REF

Browser

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BROWSER

Contents

The **Browser** manages the sources as well as all types of objects and can be expanded at any time. From here you can insert objects (i.e. sources such as movie clips, still images, transitions etc.) as well as effects, lights, cameras etc. using **Drag & Drop**.

The **Browser** recognizes all files relating to MoviePack on your hard disk and displays them with a distinctive icon.

The **Browser** is the general source and selection medium where all files can be found. The **Browser** also covers all import functions.

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Browser Window

Large display with demonstrative icons or thumbnails

List in several columns

Single column list

Tabular display

Add tab **(ROOT)**

Remove tab

Source preview on/off

Back to previous folder

Back to **ROOT** in max. 2 steps

1. If you are in one of the file directory trees:
First click the **Desktop** icon; the second click will then take you to the **ROOT**.

2. If you are in an object directory tree: the first click will take you to the **ROOT**.

The tabs show the last folder selected. These settings are saved when quitting the program and then reloaded when the program is restarted.

You can add as many tabs as you wish into any desired level.

Virtual directories represent a directory framework which does not physically exist on the hard disk, for example effects, camera etc.
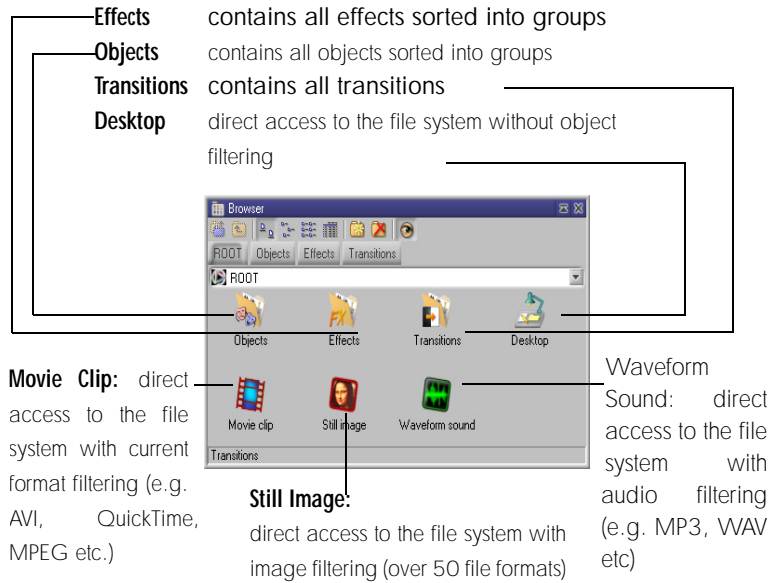The **Browser** provides a filter for **Real Directories** where movie clips are stored. This filter searches for the desired file type in the directory framework on the hard disk.
All **Objects** are sorted into folders and groups.

Managing Objects

Object Hierarchy

When the **Browser** is opened the following objects appear in the **ROOT**:

Effects	contains all effects sorted into groups
Objects	contains all objects sorted into groups
Transitions	contains all transitions
Desktop	direct access to the file system without object filtering

Movie Clip: direct access to the file system with current format filtering (e.g. AVI, QuickTime, MPEG etc.)

Still Image: direct access to the file system with image filtering (over 50 file formats)

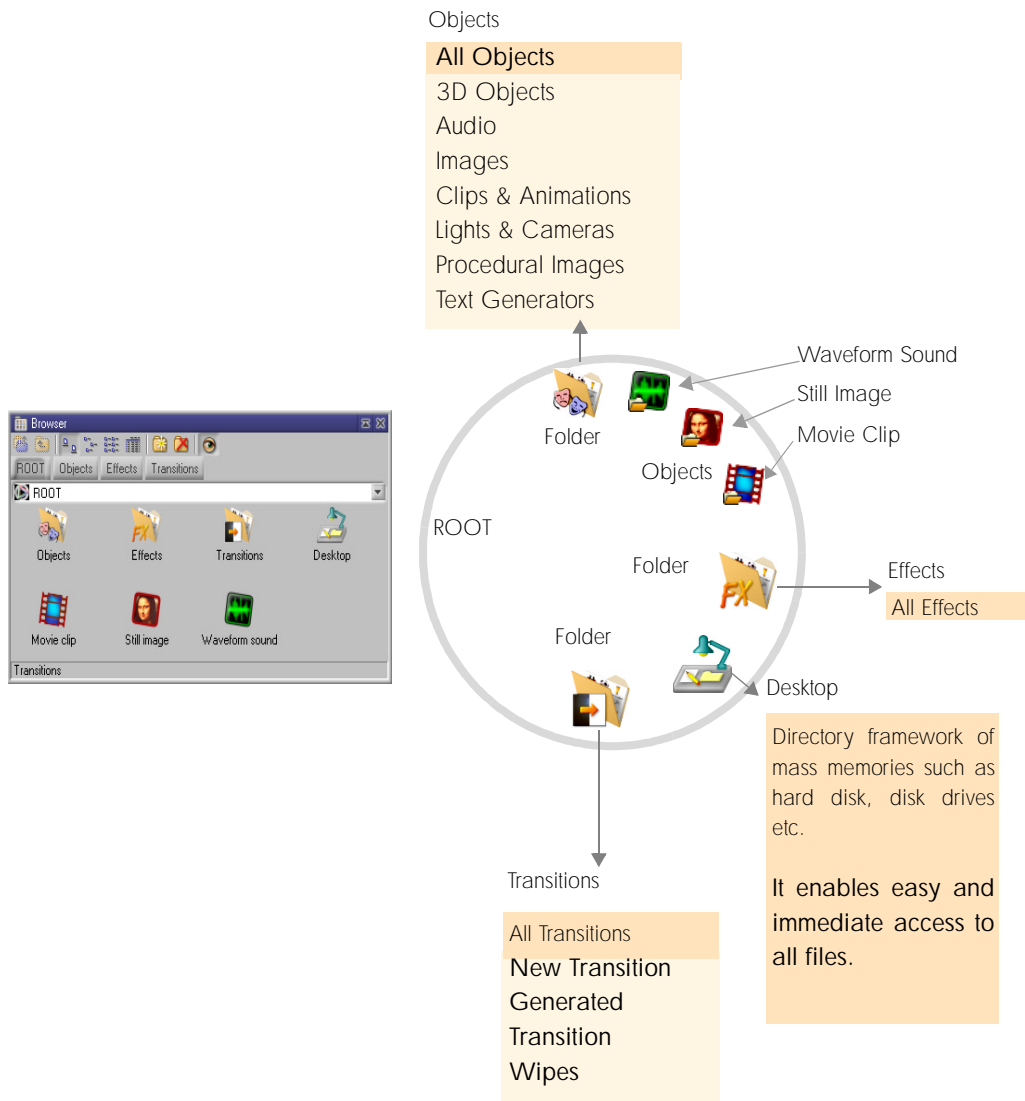Waveform Sound: direct access to the file system with audio filtering (e.g. MP3, WAV etc)

❶ **Movie Clip**, **Waveform Sound**, **Still Image** and **Transition** are embedded in the highest layer of the hierarchy to ensure easy access.

Example: Click the **Movie Clip** object, then **Desktop**, which has its own folder where all the mass storage devices of your PC are listed (i.e floppy drive, hard drive etc.). Having started searching for the **Movie Clip** object, the **Browser** window will display only the files on the chosen mass storage device that correspond to a **Movie Clip** (AVIs for example). This process is known as filtering. Although many different projects and video files may be combined in one folder, the **Browser** grades and sorts out the desired file type for you.

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Directories and objects are found in the **ROOT**. **Real Directories** such as **Desktop** enable you to search in the hard drive as well as in mass memories. **Virtual Directories** are abstract pre-determined (programmed) directories which clearly organize and facilitate working with effects, transitions and other generated MoviePack objects.
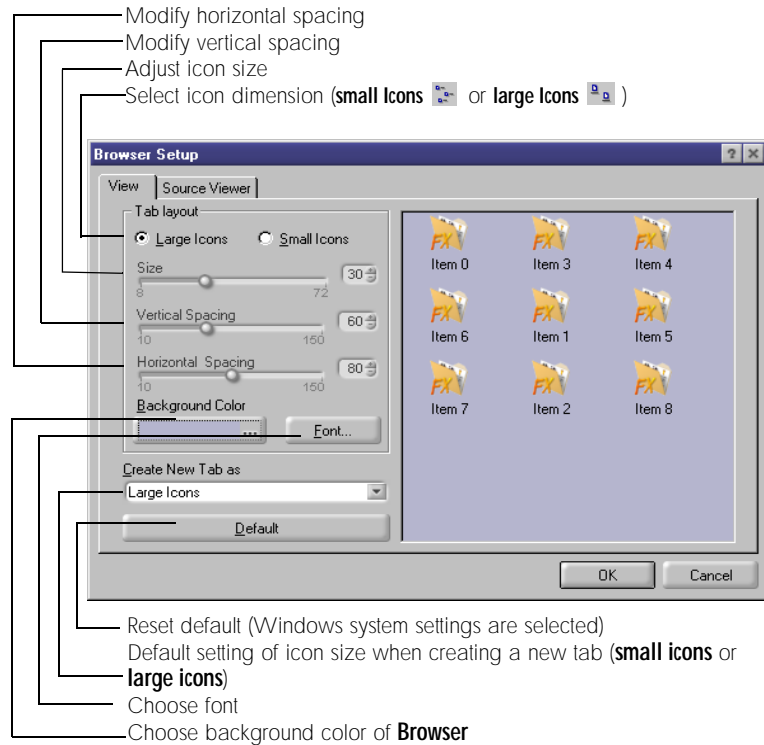
Objects

All Objects
3D Objects
Audio
Images
Clips & Animations
Lights & Cameras
Procedural Images
Text Generators

Waveform Sound

Still Image

Movie Clip

Folder

Objects

ROOT

Folder

Effects

All Effects

Folder

Desktop

Directory framework of mass memories such as hard disk, disk drives etc.

It enables easy and immediate access to all files.

Folder

Transitions

All Transitions
New Transition
Generated
Transition
Wipes

Browser

ROOT   Objects   Effects   Transitions

ROOT

Objects   Effects   Transitions   Desktop

Movie clip   Still image   Waveform sound

Transitions

Browser Setup

▶ Right-click in the **Browser** window to open the following menu:

View	▶
Browser Setup...	
Inventory...	
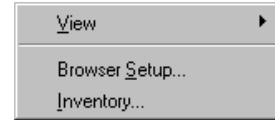
View provides you with the same selection of thumbnail displays which appears on the icon bar at the top of the **Browser** window.

Browser Setup allows you to determine the size and spacing of the icons and also to choose the background color.

The freely adjustable **Browser** enables optimal use of the monitor surface.

Modify horizontal spacing
Modify vertical spacing
Adjust icon size
Select icon dimension (**small Icons** 📇 or **large Icons** 📇)

Reset default (Windows system settings are selected)
Default setting of icon size when creating a new tab (**small icons** or **large icons**)
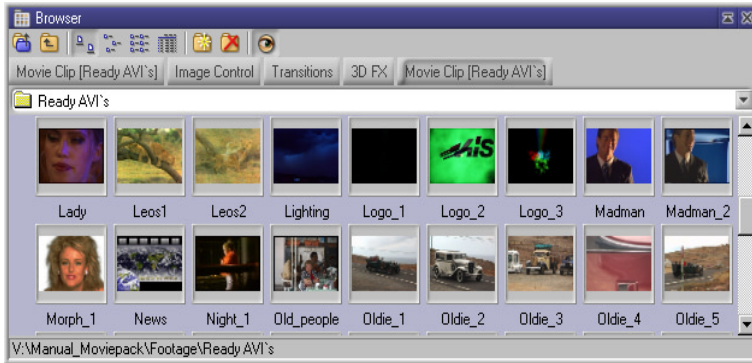Choose font
Choose background color of **Browser**

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Unnecessary spaces and gaps are avoided, as shown in the example below:

The display of files in the **Browser** corresponds to the Windows standard. The different layouts ensure that the **Browser** is organized and comprehensible.

Large Icons: Show distinctive file images or icons the size of a stamp (adjustable).

Small Icons: List with small icons in several columns

List: List in one vertical column

Details: Tabular display containing data on file size, resolution and type.

ℹ The file thumbnails are different sizes depending on the layout chosen.

▶ Click the 🗎 **Add Tab** icon to insert a new tab into the **Browser**.   **Inserting and Deleting Tabs**

▶ Click the 🗎 **Delete Tab** icon to delete the active tab from the **Browser**.

ℹ A newly created tab is always called **ROOT**. From there you can select a folder and the tab is then automatically assigned to this folder.

Files:
    Copying
    Deleting
    Cutting
    Properties

Insert
View Source
Rename
Play
Open
Send To ▶
Cut
Copy
Create Shortcut
Delete
Properties

A menu containing file manager options appears with a right-click on any file in the **Browser**. The appearance and content of this menu can vary from system to system and corresponds to those of the Explorer Browser.
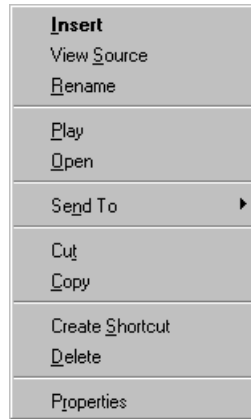
This menu also appears with a right-click if you are in a folder with objects such as **Transitions**, **Movie Clips**, **Still Images** and **Sound** that you have created yourself. You can also set up a new folder.

Still images can be printed or shown using ACDSee.

Click on **Properties** and file information directly from Win 95/98/2000 or NT will appear in a system specific dialog box.

> ❶   If the content of the **Browser** is changed, press **F5** to update the display.

Inventory

With a right-click in the **Browser** window a menu appears - select **Inventory** and a printable list of all currently available objects and effects in the **Browser** is displayed.

Inventory ✕
Objects (21)
Effects (147)
Transitions (4)
Objects
Audio
Waveform Sound
Character Generators
Marquee
Number
Random string
Roll
Text string
Titler
Clips & Animations
DIB Sequence
[Print]   [Close]
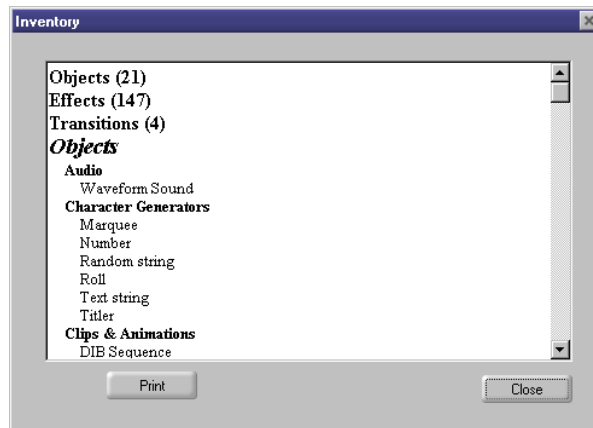
Sources appear as thumbnails in the **Browser** window but are clearer in the **Source Viewer**. To activate this function click the eye icon in the **Browser** and place the pointer over the desired source. Alternatively, right-click on the object, then select **View Source** which will also activate the preview.

Browser Setup
Source
Viewer

To select settings for your **Source Viewer** right-click in the **Browser** window and a submenu will appear. Select the **Browser Setup** command and in the Browser Setup window select the **Source Viewer** tab.

Setup
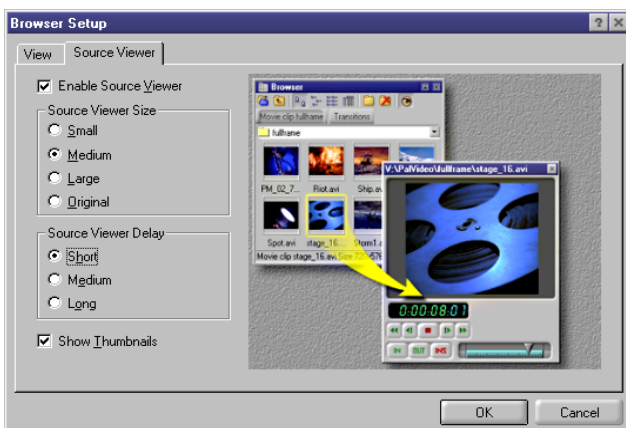
▶ By placing the mouse over a thumbnail and leaving it there an animation or a still image appears. By moving the mouse away from the object the **Source Viewer** will disappear.

▶ The **Source Viewer** becomes permanent by clicking on the thumbnail. The mouse can then be moved around the window and selected frames from the clip can be seen using the slider or by pressing the green buttons. The **Preview** window can also be enlarged, moved or closed.

Only animation and sound clips can be manipulated using the slider and buttons in the **Source Viewer** window, while still images are shown in simple windows which do not contain these control buttons.

To enlarge the green buttons first right-click in **Source Viewer** and then select the **Large Buttons** item. Under **Customise/Playback** you can adjust the icon bars and the playback buttons can be rearranged. By placing the mouse over the **IN / OUT / INS** buttons a description of their function appears (Tool Tips).

Preparation and Inserting
IN OUTINS

The **INS** button inserts the object being viewed onto the **Canvas**.

If you wish to insert only certain sections into your project it is posible to cut unwanted sections away.
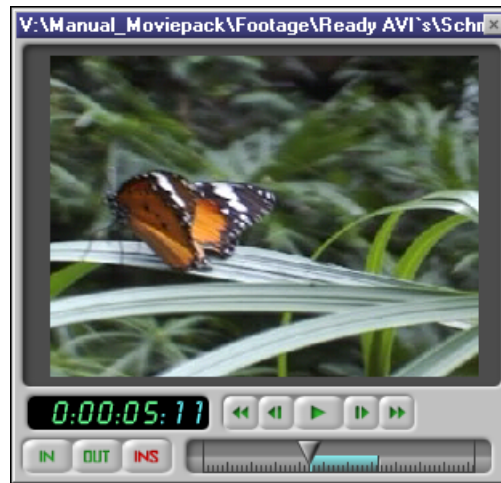
To do this you need both the **IN** and **OUT** buttons.

The **IN** button deletes everything to the left of the **Play** slider. By pressing the **OUT** button everything on the right-hand side of the **Play** slider is deleted. The edited version of your project is then inserted into your project by pressing the **INS** button.

Audio Source Preview

Sound files can be listened to and edited as well.

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Inserting Objects

When first opened the **Browser** always starts in the **ROOT**. If the **Browser** has already been used the default tabs and folders from the last session will appear.

> ℹ️ **Movie Clips**, **Still Images** as well as **Cameras**, **Lights** and artificially generated images are all objects. Folder frameworks that have already been used are filed in the **Browser** directory.
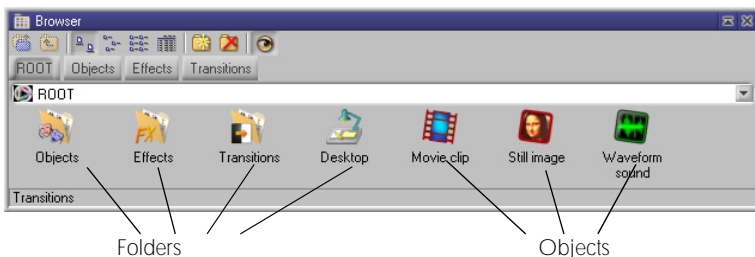
Folders   Objects

Object folder where all objects are subdivided into groups

> ▶ Decide which type of object you wish to integrate into your project and select either the corresponding folder (such as Transitions, Effects...) or the desired object (such as **Movie Clip**).

alternatively:

> ▶ If you do not already know the exact position and type of the object to be inserted, you can search for it using the **Desktop** icon. All available drives are listed here, making it easier for you to find the desired files irrespective of their type.

> ℹ️ Your **Desktop** directory contains the same partioning as in the **My Computer** directory under Win 95/98/2000 or NT.

> ℹ️ The **Browser** independently recognizes the type of the selected file and inserts it into the **Canvas** or the **Timeline** respectively.

Finding Objects (such as Movie Clips, Still Images etc.)

Inserting

▶ Double-clicking an object (in an object folder) automatically inserts it into a new track behind the Timeslider in the **Timeline**. If a track is active (yellow dot in front of the track name), the new object is inserted here (see the 'Reference - Timeline' booklet).

🛈 Objects can be inserted anywhere in the **Timeline**. If an object already is in the desired track a new track will be opened above.

alternatively:

▶ **Still Images** and **Movie Clips** can be dragged into the **Timeline** or onto the **Canvas**. In the **Timeline**, the object is dragged into the chosen position. As soon as a suitable position is found, this pointer appears .

If you drag the object onto the **Canvas**, it automatically positions itself behind the current Timeslider position. If you have already activated a track in the **Timeline**, the object is automatically inserted here. If you have not activated a track, a new one is opened and the object is then inserted here (see the 'Reference - Timeline' booklet).
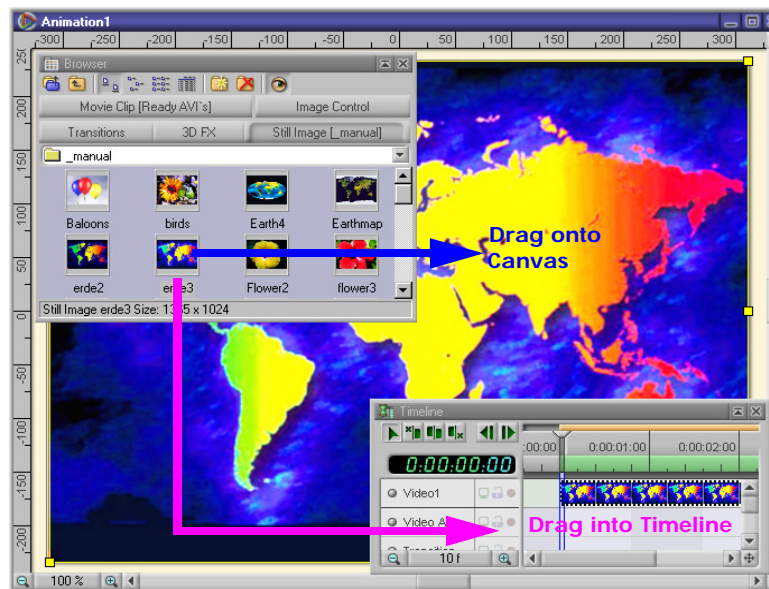
Inserting Effects

ⓘ Effects can be applied only to objects in the **Canvas** or in the **Timeline**.

▶ Double-click an effect to apply it to the activated object.

alternatively:

▶ Effects can be dragged onto objects in the **Timeline** or the **Canvas**.

ⓘ In the **Canvas** the effect is always applied to the activated object.

Both the effect groups and the management of the effects are clearly explained in the 'Reference - Effect Box' booklet as well as in the 'FX' booklets.

Inserting Transitions

ⓘ Transitions can only be placed in the middle transition track. That is why the pointer becomes exclusively in this track.

Timeslider

Video Track A
Transition Track
Video Track B
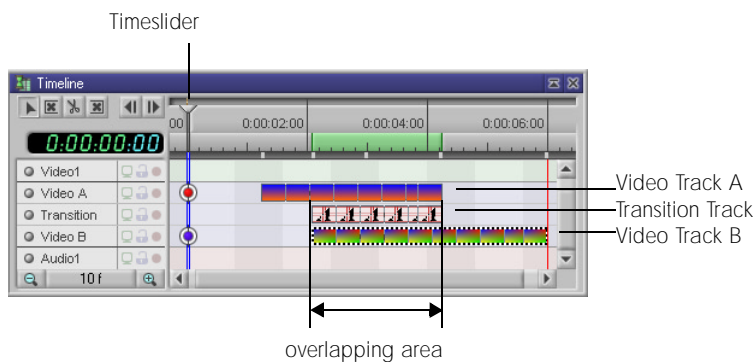
overlapping area

ⓘ If the transition is placed in the **Canvas**, it automatically positions itself behind the current Timeslider position in the **Timeline**.

ⓘ As soon as you move, stretch or compress a transition, it readjusts itself to fit into the overlapping area.

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▶ After clicking **Generated Transition**, ready-made transitions from folders can be inserted into your project.

▶ By clicking **New Transition**, user defined transitions can be inserted (see the 'Reference - Transitions' booklet).

▶ Transitions can be dragged into the transition track or onto the **Canvas**.

alternatively:

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

Generated Objects

Generated objects are produced on the computer and are not found as files on any disk drive.

Like every other object, transformations and effects can be applied to these generated objects. Procedural images can be altered using their own parameters with no need for additional effects.

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The three backgrounds available are **Dynamic Color**, **Color Gradient** und **Color Ramp**. Applying them is simple as they are inserted in the same way as every other object.

The simplest color object is **Dynamic Color**. Its original color is orange and various other colors can be selected in the **Effect Box**.

Color Gradient consists of two different colors.

Color Ramp is made up of four colors.

The number of the color selectors increases accordingly.

In **Color Ramp** it is possible to change the four colors. Two colors at a time are displayed in the **Effect Box**.

Using Colors

Checkered

The **Checker Board** and **Squared Paper** are another two interesting objects. They are often used in conjunction with effects that need a mask with a lot of contrasts.

In the example opposite, the **Checker Board** is being used as a mask with the effect **User's Mask**.
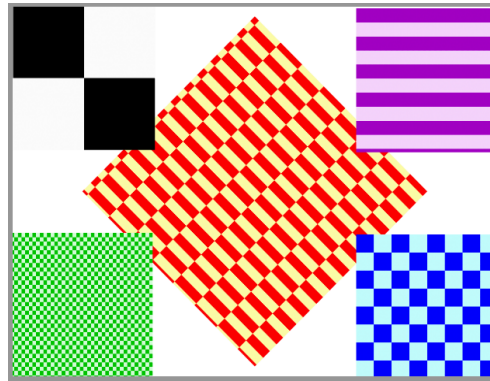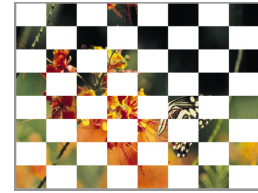
These procedural images have their own parameters. With the **Checker Board** you can determine the amount and color of its cells.

The amount and color of the cells in **Squared Paper** can also be adjusted. In addition to this, the thickness of the lines can be altered.

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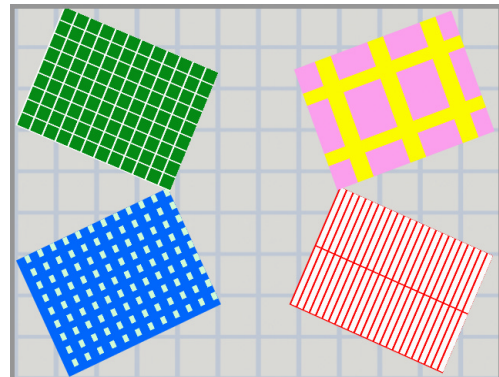
Video Noise is ideal for making interesting transitions and film effects. It produces an image that resembles a bad reception on a TV set. However the image is not fixed and it moves from top to bottom of the screen.

The **Brightnesss** and **Contrast** of the object can be adjusted. You can also determine whether it should solidify into an image or remain as fuzzy lines.


It is possible to switch from **High Frequency** to **Low Frequency**, where the **Amplitude**, **Frequency** and **Phase** are all determined.
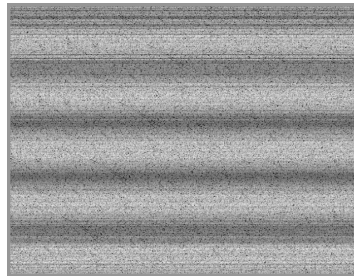
Random Generator is an image consisting of all colors which flow haphazardly in a diagonal direction. By using the three color selectors **Tic**, **Tac**, **Toe** the percentage of color can be increased or decreased thus creating an ever changing rainbow of colors.
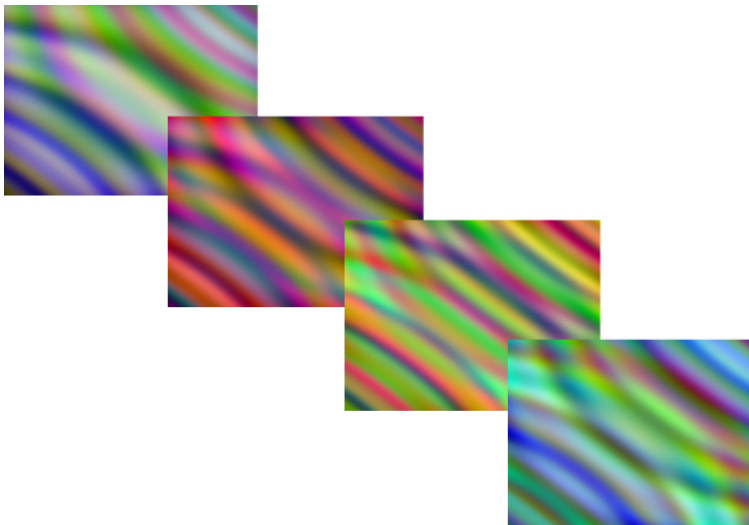
ℹ **Light & Camera** as well as **Text Generators** also belong to **Generated Objects**. They are described in the 'Reference - Light & Camera' and 'Reference - Titler & Text' booklets.