

# REF



## Preview

REFERENCE

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# PREVIEW

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Manual



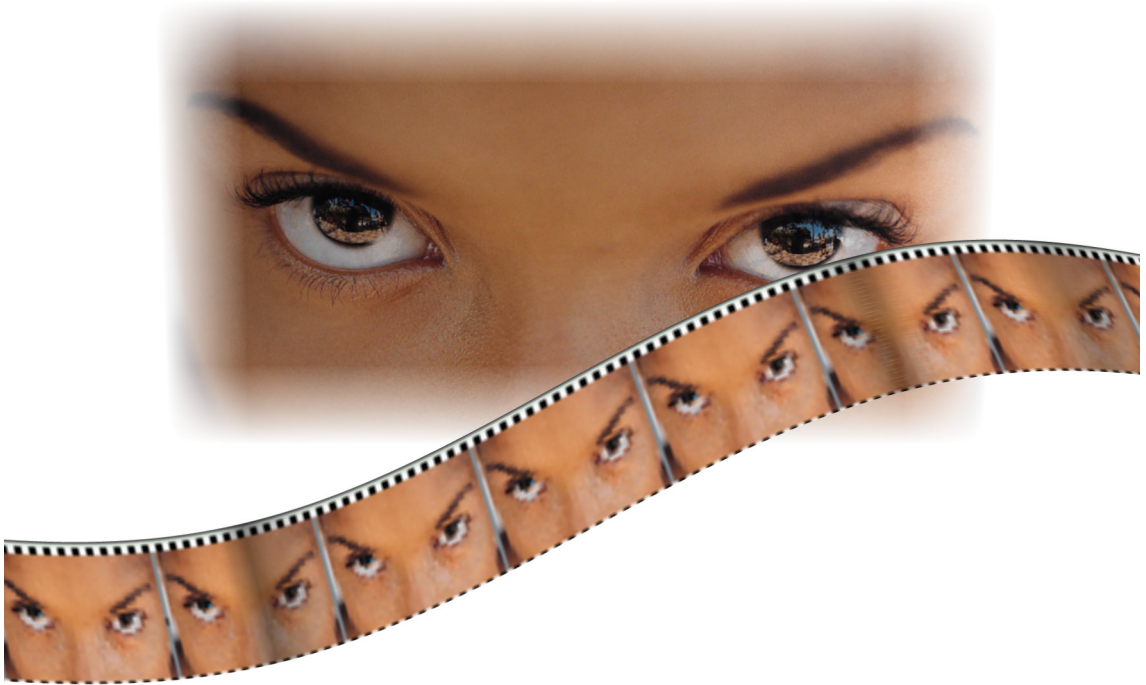
Tutorial



Reference



Effects



Previews make your work easier and MoviePack provides you with the best visual control of your work.

The **Preview (Live Preview in Realtime)** does not affect the computing capacity in any way. It is an extremely important tool for processing short sequences as it provides you with a constant overview of the results of your manipulations of the animation.

The **Source Viewer** provides you with a preview of the source material.

**Video Control** is also another type of preview which allows you to examine longer clips before the final rendering and you can even view them on a TV monitor.

# Live Preview in Realtime

Shows animation



Scroll bar: Fast search backwards and forwards.

Time display: Displays current project time in hours/minutes/seconds and frames. Specific time can also be entered.

Skip button: Starts preview at the end of **Preview** area, or you can also use **Ctrl + right arrow**.

Single frame button: Moves **Preview** forward one frame at a time, or use **right arrow** key



Starts **Preview**, can also use **Spacebar**.



Stops the running **Preview**.

Single frame button: Moves preview backwards one frame at a time, or use **left arrow** key.

Skip button: Starts preview at the start of **Preview** area, or use **Ctrl + left arrow**.





# Animation Preview



The **Preview** window (**Live Preview in Realtime**) acts as a constant image control. Even when running the **Live Preview in Realtime** for the first time you get a very good idea of how the final animation will look. However depending on the capacity of your PC you will notice that in the first **Preview** some frames are skipped in critical places so as to ensure that those frames already calculated appear at the right time.

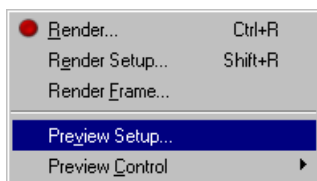
In the following runs these frames, which were missed out, will also have been calculated and stored in the video cache (proxy). The **Live Preview in Realtime** then shows all of the frames together and runs smoothly.

The **Preview** shows either the entire animation or the frame on which the Timeslider in the **Timeline** and **Timegraph** is positioned.

- ▶ Open the **Preview** by clicking the  **Activate Preview** icon on the window icon bar or under **View / Palette / Preview**.
- ▶ Click the **Play** button  in the **Preview** window to start the **Live Preview in Realtime**.

## Opening the Preview Window

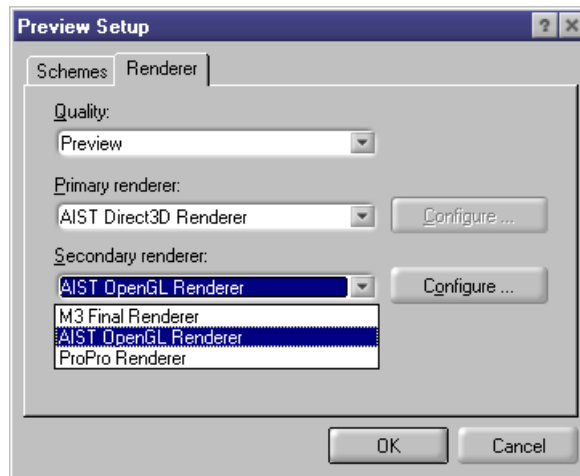
Right-click in the **Preview** window and a list of check boxes appears which enable you to adjust the **Preview**. The following functions can be activated or deactivated; **Maintain Frame Rate**, **Auto Repeat**, **Ping-Pong**. If **Enable Sound** is activated the audio track is played. **Audio Scrubbing** allows you to find an exact beat in the audio track. Settings for the **Preview** are determined in **Preview Setup**.




The command **Preview Setup** is also found in the **Render** menu.

## Preview Setup

In **Preview Setup** you can determine the display quality of the **Preview** as well as the rendering speed.



 The secondary renderer calculates the embedded scenes.

### AIST OpenGL Renderer

With this renderer you can see the **Preview** surprisingly quickly. The quality is sufficient for small **Preview** window displays. As this renderer does not support Alpha Channel, transparencies will be displayed either incorrectly or not at all.

### AIST Direct3D Renderer

The AIST Direct3D Renderer offers you excellent display quality at a high rendering speed.

### M3 Final Renderer

M3 Final Renderer offers highest quality output however it requires slightly more rendering time than the OpenGL renderer.

### ProPro Renderer

This provides an alternative to the M3 Final Renderer.

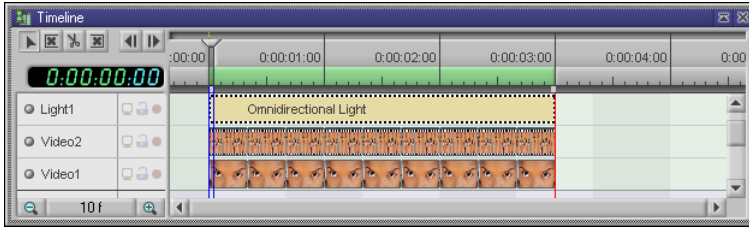
We recommend that you try out the different renderers and then decide which one gives you the best results for the job in hand.





# Setting up the Preview

After starting up MoviePack a green preview bar appears in the **Timeline** and the **Timegraph** which, starting from 0, is set at a preview time of 3 seconds and 15 frames. If the objects are longer or shorter than the preview bar, double-click the bar to fit it to the length of the object.




## Adjusting Preview Area

- ▶ Double-click in the preview bar line to alternate between the previously chosen preview area and the entire **Preview**.

## Changing Preview Area

- ❗ If you have a preview area that is longer than 10 seconds it is better to switch to **Video Control**.

## Preview is too Long







- ▶ The preview area can be moved. Position the pointer over the preview bar and the pointer changes to this . You can then click and drag the bar in either direction.
- ▶ By placing the pointer on either end of the preview bar, you can lengthen or shorten it.
- ▶ By pressing **Ctrl** you can move the bar in both directions starting from where the pointer is positioned.

## Lengthening and Moving Preview Area

- ▶ Click one of the digits in the **Time Display** and it will start to blink. New digits can now be entered using the arrow keys or the alphanumeric keys on the keyboard. The left/right arrows allow you to move from one digit to another while the up/down arrows allow you to raise or lower the digit value. Press **Return** when you have entered all the digits.

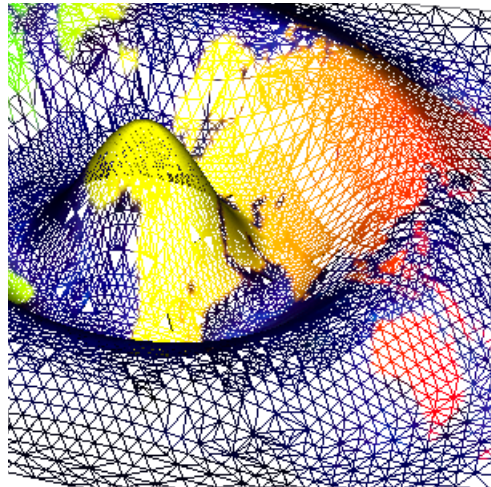
## Time Display

**0:00:01:23**

- ▶ Click here  and the **Preview** jumps to the beginning of the preview area. Click the other double arrow button and it jumps to the end. Alternatively use shortcut **Ctrl + arrow keys**. Click **Play**  and the button immediately changes to **Stop** . Click again and the **Preview** is stopped. The **Spacebar** can also be used to stop and start.
  - ▶ Click here  and the **Preview** jumps forward one frame.
  - ▶ Click the slider  and you can drag it either right or left. The **Preview** will then follow the direction in which you pull the slider.
-  Scrolling enables you to quickly locate and survey frames. By freely moving backwards and forwards difficult cuts can be judged.

## Mesh

Only with the AIST OpenGL renderer can the wire frame be selected under **Configure**. Forms can then be identified better. The colors remain the same.



The wire frame or **Adaptive Mesh Technology** from AIST fits the requirements exactly. Where minor deformations have taken place the wire frame is regular. The wire frame becomes more complex and structured if deformations are more complex.



# Source Viewer



Sources appear as thumbnails in the **Browser** window. The **Source Viewer** displays these thumbnails in larger form and runs the animations. To activate this function click the eye icon in **Browser**. As soon as the pointer is positioned over a source, the **Source Preview** appears. Alternatively right-click an object to activate the **Source Preview**.

Right-click in the **Browser** window to select settings for the **Source Preview**.



► Position the pointer over a thumbnail. A preview of the animation of a clip or an enlarged view of the still image appears. Move the pointer away from the object and the **Source Preview** disappears.

► Click the thumbnail and the **Source Preview** becomes permanent. You can now move the pointer around the window and using the slider or green buttons view selected frames. The window can also be enlarged, moved or closed.

The slider and buttons can only be found in the source previews of animations and sound. Still images are displayed in a straightforward window which does not possess these control buttons.

To enlarge the green buttons right-click in **Source Preview** and select **Large Buttons**. Under **Customize / Playback** you can adjust the icon bars and rearrange the playback buttons. Place the pointer over the **IN / OUT / INS** buttons and a description of their function appears (tool tips).

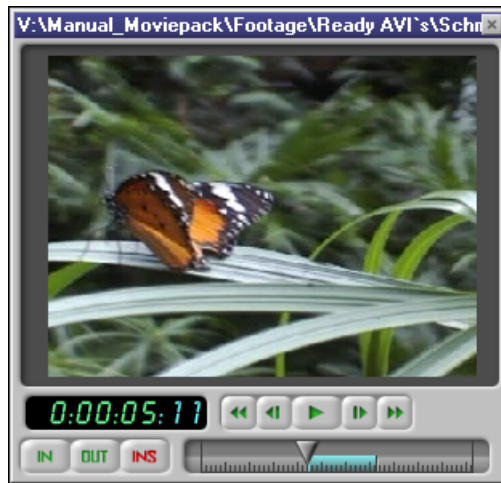
IN OUT INS

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



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If you want to insert only certain sections into your project, unwanted sections can be cut 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 clicking the **OUT** button everything to the right of the **Play** slider is deleted. The edited version of your project is then played by clicking the **INS** button.

Sound files can be listened to and edited as well.



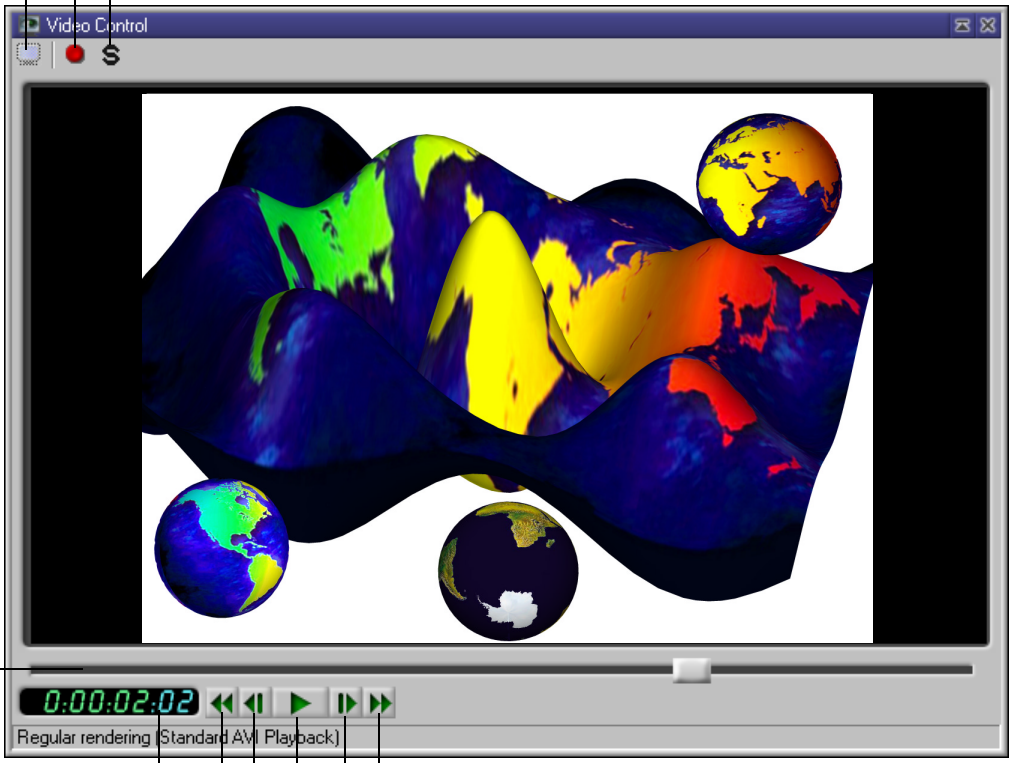
# Video Control



Transmits rendered clip onto a monitor

Activates **Preview** rendering

Settings for output and memory management



Scroll bar: Fast search backwards and forwards

Time Display: Displays current project time in hours/minutes/seconds and frames. Specific time can also be inserted.

Skip button: Skips to the end of preview area.

Single frame button: Skips forward one frame.

Starts preview.



Stops preview.

Single frame button: Skips backward one frame.

Skip button: Skips to the beginning of preview area.

**Video Control** is for previews of longer animations which are then output onto a TV monitor. Before the final rendering you can obtain a preview similar to the final output when using this function.

As opposed to a conventional preview renderer, which constantly renders and immediately manages modified or unmodified clips, the AIST Intelli-Renderer differentiates between the two. Only those sections of a clip that have been modified since the last rendering are re-rendered. However transition tracks are always rendered.

-  Unlike the **Live Preview in Realtime**, when using **Video Control** you must render your animation each time you make a change or an adjustment.
-  Output to a monitor should be used only for testing. If the monitor is constantly fed data, the processing speed will suffer.

## Opening Video Control

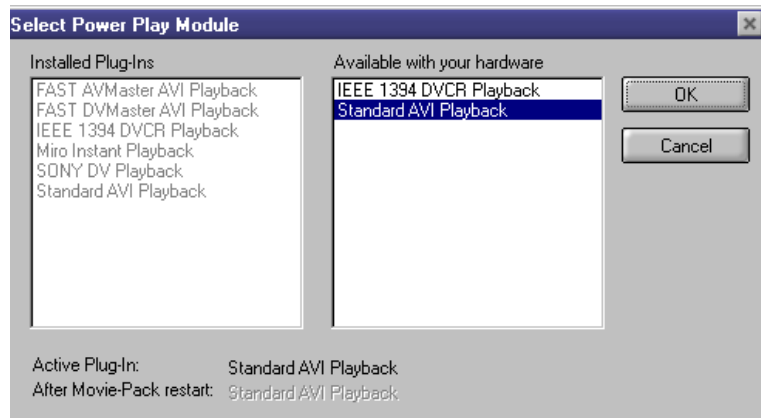
Click the  **Activate Video Control** icon in the window icon bar.

## Adjusting Video Boards

### Selecting Playback Module

**Video Control** works in conjunction with different playback modules. Which modules you can use depends on your hardware configuration.

- ▶ From the **Tools** menu select **Capture/Playback Hardware**.



On the left are the installed plug-ins for different boards. On the right you can select either the AVI Playback (for use with MJPEG hardware) or an IEEE 1394 board which will use DV hardware.

The text at the bottom shows the currently active plug-in and the plug-in that will be used after restarting MoviePack.

- ▶ Select the available playback module for your system. Restart MoviePack to activate the selected playback module.

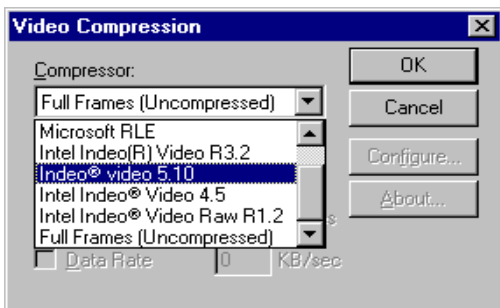
When you first start up MoviePack it is assumed that no video board has been installed. 'Standard AVI Playback' is used as a playback module and allows the direct playback of all Microsoft standard AVIs which are compressed with a software codec or a MJPEG codec.

## Without a Video Board


Many video boards compress video files with the MJPEG codec. With such a video board it is possible to view the animation of the selected preview area also on a TV monitor. For this you must select the corresponding video codec:

## Video Board with MJPEG

- ▶ Click **S** and under **Compressions-Options** select the video codec suitable for your board.




Depending on your hardware support, you can output the current content of the **Canvas** onto a connected TV monitor for testing.

- ▶ Click the  **Show Canvas on Monitor** icon in the **Video Control** window to output the current content of the **Canvas** onto a connected TV monitor.

- ☺ MoviePack must be restarted as soon as the settings are changed.

- Standard AVI Playback is installed when you start up MoviePack. All Microsoft Standard AVIs, which are folders with software codecs or MJPEG codecs, can be used. This way it is possible to use videos that have been bought or copied from the Internet.

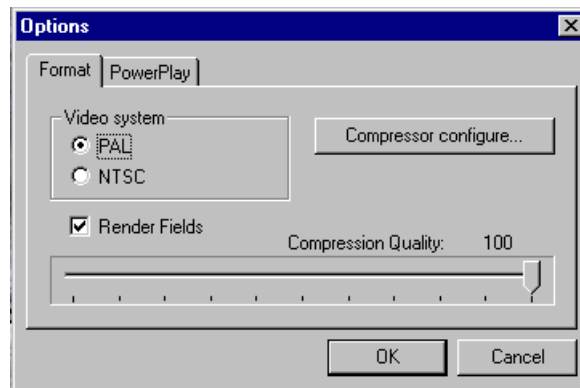
Video boards which support **Video Control** can be found on the AIST web site (<http://www.aist.com>). You should specify the hardware you are using after starting up MoviePack.

- Click the  **Activate Monitor** icon and the content of the **Canvas** is displayed on the monitor. If your video board does not support this feature the icon is blurred and cannot be activated.

## Fast AV/DV Master

For AV and DV Master use the specially designated playback module:

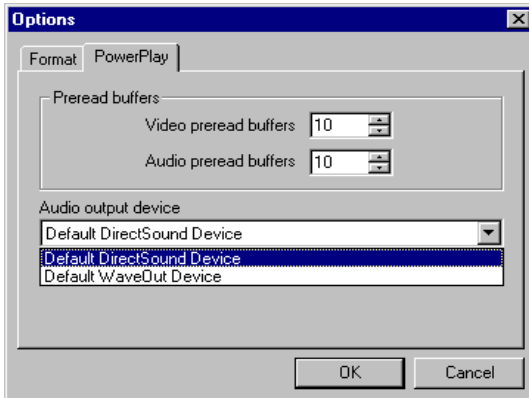
- In the **Tools** menu click **Capture/Playback Hardware** and in the right-hand window select 'Fast AV Master AVI Playback' or 'DV Master AVI Playback'. Restart MoviePack to activate the playback module.



For the AV Master you receive these options.






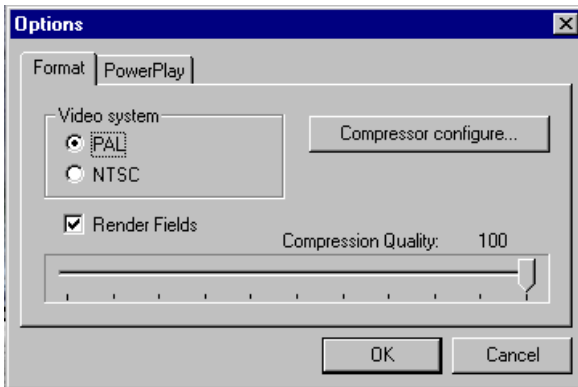


Click the **Render** button and the **Canvas** content is displayed only on the connected TV monitor.

Both boards support output onto a monitor.

- ▶ Click the  **Show Canvas on Monitor** icon in the Video Control window to output the current content of the **Timeline** onto a connected TV monitor and not to **Video Control**.

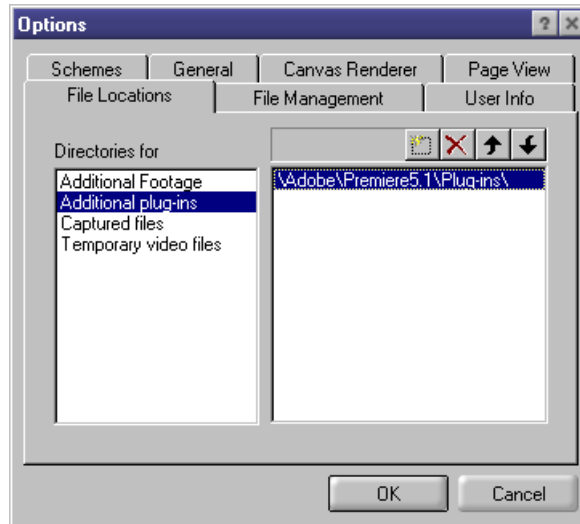
For the AVMaster the parameters shown below are available:



An additional plug-in must be installed for the following boards: Miro DC 30, DC 50, DC 100, DV 500 etc. Pinnacle is developing its boards specifically for Adobe Premiere.

## Miro Instant Video

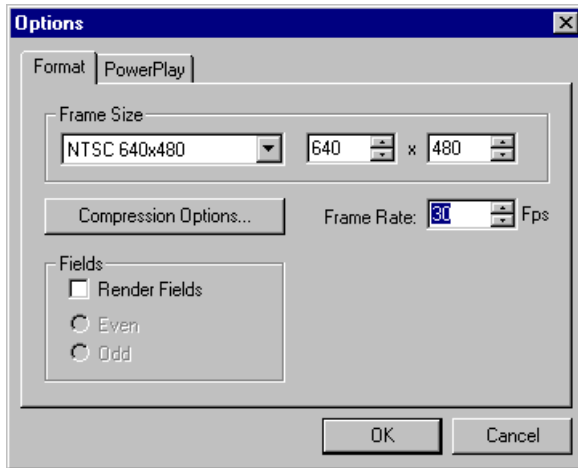
- ▶ From the **Tools** menu or with a right-click in the **Video Control** window choose **Options**. In the **File Locations** tab (see the 'Reference - Project Management' booklet) type in the Instant Video installation path, it is normally C:\Programme\Adobe\Premiere\Plug-in.



After restarting, under **Tools / Capture/Playback Hardware** you can select this plug-in

- ☷ Install the plug-in as follows:
  1. Install Premiere
  2. Install Plug-in
  3. Restart MoviePack
  4. Choose Playback
  5. Restart MoviePack





In Setup (S) this menu appears.

In **Audio Setup** you can choose from different frequencies and the Bit Depth.

If you are using a DV board (IEEE 1394 compatible) the digital video signal can be viewed only on a DV compatible device, i.e. a monitor with DV input. It is possible to use a DV camera provided it has active DV input. Usually only high-end devices possess this function.

## DV board using FireWire

☺ The analog output from a suitable camera is normally connected to a conventional monitor.

Before you start MoviePack ensure that the DV device is connected to the FireWire cable and if necessary in VCR mode. As the DV device is a part of the Video Capture hardware, you should not switch the DV device on and off during use as this can cause problems.

☺ If a digital video camera is connected by a FireWire cable, it will automatically be recognised by MoviePack.

Under **Capture/Playback Hardware** IEEE 1394 DVCR is now available. These settings are obtained under **S**.



- ▶ In the **Tools** menu click **Capture/Playback Hardware** and select the Playback module '**IEEE 1394 DVCR Playback**'. **Restart MoviePack to activate the selected playback module.**
- ❗ To play back video clips as DV in your video camera again, the function DV-In on your camera must be activated. A lot of new video cameras already possess this input, in many others DV-In can be activated. Further information on this can be obtained from your specialist dealer or manufacturer.
- ❗ In order to output onto the video camera, the camera's video input must be activated. During playback the notice 'DV-Out Active' appears in the **Video Control** window.
- ☛ Before you start MoviePack ensure that the camera is connected to the FireWire outlet and that it is in VCR mode. As the camera is a part of the **Video Capture** hardware with simple DV solutions, you should not switch the camera on and off during filming as this can cause problems with Windows.


## Sony Vaio

The notebook belonging to the Sony Vaio-Product family possess an integrated FireWire port (IEEE 1394) and the drivers have already been installed during manufacturing.

- ▶ Under **Tools / Capture / Playback Hardware** select the playback module '**Sony DV Playback**'. Restart MoviePack to activate the selected playback module.




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- ▶ Click the  **Show Canvas on Monitor** icon in the **Video Control** window to output the current content of the **Timeline** onto the notebook display.


## DPS

If you are using the DPS Perception or Velocity video boards, contact us or view our website to obtain information on the appropriate plug-in which will give you direct access to your video board. Detailed installation instructions are enclosed with the plug-ins.

## Activating Video Control

- ▶ Click the  **Activate Video Control** icon or from the **Window** menu choose **Video Control**.

After calling up **Video Control** its memory is still empty. To start the first rendering of the preview area simply click **Play**. The preview area is denoted by a green bar at the top of the **Timeline** and the **Timegraph**. To find out more refer to the 'Reference - Timeline' booklet.

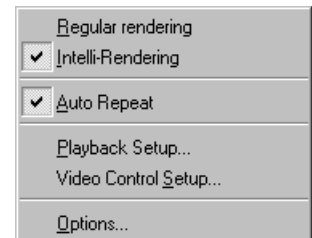
- ▶ If you are satisfied with the material you see in **Video Control**, you can transfer it onto a connected monitor. Simply click the  **Show Canvas on Monitor** icon.

On the monitor you can appraise your video and determine whether it is finished and ready to be printed to video tape.

Right-click in the **Video Control** window and the following menu appears. Using the check boxes several functions can be activated and deactivated.

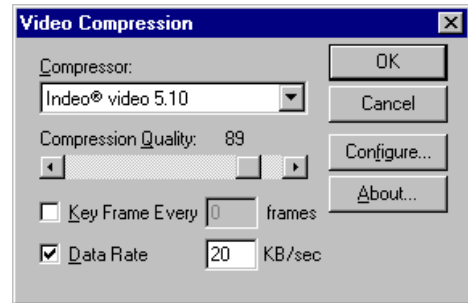
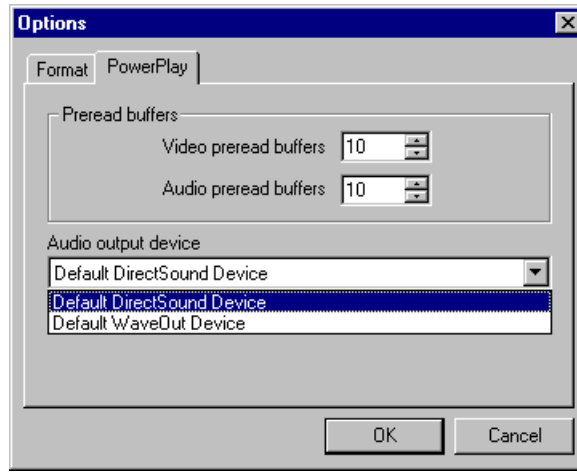
- ▶ Make sure that you activate **Intelli-Rendering**.

As in the **Setup** menu for **Live Preview in Realtime**, under **Video Control Setup** the choice of renderer and its settings can be selected. Under **Options** file management, general settings (schemes) etc can be determined.



- ▶ Click the **S** icon in the **Video Control** window or select **Playback Setup**. In the **Format** tab you can determine the format size and select compression options. The selection depends on the video board you are using.

In the **Playback** tab you can determine the audio output and the size of the video and audio pre-read buffers. We recommend that you maintain the default setting.




- ▶ Click on the red **Render** button to start the preview rendering of the preview area. You can follow the results in the **Video Control** window.

If sound is included, this is also rendered and played back.

- ❗ In contrast to the **Preview**, your animation must be newly rendered after each change made to it in **Video Control**.





When rendering in **Video Control** it is possible to lock tracks. Click the red circle in the **Timeline**, it then appears like this .



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