

REF



Album

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ALBUM

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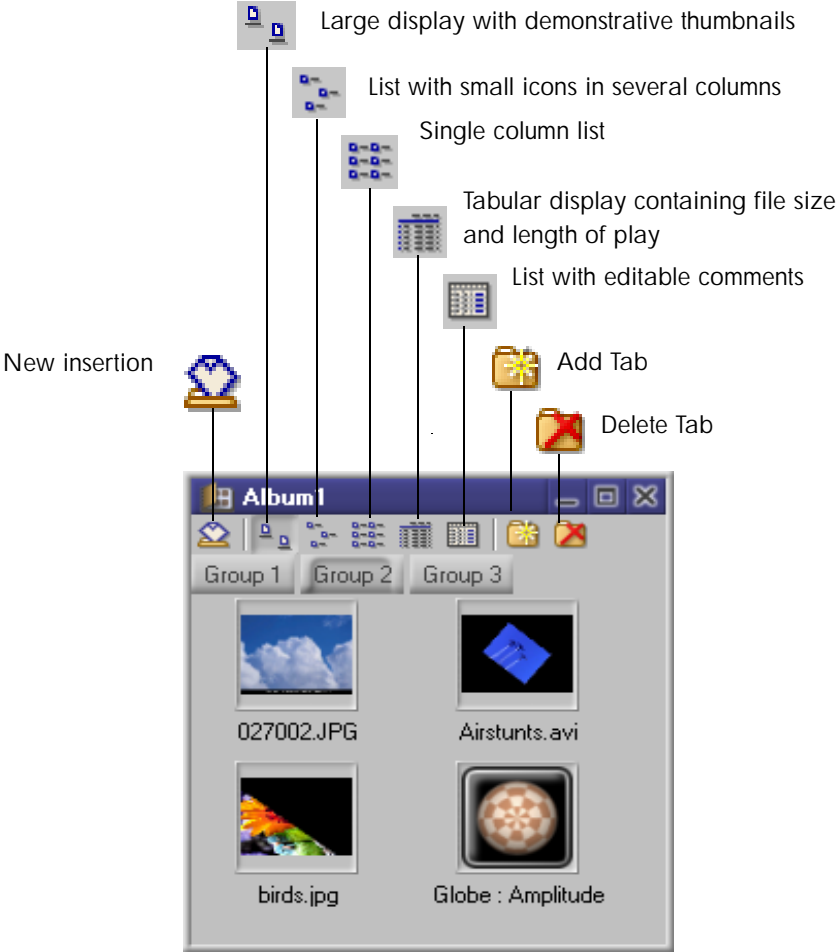




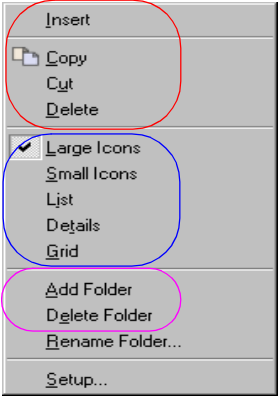
Each project should have at least one **Album**. In an **Album** selected objects are sorted into groups according to themes or other such criteria e.g. tones, images, effects, behaviors, settings etc.

Albums are practical because you can drag an object which you have manipulated in the **Timeline** into an **Album** and all manipulations - i.e. transformations, effects and their parameters - are saved for later use.

Album Window



A right click on an object opens this menu.



Here you will find all the commands needed to copy, cut and delete objects.

Here the different display settings for the groups are listed.

These two commands allow you to create or delete a tab.

Editing Albums

Albums help you to organize your project. All objects which are needed for creating an animation can be stored here.

- ▶ Click the **New Album** icon in the icon bar to open a new **Album**. At first the **Album** window contains only one group.
- ▶ Saved **Albums** can be accessed under **File / Open (*.M3A)**.

Opening a New Album



Opening Albums



An **Album** is an MDI child window, meaning it is subordinate to other windows, and as such may disappear while working. If this happens:

- ▶ Click the small arrow next to the **Activate Album** icon to display a list of available **Albums**.
- ▶ An **Album** must be active in order to save it. Either click the **Save** icon in the icon bar or select the command **Save** from the **File** menu. A dialog window appears in which the name and the memory location can be determined. The **Album** is saved with the file extension **'*.M3A'**.

Making Albums Reappear



Saving Albums



Albums can be saved under any desired name.

Album Name

The different displays available provide information on the files.

Selecting Album Display



Shows a descriptive image or icon of the file as a thumbnail.



List with small icons in several columns.



Single column list.



List containing file information.



Tabular display with editable comments.

Setting up an Album

New Group



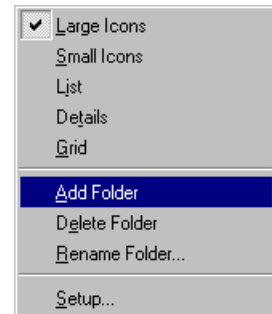
You can create as many groups as you want inside the **Album** window.

- ▶ To open a new group click the **Add Tab** icon.

alternatively:

Group Menu

- ▶ Right-click in a group and select the **Add Folder** command.



Deleting Groups



If you no longer need a certain group:

- ▶ Click the **Remove current Tab** icon.

alternatively:

- ▶ Right-click in a group and select the **Delete Folder** command.



Warning: The group will be irretrievably lost if you have not saved it beforehand.

Managing Objects in the Album

Inserting Objects into an Album


- ▶ MoviePack objects can be dragged from the **Browser**, **Canvas** and **Timeline** into the **Album**.

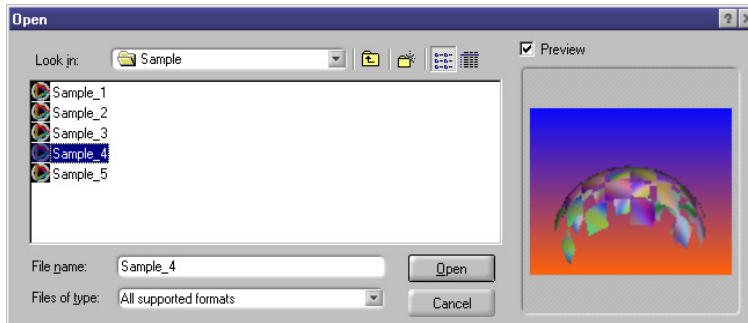
alternatively:



- Use the shortcut **Ctrl + C** to copy an object in the **Browser**, **Canvas** or **Timeline** onto the clipboard.
Insert it into the **Album** window using **Ctrl + V**.

alternatively:

- Click this icon  in the **Album** window and select an object.
The selected file is inserted into the **Album**.



- ❗ The files in the **Albums** are copied from their locations on the hard disk into a new folder. As a default standard MoviePack selects the system hard disk. If this is full a new folder must be selected. Otherwise the error message 'Hard Disk Full' appears.

Inside an **Album** it is often necessary to rearrange objects from one group to another. Right click on an object in an **Album** and a menu containing a selection of commands will appear. You can either use the menu commands, shortcut keys or icons to manipulate the objects.

Rearranging Albums



Insert inserts an object from the clipboard into the chosen **Album**.

Ctrl + V

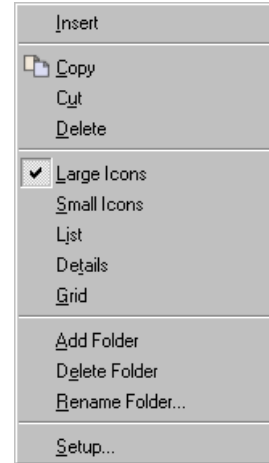
Ctrl + C

Ctrl + X

Copy copies the object onto the clipboard while at the same time the original remains in its former place.

Cut copies the object on the clipboard and at the same time deletes the original.

Delete deletes the object.



- Instead of using the commands in the pull-down menu, you can also use the **Copy** and **Paste** icons from the standard icon bar. Finally delete the object you no longer need.

Duplicating

- Double-click the object icon to insert a copy of it into the **Timeline** and onto the **Canvas**.

Effects and Transitions

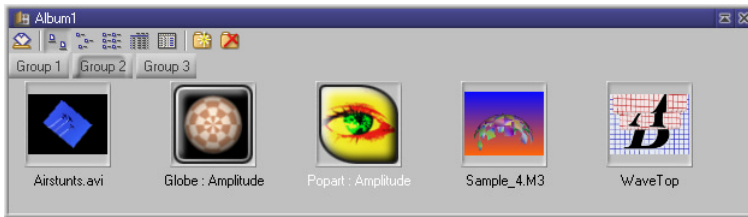
If you want to use certain settings, whether color or movement, on another object, it is useful to temporarily save these settings and behaviors in an **Album**.

A setting is an animated effect with all its parameters. The behavior is the object with all the effects applied to it.

- Using the shortcut **Ctrl + C** copy the desired effect settings from the **Timegraph** or the **Effect Box** and paste them into an **Album** with **Ctrl + V** or by right-clicking and choosing **Paste** from



the menu which appears. You can now effortlessly apply these settings to another object.



Object with
effects=
Behavior

Globe
effect=
Setting

Popart
effect=
Setting

Object with
effects=
Behavior

Transition

- ▶ Drag an object, effect etc. - altered or in its original state - from the **Timeline** into the **Album**.
- ❗ Altered effects can be identified in the **Album** by saving it under the name of one of the altered parameters.
- ▶ Double-click one of the effect settings in the **Album** to apply it to the current active object.

In the display setting Moviepack displays the file parameters of the objects in the **Album**.

Reading File Information



In the groups you can also change the names of the objects, effects and transitions etc. To do so you must first select the tabular display. Click the name and when the text box appears type in a new name.

Changing Object and Effect Names



- ❗ Filenames can be changed only in the tabular display.

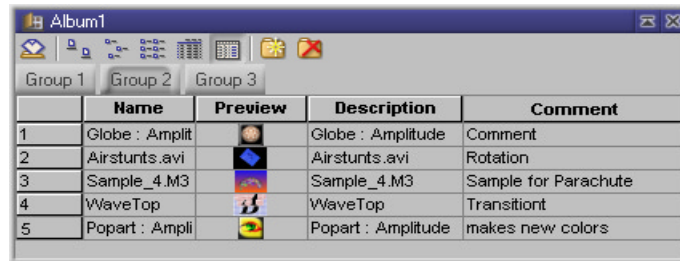
In the tabular display it is also possible to give more exact details about the objects - as a reminder or in order to distinguish the clip from similar objects.






Supplying a Comment

- ▶ To alter the size of the text boxes in the table simply drag the horizontal or vertical lines of the headers. The file data then becomes visible. In the last column there is room for a description or comment.



Click in the **Comment** box to input text.



	Name	Preview	Description	Comment
1	Globe : Amplit		Globe : Amplitude	Comment
2	Airstunts.avi		Airstunts.avi	Rotation
3	Sample_4.M3		Sample_4.M3	Sample for Parachute
4	WaveTop		WaveTop	Transition
5	Popart : Ampli		Popart : Amplitude	makes new colors



Attention: When editing the text never use the **Del** key as this will delete the object. Use either the arrow keys or the **Backspace** key only.

From Album to Project

Inserting Objects into the Projects

Objects from an **Album** are inserted into projects in exactly the same way as they are inserted from the **Browser**.

- ▶ Still images and movie clips can be dragged into the **Timeline** or **Canvas**.
The object is inserted into the chosen position in the **Timeline**.



alternatively:

- ▶ Double-click an object in an **Album** to insert it into an empty track behind the Timeslider in the **Timeline**. If a track has already been selected (active dot before track name), the new object is inserted here.

alternatively:

- ▶ Right-click and choose the **Copy** command from the menu which appears (shortcut **Ctrl + C**) to copy the object onto the clipboard. Then position the Timeslider at the desired position and with **Ctrl + V** (or right-click) insert the object.



-  If the object is inserted onto the **Canvas**, it automatically positions itself behind the Timeslider in the **Timeline**.
-  Still images and movie clips can be inserted anywhere in the **Timeline**. If an object already exists in the intended track, a new track will be opened above.

Effects cannot be placed in empty tracks in the **Timeline**, they can only be applied to objects.

Inserting Effects into Projects

- ▶ Effects can be applied by dragging them onto an object in the **Timeline** or **Canvas**.
In the **Timeline** the effect is applied to the selected object. In the **Canvas** the effect is applied only to the active object.

alternatively:

- ▶ Double-click an effect to apply it to the active object.
- ▶ Settings can be dragged from the **Timeline** or the **Canvas** and applied to an object.
In the **Timeline** the settings are positioned on the selected object.
In the **Canvas** the settings are always applied to the active object.

Inserting Settings into Projects

alternatively:

- ▶ Right-click and choose the **Copy** command (shortcut **Ctrl + C**) to copy settings onto the clipboard. Select the desired object and right-click then choose the **Paste** command (shortcut **Ctrl + V**) to superimpose or insert the object in the **Timegraph**.

Transitions can only be inserted into the middle transition track.

Inserting Transitions into the Project

- ▶ Transitions can be dragged into the transition track or onto the **Canvas**.
In the **Timeline** the transition is dragged into the chosen position.
If the transition is inserted onto the **Canvas**, it is positioned directly behind the Timeslider in the **Timeline**.

alternatively:

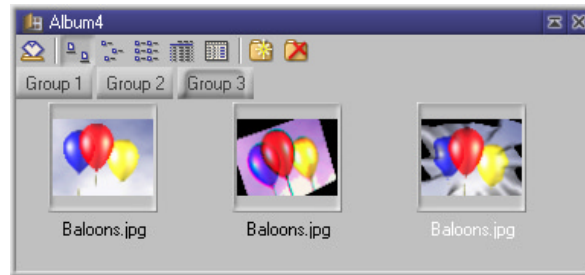
- Double-click a transition to insert it behind the Timeslider position in the transition track.

Version Manager

During editing all objects from the **Timeline** can be copied back into an **Album**. The copied object in the **Album** remains as it is and is not affected by further editing in the **Timegraph** or **Timeline**.

This saves a great deal of editing time as all effects and effect parameters applied to the object as well as any trims or cuts remain intact.

- ❗ If you have saved the same object in the **Album** at three different editing stages, it is impossible to tell the difference between the thumbnails.



Here you can clearly see the difference between the effect settings on the same object.

A serial number should be allocated to each different version of an object.

Organizing the Album

Accustom yourself to copying all the components of your video project (tones, images, effects, settings etc.) into the **Album** first of all before copying them into the **Timeline**. In this way you can get a complete overview of all the material you are currently using in your project.

By organizing the different groups of the **Album** according to themes or objects, your project will be easier to manage. For example you can save all the objects of one animation into one **Album** and give it a distinctive name.

Skillfully managing **Albums** ensures that you will be able to find all objects, effects and settings used in a project quickly and easily while working. For example if you want to use a certain take in another project all you have to do is call-up one **Album** and all components including effect settings are immediately available.





Manual



Tutorial



Reference



Effects

From Album to Project
Album

