Timegraph

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TIMEGRAPH

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The **Timegraph** offers you an overview of the behavior of an effect over the span of one single object.

Considering in MoviePack that you can move videos and images in numerous ways and apply a multitude of effects to them, you would soon lose control over which parameters you have altered during the course of the animation if it were not for the **Timegraph**. Each bar in the **Timegraph** represents an alteration made to the current chosen object. When an alteration is made a thin rectangle appears, a so-called keyframe. The intensity of the effect however is not determined here. This is carried out in the **Effect Box**.

Timegraph Window

Arrow Keys: Moves forwards/backwards one frame.

Time Display: Displays current position of the Timeslider.

Preview bar: Defines the preview area.

Render bar: Defines the rendering area.

Time scale: Helps to navigate time in the project.

Timeslider: Determines which frame is to be displayed and edited in the **Canvas** window.
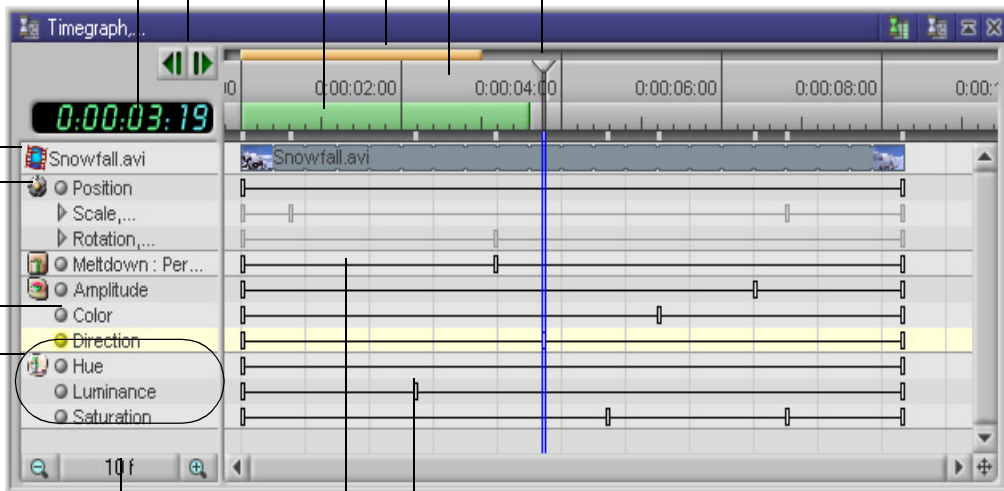
Keyframe: Indicates an alteration of a parameter's values.

Parameter bar: Holds the keyframes.

Scaling menu: Alters the scale of the **Timeline**.

Setting: Group of parameters which are assigned to an effect.

Parameter: Adjustable intensity of an effect or object.

Effect icon: Shows the effect which has been selected.

Object: Displays the name of the active object.

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Opening the Timegraph

▶ To open the **Timegraph** click the **Activate Timegraph** icon in the icon bar or choose the **Palette/Timegraph** command from the **View** menu.

Filling the Timegraph

❶ Settings can only be placed into the **Timegraph** if an object is activated in the **Timeline** or **Canvas** and the Timeslider positioned on that object.

Keyframes

Likewise effects can only be used on an active object in the **Timeline** or **Canvas**.

▶ Double-click the desired effect in the **Browser** and the icon for this effect with the appropriate parameters will appear in the left-hand column of the **Timegraph**.

▶ Position the Timeslider on the desired point in time and alter the parameters in the **Effect Box**. A keyframe will then appear in the corresponding position in the **Timegraph**. Depending on the scale of the **Timegraph** window, this keyframe appears as a short vertical line or a rectangle.

Scrolling the Timegraph

▶ In an empty position in the **Timegraph** window the pointer appears like this 🖑 . By keeping the mouse button depressed the area can be moved.

❶ Moving the time scale manually enables you to easily center the work area without being hindered by the window borders.

❶ Scrolling can also be synchronized with the **Timeline**. To do so right-click in the **Timegraph** window and select the command **Synchronize with Timeline** from the menu which appears.

Defining Points in Time

The central theme of a video project is the footage length. Seconds are used to determine the positions for editing and the course of the animation. The Timeslider helps you to locate each point in time exactly, clearly and quickly.

Moving the Timeslider

▶   Click the top section of the time scale (grey) and the Timeslider will jump to this position.
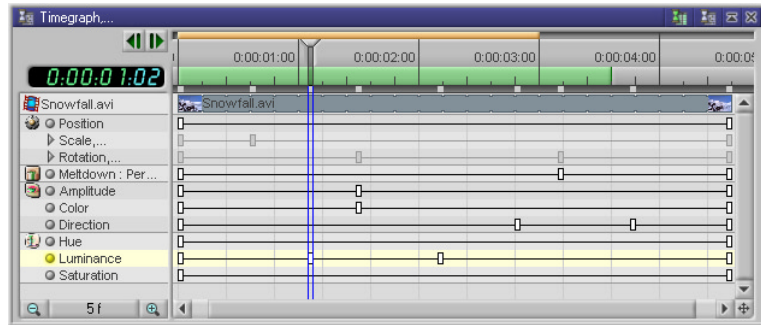
To position the Timeslider click in the top section of the time scale.

alternatively:

▶   Click the handle of the Timeslider and drag it to the desired position.

alternatively:

◀▌▌▶

▶   The left and right arrow keys in the **Timegraph** allow you to move the Timeslider one frame at a time.
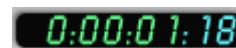
❶   If you move the Timeslider out of the window's boundaries, the content of the **Timegraph** automatically follows. This way your work surface always remains visible.

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The Time Display shows the current Timeslider position. The time is displayed in hours, minutes, seconds and frames (PAL 25 frames/sec; NTSC 30 frames/sec) and corresponds to the image currently displayed in the animation window. It updates itself in synchronization with the movement of the Timeslider and vice versa.

▶ Click one of the eight positions in the Time Display to enter a new numerical digit. After pressing **Return** to confirm your entries the Timeslider automatically jumps to the corresponding position in the time scale.

alternatively:

▶ If you possess an intellimouse or wheelmouse, the point in time can be set by rotating the wheel.

❶ The position of the Timeslider on the time scale is always identical in both the **Timeline** and the **Timegraph**.

❶ The position of the Timeslider defines,
- which frame is displayed in the **Canvas** window and
- the frame of the object that can be edited in the **Effect Box**.

The time scale in hours, minutes, seconds and frames defines the temporal position of an object in the project.
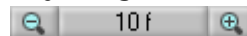
The period of time of the display can be adjusted so that you can choose between a complete overview of your object with all parameters and keyframes or different enlarged detailed views.

▶ Open the Scaling menu.
Select one of the ten scales.

| |
|---|
| 10 min |
| 5 min |
| 1 min |
| 30 s |
| 15 s |
| 5 s |
| 1 s |
| 10 f |
| 5 f |
| 1 f |
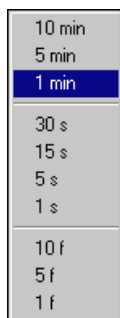
The minute display provides an overview of the entire project, the frame display shows the exact positions which have been edited. The number of frames shown in one second depends on the TV standard you are using.

The scales are only approximations and differ depending on the resolution and size of the monitor.

Extending the Scale ▶ The plus magnifying glass reduces the range of the scale.
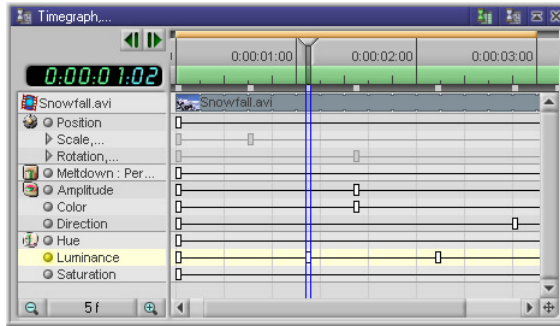
At 5 frames for every unit of length the display is very detailed.

At the highest resolution of 1 frame for every unit of length the two border lines of the Timeslider encircle one frame as well as the keyframes.
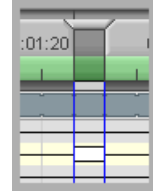
Compressing the Scale ▶ The minus magnifying glass increases the range of the scale.
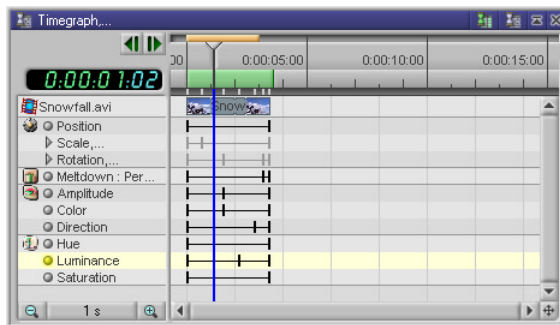
A display of 1s (PAL = 25 Frames) per unit of length provides you with a better overview for long clips.

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Editing Parameters

Parameters are the adjustable values of an effect which determine its behavior. The type and number of parameters which can be edited depends on the effect.

The **Transformations** effect with the parameters **Position**, **Scale**, **Rotate**, **Center and Focus** is linked with nearly every object.
Several adjustments are usually needed in order to get the best result from an effect.

❶ The **Timegraph** always shows the effect parameters of the active object in the **Timeline** or the **Canvas**. Objects cannot be inserted into the **Timegraph**.

❶ The Timesliders in the **Timeline** and **Timegraph** are linked with each other.
The **Timegraph** remains empty if no object is activated in the **Timeline** or **Canvas** or if the Timeslider is not positioned on an active object.

▶ To activate an effect track in the **Timegraph**, click the title box of the desired track. The yellow dot with the yellow track indicates the active parameter.

Selecting and Activating Parameters

❶ This parameter in then displayed in the **Effect Box**.

If an effect parameter is active, the effect can be deleted by pressing the **Del** key.

Deleting Effects

The **Transformations** effect is an exception as it is linked to the object. Deleting a parameter bar also deletes the object and the other effects.

Further information can be found in the 'Reference - Effect Box' booklet.

Editing Keyframes

A keyframe appears as a thin rectangle on the parameter bar and defines the point in time where an alteration to an object has been made.

❶ In the default setting each object has two keyframes with values of 0 fixed at the beginning and end (see illustration under 'Defining Points in Time'). Between these two points further keyframes can be set at any desired point in time.

Keyframes can be set in two ways:

▶ Move the Timeslider to the desired position in the **Timeline** or **Timegraph**. A keyframe is automatically created at this position if the values in the **Effect Box** are altered or the object on the **Canvas** is edited.

alternatively:

▶ Position pointer on a parameter bar in the **Timegraph** and press **Ctrl**, the pointer changes to this ▸ᴴᴵ . Click to set the keyframe. The corresponding settings appear in the **Effect Box**.

❶ This method works only if the parameters are listed seperately and are not combined into groups (identifiable by the dots in front of the name and by an arrow pointing downwards). Click the arrow and the individual parameters will appear.

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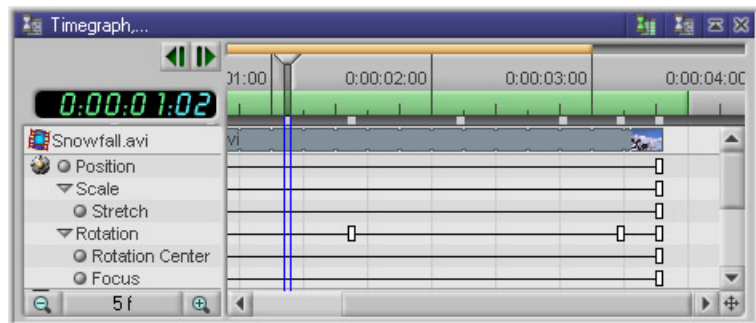
▶ While pressing the **Ctrl** key click a keyframe and drag it to the desired position on the bar.

Duplicating Keyframes

▶ Drag the keyframe to a new position.

Moving Keyframes

▶ Drag the keyframe out of its track, the pointer changes to a red cross ▶ . Release the mouse button and the keyframe is deleted. ✿

Deleting Keyframes

MoviePack allows you to move several keyframes lying under one another into the same position in time:

Synchronizing Keyframes

▶ Position the pointer on a keyframe. A positioning aid in the form of a vertical double line appears. Drag the keyframe along its parameter bar until it lies above or below the keyframe you want to synchronize it with.

❶ To move a keyframe on top of another you must copy it.

Controlling Effects

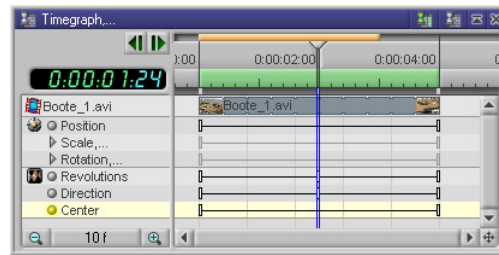Each effect parameter is automatically applied to the entire length of an object. If two keyframes with zero values have been preset at the beginning and end of the object, an animation is created when alterations to parameters are made at certain points in time.
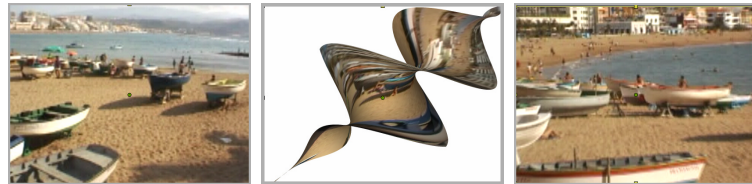
Beginning   Middle   End

MoviePack works linear progressively. This means that the parameters continually change their values. Starting from the first keyframe, the values steadily increase or decrease until reaching the second keyframe.

Setting Effect Values to 0

A collection of tabs can be found under **Tools / Options**. Under **General** you will find the checkbox **Apply zero values to effect** which, when activated, applies zero values, as described above, to the beginning and end of the effect.

If the checkbox is not activated the effect takes effect immediately and alters the entire object because no zero values have been placed at the beginning and end.

Maintaining Start Setting

If you do not wish to make any alterations to your movie sequence for a certain amount of time after the start of the animation, you can copy

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the zero value at the beginning of the animation to a position further to the right.

▶ Position the pointer at the starting point of the bar. While pressing **Ctrl** drag the keyframe to the desired position.

▶ Position the pointer at the end of the relevant bar. While pressing **Ctrl** drag the keyframe to the left until you reach the desired position.

Stopping Effect Settings before End of Object

▶ Place a keyframe whose value has been greatly changed on the desired position.

Copy the last keyframe positioned in front of this new keyframe and move it to a position before the new keyframe.

Making Effect Settings Rise Sharply

Release the **Ctrl** button and drag the copied keyframe onto the new one. The copied keyframe is automatically placed in the nearest possible space (1 frame) in front of the new keyframe. In this way the sharp rise of the parameter is achieved.

If during the course of the animation a parameter should rhythmically adopt the same values, more keyframes must be copied and rearranged.

Repeating Effect Settings in Cycles

▶ Select keyframe and while pressing **Ctrl** drag it to the desired position. Carry out the same procedure with the second keyframe which contains the other value.

An effect setting is produced from the combination of the parameters which belong to it and from the interaction of the keyframes on the parameter bar.

Saving Effect Behavior

▶ Effect behaviors can be saved from the **Effect Box** or from the **Timegraph** into an **Album** (see the 'Reference - Effect Box' and 'Reference - Album' booklets).

Having saved a setting into an **Album** this behavior can now be applied to another object:

Applying Effect Settings

▶ A setting can be dragged onto an object in the **Timeline**. Once applied, the setting can be further edited (see the 'Reference - Timeline' and 'Reference - Effect Box' booklets).

If an object to which effects have been applied is shortened or lengthened, the keyframes move accordingly.

Unifying

If once you have applied a parameter or effect, you want it to remain constant for the entire animation:

▶ Select the command **Unify** from the **Objects** menu (shortcut **Ctrl + U**) or from the menu which appears by right-clicking an object on the **Canvas**.

At first the arrangement appears as can be seen in the **Timegraph**. The object, effect that is active , i.e. highlighted in yellow, and the parameters are displayed.
The top three rows contain:

Object: Select this option and all parameters are shown.

▶ On the left-hand side of the bar is an arrow. When pressed the name and location of the object is displayed.

Effect: The currently active effect is shown.

▶ Click the arrow and all the effects that have been applied to the object are displayed. You can select one of these effects.

Channel: The active parameter is listed.

▶ Under the arrow you will find all the effect parameters which you can choose from.

❶ The parameter value to be unified is the one on which the Timeslider is positioned.

What to unify: In the bottom left-hand corner is a list of standard effects which you can choose from.

Where to apply: Restricts what you can unify.

Viewing Sections of the Project

In the **Timegraph** (or the **Timeline**) the section of the project which is shown in the **Live Preview in Realtime** is determined (see the 'Reference - Preview' booklet).
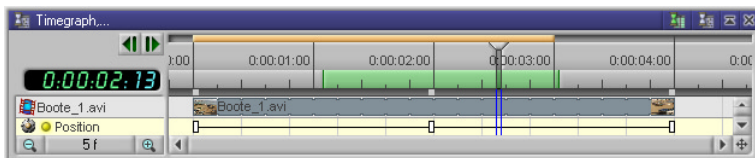
❶ After starting up MoviePack the preview area is automatically set at 3 sec and 15 frames.

Adjusting Preview Area

The entire preview bar can be moved.

Moving Preview Bar

▶ Place the pointer on a desired position.
Two vertical lines appear at both ends of the preview area.
The pointer changes to this ▶⟷ .

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Altering Length of Preview Area

▶ Double-click in the row of the preview bar to alternate between the previously chosen preview area and the complete preview of the project.

▶ Move pointer to one end of the preview bar. By dragging you can lengthen or shorten the preview bar .

New Preview

▶ To obtain a new preview area click any desired position in the area under the number field while simultaenously pressing **Ctrl**. Click and drag to determine the new preview area.

Determining Render Area

Rendered movie clips are now ready for output onto a video tape. The exact calculation of all the effects requires more computing time than the **Live Preview in Realtime**. In complicated compositings image and effect quality can only be judged once the project has been rendered. The **Live Preview in Realtime** provides you with an idea of how the final video will look, while rendering gives you total accuracy.

▶ Double-click the thin bar above the time scale and a yellow line appears. The line stretches across the entire length of the project irrespective of the current project object.

Changing Render Area

▶ Position the pointer on the render bar. It adopts this symbol . You can now click and drag the render bar to the position you want.

▶ Double-click in the line of the render bar to alternate between the previously choosen render area and the rendering of the entire project.

Please refer to the 'Reference - Timeline' and 'Reference - Effect Box' booklets.

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