** allows you to record an audio track directly from a CD.
- 3 **Captured still image save format** specifies the format to which your captured still image file will be saved as.
- 4 **Image quality** determines the display quality of the captured image. The higher the quality, the bigger the file.
- 5 **Image capture deinterlace** enables constant image resolution when downloading files, as opposed to the progressive image resolution available with interlaced images.
- 6 **Stop DV tape when capturing stops** enables the DV camcorder to automatically stop the tape playback after a video capture process is complete.

## Preferences: Preview tab



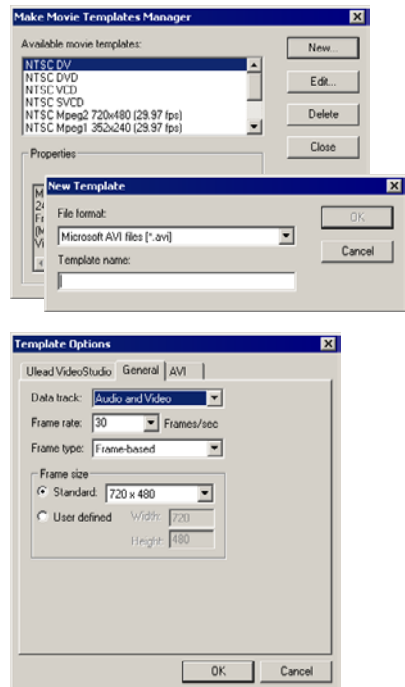
- 1 **Specify additional folders for preview files** indicates which folder Ulead VideoStudio can use to save preview files. The folder shown is the folder specified in the SET TEMP statement of your AUTOEXEC.BAT file. Specify other folders if you have additional drives or a partitioned drive. If you only have one drive, leave the other boxes empty.
- 2 **Limit hard disk usage to** specifies how much memory you want to allocate just for the Ulead VideoStudio's program. If you are only using Ulead VideoStudio and want to optimize the performance, select the maximum amount possible. If you are using other programs in the background, you may want to limit this to half of the maximum file size. If left cleared, Ulead VideoStudio uses your systems memory management to control the use and distribution of memory.

## 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 use movie templates that provide High quality outputs for videotape recording and CD-ROMs, and also set up movie templates that give lower quality but acceptable outputs for different purposes, such as Web streaming, e-mail distribution, and more.

To create a movie template:

1. Select **File: Make Movie Manager**.
2. Click **New** then type in a **Template name**. Also select a **File format** to use for creating movie files.
3. Click **Edit** to open the **Template Options** dialog box where you can specify your preferred settings for the new template. For instance, you can select a video frame size, codec for compressing video files, audio quality, and more.



### 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 the **Edit** button in the **Make Movie Manager** dialog box.

## Steps to create your movie

VideoStudio is laid out in a step-by-step format, following the items on the Menu Bar at the top of the program, from left to right. Click a step on the Menu Bar to move directly to it. The step you are currently in is highlighted in yellow.

It is not necessary to work through every step every time, but these steps can serve as a guide to creating a complete movie. These steps do not necessarily need to be followed in the order that they are presented.

### Capture

Once a project is opened in VideoStudio, video can be recorded directly to your computer's hard disk in the Capture Step. Footage from a videotape can be captured as a single file or automatically divided into multiple files. This step allows you to record video files and still images. *See page 42.*

### Edit

The Edit Step and the Timeline are the heart of VideoStudio. This is where you arrange, edit, and trim your video clips. Video filters can also be applied to your video clips in this step. *See page 55.*

### Effect

Transition effects between scenes are fun and easy. Thumbnail animations and drag-and-drop operations put dozens of cool effects at your fingertips. *See page 68.*

### Overlay

This feature allows you to superimpose one clip over another as an added effect to your movie. On top of what you can do using Effects, you can use Overlay feature to add a professional touch to your work. *See page 70.*

A blue rectangular button with the word "Title" in a yellow, rounded, 3D-style font.

No movie would be complete without opening and closing titles. You can design and animate your text title in any Windows True Type font, color and size, or choose from various presets in the Library. *See page 72.*

A blue rectangular button with the word "Audio" in a yellow, rounded, 3D-style font.

Background music sets the mood of your movie. VideoStudio lets you select and record music files from one or several CD-ROM drives attached to your computer. You can also dub over your video in this step. *See page 76.*

A blue rectangular button with the word "Share" in a yellow, rounded, 3D-style font.

The final cuts have been made and the music has been synchronized with care. Now it's time to put it all together and make a master copy of your newest movie. *See page 80.*

## Capture

The process of transferring video from your camcorder or other video sources to your computer is called capturing. When everything is ready to go, the video feed from your source device should be visible in the Preview Window. If your card supports a television monitor, you should also be able to watch your video on it.

Once launched, **VideoStudio** immediately detects the capture settings. If no capture driver is present, you will be led to the **Edit** step automatically. You need not switch from capture mode to playback mode anymore.

### Checklist for successful video capture

Capturing video is one of the most demanding tasks you will ever ask of your computer. It involves high data rates and requires huge amounts of disk space. Here are a few things you can do to ensure success:

- Shut down ALL other programs that are running except Windows Explorer and VideoStudio. Remove the Screen Saver to avoid possible interruption.
- Best results can be achieved by using a dedicated video hard disk, preferably with the capabilities of at least Ultra-DMA/66, 7200 rpm and more than 30GB space.
- For better manipulation of batch capture and camcorder device control, correct timecode on the DV tape is a must. To do this, before shooting your video, use the standard playback (SP) mode and shoot a blank video (for example, leaving the lens cover on while recording) without interruption from start to end of a tape.

## Seamless DV and MPEG Capture

VideoStudio runs on Windows operating systems and is subject to limitations in file size when capturing or rendering video.

VideoStudio automatically performs **seamless capture**, saving video into a new file every time the maximum allowable file size for a single video file has been reached.

Seamless capture will be performed only when capturing DV Type-1 or DV Type-2 (from DV camcorder), or when capturing MPEG video (from DV camcorder or analog capture device). The maximum captured file size per video file is 4 GB in Windows operating systems (such as Windows 98 SE and Me) that use the FAT 32 partition file system. Captured video data in excess of 4 GB are automatically saved to a new file. In Windows 2000, which uses the NTFS file system, there is no limit in the captured file size.

Seamless capture is not available in VFW (Video For Windows) capture.

**Note:** VideoStudio automatically detects your file system and performs seamless capture only in a FAT 32 partition file system. The NTFS system does not have the 4GB limitation.

## Capturing DV video

VideoStudio increases your video-editing freedom by not only allowing you to capture digital video, but by giving you the option to save them as DV Type-1 or Type-2 files as well. Now it is very important that you know the differences between the two:

### DV Type-1 and DV Type-2

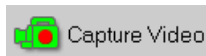
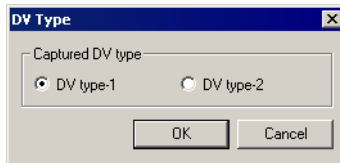
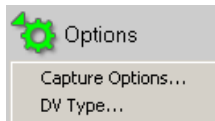
DV captured by FireWire (IEEE-1394 capture card) is automatically stored as AVI files (that is, if you did not previously specify a plug-in that will directly capture your digital video to MPEG format). An AVI file usually contains two streams, one video and one audio. DV is a data stream that itself contains video and audio.

In a **Type-1 AVI**, the whole DV stream is stored unmodified as one AVI stream. In a **Type-2 AVI**, on the other hand, the DV stream is split into separate video and audio data, which are stored as two streams in the AVI.

The advantage of Type-1 is that the DV data does not need to be processed, and is stored in its exact original format. The advantage of Type-2 is that it is compatible with video software that is not specially written to recognize and process Type-1 files.

#### To capture DV video:

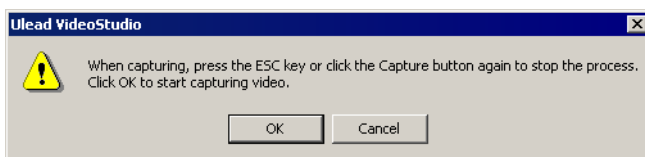
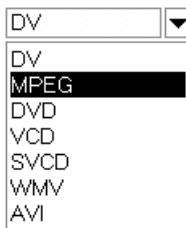
1. Connect your camcorder to the **IEEE-1394** capture card. Turn it on and set it to **Play** (or **VTR / VCR**) mode. Check your device manual for specific instructions.
2. Open a new project.
3. In the **Capture Step**, click **Options** in the **Options Panel** then select **DV Type**.
4. In the **DV Type** dialog box, select the type you prefer and click **OK**.
5. Click **Play** in the **Navigation Panel**.
6. When you get to the part of the video you want to record, click **Capture Video** on the **Capture Settings Tab** in the **Options Panel**.
7. Click **Stop Capture** or press [Esc] to stop capturing.



## Capturing analog video

To capture video using an analog capture card with audio/video jacks or S-video:

1. Connect your video source device to your capture card.  
On some cards, you may also need to connect the audio cables.
2. Open a project and click the **Capture Step**.
3. Select a capture file format (DV, MPEG or AVI) from the **Format** list.
4. Scan your video to search the part to capture.
5. When you get to the point you want to record, click **Capture Video** on the **Capture Settings** Tab in the **Options Panel**.
6. Click **Stop Capture** or press [Esc] to stop capturing.



If a confirmation dialog box appears, click **OK** to start the capture process. To disable this, click **File: Preferences**. In the **Preferences** dialog box, click the **Capture Tab** and clear **Enable press OK to capture**.

### Tips:

- A delay in capture may be due to the confirmation dialog box or connection between devices. It is better to rewind your tape to an earlier point before capturing and just trim the video later.
- The normal number of dropped frames is zero. If any frames are dropped, check if the DMA setting is enabled. *See page 14.*

## Direct video capturing to MPEG Format

Capturing video directly from your camcorder straight to MPEG format is one of the most exciting developments in computer video. Capture straight to MPEG-1 or MPEG-2, depending on your needs and skip the task of having to capture in other formats only to convert it later. And with the much smaller size of MPEG files, you save on hard disk space. With this version of VideoStudio, you can now capture video from an analog device or DV camcorder straight to MPEG.

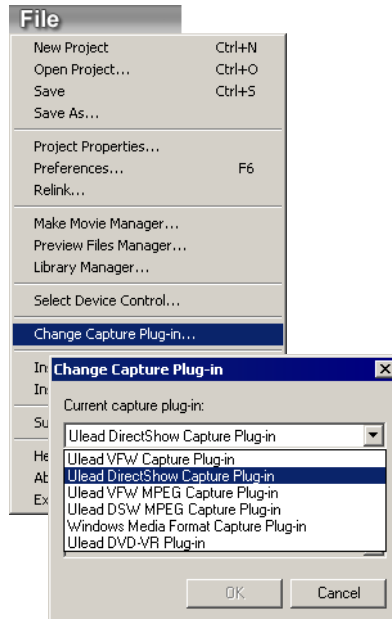
**To capture video in MPEG format:**

1. Connect your camcorder or VCR to your capture card. Switch it on and set it to **Play** (or **VTR / VCR**) mode. Check your device manual for specific instructions.

2. In the **Capture Step**, select **MPEG** from the **Format** list.
3. **Ulead DSW MPEG Capture Plug-in** will be detected automatically. Use this capture plug-in when capturing MPEG from a DV camcorder.

Otherwise, if you have a USB camera or analog capture device which does not support this capture plug-in, click **File: Change Capture Plug-in** and choose **Ulead DSW MPEG Capture Plug-in**.

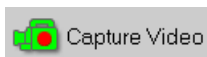
4. Click **Options** and select **Video Capture Property Settings**. In the dialog box launched, click **Advanced**. Choose the type of MPEG you would like to



capture in the **MPEG Settings** dialog box and set other attributes.

If you are capturing from a USB device or analog source, also select **Video Capture Property Settings** from the **Options** menu to specify the desired frame size.

5. Click **Capture Video** to start capturing.
6. Click **Stop Capture** again or press [Esc] to stop capturing.



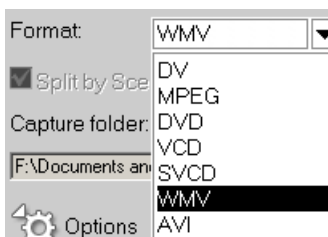
## Direct video capturing to Windows Media Video

Now you can capture directly from an analog source or DV camcorder straight to **Windows Media Video (WMV)**. WMV is an extensible file format that handles synchronized multimedia data and supports “live content” transmission over a wide array of networks. Selecting this will automatically convert your video to a WMV file.

**To directly capture to WMV format:**

1. Connect your DV camcorder to your **IEEE-1394 capture card**.
2. Turn your camcorder on and set it to **Play** mode.
3. In the **Capture Step**, select **WMV** from the **Format** list.
4. Click the **Capture** folder button and browse for the location where you want your captured video to be saved.

**Note:** When acquiring video from an analog source, be sure that the analog capture card you are using supports RGB or YUV capture.



5. Go to the **Navigator** and click **Play**. Click **Capture Video** to begin recording.
6. Click **Stop Capture** or press [Esc] to stop capturing.

**Note:** You also have the option to select a different profile to use for capturing DV video into WMV. See the next section for details.

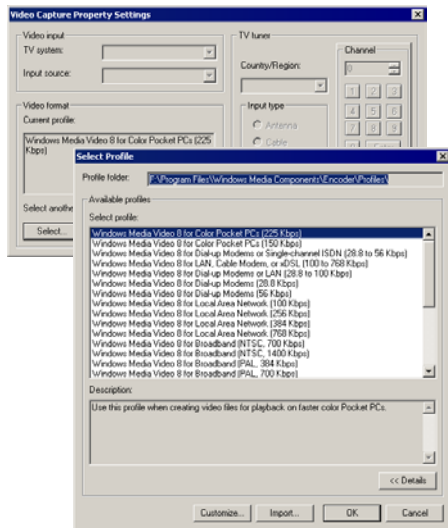
## Selecting a profile

The quality of a WMV file depends on the profile it is using. A **Profile** covers various attributes for a Windows Media Format file such as bit rate, number and type of streams, compression quality, frame size and so on. When capturing a video directly to WMV format, VideoStudio uses the default profile to complete the capturing process. You also have the option to select other profiles to attain preferred captured file quality.

To select a profile:

1. Connect your DV camcorder to your IEEE-1394 capture card.
2. Turn your camcorder on and set it to **Play** mode.
3. In the **Capture** Step, select **WMV** from the **Format** list.
4. Click **Options: Video Capture Property Settings**. In the dialog box, click **Select** to open **Select Profile**.
5. Select the profile you want to use for capturing. The generated WMV file will depend on the profile that you pick. Click **OK**.

**Note:** When acquiring video from an analog source, be sure that the analog capture card you are using supports RGB or YUV capture.



## Editing and customizing a video profile

**Profile Selection** lists all the profiles available in your system. You can use the **Manage Profile** to edit, create, remove, and duplicate a profile.

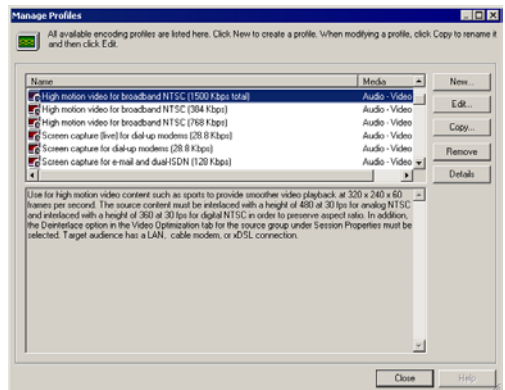
**System-defined** profiles cannot be edited. However, You can create a customized one base from it. A Custom profile can be edited by clicking **Edit** and changing specific profile attributes.

You can also create a new profile by clicking **New**. This will launch a task wizard that will guide you in creating your profile.

### To edit and customize a profile:

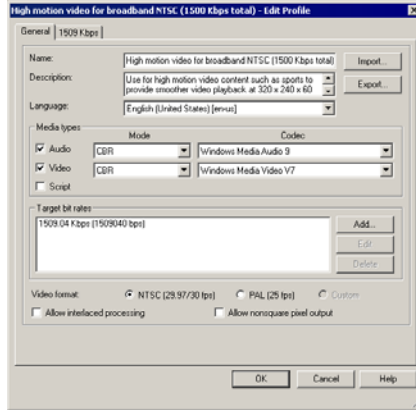
1. Connect your DV camcorder to your **IEEE-1394 capture card**.
2. Turn your camcorder on and set it to **Play** mode.
3. In the **Capture Step**, select **WMV** from the **Format** list.
4. Click **Options: Video Capture Property Settings**. In the dialog box, click **Select** to open **Select Profile**.
5. Under **Select Profile**, click **Customize**.
6. **Manage Profiles** lists all the available profiles installed in your computer. The profiles are categorized into two types: **System defined profiles** and **Custom profiles**. Simply click **Edit** to modify attributes of a Custom profile.

**Note:** When acquiring video from an analog source, be sure that the analog capture card you are using supports RGB or YUV capture.

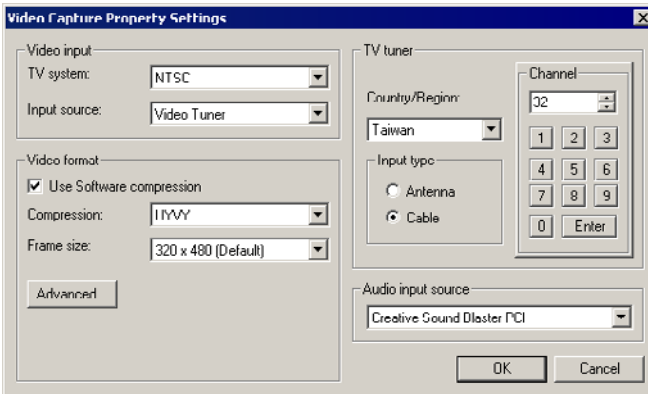


**Note:** **System-defined profiles** cannot be edited directly. You must create a copy before editing the corresponding attributes. To do this, select a system defined profile and then click **Copy**. Select the created copy of the profile and then click **Edit** to modify the attributes. Clicking **Edit** invokes **Edit Profile**. It will guide you in specifying your preferred attributes.

7. Under **General Information**, specify a reference name for the created or edited profile in **Name of Profile**.
8. Select the media types supported by the profile in **Media types**.
9. Under **Output**, you may choose to allow the profile to compress the video file or not. Enter a brief description of the profile under **Description**. Click **Next**.



## Video Capture Property Settings dialog box



- **TV system** is where you specify whether you like to use NTSC or PAL, depending on your region. NTSC is predominant in North America and many Asian countries. PAL is the television standard in Europe and South Pacific.
- **Input Source** determines where your data comes from. Select Video Composite if you have a video input jack and one (Mono) or two (Stereo) audio input jacks. Select Video Tuner for TV input and Video S-video for S-video input.
- **Use software compression** is only applicable to files in AVI format. Check this if you have a specific compression requirement. Click Advanced to specify your preferred software compression.

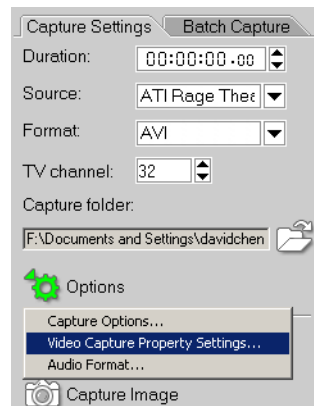
- **Video quality slider** is only applicable to files in MPEG format. It determines the caliber of your video. Drag the slider to the left to decrease the quality and to the right to increase the quality. The slider is highly dependent on the CPU. If dropped frames occur when capturing, decrease the quality of your video to reduce CPU loading.
- **TV tuner** is where you specify your location and input type. This is also where you enter the channel of the program that you'd like to capture footage from.
- **Country/Region** determines the available channels in your place.
- **Input type** determines the mode of your television input. Select **Antenna** if you're using an antenna to watch television or **Cable**, if your television utilizes a cable TV system.
- **Channel** is where you enter the channel of the television program you plan to capture footage from.
- **Audio input source** indicates the current sound input device. Should there be any problems with your audio, simply check if you've selected the appropriate sound input device from the **Audio input source** drop-down list.

## Capturing TV footage

VideoStudio allows you to capture TV footage with a built-in TV tuner. Capture a segment of your favorite television show on regular TV or cable then save it in your hard drive in AVI, MPEG, or Windows Media Format.

### To capture TV footage:

1. Check if your computer has an analog video capture card with a TV input jack. This jack usually uses a TV coaxial cable to input TV signals from either an antenna or a dedicated cable from your CATV supplier.
2. Run VideoStudio and go to the **Capture Step**.
3. Select the appropriate Video Source from the **Source** drop-down list on the **Capture Settings**



tab. In this case, we'd like to use **ATI Rage Theater Video Capture**.

4. Select the appropriate video format from the **Format** drop-down list. In this example, we shall use **AVI**.
5. Click **Options: Video Capture Property Settings** to invoke the **Video Capture Property Settings** dialog box.
6. Check if the Video input, TV tuner, Video format, and Audio input source are correct. If not, adjust the settings accordingly. For instance, you can specify the input source (either antenna or cable) and the channel of your choice under **TV tuner** in the **Video Capture Property Settings** dialog box.

**Notes:**

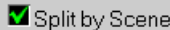
- The available settings vary, based on the video format you choose.
- You should be able to hear and see your selected program from the Preview Window. If not, repeat step 5.

## 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. Check the **Split by Scene** option in the **Capture Setting Tab** in Capture Step.
2. Click **Capture Video**.  
VideoStudio will automatically look for the scenes according to their recording date and time and capture them as separate files.



## Batch Capture

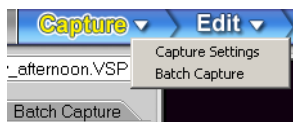
Overburdened by immense amounts of footage to capture from your DV tape? You can get peace of mind through VideoStudio's **Batch Capture**. This feature captures only the video clips you want with just one click and saves you a considerable amount of time.

To Batch capture, simply watch the video. At any time, press [F3] to mark in the task and [F4] to mark out. Press [F3] and [F4] as often as required.

**Note:** Batch capturing can be achieved only when you are using a DV tape and the IEEE-1394 card for computer connection.

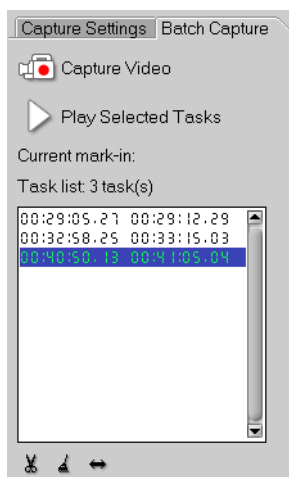
### To use Batch Capture:

1. Switch on your camcorder and set it to **Play** (or **VTR / VCR**) mode. Refer to your camcorder's manual for specific instructions.
2. Open a project.
3. In the **Capture Step**, click the **Batch Capture Tab** in the **Options Panel**. You can also click the **Capture** menu arrow and select **Batch Capture**.



**Note:** The videotape automatically plays once you click the **Batch Capture Tab**. Rewind or forward your videotape first to cue it.

4. When you get to the part of the video you want to record, press [F3]. Then press [F4] to mark out the task.
5. Continue to play the video, and then repeat step 4 as needed.
6. Click **Play Selected Tasks** to view the selected segments on tape. Click **Modify a task** to change a marked segment. You can also double-click a task and enter a new timecode.



7. Click **Capture Video**.
8. Batch capture starts based on all or selected (if any) tasks. The process stops when the last task is captured. A report is displayed for your reference.

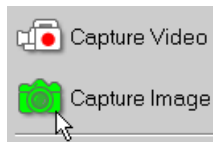
**Note:** It is up to you whether to click **Stop** before starting Batch capture. However, if you need to modify some tasks, click **Stop** first to help VideoStudio prioritize capturing tasks.

## Capturing still images

In addition to video, VideoStudio also allows you to capture still images. The image format can be BMP or JPEG, and the size depends on its source video. To choose your image format, click **File: Preferences**. In the **Preferences dialog box** click the **Capture Tab** and set the format.

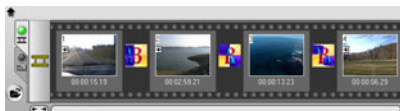
To capture still images:

1. Connect your camcorder or VCR to your capture card. Switch it on and set it to **Play** (or VTR / VCR) mode. Check your device manual for specific instructions.
2. Open a new project.
3. In the **Capture Step**, click **Play** in **Navigator**.
4. When you get to the part of the video you want to record, click **Capture Image** on the **Capture Settings** Tab in the **Options Panel**.



## Edit

The Edit Step is where you arrange, edit and trim the video clips used in your project. In this step, you can apply fade in/fade out effects to the existing audio of a video clip, extract or split video, and adjust a clip's playback speed. You can also choose from a wide selection of video filters to apply to your clips. VideoStudio lets you edit your project in the Storyboard Mode or Timeline Mode.



Storyboard Mode



Timeline Mode

## Storyboard Mode

**Storyboard Mode** is the fastest and simplest way to add clips to your movie. Clips can be moved around by simply dragging them. You may find that starting out in the Storyboard Mode is the easiest way to get your project rolling. Each picture represents an event in your movie, an event being a video clip or a transition. Thumbnails show at a glance the chronological order of events in your project. The duration of each clip is shown at the bottom of each thumbnail.

You can drag and drop clips to insert and arrange them. Transition effects can be inserted between clips. Selected clips can be trimmed in the Preview Window. *See [page 59](#)* for more information on trimming.

### Larger storyboard display

The storyboard display can be maximized to enjoy a bigger workspace. Click **Enlarge** to divide the entire display area between the storyboard display and the Library. With a larger workspace, you can arrange clips and apply effects and transitions more easily.



Larger Storyboard Display

Furthermore, there is a small screen at the bottom of the window where you can preview a selected clip.



## Timeline Mode

The **Timeline Mode** allows you to fine tune effects and perform frame-accurate trimming and editing. The Timeline Mode shows exactly when and where events in your story occur based on the position of clips in each track. Clips are simply dragged from the **Library** to the **Timeline**. They are displayed here as short sequences.

The length of a clip accurately represents its duration in your project. The ruler units, represented by timecodes, can be adjusted to give you precise control over trimming and editing. Use the **Zoom** controls or click the **Ruler menu** to adjust the ruler units.

Click **Fit project in window** to see the entire project displayed on one screen. If you have a mouse with a scroll button, the scroll button can be used to scroll through the timeline.

## Tracks

The Timeline is divided horizontally into the Video, Overlay, Title, Voice, and Music Tracks.

To switch to different tracks:

- Click the Step menu item that corresponds to the track.
- Click the track's icon.
- Double-click the track or the clip.



The tracks

## SmartRender and Play Project/Clip button

SmartRender technology allows “changes-only” rendering which eliminates the need to re-render entire video sequences when only slight changes have been made. This is especially useful for rendering across transitions, title sequences, or to check the timing of audio clips in relation to the associated video. It is advisable that projects are rendered regularly to reduce overall render times.

The **Play** button in the Navigation Panel serves two purposes: for playback of your entire project or for a selected clip.

Also, while editing, you will want to preview your work frequently to see how your project is progressing. VideoStudio offers you two preview options: **Instant Playback** and **High Quality Playback**.

**Instant Playback** allows you to preview changes in your project without the need to create a temporary preview file. **High Quality Playback** renders a preview file and provides a quick preview right after. Click **File: Preferences**. In the **General Tab**, select the preview method that you prefer.

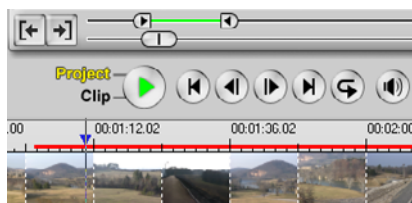
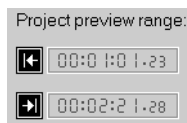
For faster previews, you may choose to play only a part of your project. The selected range of frames to preview is referred to as the **preview area**, and it is marked as a red bar in the Ruler Panel.

To play the preview area only:

1. Use the **Trim Bar** or the **Mark in/out** buttons to select the preview area.

The **Preview range mark in** and **Preview range mark out** timecodes will then be displayed in the Options Panel.

2. To preview the selected range of frames, hold **[Shift]**, select what you want to preview (**Project** or **Clip**), then click **Play**.

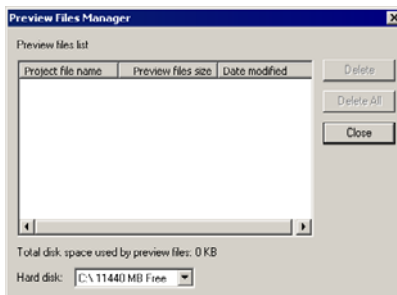


## Preview Files Manager

Use **Preview Files Manager** to free hard disk space occupied by temporary preview files used in your project.

To delete temporary preview files:

1. Click **File: Preview Files Manager** to invoke the **Preview Files Manager** dialog box.
2. Select the VSP project under **Project file name** where the temporary preview files you want to remove are located and click **Delete**. This removes only the temporary preview files and not the actual VSP project.
3. Click **Delete All** to remove all temporary preview files of all VSP projects.
4. Click **Close**.



**Tip:** Press [Ctrl + S] to quickly save your project from time to time. This ensures that all project settings and file links are always updated.

## Inserting a clip into the Timeline

To add video clips to the Timeline, you can use drag and drop or browse and select, depending on where your clips are located.

To insert a video clip into the Timeline:

- Select a clip in the Library and drag and drop it to the Timeline. Multiple clips can be selected by pressing [Shift] or [Ctrl].
- To insert a clip from a file folder directly to the Timeline, click **Insert Media Files**  located to the left of the Timeline.

## Trimming a clip

The best part of editing your movie on your computer is the ease with which you can snip and trim your work with frame by frame accuracy.

### To trim a clip from 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. The Preview Window reflects the position of the Trim handle in the clip.

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.

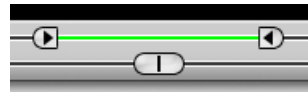


**Note:** Changes made in the Video duration box only affect the Mark out point. The Mark in point remains unchanged.

It is most convenient to use the **Trim Bar** in adjusting your clips. This is the green bar beneath the Preview Window which represents the selected portion of a clip. If the clip has not been trimmed, the green bar extends along the entire length.

### To trim a clip with the Trim Bar:

1. Select a clip from the Timeline or the Library.
2. Click and drag a **Trim handle** to set the trim position.
3. Hold down [Shift] and click **Play Clip** to selectively play only the trimmed portion of the clip.



**Tip:** To split a clip into two, you can use the **Jog Bar** to set the point where to cut the clip. Then, click **Split Video** (i.e., the scissors icon).

For precise control, 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. The Mark in / out points can also be set by pressing [F3] and [F4], respectively.

You can also use **Zoom** controls to display each frame of your video in the Timeline and trim one frame at a time. The **Scroll Bar** makes navigating through your project quicker and easier. A wheel mouse can also be used to scroll, and to zoom by pressing [Ctrl].

## 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.

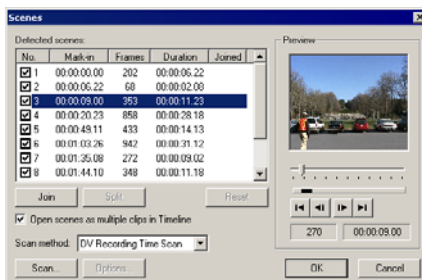
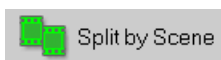
The way VideoStudio detects scenes depends on the type of video file. In a captured DVI AVI file, scenes can be detected in two ways:

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

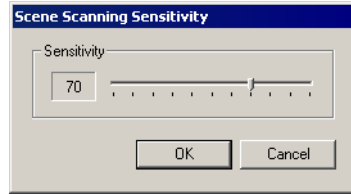
In an MPEG-1 or MPEG-2 file, scenes can only be detected based on content changes (i.e., by **Frame Content**).

**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 launch the **Scenes** dialog box.
3. Choose your preferred scan method (**DV Recording Time** 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. You may also merge different scenes into a single clip. Simply select all the scenes that you want to join together then click **Join**. The plus sign (+) and a number indicates how many scenes are merged into that particular clip. Click **Split** to undo any Join actions that you have done.
6. Click **OK** to split the video.

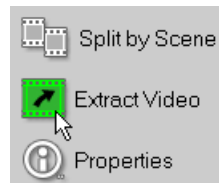


## Extract Video

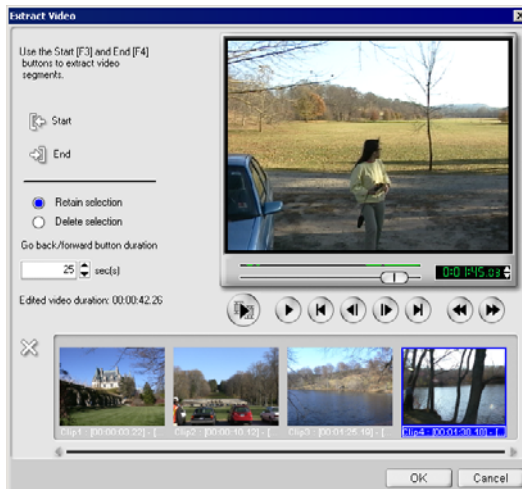
The **Extract Video** feature is another method for breaking down a clip into multiple segments. While **Split by Scene** is automatically done by the program, **Extract Video** gives you complete control over the clips you wish to extract, making it even easier for you to manage your project.

To extract videos:

1. Go to the **Edit Step** and click **Extract Video** in the **Options Panel**.
2. If you will be marking clip segments to be extracted, select the **Retain selection** option. Otherwise, select the **Delete selection** option if you will be marking unwanted segments.
3. Drag the Jog Bar until you get to the part of the video that you want to use as the beginning frame of the first clip. Click **Start**.



4. Drag the Jog Bar again to the frame that you want to use as that clip's last. Click **End**.
5. Do steps 3 and 4 repeatedly until you have marked all the wanted or unwanted segments.
6. Click **OK** when finished. The extracted clips are then inserted into the Timeline.



A list of thumbnails is shown under the preview window. Each thumbnail represents a clip to be extracted.

## Saving trimmed clips

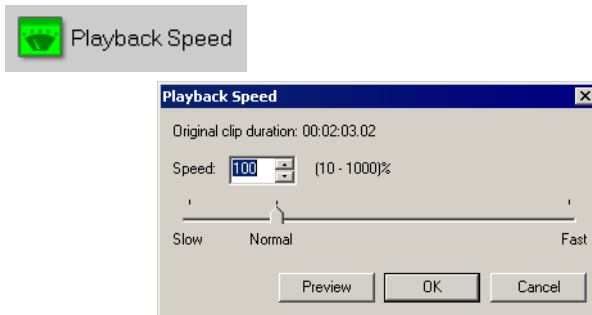
Frequently, when you make changes, you may wish to make a permanent change to the clip and save the edited file. Again, VideoStudio gives you a margin of safety in that it saves the trimmed video to a new file and does not alter the original file. You can press **[Delete]** or drag the thumbnail to remove it from the Library, or even remove the original file to recover disk space.

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



## Playback Speed

You can now modify the playback speed of your videos. 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 in the spin box. The higher the value you set, the faster the playback of your clip. (Values range from 10-1000%). Click **Preview** to view the results of your settings then click **OK** when finished.



## Capturing still images in the Edit Step

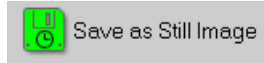
A still image can be captured in the **Edit Step** by selecting a specific frame in the Timeline and saving it as an image file. In this manner, possible distortions are avoided since the image is not acquired from a running video, unlike in the **Capture Step**.

To capture still images:

1. Select a clip in your project.
2. Drag the **Jog Bar** to the frame you want to capture.
3. Switch to an image folder in the Library. The folder can be the default Image folder, or the one created by yourself.



4. Click **Save as Still Image** in the **Options Panel**. The new image file is saved to the hard disk and is represented as a thumbnail in the image folder you assigned.



## Using color clips

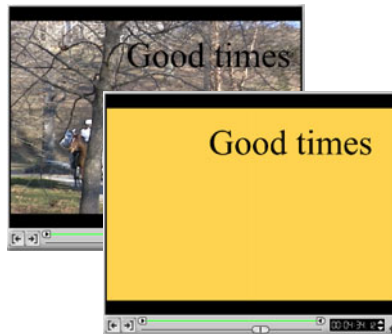
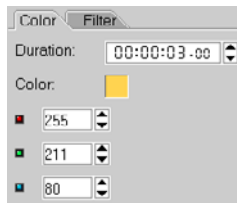
Color clips are simply solid colored backgrounds that are useful for titles and transitions. For example, black clips can be used for an effective fade to black transition. Place your opening credits over the top of the color clip and then use a cross fade effect to create smooth transition into your movie.

You can insert a new color to the Color Library and control its duration just like an image clip.

Once a color clip has been inserted into the Library, you can drag it to the Timeline to put it into your movie project.

### To insert a color clip in the Color Library:

1. Select **Color** from the folder list or click the Edit menu arrow and select **Color**.
2. Click **Load color** to display the New Color Clip dialog box.
3. Here, click the color box to select a color either from the Ulead Color Picker or the Windows Color Picker.
4. Adjust the **RGB** values if needed.
5. Click **OK**.
6. Set the **Duration** of the color clip in the Options Panel.



Titles set against solid backgrounds are often easier to see than against an image, especially a moving one.

## Using video filters

Video filters are effects which you can apply to clips in order to change their style or appearance. For example, you can improve the color balance of a clip, or make it look like a painting.

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

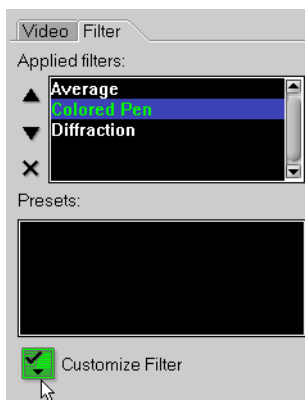
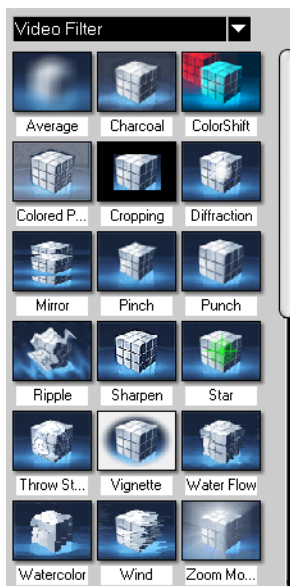
1. Select a clip in the Timeline.
2. Select the Video Filter folder in the Library drop-down menu.
3. Choose a video filter to apply to your clip (by clicking the thumbnail).
4. Drag and drop the video filter onto your clip in the Timeline.

**Note:** The Options Panel automatically switches to the Filter Tab after you drop the video filter onto your 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:

- VideoStudio allows you to apply a maximum of five filters to a single clip.
- When there is more than one video filter applied to a clip, you can change the order of filters by clicking the Shift up/down video filter buttons. Changing the order of the video filters will have drastic effects on your clip.



## Key frame Settings

VideoStudio allows you to customize video filters in a variety of ways. One way is by adding key frames to your clips. 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.

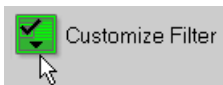
To set key frames for your clips:

1. Drag and drop a video filter from the Library onto a clip in the Timeline.



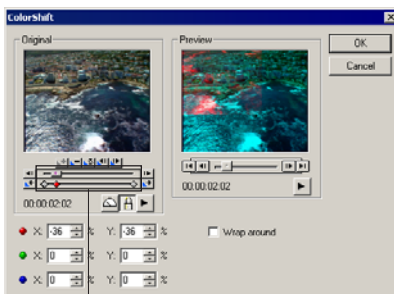
**Note:** The Options Panel automatically switches to the Filter Tab after you drop the video filter onto your clip.

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 **Original** window, drag the Jog bar or use the arrows to go to the frame where you'd like to change the attributes of your video filter.
4. Click **Add key frame** to set that frame as a key frame in the clip. Then you can adjust the video filter settings for that particular frame.

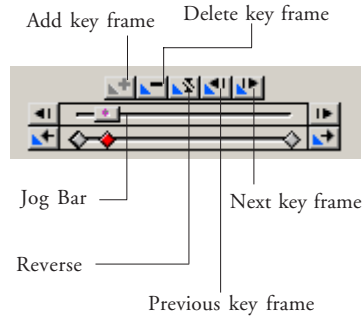


**Note:** A diamond-shaped mark on the Timeline Control bar will appear. This indicates the frame is a key frame in the clip.

5. Repeat steps 3 and 4 to add more key frames to your clip.

6. Use the Timeline controls to edit or to go to a key frame in the clip.

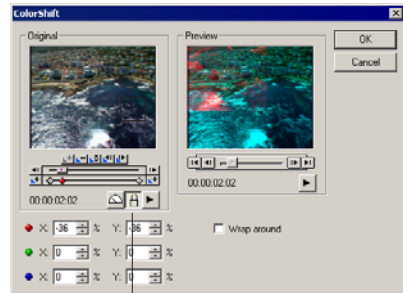
- To delete a key frame, click **Remove key frame**.
- Click **Reverse** to reverse the sequence of key frames in the Timeline such that the sequence starts with the last key frame and ends with the first key frame.
- To move to the succeeding key frame, click **Next key frame**.
- To move to the key frame prior to the one selected, click **Previous key frame**.



7. Adjust the video filter settings according to your preferences.

8. Preview the changes you've made by clicking **Play** in the Preview window of the dialog box.

9. Click **OK** when finished.



**Tip:** If the **Lock** icon is at a lock position, pressing Play will play the original clip and the clip with the video filter applied to it simultaneously.

# Effect

Transition effects offer creative ways to shift 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 to suit a specific purpose. VideoStudio allows you to mix and match a variety of preset effects while editing your project. Effective use of this feature can add a professional touch to your work.

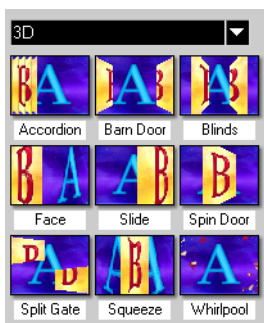
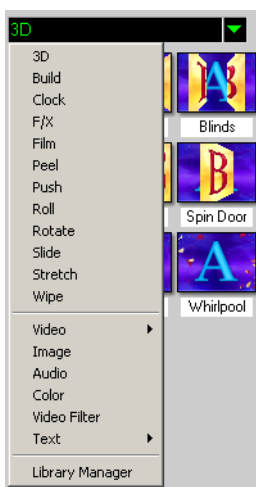
## Creating effects

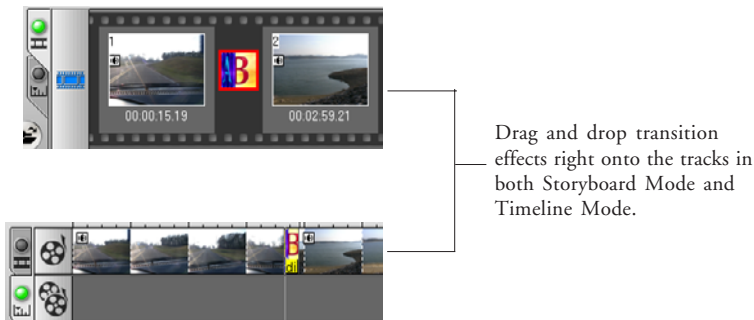
The **Library** provides a wide range of preset transitions from cross fades to explosions. We will deal with the details of these effects later. For now, you just need a project with two video clips in it.

To add a transition:

1. Select a category of effects from the **Folder** 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.

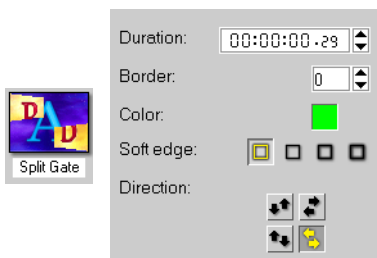
**Note:** Transitions work the same way in both the Storyboard Mode and Timeline Mode. But you may find it easier to work on transition effects in the Storyboard Mode.



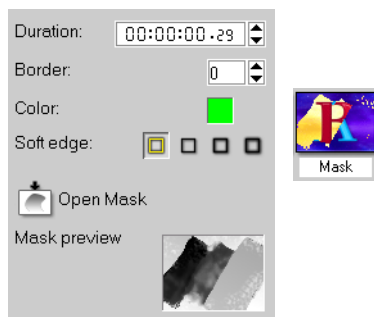


## Customizing effects

VideoStudio pretty much takes care of all the details to make your transitions smooth and professional. You can, however, further customize your effects after adding them to your project. The **Options Panel** displays the settings of your selected effects so that you can change their various parameters. This gives you complete control of exactly how your effects will behave in your movie.



Split Gate effect



Mask effect

## Overlay

The Overlay Step provides an additional track where you can place videos and images to enhance introductions and credits. An alpha-channel is automatically applied to clips placed in this track for transparency. By using an animation style such as fade-in and fade-out, you can interweave two clips, one in the Video Track and another in the Overlay Track, in one timeline. You can even have three separate clips playing simultaneously by adding a clip in the Title Track.

### Inserting video/image in the Overlay Track

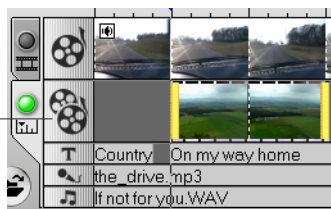
Working in the Overlay Track is similar to working in the Video Track. You can drag and drop clips and images (color clips are not available in Overlay) to arrange their order. You can also apply a motion style effect, that controls the way the overlay clip “blends” with the clips in the Video Track.

**To insert a clip to the Overlay Track:**

1. Select **Video/Image** in the **Folder** list or click **Load video** / **Load image** to browse and select a file.

Drag and drop the selected clip from the **Library** to the **Overlay Track** in the **Timeline**.

Or, to insert a video or image file directly into the Overlay Track, click the Overlay Track and then click **Insert media files: Insert Video / Image**.



Overlay track

2. Click the **Motion** Tab, and apply a motion style to create a blending effect between the selected clip and the clip simultaneously running in the **Video Track**.



To make Overlay clips with transparent backgrounds, you can create a 32-bit alpha channel AVI or Image file with an alpha channel. You can further achieve your desired effects by using the **Motion Tab**. Here, you can apply motion styles, set the position of your clip on the screen, magnify or reduce it, and control its transparency level.

**Note:** Just like in the Title Step, the Overlay Step does not support drag and drop of multiple clips.

# 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 up to the clarity and comprehensibility of your movie. With VideoStudio's **Title Step**, create professional-looking titles, complete with special effects, in minutes.

## Creating text titles

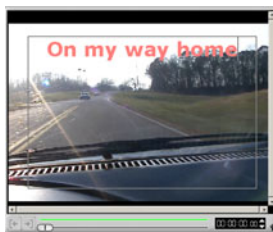
Titles give the audience an idea of what your movie is all about. Create eye-catching opening and closing credits, chapter introductions, scene captions, etc.

To add a text title:

1. Use the buttons in the **Navigation Panel** to scan your video and select the frame you want to add a title to.
2. In the **Edit Tab** in the **Options Panel**, click **Create Title** or click directly in the Preview Window.

**Note:** When you attempt to create a new title on a frame that already has a title clip, it will be inserted after that title clip.

3. Type in your title in the Preview Window and use the style buttons to customize fonts. Options are available in the **Edit Tab**.
4. When you are done typing your text, click **Update Title**.
5. To add effects to your title, switch to the **Animation Tab**. Select an effect from the **Type** drop-down list, and choose from the available options to animate the title.



The blue triangle represents the position of the title clip in the Timeline.



When entering a text title, a faint rectangle is visible in the Preview Window. This is the **Title safe area**, and it is the recommended maximum size for your text. Along with the rectangle, you should see a blinking cursor that indicates the starting point for text entry.

When entering text, you can press [**Backspace**] to correct mistakes and press [**Enter**] to start a new line. Move around the text with the arrow keys as needed. To change the attributes of text, first highlight the text by selecting it with your mouse and then make revisions.

#### To modify a text title:

- Double-click a title clip in the Title Track.

Or,

- Select a title clip in the Title Track and then click on the Preview Window.

#### Notes:

- Once a title clip has been inserted onto the Timeline, you can adjust its duration by either dragging the handles, or entering a duration value on the **Edit Tab**.
- To see how the title appears on the underlying video clip, select the title clip and then click **Play Clip** or drag the **Jog Bar** handle.

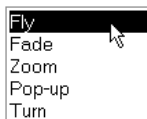
**Tip:** When you are creating multiple title clips that share the same attributes such as font type and style, it is a good rule of thumb to store one copy of your title clip in the Library. (Just drag and drop the title clip from the Timeline into the Library.) This way, you can easily duplicate the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

## Rolling & scrolling

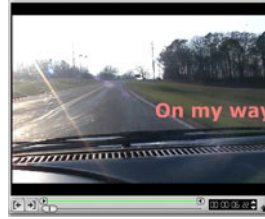
The most commonly used technique for presenting opening or closing credits is by rolling and scrolling. VideoStudio allows you to do just that. You can even specify the direction and duration of your scrolling or rolling text.

#### To scroll a text title:

1. Select a text title in the **Timeline** or create a new one.
2. On the **Animation Tab** in the **Options Panel**, select **Fly** from the **Type** drop-down list.



3. Specify how to scroll the title by choosing these animation options:
  - **Start and End units**  
Determine whether the whole title (**Text**) moves, or parts of the title (**Character**, **Word**, or **Line**) scroll one at a time.
  - **Start and End positions**  
Determine from what position the title starts to move in and the final destination where it scrolls out.
4. Specify a **Pause** setting (**No Pause**, **Short**, **Intermediate**, or **Long**). This makes the title move into the scene, pause for a moment, and then scroll out of the scene.

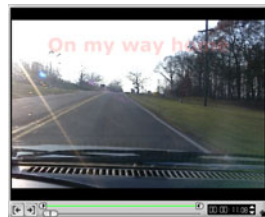
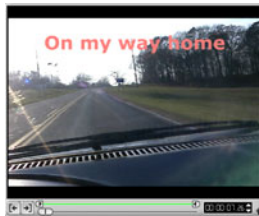


## Fading in & out

Another incredibly useful, easy, and effective method of displaying your titles is to fade your text in from invisible to crisp and clear and then back to invisible again. This works especially well for opening credits with a slow fade, or as captions with a quicker fade.

### To create fading titles:

1. Select a text title or create a new one.
2. On the **Animation Tab** in the **Options Panel**, select **Fade** from the **Type** drop-down list.
3. Select a fading option. (**Cross-fade** makes the title gradually appear and then disappear.)
4. Specify a **Pause** setting (**No Pause**, **Short**, **Intermediate**, or **Long**).



## Other title animation effects

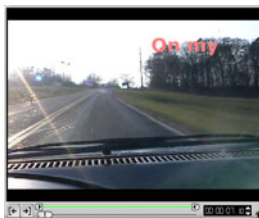
Give your title more pep by making it pop-up or turn across the screen. The **Pop-up** and **Turn** effects are ideal to use in opening credits.

To apply a pop-up/turn effect:

1. Select a title clip or create a new one.
2. On the **Animation Tab** in the **Options Panel**, select **Pop up / Turn** from the **Type** drop-down list. Make sure that the **Enable Animation** option is selected.
3. From the **Start unit** drop-down list, choose whether to animate the title on a **Text**, **Word**, **Line**, or **Character** basis.
4. Choose a **Start position** where you want the title to enter the screen.

If you applied the Turn effect, also choose an **End position** where you want the title to exit the screen.

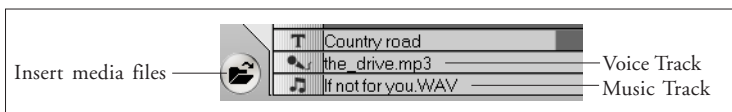
5. Click **Play** to preview.



## 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: **Voiceover** and **Music**. Insert your narrations in the **Voice Track** and your background music or sound effects on the **Music Track**. You can even access music files from multiple CD-ROMs simultaneously.



Details of the Timeline showing the two audio tracks with WAV and MP3 file clips

## Creating 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 create your own narration with crisp and clear results.

**To create voiceover narration:**

1. Move to the section of the video you want to insert your narration by using the Jog Bar.

**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.

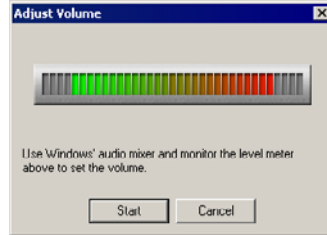
2. Click **Record Voice**.

The **Adjust Volume** dialog box appears.



The red circle of the **Record Voice** button turns into a black square when recording.

3. Speak into the microphone and check if the meter responds accordingly. Use the Windows audio mixer to adjust the volume of the microphone.
4. Click **Start** and begin speaking.
5. Press [Esc] or click **Stop Recording Voice** to end recording.



Adjust Volume level meter

**Tip:** The best way of recording 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. Just select the clip on the Timeline and delete it.

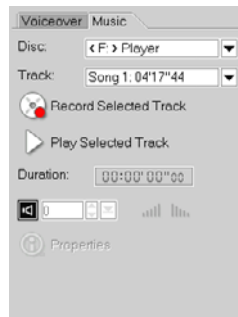
## Adding background music

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

VideoStudio also supports MP3 files and other popular audio file formats which you can directly insert into the Music Track.

### To record music from a CD:

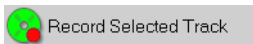
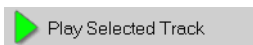
1. Insert an audio CD into your CD drive.
2. Click the **Music Tab** under the **Audio Step**.
3. To check if the disc is loaded, see to it that **Disc** and **Track** in the Options Panel are enabled. Choose your desired song track from the **Track** drop-down list.



CD track information in the Options Panel

4. Click **Play Selected Track** to listen to the selected song track. When you are ready to record the song track into the Timeline, click **Record Selected Track**.
5. Press [Esc] or click **Stop Recording** to end recording.

**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.



The red circle of the **Record** button turns into a black square when recording



Play changes to **Stop** when playing a CD

## Inserting audio files

VideoStudio provides a separate Voice Track and Music Track, but you may interchangeably insert voice and music files on either track. Click **Insert media files: Add Audio** and choose which track to insert your audio file into.

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 audio clips

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

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



Selected WAV file with Trim handles

- Drag the **trim handles** in the **Trim Bar**.



Trim handles beneath the Preview Window

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

You can selectively play only the trimmed portion of the clip by holding **[Shift]** then clicking **Play**.

**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.

## Mixing it together

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.

You will find the volume control in the **Options Panel**. Clip volume represents a 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.



Volume

Sets the volume for the entire length of a clip. Use this control to lower the volume of the audio on a video clip so that your voiceover narration can be heard clearly above the background.

## Fade

Background music that starts and ends gradually is commonly used to create smooth transitions. If you record an entire musical piece, this is probably not a problem since most of them have a beginning and ending. However, if you only want to use a portion of a musical piece, you can still seamlessly blend by using **Fade in / out** in VideoStudio.



Fade in / Fade out

Gradually increases / decreases the volume of the clip for a smooth transition. Select **File: Preferences - Quality & Duration** to set the default audio fade in/fade out duration.

## Share

Render your project into a video file format that is suitable for your audience or purpose. Then, 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 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, select **File: Preferences - General** and make sure **Playback Method** is set to **High Quality Playback**. Then switch to **Project Mode** and click the **Play** button in the Navigation Panel to preview your project.

#### To render a movie:

1. Click **Create Video File** on the Options Panel.

A selection menu of movie templates then opens.

2. 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.

3. Enter the desired file name for your movie and click **Save**.

The movie file will then be saved and placed in the Video Library.

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

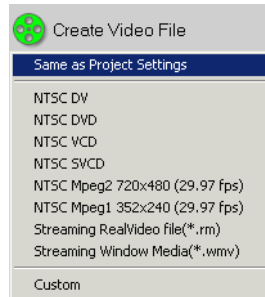
**Tip:** To save on rendering time, use the same settings for your source video (e.g. captured video), VideoStudio project, and movie template.

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.

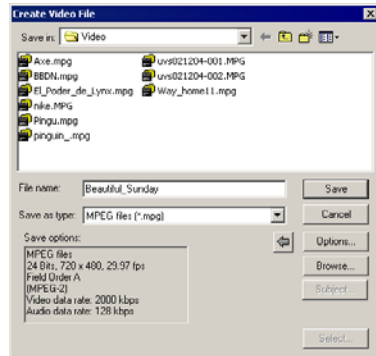
### To render partially:

1. Click the ruler on top of the Timeline to make sure no clip is selected.
2. Select a preview range using the **Trim Bar**. Or, drag the blue 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.



3. Click **Create Video File** in the Options Panel.
4. Select a movie template.
5. In the Create Video File dialog box, enter a file name and then select **Preview range** instead of **Entire project**. (For more information on Video Save Options dialog box and recommendations, [see page 82](#).)
6. 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.

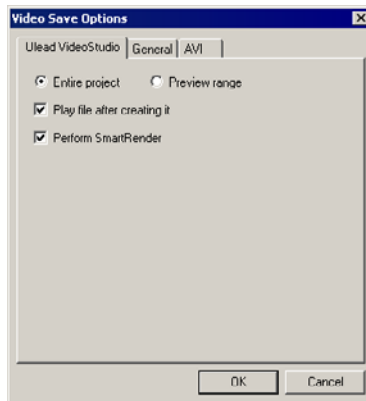
## Video Save Options

In the **Share Step**, you can apply a different format and new set of attributes when saving a movie file. Click **Share: Create Video File - Custom** to display the **Create Video File** dialog box. Here, select **Options**. This will display the **Video Save Options** dialog box where you can set your preferences.

When selecting an option, always remember to watch out for incompatibility problems. Available options depend on your file format.

### Ulead VideoStudio Tab

- Specify whether you'd like to render a portion of your project or the whole thing by selecting **Preview range** or **Entire project**.
- Click **Play after creating** to watch your movie immediately after rendering your project. You can of course play your movie at any time after rendering with Windows Media Player.
- Select **Perform SmartRender** to render only the most recent changes. This saves you time and hard disk space.



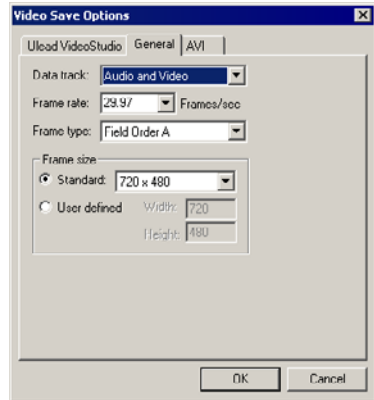
**Tip:** To maintain the highest possible quality and keep render times to a minimum, it is best to create your video using the same properties as when they were captured. Thus, you will need to check your captured clip's properties from time to time when choosing Video save options. To do this, right-click the clip and select **Properties**. You can also select a video clip and click **Properties** in the **Options Panel**.

## General Tab

- If you have a sound track/s in your project, select **Audio and Video** for the **Data track**.
- **Frame rate** can be set anywhere between 15 and 30 frames per second. Higher frame rates result in high quality videos but with a corresponding increase in the file size.
- Select a **Frame type** : **Field Order A**, **Field Order B**, or **Frame-based**. The first two types are best used for video to be viewed on TV.

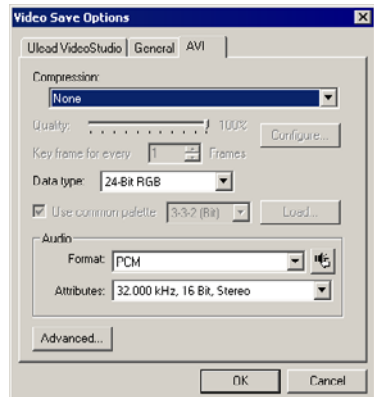
For computer video, a Frame-based frame type is commonly used.

- As with Frame size, a larger Frame size yields a larger file size. Check your captured clip's properties and try to use the same settings.



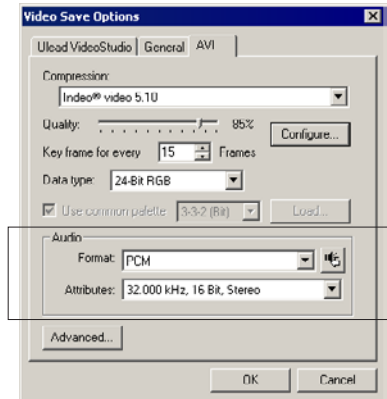
## AVI Tab

- From the **Compression** drop-down list, choose a codec to use for compressing the video file. A codec is a scheme for compressing or decompressing data. Select **None** if you do not want to compress the video. Doing this will result in a higher file size.
- Some codecs allow you to set compression **Quality**.
- Some codecs also allow you to adjust the **Key frame** setting.



This setting determines how many key frames the compression method uses. The more key frames used, the larger the resulting file. If your video contains fast motion and many changing scenes, you need to set this number to a higher value to retain accurate reproduction. However, if the video is slow moving, with few drastic changes, a lower setting will yield significant space savings with practically no effect on playback quality.

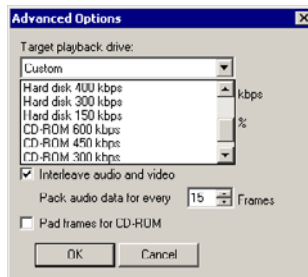
- VideoStudio automatically detects the best audio format and attributes for rendering your project once you've selected your preferred type of compression. Although you can choose the **Audio Format** and adjust **Attributes**, it is advised that you use the default audio format and settings to avoid incompatibility problems.



## Advanced Options

Click **Advanced** in the **AVI Tab** to specify a specific medium for playback.

- If you have a **Target playback drive** in mind now, select it from the list.
- Select the **Check data rate** option to compare the data rate of the rendered video file to the data rate of your selected **Target playback drive** (in kilobits per second).

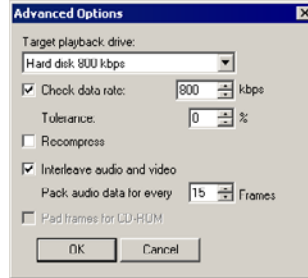


You can set the level of **Tolerance** to make the data vary a little. **Tolerance** is acceptable percentage of difference between a specified data rate and the data rate of the compressed data.

- Select the **Recompress** option to force the program to re-render the project. In most cases, this option should be left unchecked.
- Select **Interleave audio and video** to specify the interleave ratio between audio and video data.

You can set the number of frames under the **Pack audio data for every** option to specify when the next portion of audio data follows the video data.

- Select **Pad frames for CD-ROM** to standardize the video data structure when saving. This will result in a more efficient CD-ROM playback.



## Project Playback

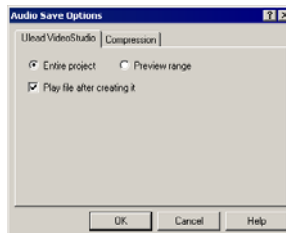
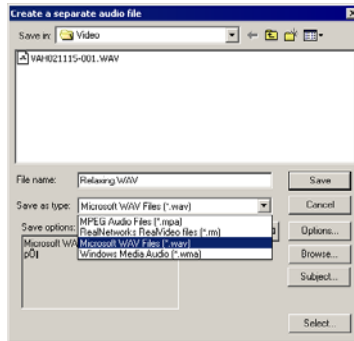
**Project Playback** is used to output your entire project or part of it to a DV camcorder or a video monitor. This also gives you a full screen preview of your movie either on a PC or TV monitor. Click **Project Playback** in the Options Panel of the **Share Step**.

## Creating an audio file

Sometimes, you want to save the audio track of your captured clips or entire 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.

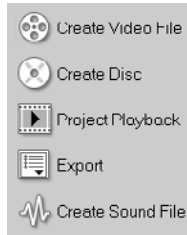
To create an audio file:

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



## 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.



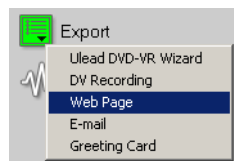
### Posting your video on a Web page

The Internet is an exciting place to share your movies, but there are a few things you need to watch out for. A short three minute vacation video can easily take up 60 MB of disk space and many hours of download time. But at a reasonable file size, viewers can download your movies on the Internet. Effective use of video on the Internet requires very high compression ratios that usually result in very low quality movies. This means your movie should use a small window (320x240 or preferably smaller), low frame rate (15 fps), and radio quality mono audio (8 bit). Videos with a lot of motion or action are not well suited to this medium.

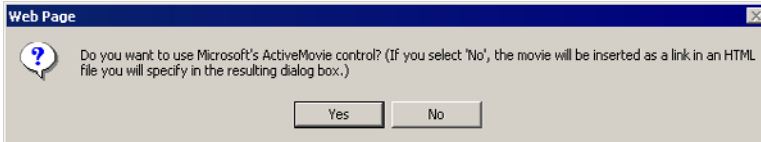
After you have created a movie that is suitable for posting to the Internet, VideoStudio can assist with the task of coding the HTML document.

#### To export your video on a Web page:

1. Select a video clip from the Library. If you want to use a project, make sure you have already rendered it using **Create Video File**.
2. Select the **Share Step** then click **Export** in the Options Panel and select **Web Page**.

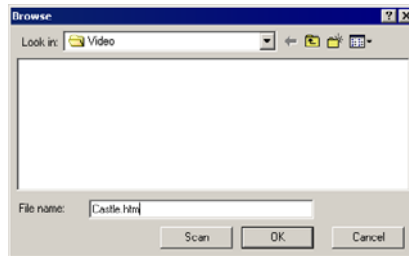


3. In the prompting message, choose how the video file will be played back from the Web page.

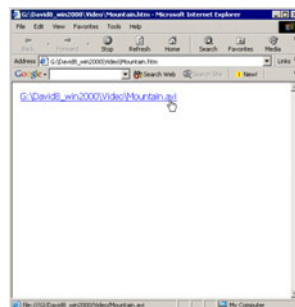
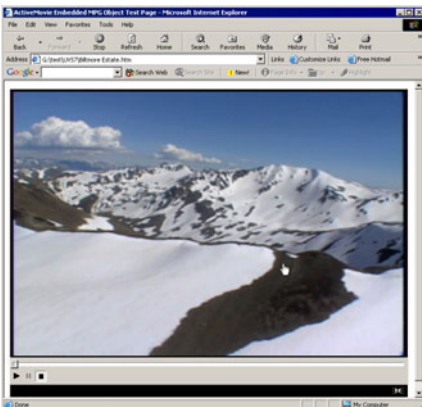


**ActiveMovie** is a small plug-in for your Internet browser (standard with IE 4.0 or above) which your viewers need to install. If you choose No, the page will be set up with a simple link to the movie.

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



Your default browser will now 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.



Sample of a simple hyperlink and ActiveMovie controls when displayed on a Web page

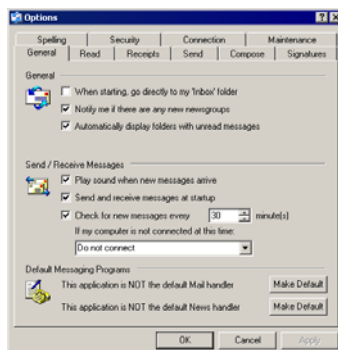
## Sending a movie by e-mail

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. As with regular e-mail, enter a recipient, a subject and a message and then send your message.

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.

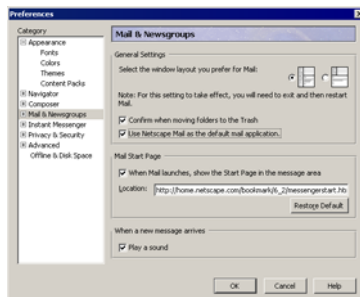
**To set up Microsoft Outlook Express as your default e-mail program:**

1. 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. 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:**

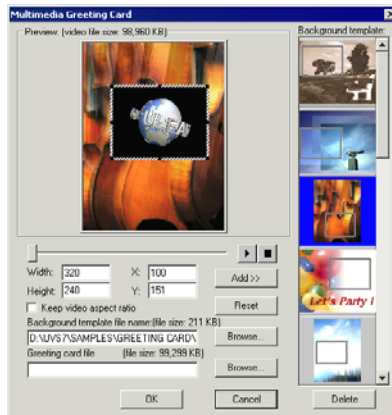
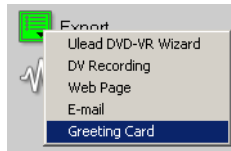
1. Select **Tools: Options**.
2. Select **MAPI** in the **Category** list.
3. Select **Always** under **Use Eudora MAPI server**.

## 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. If you want to use a project, make sure you have already rendered it using **Create Video File**.
2. Select the **Share Step** then click **Export** in the Options Panel 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.



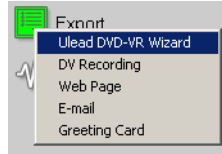
The background templates that are provided with VideoStudio are JPG image files. You can create your own templates in any graphics editor, or even use still frames captured from your movies. To do this, search for images using **Browse** next to the **Background template file name** entry box.

## Exporting videos to Ulead DVD-VR Wizard

You can record or add your videos to the device that supports DVD-RAM (using the DVD-VR format) or DVD-R.

To export videos to Ulead DVD-VR Wizard:

1. Select thumbnail(s) from the Video Library using [Shift] or [Ctrl] and the mouse click. Next, click **Export** and select **Ulead DVD-VR Wizard**.
2. The **Ulead DVD-VR Wizard** dialog box appears. Choose an option below, and then click **Next**:
  - To record video files onto a new blank formatted DVD-RAM disc, click **New Disc Image**.
  - To add video files onto an existing disc (with some data previously recorded), click **Open Disc Image** and then select the "DVD\_RTAV" folder on the DVD-RAM disc in the **Browse Folder** dialog box.
  - To add other files, click **Add MPEG File** and then select the files you want to add in the **Select Video File** dialog box. Next, click **Open**.



**Tip:** If you record your videos on a new DVD-RAM disc, it must be pre-formatted in the DVD-VR format. After formatting, a "DVD\_RTAV" folder is automatically created on the disc.

3. Select a playlist. (You can also add or delete a list as needed.) If you select **All**, all video clips are in its original chronological order. Once you're done, click **Next**.
4. In Step 3, if you select **All** you can select multiple neighboring clips for combination, or divide a clip. You can also select any clip to preview its content. Once you're done, click **Next**.

**Note:** **Select Program** shows different sets of programs recorded in the chronological order.

5. In Step 3, if you select a playlist, the list is displayed in the lower pane while the upper pane shows all available video clips. Here, you can add or delete any clip in the playlist. (Drag-and-drop is also supported.) Once you're done, click **Next**.
6. Use **Select playlist** to preview any content as needed. Once you're done, click **Record**.

**Notes:**

- While recording is in progress, all buttons are temporarily grayed out. When recording is done, click **Finish** to complete the task.
- While recording is in progress, you can still cancel recording by pressing [Esc]. By doing so, no files will be recorded onto the disc.



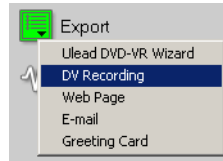
## Recording back to a DV camcorder

The most exciting thing about DV is that it can be copied from your camcorder to your computer, and then back to your camcorder (after editing) without any loss of quality. VideoStudio offers comprehensive support for DV in all of its manifestations on the market. This includes, but is not limited to, Type-1, Type-2, PAL, NTSC, and even the device control of your camcorder.

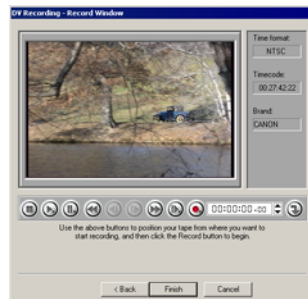
### To record a movie to your DV camcorder:

1. Turn your camcorder on and set it to **Play** mode (or **VTR / VCR** mode). See your camcorder's manual for specific instructions.
2. Select a compatible DV AVI file from the Library. If you want to use a project, make sure you have already rendered it using **Create Video File**.
3. Click the **Share Step**.
4. Click **Export: DV Recording**.
5. The **DV Recording - Preview Window** dialog box opens. Click **Next**.
6. In the **DV Recording - Record Window** dialog box, click **DV recording** to begin recording to the DV camcorder.
7. 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 - Type 1** usually works well for most NTSC DV camcorders. You can select it from the **Compression Tab** in the **Video Save Options** dialog box.



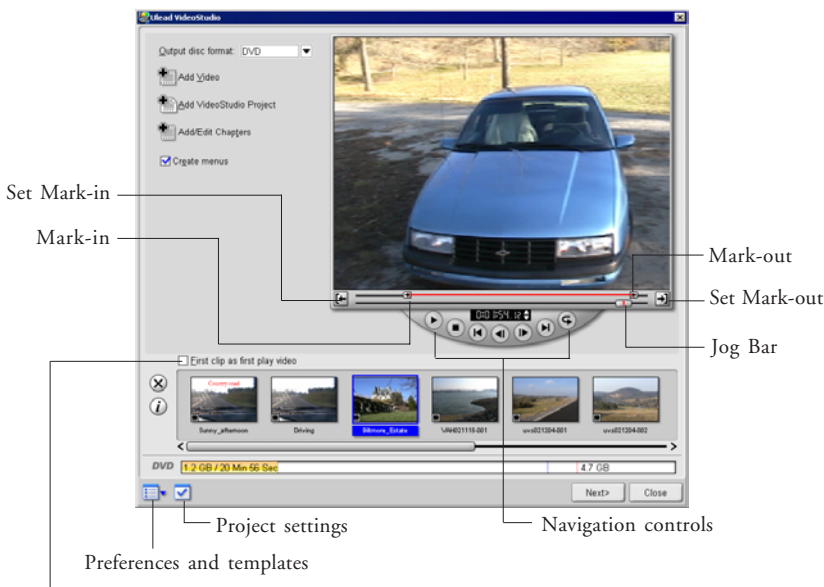
DV Recording - Preview Window dialog box



DV Recording - Record Window dialog box

## Creating disc

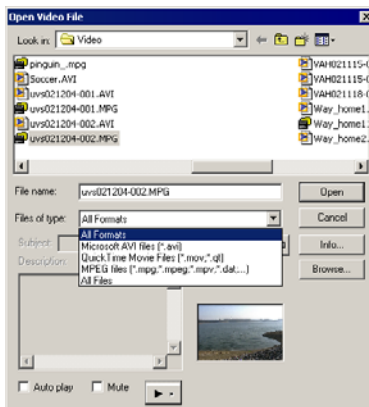
This is the place where you can output your project (together with other VideoStudio projects or video as needed) to create VCD, SVCD, or DVD. First, choose an output format. Second, decide whether you want to add other projects and videos. See the following sections for more information.



Select this to create an introduction to your movie. The first play video is always played first automatically after the disc is inserted into a player.

### To add videos:

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

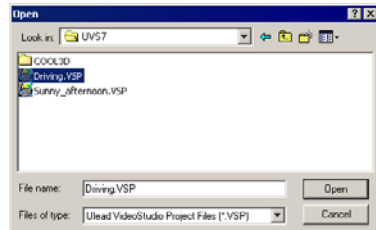


**Notes:**

- 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 Bar** to the scene you want. Next, right-click the thumbnail and select **Change Thumbnail**.

**To add VideoStudio projects:**

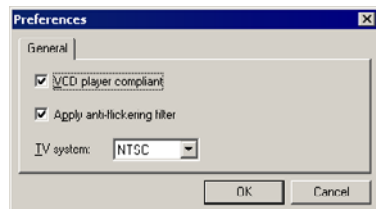
1. Click **Add VideoStudio Project**.
2. Locate the folder where the projects are, and then select one or more video projects you want to add.
3. Click **Open**.



**Preferences**

You can press [F6] to open this dialog box with the following three options:

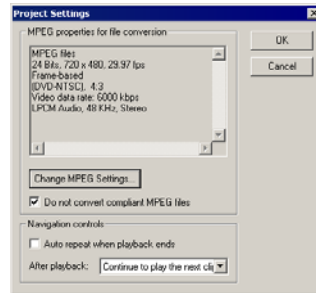
- **VCD player compliant** Ulead VideoStudio uses the VCD 2.0 format when creating VCDs. For navigation menus with background music, Ulead VideoStudio uses a format that requires "variable-bit-rate (VBR)" decoding. However, some VCD players do not support VBR decoding and therefore VCDs created in Ulead VideoStudio will not play correctly in these players. Select this option to make sure that the VCD created will play in these players.
- **Apply anti-flickering filter** Select to apply the anti-flickering filter to the menu pages. The anti-flickering filter reduces the "flickering" that happens when using a television (interlaced display) to view the menu pages. However, this does not help when the menu page is viewed on progressive scan devices such as computer monitors or projectors.
- **TV system** Select the type of your TV system (NTSC or PAL).



## Project settings

Use this for advanced MPEG output settings:

- **MPEG properties for file conversion**  
Displays detailed information about the selected video setting.
- **Change MPEG Settings** Select the type of video setting of your project. Select Custom-ize to personalize video settings.
- **Do not convert compliant MPEG files** Select to retain settings of every MPEG compliant file.
- **Auto repeat when playback ends** Select to automatically replay the video every after playback.



## Trimming a video

You can trim a video using the **Jog Bar**, mark-in/out, and navigation controls. (See the illustration below.) Trimming a video gives you the freedom to precisely edit the video length.

## Adding/editing chapters

This feature is only available when the Create menus option is selected. By doing so, you can create submenus linked to their associated video clip at the setup menu step later.

Represented as a video thumbnail in a submenu, each chapter is like a bookmark for a video clip. Viewers can easily select a chapter then the video clip will immediately jump to the first scene of that chapter and start the playback. This feature is particularly useful when you want to attract your viewers by giving them the freedom to choose a particular part of the movie to watch. Note that these small video thumbnails only link to its “mother” video without generating any additional physical video files. So, you don’t need to worry about the possibility of unexpected file size increase.

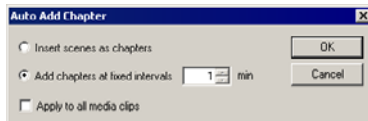
### Notes:

- You can create up to 99 chapters for a video clip.
- If the **Create menus** 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 **First clip as first play 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 Chapters**.
3. Click **Auto** to let Ulead VideoStudio help you select chapters (such as at fixed intervals), or drag the **Jog Bar** to move to a scene as the first frame of a chapter, and then click **Add**.



**Tips:**

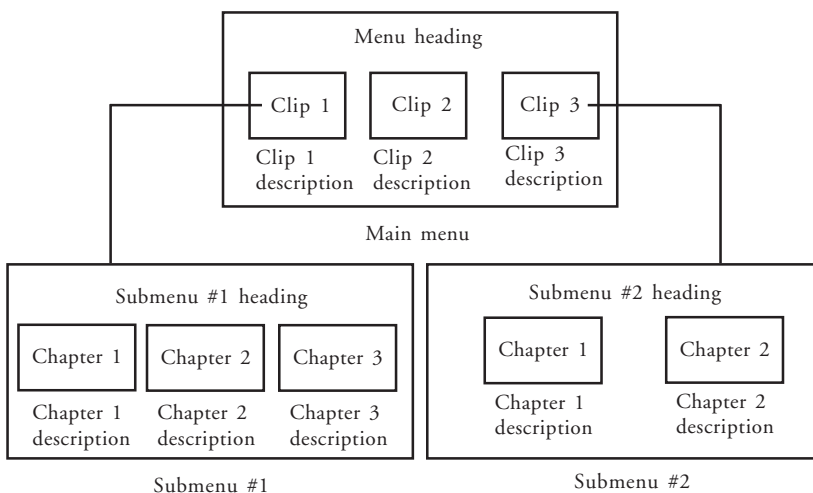
- If you want to use **Auto**, your video must be at least one minute long or the video has scene change information.
- If you click **Auto** and your video is a DV-formatted AVI file captured from a DV camcorder, Ulead VideoStudio can automatically detect scene changes and add chapters accordingly.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

4. Repeat Step 3 as needed. You can also use **Remove** or **Remove All** to delete unwanted chapters.
5. Click **OK**.

## Setup menus

At this step, you can create the main menu and submenu. They provide a list of interactive thumbnail-styled options displayed on a screen for your movie viewer to choose from. Ulead VideoStudio includes a set of menu templates to best fit the purpose of each menu.

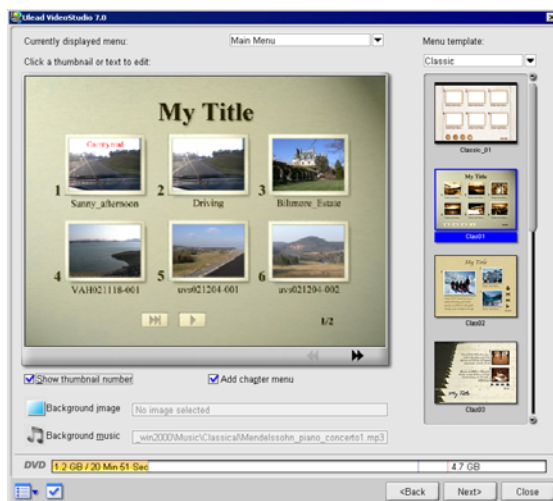
To help you better understand the DVD/SVCD/VCD menu structure, see the illustration below.



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 therefore there is no submenu for Clip 2.

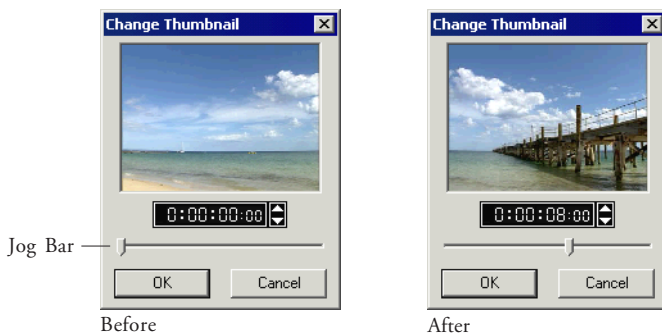
### To edit menus:

1. By default, Ulead VideoStudio automatically makes all required menus for you. Use **Currently displayed menu** to switch to the menu you want to edit.
2. Click “My Title” to customize the menu heading. You can also click the text description under each video thumbnail for customization.



**Note:** If you skip Step 2, “My Title” and the thumbnail name will be used as the menu heading and the text description respectively. If you don’t want to show the menu heading or the text description, simply delete it.

3. To change the image shown on each video thumbnail, click it then drag the **Jog Bar** to change.



4. To change a menu layout, use the **Menu template** list and select another preset.
5. You can also click  **Background image** to use your own background image, or click  **Background music** to use your background music.
6. When you’re done, click **Next** to preview the movie.

## Preview your movie

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 ToolTip pops up and tells you its specific function.

## Output your movie

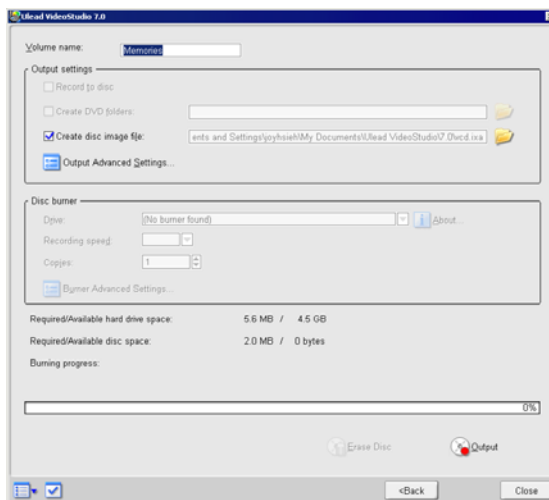
This is the final step before your video disc or output file is ready. Here, you can choose the disc burner, as well as select the folder where you want to output video files or a disc image file.

**Tip:** Before actual disc burning starts, make sure the disc in the correct format has already inserted into the disc burner.

### To output your movie:

1. Enter a volume name (up to 32 characters) for the output disc.
2. In **Output settings**, select one or more tasks you want to do. For example, select the recording format that best suits your need. (See the notes on the next page). You can also click **Output Advanced Settings** if you want to add additional components such as a video disc player or your personal data.

3. Select a disc burner and make settings (such as the recording speed) compatible with your output disc format.
4. Click **Output**.
5. The burning progress bar shows you the burning status. Once it is done, click **Close**.



#### Notes on how to choose an appropriate recording format:

- Ulead VideoStudio provides an option, **DVD-Video (fast editable)**, that allows you to still use the industrial standard DVD-Video format, however, it will only burn the necessary files you need so you can edit your video content (e.g. menus) in the future. This option saves time in copying files and hard drive space when you edit the contents of your disc again but may result in your disc not being compatible with some DVD players.
- If DVD-Video (fast editable) is selected, options in the **Output Advanced Settings dialog box** such as Include personal folder to disc will not be available.
- If DVD-Video (fast editable) is selected, keep in mind that there is a 30MB file size limitation for menus, background audio and project file combined. Audio files have larger file sizes and therefore it takes up the bulk of this file size limitation. Reduce the file size of your audio (e.g. shorter length) if you plan to have a lot of menus.
- If you choose **DVD-Video**, you will be using the industrial standard DVD-Video format for maximum compatibility. However, you cannot enjoy the advantages brought by the **DVD-Video (fast editable)** option.

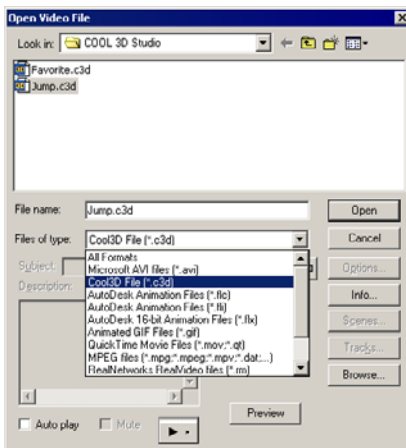
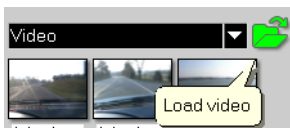
# Working with Ulead COOL 3D

You can directly load a Ulead COOL 3D project file into Ulead VideoStudio library, and then use it as a video clip or an overlay in your VideoStudio project. This gives you more power, flexibility, and creativity in 3D animation for your video editing.

**Note:** The Ulead COOL 3D program is available for installation on your Ulead VideoStudio CD.

**To load a COOL 3D project file into VideoStudio:**

1. Click **Load Video**.
2. Select COOL 3D File from the **Files of type** list, and then select the file you want. Next, click **Open**.
3. The COOL 3D file is now in the Library. You can drag it to the Timeline or storyboard as a video clip or an overlay.



A COOL 3D project is displayed after loading it to the library.

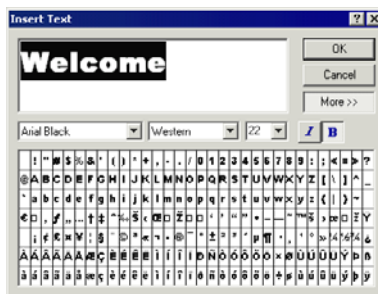
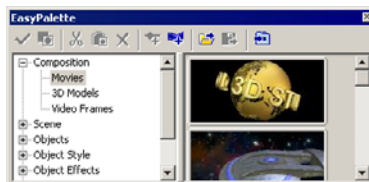
## Notes:

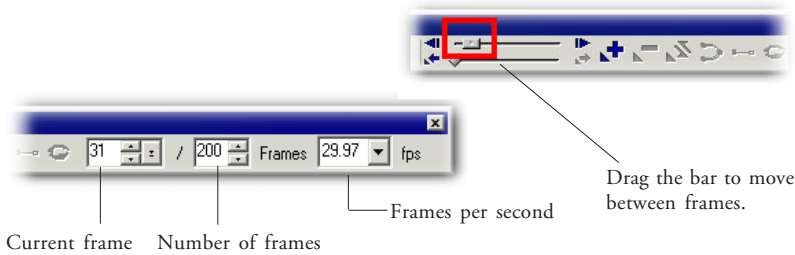
- You can load a COOL 3D file from the presets available in the Ulead VideoStudio Library or your own custom-made one created from within Ulead COOL 3D.
- A COOL 3D project file (\*.c3d) is not available for viewing in the Preview Window of Ulead VideoStudio. However, you can view it as long as the COOL 3D file is converted to a video file (such as AVI) in Ulead COOL 3D first.

The following section shows you briefly how you can create a COOL 3D project file in Ulead COOL 3D. For details, please refer to the user guide (available as a PDF file on your Ulead VideoStudio CD).

To create a COOL 3D file:

1. Open Ulead COOL 3D.
2. A new untitled edit window is already open for you. You can directly work on this window, or drag one from the EasyPalette.
3. If you need to change the size of your project, select **Project: Dimensions**.
4. Click **Insert Text** to enter the text you want to show as a 3D title. Use other buttons (as shown right) to create other types of objects.
5. In **Animation Toolbar**, decide the total number of frames you need. (For fast rendering, select a number less than 50.) Also, select a proper frame rate, which is shown in frames per second (fps). (For NTSC TV, select 29.97; select 25 for PAL TV).
6. Again in **Animation Toolbar**, enter the frame number in **Current Frame** or drag the timeline control to the frame you want to add a 3D effect.





7. Drag the text in the edit window in the way you want as a 3D title, or drag a text effect from EasyPalette. Click Play in the **Navigation Toolbar** to preview the result as needed.
8. When you're done, select **File: Save (As)** to save it as a COOL 3D (\*.c3d) file or select **File: Create Video File** to save it as a video file.



First frame



Last frame

# Appendix A. Technology Overview

## SmartRender Technology

Speed is usually one of the primary concerns of users when editing videos. While working on a video project, usually, you will want to preview the project as you edit, and it can be quite discouraging if you have to wait a long time to see the results of your work.

Ulead VideoStudio's SmartRender feature makes previewing and creating movies a lot faster. When you preview your video project for the first time, VideoStudio 'renders' the project by creating a temporary preview file on your hard disk which combines the video, image, and audio clips with the special effects which you applied to them. The SmartRender feature detects any changes in your project, and if there are no changes, instantly plays back the preview file. If there are changes (for instance, when titles, video filters or transition effects have been added), it renders out only the edited portions, making render times much shorter and faster.

The SmartRender feature also skips re-rendering when the properties of the captured video are consistent with the project settings. It only renders your project the first time you inserted your captured video clips. When you add more captured video clips, VideoStudio directly plays back the project without rendering.

In addition to previewing your video files, Ulead VideoStudio gives you an option to instantly preview your project without creating temporary files. With the **Instant Playback** option, you can play the entire project without having to wait then preview it immediately.

## DV SmartPlay

Ulead VideoStudio's DV SmartPlay feature plays a video project directly from the Timeline out to a DV/D8 camcorder without rendering a movie file. It also lets you view your project on an external TV monitor if your IEEE-1394 capture card supports such monitor connection. While you are viewing your project on a DV/D8 camcorder, you can simultaneously record the project to the videotape by pressing Record on your camcorder.

## Appendix B. Tips and techniques

### A. DV camcorder tips

- **Format the DV tape before shooting video.**

Formatting a DV tape is desirable for batch capture and for accurately locating timecodes. Formatting here means to record a “blank” video from start to end without interruption. This is what a professional cameraman will do with a new DV tape. Once it is formatted, you can start shooting video. Thus, when you play your video footage on the DV camcorder, the counter (displayed as Timecode on the camcorder’s LCD monitor or viewfinder) keeps running even when there’s no actual video.

- **How to get the best video quality out of a DV camcorder.**

Capturing video using the IEEE-1394 interface card provides loss-proof quality. After editing your project, you can then render your final movie at any file format of your choice.

If you don’t have an IEEE-1394 card or a DV camcorder, the second choice is to use an analog capture card. If you intend to record your finished project back to the videotape, using an analog capture card with S-video output yields better video quality.

### B. Video capture and editing tips

- **When capturing video, ‘Split by Scene’ separates clips to independent files according to the source footage’s recording date and time.**

When capturing video from a DV camcorder, Ulead VideoStudio can automatically recognize individual segments of video based on the source footage’s recording date and time. VideoStudio splits the captured video to independent files when Split by Scene is applied.

## C. Web video tips

- **Use a smaller frame size for movie files intended for the Web.**

A one-minute video clip, which is captured in its native DV AVI format from a DV camcorder, takes about 200MB of disk space. If you have such a large-size captured clip inserted in your project, it will also take much time to render the project into a movie file. For files that you intend to send over the Internet, it's better to use a smaller frame size (for example, 352 x 240) when rendering.

- **About Windows Media Video (\*.wmv) and RealVideo (\*.rm) files**

Ulead VideoStudio lets you create movies in file formats such as Windows Media Video (\*.wmv) and RealNetworks RealVideo (\*.rm) formats for streaming over the Internet and for playback on computers. These types of files can be directly inserted into a VideoStudio project and edited.

## D. Troubleshooting tips

- **Do not use VideoStudio with Windows 95.**

VideoStudio can be installed and used in Windows 95. However, running the program in Windows 95 is not recommended since unexpected problems are most probable to occur. Please use VideoStudio with Windows 98 Second Edition or other newer editions of Windows.

- **Power on the camcorder to reestablish connection.**

Camcorders may automatically shut down to save power, as such, losing the connection between the camcorder and Ulead VideoStudio is common. When this happens, users need to turn on the camcorder to reestablish connection. There is no need to close and reopen VideoStudio, since the program can automatically detect capture devices.

- **When VideoStudio cannot accurately locate timecodes...**

When capturing video or positioning the tape at a particular timecode, sometimes VideoStudio may not be able to locate the timecode accurately and may even halt the program itself. When this happens, you may need to shut down the program. Another option is to turn off your camcorder, then wait for a few seconds (at least six seconds) before turning it back on. This resets VideoStudio, and once again, allows the program to properly detect capture devices.

- **If VideoStudio cannot control the DV camcorder...**

If VideoStudio cannot control your DV camcorder and locate specific timecodes accurately, go to the Select Device Control (in the Settings and Commands menu) and click the Options button. A Device Control Options dialog box then appears. Here, you can fine-tune the control settings so that your camcorder and VideoStudio can work together more closely in the way that you like.

**Note:** Failure to locate the correct timecode may lead to unexpected problems (such as noise or delays) during capturing or recording back to the DV camcorder.

# Shortcuts

|           |                                                                                                                                                                |
|-----------|----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Ctrl+N    | Create a new project                                                                                                                                           |
| Ctrl+O    | Open a project                                                                                                                                                 |
| Ctrl+S    | Save a project                                                                                                                                                 |
| Ctrl+Z    | Undo                                                                                                                                                           |
| Ctrl+Y    | Redo                                                                                                                                                           |
| Ctrl+C    | Copy                                                                                                                                                           |
| Ctrl+V    | Paste                                                                                                                                                          |
| Ctrl+A    | Select all characters in the on-screen edit mode                                                                                                               |
| Ctrl+X    | Cut selected characters in the on-screen edit mode                                                                                                             |
| Del       | Delete                                                                                                                                                         |
| F6        | Preferences                                                                                                                                                    |
| F1        | Help                                                                                                                                                           |
| Page Up   | Scroll up the Timeline                                                                                                                                         |
| Page Down | Scroll down the Timeline                                                                                                                                       |
| Left      | Go to the previous clip in the Timeline.<br>If you pressed [Tab] to make the Trim Bar or Jog Bar active, use the Left-arrow key to move to the previous frame. |

|                          |                                                                                                                                                                                                                                                     |
|--------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Right</b>             | Go to the next clip in the Timeline.<br>If you pressed [ <b>Tab</b> ] to make the Trim Bar or Jog Bar active, use the Right-arrow key to move to the next frame.                                                                                    |
| <b>Up</b>                | Go to the previous step                                                                                                                                                                                                                             |
| <b>Down</b>              | Go to the next step                                                                                                                                                                                                                                 |
| <b>F3</b>                | Set mark-in                                                                                                                                                                                                                                         |
| <b>F4</b>                | Set mark-out                                                                                                                                                                                                                                        |
| <b>Tab</b>               | Toggle between the Trim Bar and Jog Bar.<br>When the left Trim Bar handle is active, pressing [ <b>Tab</b> ] switches to the right handle.                                                                                                          |
| <b>ESC</b>               | Stop capturing, recording, rendering, or close a dialog box without making any changes.<br>If you pressed [ <b>Tab</b> ] to activate and toggle between the Trim Bar and Jog Bar, you can press [ <b>Esc</b> ] to deactivate the Trim Bar /Jog Bar. |
| <b>Shift+Click</b>       | Select multiple clips in the same track. (To select multiple clips in the Library, <b>Shift+Click</b> or <b>Ctrl+Click</b> the clips.)                                                                                                              |
| <b>Shift+Play button</b> | Play only the selected area within the project.                                                                                                                                                                                                     |
| <b>Alt+Enter</b>         | Project Properties                                                                                                                                                                                                                                  |

# Glossary

## Analog

A signal that is not digital. Most VCRs, radio/television broadcasting, AV in/out, S-VIDEO, and stereos are analog. Computers are digital, dealing in ones and zeros. Information from an analog source must be digitized to be used on a computer.

## Aspect Ratio

The relationship of width to height for a given image or graphic. Keeping or maintaining the aspect ratio refers to the process of maintaining size relationships when either the width or height of an image or graphic is changed.

## AVI

Audio-Video Interleave is a digital video file format designed specifically for the Microsoft Windows environment.

## Batch Capture

Allows you to capture only the needed clip segments from a source footage based on the start and ending timecodes which you have defined for each clip. (To do batch capture, your capture card must have device control capabilities.)

## Capture

The recording of video or images to a computer hard disk.

## Capture Plug-ins

These are utilities integrated with Ulead VideoStudio that allow the program to recognize capture devices and automatically detect them when they are connected to the computer.

## Clip

A short section or part of a movie. A clip can be audio, video, still images or a title.

## Codec

COMpress and DECompress. All video on a computer uses a special algorithm or program to process video. This program is called a codec.

## Color Clip

A simple background color used in a movie. It is often used for titles and credits since they stand out clearly against the solid color.

## Composite Video

A video signal that combines luminance and chrominance. NTSC and PAL are examples of composite video.

## Compression

Making a file smaller by removing redundant data. Nearly all digital video is compressed in some way or another. Compression is achieved through a codec.

## Data Rate

The amount of data per second that is transferred from one part of your computer to another. In digital video, the data rate of your source is very important: CD-ROMs have lower data rates than hard disks. The data rate of the Internet is very low.

## Device Control

A software driver that allows programs to control video sources like the camcorder or VCR.

## Digital

Computer data consisting of ones and zeros. Contrast digital information with analog.

## Digitizing

The process of converting analog input to a digital form so that it can be used by the computer.

## DNLE

Digital Non-Linear Editing is a method of combining and editing multiple video clips to produce a finished product. DNLE offers random access to all source materials and all portions on the master tape at all times during the editing process.

## Driver

A software program that controls the connection between a specific device and a computer.

## DV

Digital Video with a capital "D" and a capital "V" stands for a very specific format of video, just like VHS or High-8. This format can be understood (played back, recorded) by your camcorder and also by your computer, if you have the proper hardware (capture card) and software (DV codec). The most exciting thing about DV is that it can be copied from your camcorder to your computer, and then back to your camcorder (after editing, of course) without any loss of quality.

## DVD

**Digital Versatile Disc (DVD)** is popular in video production because of its quality. Not only does it guarantee superb audio and video quality, it can also hold several times more data than VCDs and SVCDs. DVDs make use of the MPEG-2 format, which has a much bigger file size than MPEG-1, and can likewise be produced as single or dual-sided, and single and dual-layered. They can be played on stand-alone DVD players or on the DVD-ROM drive of your PC.

## Effect

In VideoStudio, an effect is a special computer generated transition between two video clips.

## Export

The process of sharing files between applications. When you export a file, the data is usually converted into a format that is recognizable by the receiving application. The original file remains unchanged.

## **Fade**

A transition effect where the clip gradually disappears or appears. In video, the picture would gradually change to or from a solid color; for audio, the transition would be from full volume to complete silence or vice-versa.

## **FireWire**

A standard interface used for connecting digital audio/video devices such as DV camcorders to computers. It is the trademarked name given by Apple Computers for the IEEE-1394 standard.

## **Footage**

A length of recorded film intended for use in a larger project.

## **Frame**

A single image in a movie.

## **Frame Rate**

The number of frames per second in a video. NTSC video is commonly 29.97 frames per second (fps), but smaller video files can be created on the computer by using lower frame rates, like 15 fps (not suitable for VCD or DVD).

## **Frame Size**

The size of displayed images in video or animation sequences. If an image intended for the sequence is larger or smaller than the current frame size, it must be resized or cropped.

## **HiColor**

A 16-bit image data type that can contain up to 65,536 colors. The TGA file format supports images of this type. Other file formats require prior conversion of a HiColor image into True Color. For displays, HiColor normally refers to 15-bit (5-5-5) display adapters that can display up to 32,768 colors.

## IEEE

Institute of Electrical and Electronics Engineers is a non-profit organization that sets and reviews standards for the electronics industry.

## IEEE-1394

A standard that allows high-speed serial connections between the computer and a DV camcorder, VCR or any kind of digital audio/video device. Devices conforming to this standard are capable of transmitting digital data at 100 megabits per second (at the least).

## Instant Playback

Allows you to view the entire project without rendering. It instantly plays all the clips in the Preview Window without creating a temporary preview file in your system. However, if played in a slower computer, it may drop some frames. If the project is composed of many effects, filters, titles, etc., and you're playing it in a slow PC, then drop frames may occur.

If "Instant Playback" results in drop frames, then use "High Quality Playback" to preview a project.

## Key frame

A specific frame in a clip that is flagged for special editing or other activities in order to control the flow, playback or other characteristics of the completed animation. For example, when applying a video filter, assigning different effect levels on the beginning and end frames shows a change in the appearance of the video from start to end of the video clip. When creating a video, assigning key frames on parts where there are high data transfer requirements helps control how smoothly the video plays back.

## Library (Ulead VideoStudio)

The Library is the repository for all of your media clips. You can store video, audio, titles, or color clips in the Library and instantly retrieve them for use in a project.

## Linear Editing

Traditional editing done on a flatbed where the source film is fed in one side, marked, cut, and spliced, and then fed out the other end. It's called linear because tape must be edited in the order it's presented (as opposed to non-linear editing).

## Link

A method of storing previously saved information in another program without significantly affecting the size of the resulting file. Linking offers another advantage in that the original file can be modified in its original program and the changes will automatically be reflected in the program where it is linked.

## Mark In/Out

Points in a clip that have been marked for editing and trimming purposes. A section can be selected from a longer clip by setting its beginning (Mark in) and ending (Mark out).

## MP3

Abbreviation of MPEG Audio Layer-3. MP3 is an audio compression technology that produces near CD audio quality at a very small file size, making it transfer quickly over the Internet.

## MPEG-1

A standard for video and audio compression used in many products like VCD. For NTSC, its video resolution is 352x240 pixels at 29.97 fps. For PAL, it works at 352x288 pixels at 25 fps.

## MPEG-2

A subset of MPEG-1. It's a standard for video and audio compression used in products like DVD. For NTSC DVD, its video resolution is 720x480 pixels at 29.97 fps. For PAL DVD, it works at 720x576 pixels at 25 fps.

## NLE

Non Linear Editing. Conventional editing on a VCR is necessarily linear because you must access clips on a video tape in order. Computer editing can be done in any order that is convenient.

## Noise

Small audible or visual discrepancies that adversely affect audio and video files which have been recorded or captured incorrectly or with faulty equipment.

## NTSC/PAL

NTSC is the video standard in North America, Japan, Taiwan, and some other regions. Its frame rate is 29.97 fps. PAL is common in Europe, Australia, New Zealand, China, Thailand, and some other Asian places, which has a frame rate of 25 fps. There are other differences. In the world of DV and DVD, NTSC has the video resolution of 720x480 pixels, while PAL has 720x576 pixels.

## Overlay

These are the superimposed video or image clips over existing clips in your project.

## Plug-ins

Plug-ins are utilities that add more functions and effects to a program. In Ulead VideoStudio, plug-ins have made it possible for the program to automatically recognize capture devices as well as output videos for different purposes such as for e-mail, Web page, video greeting cards, and DV recording.

## Profile

A Profile covers various attributes for a Windows Media Format file such as bit rate, number and type of streams, compression quality, frame size and so on.

## Project File

In VideoStudio, a project file (\*.VSP) contains the required information to link all associated image, audio, and video files. You need to open a project file first before starting video-editing in VideoStudio.

## Render

Rendering is the process of making a finished movie from the source files in a project.

## Scenes

A scene is a series of frames binded by continuity. In Ulead VideoStudio, each scene that is captured using the Split by Scene feature is based on the footage's recording date and time. In a captured DV AVI file, scenes can be separated into several files based on the footage's recording date and time or by changes in the content of the video. In an MPEG-1 or MPEG-2 file, scenes are separated into files based on content changes.

## Seamless Capture

As a workaround to the 4 GB capture file size limitation in Windows systems that use the FAT 32 file system (such as Windows 98 and Windows Me), Ulead VideoStudio automatically saves captured video as a new file when this limitation has been reached. This method, known as seamless capture, allows the capturing process to be performed uninterrupted no matter how long the footage is. VideoStudio performs seamless capture when capturing DV Type-1 or DV Type-2 (from DV camcorder), or when capturing MPEG video (from DV camcorder or analog capture device).

Windows systems such as Windows 2000 and Windows XP that are installed using the NTFS file system do not have the 4 GB limitation.

## SmartRender

SmartRender technology renders only project changes, eliminating the need to re-render whole projects and enabling fast previewing.

## Split by Scene

This feature automatically splits up different scenes into individual files. In Ulead VideoStudio, the way scenes are detected depends on which step you are in. In the Capture Step, Split by Scene detects individual scenes based on the original footage's recording date and time. In the Edit Step, if Split by Scene is applied to a DV AVI file, scenes can be detected in two ways: by the recording date and time, or by the changes in the content of the video. Whereas in an MPEG file, scenes are detected only based on the content changes.

## Storyboard

A storyboard is a visual representation of your movie. Individual clips are represented as image thumbnails on the timeline.

## Streaming

This is a relatively new Internet technology that allows large files to be played as they are being downloaded. Streaming is commonly used for large video and audio files.

## SVCD

**Super Video CD (SVCD)** is commonly described as an enhanced version of VCD. It is based on MPEG-2 technology with Variable Bit Rate (VBR) support. The typical running time of an SVCD is about 30-45 minutes. Although you could extend this to 70 minutes, you will have to compromise sound and image quality. SVCDs can be played back on stand-alone VCD/SVCD players, most DVD players, and all CD-ROM/DVD-ROM with a DVD/SVCD player software.

## Template

A work pattern in a software program. It includes predefined formats and settings to save user's efforts and reduce risks of making mistakes.

## Timecode

The timecode of a video file is a numerical way of representing the position in a video. Timecodes can be used to make very accurate edits.

## Timeline

The timeline is a graphic representation of your movie in chronological order. The relative size of clips on the timeline gives you an accurate idea of the length of your media clips.

## Title

A title can be a movie title, a caption or credit. Any text, image, or video file that overlays in your movie can be referred to as titles.

## Transition Effect

A transition is a method of sequencing between two video clips, like fading from one into another. In Ulead VideoStudio, there are a large variety of special transitions available, and they are called Effects.

## Trim

The process of editing or cropping a movie clip. Computer video can be trimmed frame by frame.

## VCD

**Video Compact Disc (VCD)** is a special version of a CD-ROM that uses the MPEG-1 format. The quality of the exported movie is almost the same, but usually better than VHS tape-based movies. A VCD can be played back on a CD-ROM drive, VCD player, and even on a DVD player.

## Video Filters

A video filter is a method of changing the appearance of a video clip, like mosaic and ripple.

## Voiceover

The narration of a video or movie is commonly called the voiceover. This is most notable in documentaries such as nature shows.

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