## MANUAL

## **Getting Started**

Introduction to MovieDVsuite, software licence agreement, new technologies, installation, start-up and quit, system requirements, file formats, copyright.



### **Tutorial**

MoviePack interface and its numerous configurations. How to create animations, scenes and transitions with the help of a few simple examples.



### Reference

Detailed descriptions of the **Windows** - Canvas, Browser, Effect Box, Timeline, Timegraph, Preview, Monitor, Video Control and **Procedures** - project management, rendering, transitions and scenes.



### **Effects**

Detailed descriptions of all effects which are sorted into individual groups.



## Glossary

Explanation of video editing and compositing technical terms



### **Overview**

Frequently used shortcuts and MoviePack title bars



### Information

The **Tutorial**, **Reference** and **Effects** manuals describe MoviePack and its functions. MovieXone and MovieXone PLUS do not contain all effects and transitions, so please click here for more information on how to use the booklets.









Tutorial Reference Effects

### **TUTORIAL**

### The Interface

A first glance at the interface which combines editing, compositing and animation in one program. This tutorial provides you with a general overview of all the various windows and numerous interface configurations possible.



## **Video Editing**

Video Editing shows you how to edit, trim and arrange your clips. Impressive and stylish transitions enable you to create diverse transitions from clip to clip.



### **Transitions**

Transition is the method used to alternate between two clips. In MoviePack you can either create, edit and alter your own transitions or you can use one of the many ready-made transitions available.



## **Video Compositing**

Video compositing is the simultaneous overlapping of several layers of images, graphics, clips and audio files in separate tracks. Typical functions include layering, 2D and 3D effects, color correction and keying functions.



### **Animations**

Animations often consist of only a few objects and effects. Follow the examples and see how the animations were produced. Now creating your own animations should be a breeze.









## REFERENCE



**Project Manager** 



Canvas



**Browser** 



**Timeline** 



**Timegraph** 



**Effect Box** 



Album



**Monitor** 



**Preview** 



**Scenes** 



**Transitions** 



**Titler & Text** 



**Lights & Cameras** 



Sound



Capture & Render



**Video Capture Utility** 



Index







## **EFFECTS**



**3D Effects** 



**Alpha Processing** 



**Artistic** 



**Image Control** 



**Chroma Keyer** 



Glow / Materials



Wipes



**Stylize** 



Wipes & Blur



**All Effects** 







Manual Tutorial

# ALL EFFECTS (A - I)

Abstract Color Shadow Fingers

Alpha Blur Color Wipe Firework

Alpha Glow Colored Border Flag

Backdrop Colored Pencil Fragment

Balloon Cone Fresco

Black & White Correction by Z Gamma

Blend Corrugated Glass Tiles

Block Wipe Crayon Sketch Globe

Blur Crinkle Glow

Brightness and Contrast Cropping Glowing Edge

Bulb Cylinder Hallucination

Cartoon Delirium HLS

Chromakey Depth Mask HSB

Channel Arithmetics Dropping Wave Image Arithmetic

Channel Changer Edge Detection Image Mixer

Color Correction Edge Enhance Image Mixer by Mask

Color Emboss Emboss Inversion

Color Erosion Envelope

Color Extract Equalization

Color Noise Felt Pen













# ALL EFFECTS (J - Z)

**Parachute** Star Wave Jitter

Linear RGB Key Peak Steps

Materials Plaster Surf

Plastic Edges Textured Felt Pen Matte Choking

Plastic Glass Tint Matte Chunky

**Popart** Tint by mask Meltdown

Torus Sliding Poster Membrane

Posterization Transparency Monochrome

Punch Transparent Border Monochrome Emboss

**Punches Twister** Monochrome Sharpen

Two-sided Color Wipe Puzzle Neon Brush

Sharpen User's Mask Neon Edges

Shimmer Vignette Ocean

Simple Wipe Wet Brush Old Carpet

Sketch Whirl Page Curl

Solarization Whirlpool Page Fold

Sparkling Glass XYZ Depth Mask Page Roll

Spiral Paint Brush









## INFORMATION ABOUT MOVIEXONE

MovieXone provides everyone with an efficient tool for digital video production on the PC free of charge. MovieXone is a complete software for video production, which fully supports Internet functionality such as RealVideo® from RealNetwork®, the ASF format from Microsoft® and Quicktime® from Apple®. Numerous spectacular features such as the purely software based realtime preview, the flexible plug-in structure and the full scalability in all directions characterize MovieXone, which is based on the same innovative MovieX<sup>™</sup> technology as AIST's flagship products MoviePack<sup>™</sup> and MovieDVsuite. Video productions can be played back to the video recorder, camcorder or to the TV screen (in full PAL and NTSC resolution) with the appropriate hardware.

All current video, graphics and audio formats can be imported into a video project, animated then stored 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. Its advanced modular structure makes MovieXone open to future extensions. Functions from other MovieX™ software – from MoviePack<sup>™</sup> or MovieDVsuite – can be seamlessly integrated, without having to recreate existing projects. MovieXone is also a universal tool for converting all current image, video and audio formats and can also be used as a multimedia browser, for example, for displaying, searching and organizing images, videos and audio files.

### Superior Features Characterize MovieXone

MovieXone has a freely configurable, intuitive program interface and supports both native DV and FireWire interfaces with integrated device control for all current camcorders. For video editing and animation there are A/B editing tracks, one overlay/titling track and two audio tracks available. The user also has access to various video and audio effects, transitions and a title generator and all changes made to clips can be immediately observed in the realtime preview. The software supports output in all resolutions up to full NTSC and full PAL and 32 bit color depth.

### System Requirements and Availability

MovieXone can be used with Windows 98 and NT 4.0 from Service Pack 4 onwards (without FireWire support) and with Windows 98SE, Windows ME, Windows XP and Windows 2000 with full DV/FireWire support. A Pentium II 233 MHz or compatible processor with MMX extension or better, 64 MB RAM as well as an OpenGL/Direct3D graphics card are necessary. Other components are not critical.

#### **Documentation for MovieXone**

The documentation has been written specifically for MoviePack 3.0. and you can find out about additional features. All you need to know about MovieX and how to use the program is described in the individual booklets. The creation of animations is basically the same in both programs.











However, MovieXone does not have a **Monitor** window and there are only a few objects, effects and one transition available for animating your videos.

In the Tutorials some objects, effects and transitions which are described are not available in MovieXone. However, the general working of the program and the creation of animations is described step by step. In place of the MoviePack objects, effects and transitions simply use the ones available in MovieXone.

For example, the effect **Transparent Border** can be replaced by **Transparency**, the object **Titler** can be replaced by **Text string** etc. Some transitions cannot be created in MovieXone. Simply use another transition.

### **Downloading the Documentation**

The entire documentation is divided into individual booklets. Each booklet can be downloaded individually from our web sites www.aist.de (German) and www.aist.com (English) or can be downloaded and saved locally on your PC from the Help - Online Documentation menu. Save the documentation in the subdirectory 'Doc' from the installation directory, i.e. 'C:\Programs\Aist\MovieXone\Doc'. The booklets can also be called up as online help in PDF format using the F1 key or from the menu Help - Contents and Index.

If this booklet 'Manual.pdf' or another booklet which is activated from the 'Manual.pdf' is not saved in the above-named subdirectory, an error message will appear.

Other booklets containing interesting Tips & Tricks, video board compatability lists, constantly updated FAQs and other useful information can be found on our web sites.

### Even more functions, even more features

MovieXone is a member of the MovieX family. The main advantage - you can gradually upgrade MovieXone according to your requirements. For example, an upgrade to the more comprehensive version MovieXone PLUS, for which many other MovieX plug-ins with new specific functions can be integrated.

Maybe MovieDVsuite $^{TM}$ - the complete solution with FireWire board, connection cable plus software - is the right solution for you. Or what about the professional solution MoviePack containing all objects, effects, transition and many more features.

Further information can be found on our web sites <u>www.aist.com</u> (English) and <u>www.aist.de</u> (German), where you can also order your special solution for MovieXone from our online shop.











Reference Effects



## INFORMATION ABOUT MOVIEXONE PLUS

MovieXone PLUS has the following additional features to MovieXone.

### **Objects**

Text objects - Roll and Marquee for vertical and horizontal streaming texts. In comparison to the text generator Text String, the text modules have fully adjustable parameters for fill, contours, outline, glow, shadow and background.

Nested Scenes - Generated Scene and New Scene. MovieXone PLUS can work with so-called nested scenes -MovieXone PLUS animations with several objects and effects can be simply integrated into a new animation as an editable object. All effects can be applied to the entire scene.

Procedural Images - Color Gradient, Color Ramp, Dynamic Color, Random Generator, Squared Paper, Video Noise. These image generators can be used to create fantastic looking backgrounds very easily. By altering the color of these objects amazing and professional animations and motion backs (moving backgrounds) can be created.

Import using DIB Sequence - Importing frame sequences is possible in any format (also with alpha channel). This is a particularly important feature in the professional sector.

### **Effects**

Audio Effects: Sound Balance, Sound Reverb and Sound Timbre are further standard effects, which improve audio production, i.e. Sound Reverb can be used to create an echo effect.

#### **Transitions**

A further 38 internal transitions - 15 Transitions from wipe effects, 16 Transitions, which dissipate the image and 7 transitions from the group 'BugEye'.

Individual user-defined transitions can also be created. With Generated Transition and New Transition the user can create his own transitions like an animation and clips and videos can even be integrated into these transitions. These transitions can be saved and be exchanged between users or sold in our online shop. Complete sets of theme-oriented transitions can be compiled.

### Import and Export Formats

Importing and exporting of MPEG1 and MPEG2 is possible. This space saving professional video format is also suitable for Video-CD and DVD production. (MPEG plug-in from Ligos)









#### Video Tracks

There is another video compositing track available, there are now 2 compositing tracks, an A/B roll with unlimited transition possibilities and also 2 audio tracks.

### Plug-Ins

There are various plug-ins available for MovieXone PLUS, which allow you to build up to the almost complete effect range of the more extensive products MovieDVsuite $^{TM}$  or MoviePack $^{TM}$ .

### Support

MovieXone PLUS users are qualified to receive support via e-mail.

### Upgrade to MovieDVsuite™

By upgrading to the more extensive version <u>MovieDVsuite</u> there are not only additional features available. Using the FireWire board included, clips can be transferred from a digital camera to a PC or imported directly into the animation, the final animation can be rendered to cassette. Also, the range of functions can be gradually expanded through the MovieX plug-ins.

Order directly from AIST MediaLab AG by telephone, fax, letter, e-mail or from the online shop.









Reference Effects



## INFORMATION ABOUT MOVIEDVSUITE

MovieDVsuite™ has the following additional features to MovieXone PLUS.

#### **Effects**

Effect group 3D FX: Page Roll as example of a 3D effect

Effect group Artistic: Cartoon, Crayon Sketch, Fresco, Glass Tiles and Poster effect

Effect group Glühen: Colored Pencil and Glowing Edge

Effect group Stylize: Color Emboss and Colored Border

Effect group Blur & Sharpen: additional Sharpen

Effect group Wipes: additional Color Wipe, Two sided Color Wipe

#### **Transitions**

A further 21 ready-made editable transitions in PAL and NTSC standard.

### **Output Formats**

Animated Gif files for Internet use.

Rendering possibility for Autodesk Movies

#### Video Tracks

There are two further video compositing tracks available, there are now 4 compositing tracks, an A/B roll with endless transition possibilities and also 2 audio tracks.

#### Documentation for MovieDVsuite™

The documentation has been written specifically for MoviePack 3.0. You can find out about additional features and then integrate them as a plug-in later without having to purchase extra booklets. This is why in certain tutorials some objects, effects and transitions which are described are not available in MovieDVsuite<sup>™</sup>. When you open the corresponding animation from the Samples, an error message will appear, for example, 'The effect Transparent Border is not available'. What do you do now?

Simply use other transitions, effects and objects and you will be able to use the animations to a certain extent.













Very complex animations, such as the rotating die in the tutorial Animations, cannot be used in MovieDVsuite<sup>TM</sup> (Correction by Z is not available). You can easily order the additional effects, which are described in this tutorial so you can create professional animations yourself!

To reconstruct the individual steps in the other tutorials, simply use similar objects, effects and transitions.

Substitute the following for:

#### **Effects**

Page Roll **Dropping Wave** 

Cylinder Page Roll

Transparent Border Simple Wipe or Transparency

### **Objects**

Titler Text String

#### **Transitions**

Some transitions which are described in the tutorial Video Editing are not available in MovieDVsuite<sup>TM</sup> (some effects are missing). Simply use another transition. The process of creating transitions is always the same, so the learning process is not affected.











### ORDER

If you would like to order an AIST product, our qualified support team is waiting to advise you on your purchase. You can contact us by

Telephone: ++49 (0) 86 36 - 98 35 0

Fax: ++49 (0) 86 36 - 98 35 60

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

> http://www.aist.de (German)

info@aist.de e-mail:

Post: AIST MediaLab AG

> Mobil-Oil-Str. 31 D-84539 Ampfing

Germany



## SUPPORT

#### **Questions and Problems**

Please understand that we cannot provide individual support for our free product MovieXone. Help, examples, tutorials and FAQs (answers to frequently asked questions) for MovieXone can be found on our web site.

An upgrade to MovieXone PLUS however qualifies you for e-mail support .

e-mail: support@aist.com

Further information on upgrades can also be found on our web site www.aist.com.









