Quick Start

Introduction

MovieXone is an efficient tool for digital video production on the PC.

It is a complete software for video production, which completely supports Internet functionality such as RealVideo® from RealNetwork®, ASF format from Microsoft® and Quicktime® from Apple®. Numerous spectacular features like the purely software based real-time preview, a flexible plug-in structure and full scalability in all directions characterize MovieXone, which is based on the innovative MoviePack™ and MovieDVsuite™ technologies.

All current video, graphics and audio formats can be imported into a video production, animated then played back in different formats – as Streaming Video for the Internet for example. All functions for video editing and animation, titling and audio production are united in one single program interface. This means MovieXone remains open to future extensions - functions from the MovieX™ software – from MoviePack™ or MovieDVsuite™ – can be seamlessly integrated, without having to recreate existing projects

Along with video editing, MovieXone is also a universal tool for converting all current image, video and audio files. MovieXone can also be used as a multimedia browser, for example, for displaying, searching for and organizing images, videos and audio files.

Video productions can be played back on a video recorder, camcorder or on a TV screen (with full PAL and NTSC resolution) with the appropriate hardware.

Please read the license agreement during installation carefully.

Introduction

All objects, transitions and effects can be inserted into the Canvas or the Timeline by double-clicking them or by dragging them from the Browser or the Album into the appropriate window.

General

MovieXone's user-friendly and user-configurable interface can be adapted to suit individual requirements with just a few clicks of the mouse. A context menu appears containing various window settings with a right-click on the title bar of every window. The two most important settings are:

Program Interface

Docking: If the command 'Docked' is checked in this submenu the respective window is locked in place on the interface.

Floating: If the command 'floating' is checked in this submenu the respective window can be moved freely in the interface.

Browser

You can select all objects from the Browser window, regardless of whether they are effects and transitions (MovieXone objects) or real files. MovieXone differentiates between different groups in the Browser:

Objects: real objects (clips, images, audio,…) and generated objects (Titler, colored surfaces, …)

Effects: 2D and audio effects

Transitions: Dissolve

Real objects and transitions are selected from their respective icon (Movie Clip, Still Image, Waveform Sound, …, Transition) from the local disk drive or network. Generated objects, effects and wipes are located in and selected directly from the Browser.

Timeline

The Timeline is like a script which describes the course of a video frame-by-frame. It consists of three areas:

1. Compositing: Animation of objects (videos, images etc.) using all the available effects and their freely adjustable parameters as well as the effect group Transformations (rotating, positioning, scaling etc.).

2. Editing: Cutting, trimming and the use of transitions, which can also be edited like any other object. Some effects can also be used in this area.

3. Audio: Unlimited audio files can be inserted into the two audio tracks.

Objects are managed over time on the Timeline. The Canvas displays your animation at the point in time indicated by the Timeslider (see yellow circle above). Objects are displayed in the Canvas in the same sequence as they are layered in the Timeline. Objects in the top track are always visible in the Timeline and hide the objects in underlying tracks. In other words - the head of the Timeslider is a virtual camera

which 'sees' objects as layers which have been placed on top of one another. The Timeslider can be moved with the mouse and the window contents are automatically refreshed.

The preview window is freely scalable and effect calculation as well as rendering take place in realtime. Please ensure a preview area has been selected in the Timeline. The better the OpenGL support, the faster the preview.

Preview

In the Effect Box all effects and their parameters applied to objects can be accessed. An unlimited number of effects can be applied to any one object.

Effect Box

Note: The order in which the effects are applied to the object can greatly influence the final result.

Drag the desired effect onto the Timeline or Canvas from the Browser or Album.

Applying Effects

Then move the Timeslider to the frame where you want to change the parameters.

When effect parameters are being changed, keyframes are automatically assigned to the appropriate position in the Timegraph window, irrespective of whether it is open or not. All frames between keyframes are rendered automatically.

In the Canvas, objects can be animated (move, rotate, scale, apply effects etc.).

Canvas

Activate the object by clicking it. If the objects obscure one another in the Canvas, click the desired object in the Timeline to select it.

Of course, objects can be moved directly in the Canvas using the mouse.

By double-clicking the object in the Canvas, the object handles change from square to circular. The object can now be moved in 3D space.

Timegraph

The Timegraph gives an overview of the behavior of an object over time. Given that images and videos can be animated and manipulated in many different ways and that unlimited effects can be applied to them, it would be very easy to lose track of the changes which have been made at specific points in time were it not for the Timegraph. Every bar represents the adjustable value of an effect or movement and each keyframe represents an alteration. The interpolation between the keyframes is automatically taken care of by MovieXone.

Keyframe

A keyframe is automatically placed in the Timegraph at the exact point in time when an effect parameter has been altered.

Albums

Objects such as Movie Clips and Still Images, original effects and effects which have been manipulated, as well as transitions and entire animations can all be stored in albums. This means all the resources needed for a project can be stored in the one place.

What are Presets and Behaviors?

A preset is the totality of all parameters of an effect, i.e. the coloration of an object or a rotating 3D wave.

The behavior is the totality of all effects and their parameters, i.e. simultaneous coloration of an object and a 3D wave with a rotation of the object.

Inserting Objects, Presets and Behaviors in an Album

All objects can be dragged from the Browser, Effect Box or Timeline into an album. Original effects can be inserted from the Browser, while manipulated effects (presets) can be inserted directly from the Effect Box. To copy a behavior of an object, simply insert the animated object into an album. To apply the behavior onto another object, simply exchange objects in the Effect Box (Change button).

Technical Support

If you have any questions about our products, you will find detailed information on our web site:

Internet: http://www.aist.com (English)

Questions & Problems

MovieXone is based on innovative MoviePack™ technologies. The complete documentation for MoviePack can be found under: http://www.aist.com.

You will need Adobe® Acrobat® Reader™ to read the PDF files.

Documentation