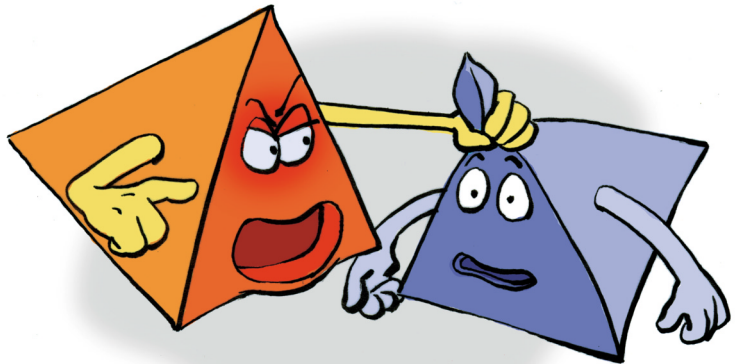


REF



Monitor Window

REFERENCE

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Printed in Germany

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MONITOR WINDOW

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The process of adjusting objects to the correct length is called trimming. The **Monitor** window helps you to quickly locate and view the desired frames you want to edit in the **Timeline** and above all to have two tracks simultaneously visible in order to create the best transition between two scenes.

This innovative concept means numerous moving and inserting operations are avoided and complicated editing is made easier. The **Monitor** window is made up of two monitors which display the frame of a chosen object. Two markers, which are positioned on the object in the **Timeline** window, determine which frame is displayed. The red monitor displays the image on which the red marker is placed and the blue monitor corresponds to the blue marker.



Monitor Window



Trims scene beneath marker, deletes surplus to the left



Separates scenes beneath marker into two parts



Trims scenes beneath marker, deletes surplus to the right



Positions markers one track higher



Positions markers one track lower

The buttons of the two monitors are arranged in mirror image



Positions Timeslider on the red or blue marker.

Time Display shows the position of the marker in the **Timeline** or can be used to position.



Synchronizes frame under red marker in the **Timeline** to frame under blue marker.



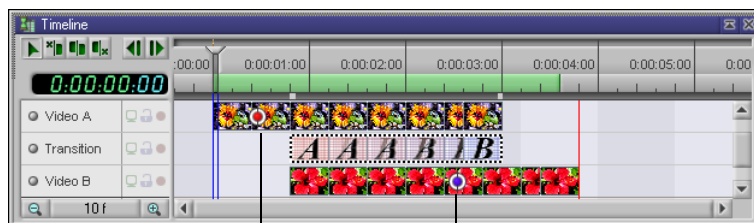
Synchronizes frame under blue marker in the **Timeline** to frame under red marker.



Moves marker one frame towards the end of the **Timeline**.



Moves marker one frame towards the beginning of the **Timeline**.



Red marker



Blue marker



Manual



Tutorial



Reference



Effects

Opening Monitor Window




- ▶ To open the **Monitor** window, click the **Activate Monitor** icon in the icon bar or choose the **Palette / Monitor** command from the **View** menu.

Working with the Markers

Moving Markers in the Timeline

The default position of the red and blue markers is at the beginning of the editing or compositing tracks in the **Timeline** window.

- ▶ To move a marker place the pointer over it and this symbol appears . Drag marker to the desired position which can also be on another track.



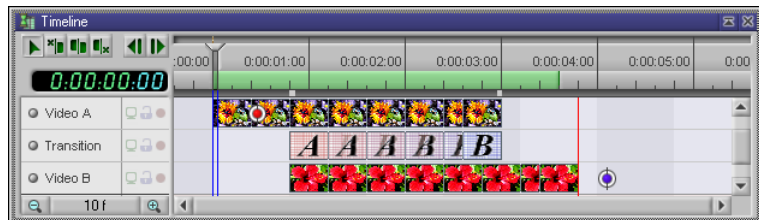
The marker can be placed on any position in any track. Both markers can also be placed behind or on top of each other in the same track.

Surveilling the Markers

The left (red) monitor of the **Monitor** window shows the frame of the track in which the red marker is placed. The right (blue) monitor shows the frame under the blue marker. If a marker is placed outside an object or on a **Camera** or **Light** object 'No object' appears in the corresponding monitor.



In this example no object can be shown in the blue monitor.



- ▶ If the marker is placed over a transition, the type of the transition is displayed using the A/B symbols to represent the state of the transition at the current point in time.



In the blue monitor the state of the transition is displayed.

Markers can be situated far outside the current window clip. To locate them quickly without having to scroll up and down the **Timeline** follow these instructions:

- ▶ Click the buttons shown opposite which appear in the **Monitor** window. The Timeslider jumps to the position of the marker you are looking for. The **Timeline** window clip automatically follows the Timeslider.



- ▶ **i** The current time position of a marker is shown in the Time Display under the corresponding monitor. This time can be adjusted by double-clicking the Time Display and inserting the desired values.

Relocating the Markers

- ▶ Click the **Next Frame** or **Previous Frame** buttons. With each click the marker moves one frame in the arrow direction. In this way you can locate the exact position where you want to edit.

Positioning of the Markers



- ▶ Click the **Track up / Track down** buttons. With each click the marker jumps up or down a track.

Moving the Markers one Frame at a Time



- ▶ Click the button showing the arrows facing each other. The Timeslider positions itself on the marker.

Vertically Changing Marker Position



Cutting in the Monitor

Cutting



- ▶ To cut the object in the **Timeline** in two, click the **Cut** button under the relevant monitor in the **Monitor** window. The two resulting parts are now treated as individual objects and can be edited further.

Trimming and Deleting



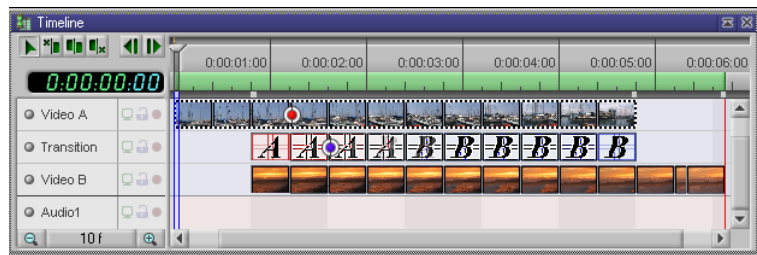
Deletes surplus material to the left



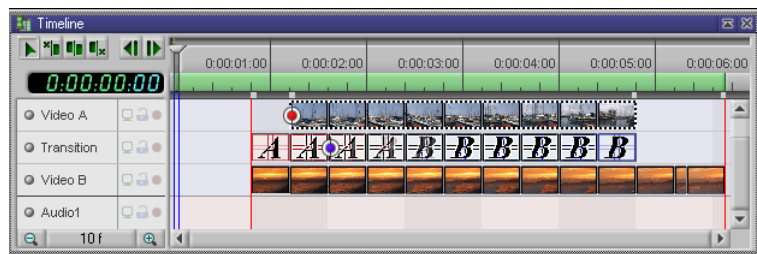
Deletes surplus material to the right

- ▶ By clicking the buttons **Trim to Beginning/Trim to End** located under the relevant monitor in the **Monitor** window, everything to the right or left of the marker is cut and the surplus material deleted.

Position the red marker at the new starting point of the object.



After trimming, the object now begins where the red marker is positioned.



Cutting out Sections of a Scene

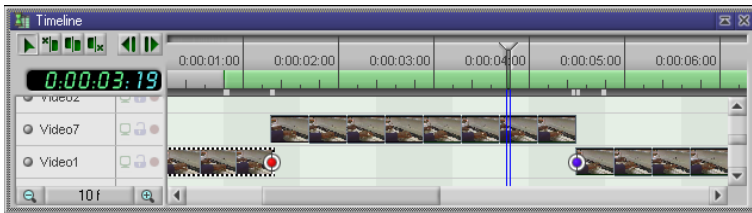
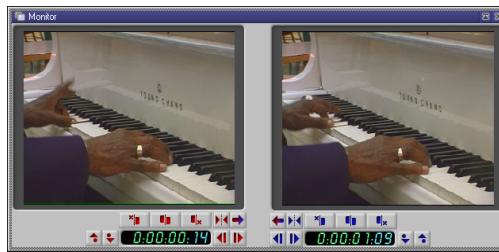
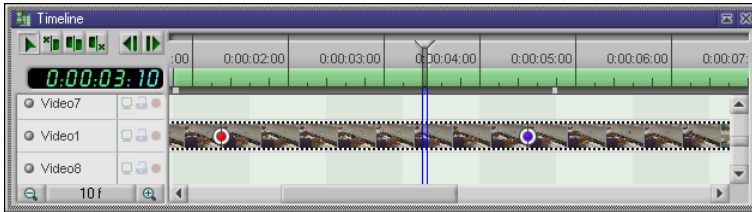


Cutting out sections of a scene is a practical feature, particularly for long scenes which require lip synchronization.

- ▶ Position both markers on the same object. The front marker determines the end and the marker behind it determines the beginning of the section you are about to cut out.



In both monitors press the **Cut** button.
A section from the original object has now been cut out.
This section is treated like any other object and can be
moved or deleted. The other two remaining sections can be
joined.



Trimming

The main advantage of the **Monitor** window in Moviepack is that it enables you to constantly compare the frames of two objects or two different positions of the same object. As an editor you should always try to find the optimal cutting point for a new scene. Optimal means movements should merge smoothly into one another, it should look effective and a transition should start exactly at a determined point in time. Theoretically the method is always the same. A marker provides a reference point with which to find the most appropriate position.



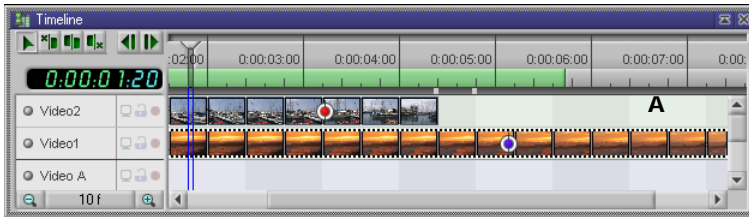
Clips can also be edited in the **Timeline** (see the 'Reference - Timeline' booklet).

If however you want to join two clips, the best results are achieved by using the **Monitor** markers.

This method of editing is indispensable for movie clips.

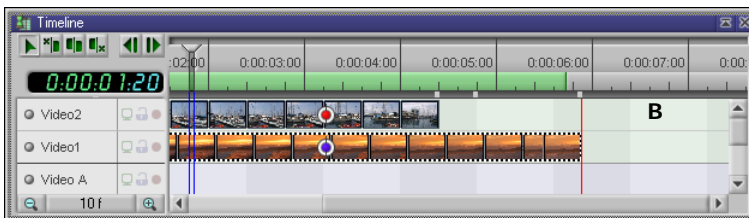



Trimming Surplus Material

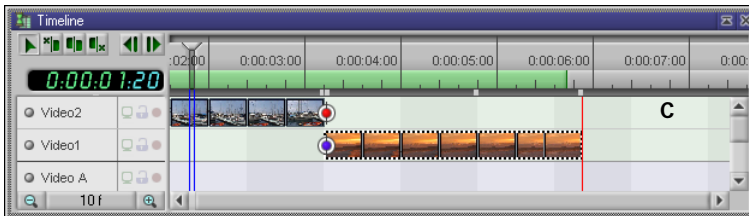




A: Position the red marker on the top object and the blue marker on the object lying underneath. Move the red marker to a position you think suitable for the end of a scene. Move the blue marker to the best connecting point.

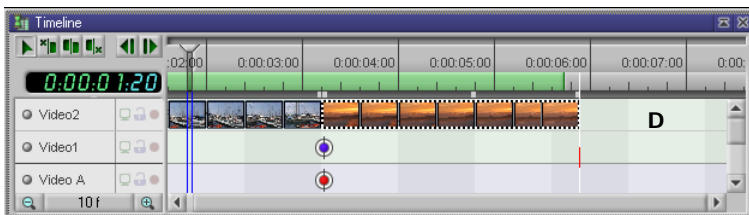
Refer constantly to the frame on the monitor to help you find the most suitable position for editing.




B: Press the **Synchronization button**  (blue on red) under the blue monitor. The blue marker together with its object is moved exactly under the red. The trim points (out and in) now lie exactly under each other.




C: Finally, you can now trim the objects  .



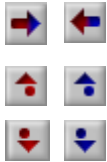
D: and place them into the same track.

 If the object cannot be moved because another object is blocking its path in the track, a new track is opened.

Viewing the Trim Result

 The trimmed scene can be constantly played back in the **Preview** window. As the **Preview** is constantly updated you have immediate control over an altered cut.

Several Objects



These are trimmed in exactly the same way as the surplus material of scenes except that they have to be fitted to each other from different tracks.

▶ Use one marker as a reference point. With the other marker and the **Synchronization** button move the other objects successively so that they are placed exactly under the reference point.

The synchronized marker can be moved from track to track using the **Track up** and **Track down** buttons.

Undo

Having edited a scene and you see in the preview that it hasn't turned out properly, you can undo it by pressing **Ctrl + Z**. This function allows you to undo 10 steps.



Manual



Tutorial



Reference



Effects