REF

Timeline

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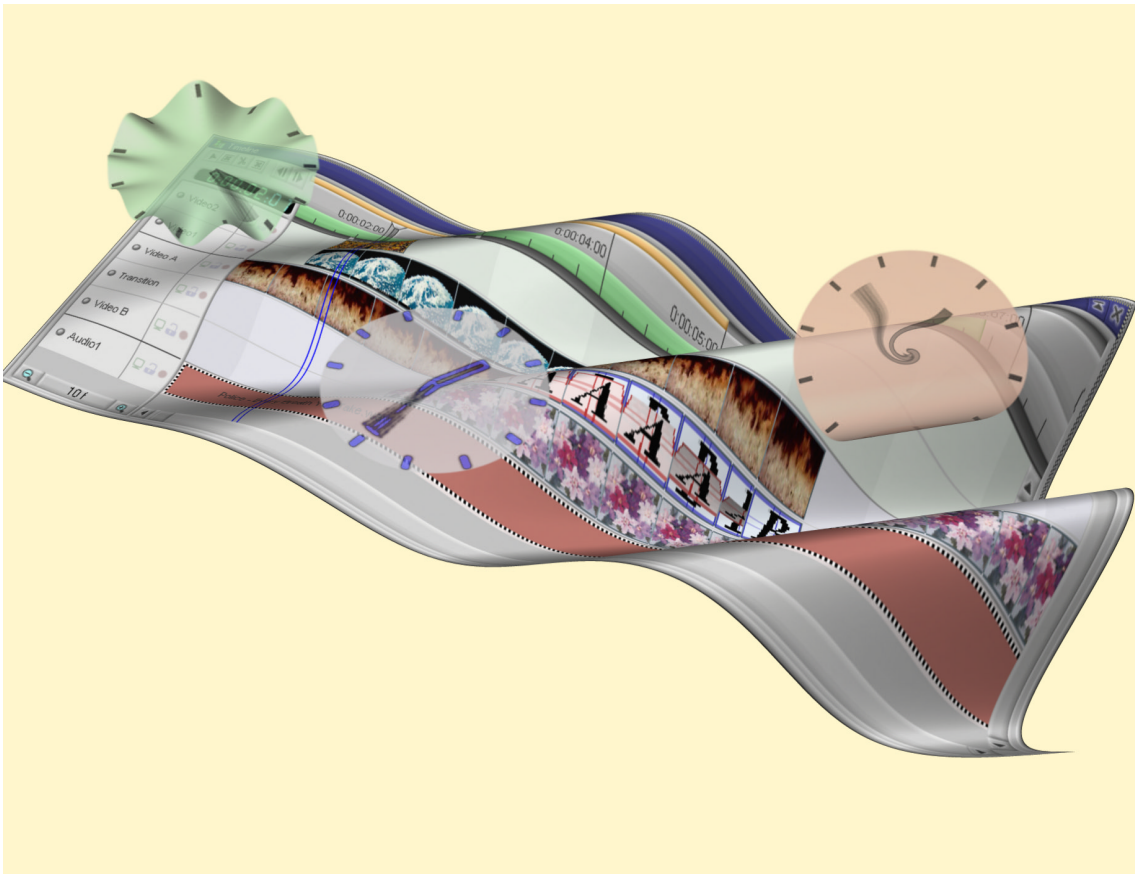


The **Timeline** window contains an overview of all the components of your video sorted into tracks. The elements are arranged on top of each other and appear simultaenously in the **Canvas**, **Live Preview In Realtime** and if the markers are appropriately set, in the **Monitor** window as well as on a connected TV monitor if using **Video Control**.

The animation runs in chronological order from left to right. The time scale shows the point in time at which an object appears as well as its duration. The smallest possible unit of this is a frame, i.e. one still image. 25 of these frames make up one second of a video in PAL Video System, 30 for NTSC.

The Timeslider, a moveable blue line, allows you to select and process any desired frame. Two lines mark the bounderies of the clip area.

Timeline Window

Timeslider: determines which frame can be edited in the **Canvas** and the **Effect Box**

Trims by deleting excess footage

Trims a film strip

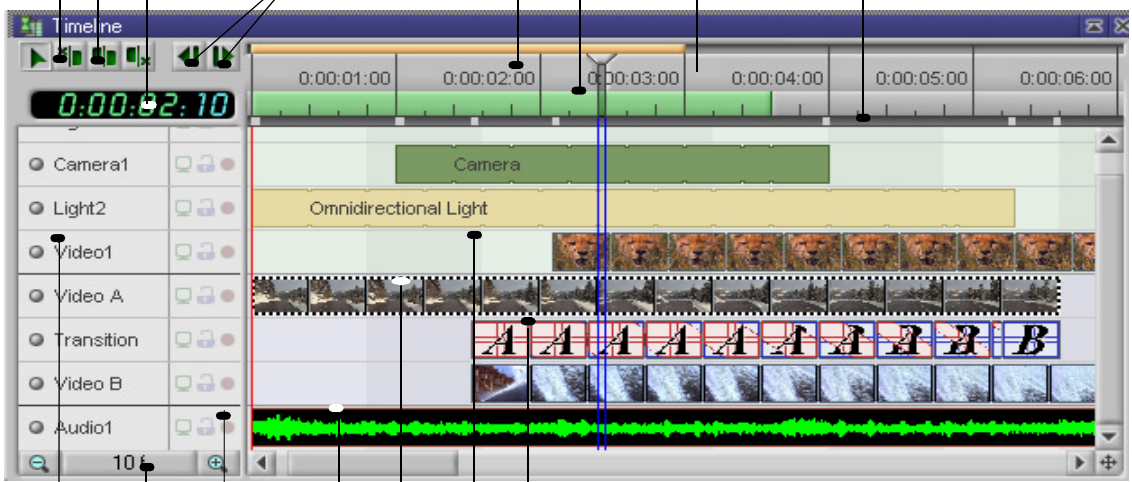
Timescale: helps to navigate time in the project.

Time Display: Shows the current timeslider position

Render bar: indicates area to be rendered

Preview bar: defines the preview range

Back / forward one frame



Transition Track: only transitions can be inserted here

Compositing Tracks: objects for special effects are positioned here

Editing Tracks: fast editing

Audio Tracks: audio clips are positioned here

Track: visible / invisible ● open / locked ● render / do not render

Scaling menu: alters length of Timeline display, magnifying glasses alter it gradually.

Track name: numbered consecutively, can be altered

Points in Time

Each project is inextricably linked with time. The time at which each change occurs is extremly important. In the **Timeline** the Timeslider acts as both an indicator and a marker. It moves along a Timescale and this scale can be altered.

The position of the Timeslider indicates,

- which frame is to be displayed on the **Canvas**,
- the position of an object frame which can be edited.

Moving the Timeslider

The Timeslider can be moved in three ways:

- Click any position above the preview bar line. The Timeslider jumps to this position.

alternatively:

- Click the Timeslider's triangular handle and drag it to the desired position.

alternatively:

- The arrow keys in the **Timeline** move the Timeslider left and right one frame at a time.
  Press **Ctrl** at the same time and the Timeslider jumps to the beginning or end of the object.

- If you move the Timeslider out of the window's boundaries, the **Timeline** automatically follows. This way your work surface always remains visible.

Entering the Time

The Time Display displays the current Timeslider position in hours, minutes, seconds and frames. It updates itself in synchronization to the movement of the Timeslider or the Timeslider position corresponds to the time inserted.

- Click one of the eight digits in the Time Display to enter a new numerical value. After pressing **Return** to confirm your entries the Timeslider automatically jumps to the corresponding position in the animation.

- The position of the Timeslider on the Timescale is always identical in both the **Timeline** and **Timegraph**.

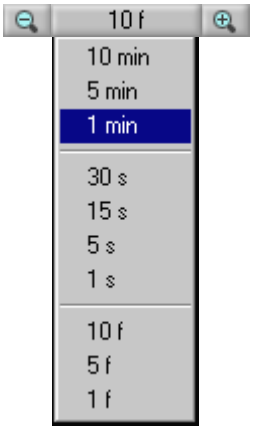
- The point in time can also be set by rotating the wheel of an intellimouse or wheelmouse.

Moving the Timescale

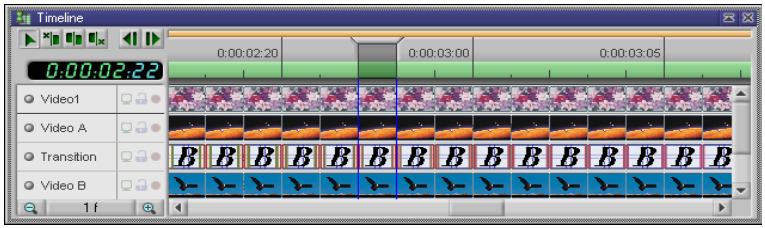
- When the pointer is placed on an empty position in the **Timeline** it appears like this . Keeping the mouse button depressed you can move the **Timeline**. You can also move it into the negative area.

Moving the Timescale manually enables you to center the work surface easily without being hindered by the window's boundaries. The starting time of the project is also determined here. You can, for example, start your video at a starting time of two minutes, or in the minus area as is customary in many broadcasting houses.

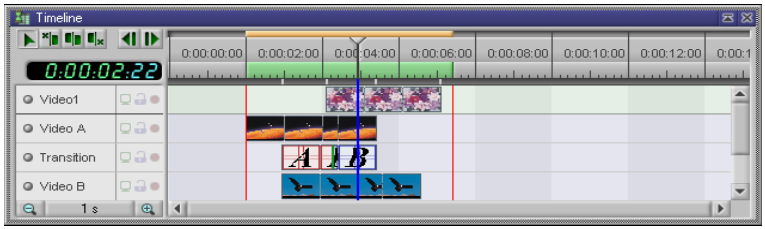
Adjusting the Timescale



Scaling enables you to choose between an entire overview of your project or viewing smaller sections in greater detail.



Detailed dispaly of each individual frame in the **Timeline.**



Rough overview of project in the **Timeline** (1 sec)

- Open the Scaling menu.
  Select one of the 10 scales.

The Scaling menu is divided into minutes, seconds and frames. The display in minutes offers the best overview for a long project and the frame display shows the exact trimming

points. The sizing of the Scaling menu depends on the TV standard you are using.

▶ The plus magnifying glass zooms in. The Timeslider always remains visible in the same position.

Increasing the Scale

▶ The minus magnifying glass zooms out.

Reducing the Scale

Processing Objects

Objects are the basic materials of a video project. They contain image and audio information and effects or transitions can be applied to them. Their length and position in the video is defined in the **Timeline**.

▶ Set the Timeslider on the desired position for insertion
Activate desired track.
A double-click on an object in the **Browser** or **Album** places it directly behind the Timeslider.

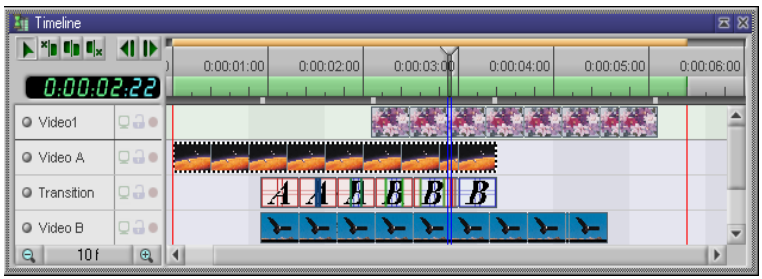
Inserting a New Object

alternatively:

▶ Drag the object to the desired position in the **Timeline**.

▶ Click an object and a striped frame appears around the clip. The object is now activated and can be processed.

Selecting Objects



Only objects that are activated in the **Timeline** appear in the **Timegraph** and the **Effect Box**.
If the Timeslider is positioned outside the marked object, this object is not displayed in the **Effect Box** and **Canvas** and cannot be processed.

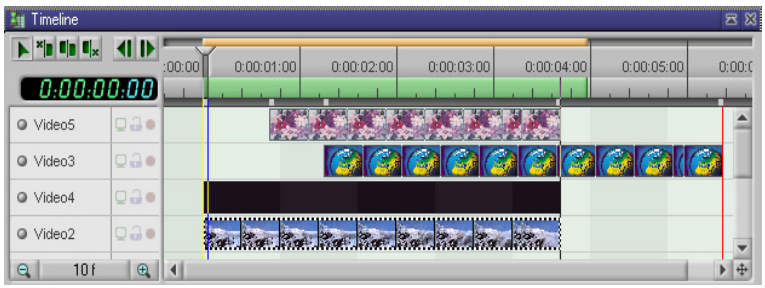
Likewise an object cannot be processed if it is not marked in the **Timeline** or the **Canvas**.

Deleting Objects

- Activate an object and choose command **Delete** from the **Edit** Menu or press **Del** key.

Moving Objects

- Click an object and a small grey rectangle appears beside the pointer. The object can be dragged and placed wherever you wish, except on top of another object.

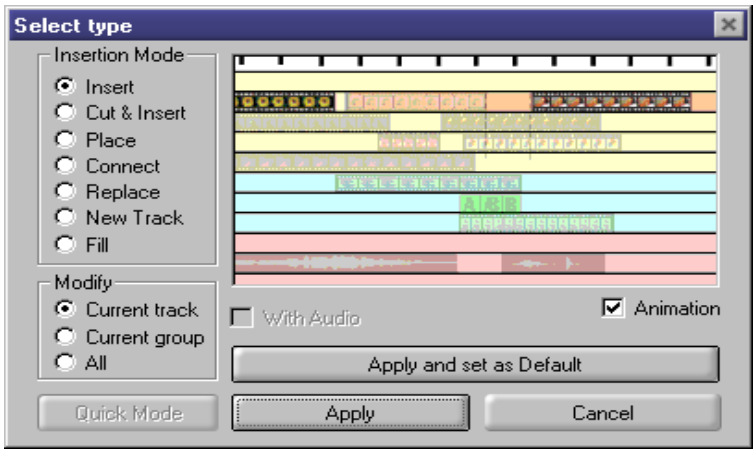


Insert Mode

Objects can be moved and inserted into a video project in numerous ways. In the **Select Type** window there are numerous insertions modes available.

▶ Activate the object and while holding down the **Shift** key drag it to the desired position. The **Select type** window appears.

Calling up the Select Type Window



Insert: Inserts the new object in its full length and pushes the other objects to the back.

Cut & Insert: Inserts the new object in its full length, cuts the objects already there in two and pushes the surplus to the back.

Place: Places the object into a gap if there is sufficient space between objects.

Connect: Inserts the complete object.

Replace: Fills a gap between two objects. The bordering clips are trimmed.

New Track: Places the new object in the desired position in a new track.

Fill: Fills a gap between two objects. The inserted clip is trimmed at the front and back.

Current track: Pushes subsequent scenes off the track.

Current group: Moves the subsequent objects of the compositing track.

All: All subsequent objects are moved.

The animation can be turned off. With small PC systems this enhances the computing performance. To switch off, deactivate the **Animation** check box in the **Insert** window.

Applying Insert Options

▶ Click **Apply**. The clip is inserted into the project in the defined form.

Default Insert Options

If you want to use certain insert options repeatedly, you can set them as defaults.

▶ Click the button **Apply and set as Default**.
The selected object is inserted and the insert option is adopted as a default setting for future insertions.

The options **Insert** and **Cut & Insert** extend the video project to the length of the insertion.

With Audio

The audio clip is normally always moved with the video clip. To separate the audio and video clips deactivate the check box **With Audio**.

Cutting and Trimming

Objects can be adjusted to the appropriate clip in two ways. Cutting, like using scissors, cuts sections of the clip apart. Trimming defines a start and end point. Extensive editing can be carried out more conveniently in the **Monitor** window as it possesses two monitors (see the 'Reference - Monitor' booklet). In the **Timeline** the following possibilities are available:

Shortening by Cutting

▶ Click **Cut mode**.
Position the pointer over the object. It turns into this . The cutting position corresponds to the position of the pointer. You can then for example separate a section of a clip and move or delete it.

alternatively:

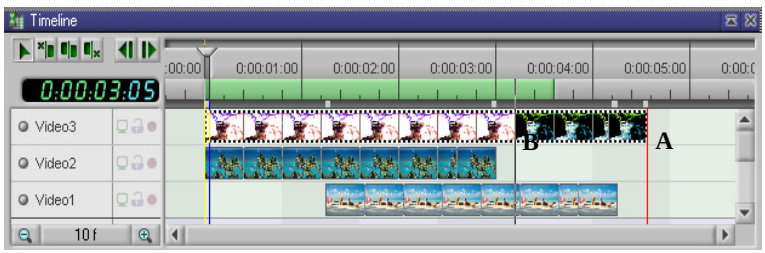
Fast Trim

▶ Click either **Trim to Beginning/Trim to End**.
Position the pointer over the object. It appears as either or . The cutting position corresponds to the position of the pointer.

ℹ The section of the clip that lies either before or behind the cutting point is not only cut off but also deleted.

Shortening by Compressing

▶ Still images, titles, texts and transitions can be endlessly expanded and compressed. Position the pointer at the beginning or end of the object. The pointer appears as . Drag the border lines either from left to right or vice versa. With movie and sound clips shortening them also cuts them.



A is the original length, B the new end point.

Lengthening by Dragging

▶ This technique slows down transitions. The length of movie and audio clips is determined by digitizing. They are usually lengthened at the section which had previously been trimmed.

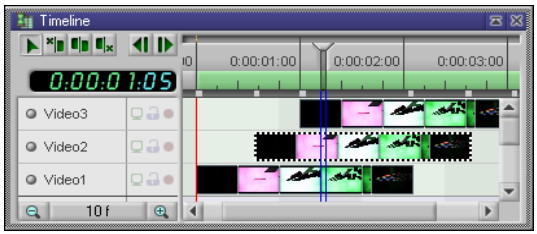
ℹ If the end of the object extends over the **Timeline** boundary, the content automatically follows.

ℹ If two tracks are lying on top of one another and end at the same place, they can be lengthened or shortened together. **Ctrl** must be pressed.

Trick Movie clips can be lengthened or shortened if they replace a shorter or a longer object in the **Effect Box** or vice versa.

Copying Objects

If an object is to repeatedly appear in the video, it can be re-inserted in the same length by copying. This can be done in three ways:



- Drag the object while pressing **Ctrl** and release the mouse button first. This way the copied clip can be placed in any desired position.

alternatively:

- Choose the command **Duplicate** from the **Edit** menu and the object is inserted in the next track after the Timeslider.

alternatively:

- Activate the object. Use the shortcut **Ctrl + C**. Place the Timeslider at the desired position and then **Ctrl + V**.

When copying, Moviepack stores the effect parameters of the objects in memory. As a result no set keyframe is lost.

Processing Tracks

The **Timeline** in MoviePack uses three types of tracks to display different objects. Sound clips appear in the audio tracks, image and video clips in the compositing tracks. Transitions are inserted into the transition track.

Activating Tracks

- Click the name of the track you want to activate. A frame appears around the track and the grey dot in front of the track name becomes yellow.

Labelling Tracks

- Double-click the name to rename a track.

Inserting Tracks

▶ Drag an object from the **Browser** or **Album** onto one of the light green compositing tracks or the Video A and B tracks beneath. Audio clips must be inserted into the light brown audio tracks.
If there is already an object in the desired position, a new track is automatically opened above.

If the object is placed in an empty position on an occupied track, a new track is not opened.

Deleting Tracks

▶ Activate a track and select **Delete** from the **Edit** menu or press the **Del** key.

Compositing and audio tracks can be deleted except for the last one. The blue transition track always remains.

Rearranging Tracks

▶ Tracks can be moved up or down by dragging. In doing so the order of the clips changes.

Several Objects in one Track

Unlike other compositing programs an object is not assigned a track in MoviePack. Each track can contain unlimited objects placed one after the other.

This way everything in the **Timeline** can always be clearly seen, even in complex projects.

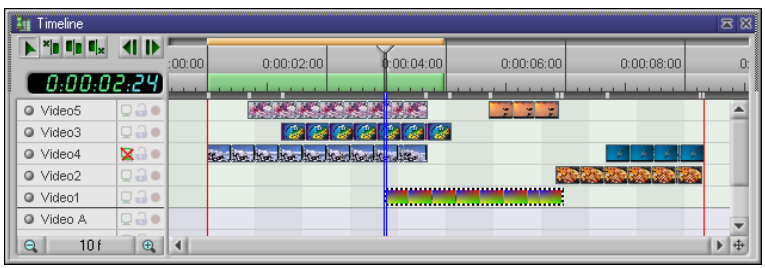
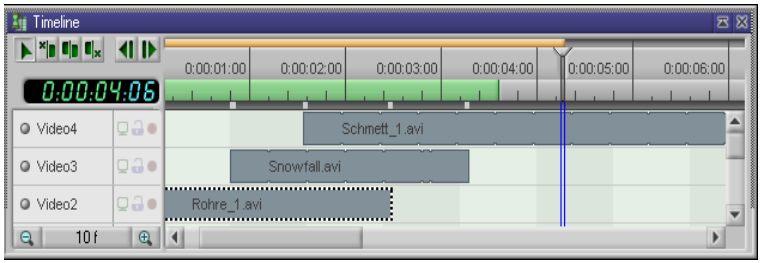
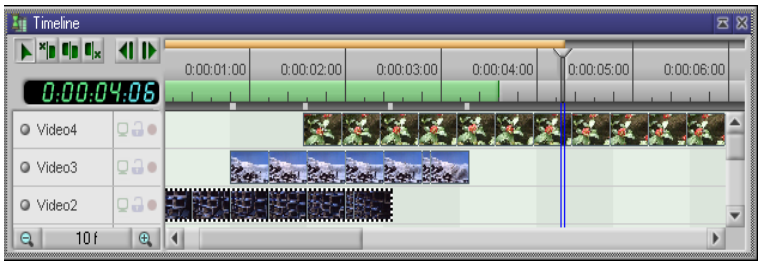


Image Display of Tracks

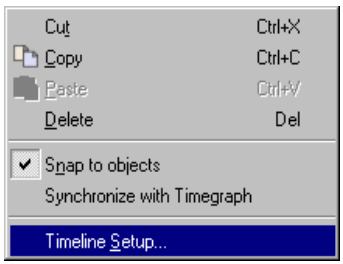
If you do not like the way the tracks are displayed as grey boxes containing data information...



... you can display them in individual frames.

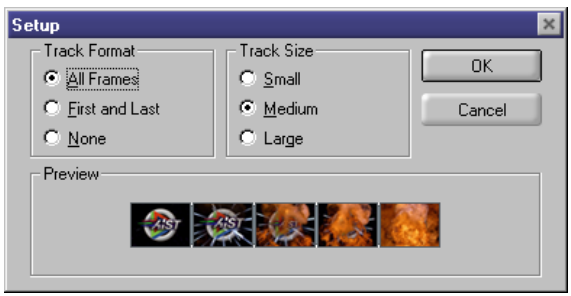


Right-click in the **Timeline**.



Select **Timeline Setup**.

Under **Track Format** you have a choice between the grey box and the display of the first and last or all frames. **Track Size** allows you to determine their size.



Synchronizing with the Timegraph

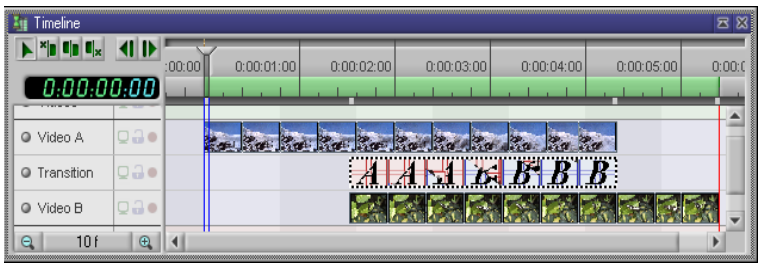
By activating **Synchronize with Timegraph**, any displacements carried out in the **Timeline** take place simultaenously in the **Timegraph**.

MoviePack numbers each newly inserted track consecutively. This number stays the same even if their position in the sequence changes. Entire tracks can also be dragged to different positions.

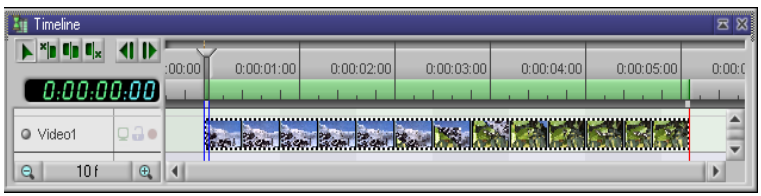
Combining Tracks (forming scenes)

After completion, compositings can be combined to form a scene and placed in an editng track.

▶ Save the complex animation ('*.M3').



▶ Call up the animation under **Scene from File** and insert it into the **Timeline**.



Double-click to open all the tracks of the animation again (see the 'Reference - Scenes' booklet).

Showing Tracks

If numerous objects are involved in a compositing, it is difficult to retain an overview. The problem of not knowing which layer caters for which effect can be solved by deliberately blending out individual tracks. The invisible tracks are still visible in the **Preview** and can also be rendered.

▶ Click the **Monitor** icon; a red cross appears over it and the objects of this track disappear from the **Canvas**. Another click

makes the track visible again. The **Preview** is not affected by this process.

Rendering Tracks

The red dot (render icon) at the beginning of a track indicates that it is being rendered. If you lock the rendering you can create different clips from the prepared tracks, e.g. one version with titles and another without.

▶ Click the render icon of the track
If the red dot is crossed out, the track will not be rendered and will also not be shown in the **Preview**. Click again to activate rendering.

Locking Tracks

The blue padlock icon indicates that the object is locked and can therefore no longer be edited. This way accidental changes can be avoided. In the **Canvas** window a locked object has a blue-green frame with the same colored square handles which cannot be manipulated.

▶ Click the lock icon of the track.
If the lock appears closed, the track is temporarily blocked. A further click unlocks it.

Viewing Sections of a Project

The section of the project to be displayed in the **Live Preview in Realtime** is determined in the **Timeline** (see the 'Reference - Preview' booklet).

The green preview bar lies directly above the tracks. A preview has a default setting of three seconds and 15 frames.

Shortening and Lengthening

▶ Click one of the ends of the preview bar and drag it to the desired start or finish time Start Finish .

Moving

▶ It is possible to move the entire preview area, keeping it the same length, by clicking and dragging the preview bar .

Adjusting to Project Length

▶ Double-click in the preview bar line to extend the preview bar over the entire project.

Alternating

- Double-click the green preview bar to alternate between the previously chosen preview area and the complete preview.

Determining New Start and End Points

- Click one end of the preview area and at the same time press **Ctrl**. The preview bar at first disappears and you can now drag the end either left or right.

New Preview

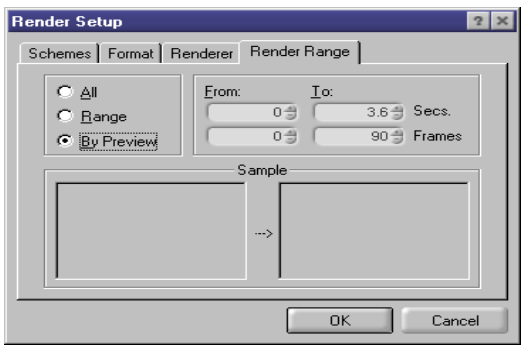
To create a new preview bar in any desired place, click anywhere on the area under the time scale at the top of the **Timeline** window while pressing **Ctrl** at the same time. Still pressing **Ctrl** drag the pointer in either direction to create a new preview bar.

Determining the Render Area

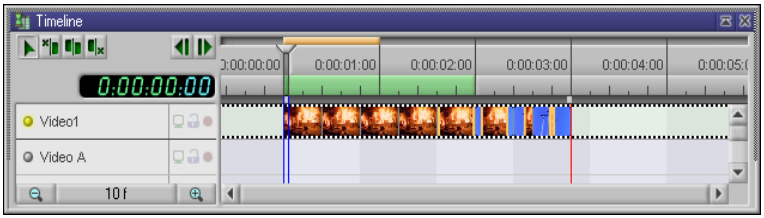
Rendered movie clips are now ready for output onto a video tape. The exact calculation of all the effects requires more computing time than the **Live Preview in Realtime**. In complicated compositings, image and effect quality can only be judged once the project has been rendered. The **Live Preview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

- Double-click the thin strip above the grey timescale and a yellow line appears which stretches from the beginning to the end of the project. If there is no object in the **Timeline** no render bar will appear.

- You can manipulate the render bar in exactly the same way as the preview bar.



Under **Render / Render Setup** you will find the **Render Range** tab. **All** stands for the entire project. **Range** covers the render bar or manual input and **By Preview**, the preview area.

For the project below the following render ranges apply:

Render bar	= 25 Frames =	**Range**
Preview	= 50 Frames =	**By Preview**
Project length	= 75 Frames =	**All**