

TUT



Video Editing

TUTORIAL

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Manual



Tutorial



Reference



Effects

VIDEO EDITING

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Video Editing

From Beginner to Professional in a Few Easy Steps



Video Editing

Video editing means the cutting, trimming and rearrangement of existing clips.

Sticking clips together, or 'hard cuts' as they are known, is by no means the only possibility in video editing. Imaginative and effective transitions allow smooth and varied passage from one clip to another.


There are ready-made transitions already integrated into MoviePack but, if you prefer, you can design and create your own transitions with a few clicks of the mouse.



In this booklet you will learn how to:

- Position movie clips
- Cut and trim movie clips
- Insert ready-made transitions between two clips

The results can be achieved in a few basic steps.

-  Please read the 'Tutorial - The Interface' booklet before beginning 'Tutorial - Video Editing' as the MoviePack interface described therein is needed for the following tutorial.

A new animation is also needed in the **Canvas** window.




- ▶ Close any existing animations with the **Close** command on the **File** menu (shortcut **Ctrl+F4**).

Creating a New Animation

Save the animation under a suitable name in a suitable folder.



Each new animation has to be set up properly. The size of the animation should be 320 x 240 pixels with 25 frames per second set against a white background.

- ▶ Click on the  **New Animation** icon in the MoviePack icon bar.
 - ▶ In the **Animation Setup** dialog box select **PAL** (or **NTSC**) in the **Time** tab.
 - ▶ In the **Page** tab select **Size Multimedia Medium, 320 x 240**.
 - ▶ Click  **Background Color**.
 - ▶ In the **Choose Color** dialog box set the **Brightness** slider to 100 in **HSB** or in the chromaticity diagram drag the small slider to the white area.
-  In the **Schemes** tab you can save the settings under 'PAL-Medium-White' and then all new animations will be loaded with these settings in future.

Adjust the new **Canvas**, 'Animation x', to full size by dragging the corners of the window with the mouse.

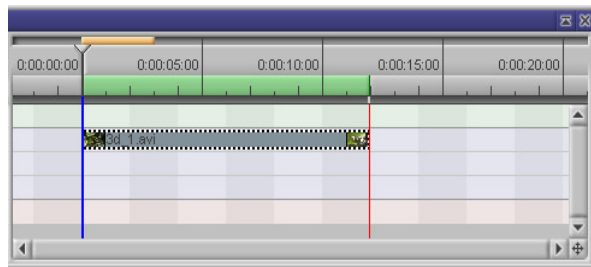
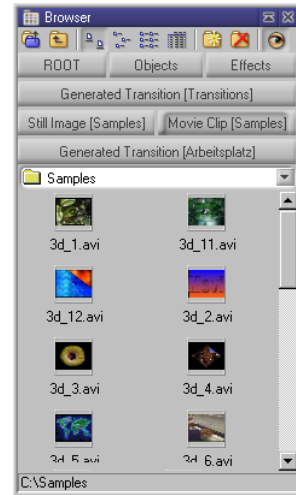
- ❗ It is even easier to create a new animation by loading the 'Tut_1152x864.M3W' project from the 'Samples' folder.
- ▶ From the **File** menu, select the **Open Project** command.
- ▶ In the **Open Project** dialog box, select the 'Samples' folder and then the 'Tut_1152x864.M3W' project.

Inserting Movie Clips



Clips (**Movie Clip**) which are to be inserted into an animation can be found in the 'Samples' folder. The **Browser** has already been prepared.

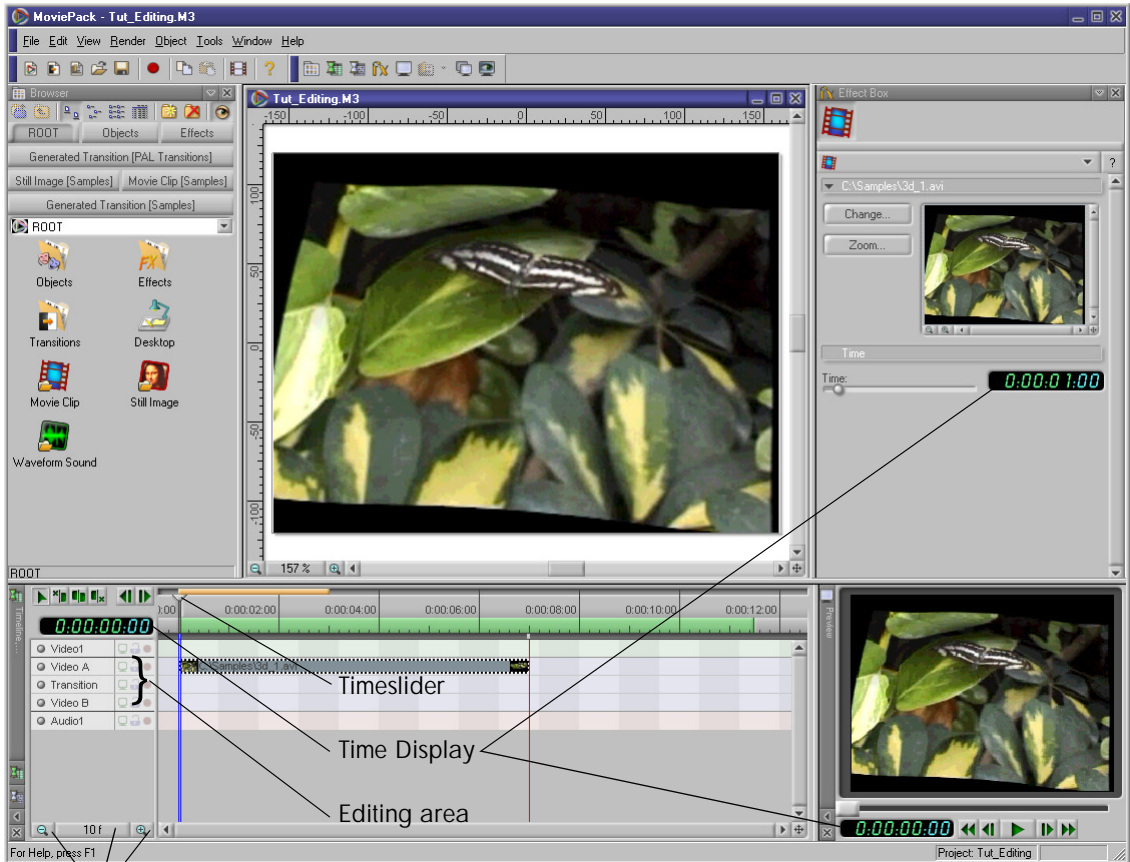
- ▶ In the **Browser** activate the **Movie Clip [Samples]** folder.
- ▶ Click '3d_1.avi' and drag it into the **Video A** track in the **Timeline** so that the left-hand side of the black object bar begins at 0:00:00:00.





During video editing, clips are inserted into the **Video A** or **Video B** track. Transitions are inserted into the **Transitions** track.

The first clip has been inserted.



Zoom buttons in the Timeline

Scale in the Timeline




If the clip is not visible in its entirety in the **Timeline**, the scale needs to be altered.

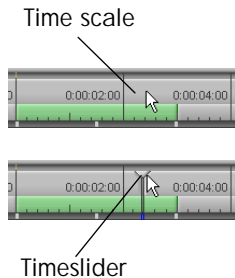
- ▶ Click the **10 f** zoom key in the **Timeline** and select a different scale from the context menu, e.g. 1s.
- ❗ '1f' denotes 1 frame, '1s' denotes 1 second and '1 min' denotes 1 minute per display unit.

The scale has been altered. If the clip is still not completely visible, select another scale.

If the clip in the **Timeline** is too far to the right or the left, the display area can be altered.

- ▶ Click anywhere in the **Timeline** (the pointer will transform into a hand symbol) and then move the display to the right or left using the mouse until the clip is displayed in its entirety. 

Moving the Timeslider



In the **Canvas**, the **Effect Box** and in the **Preview** the first frame of the clip is visible because the Timeslider in the **Timeline**, a vertical pointer, is positioned on 0:00:00:00.

The Timeslider can be moved.

- ▶ Either click on a certain position in the time scale in the **Timeline** or
- ▶ Click on the triangle at the top of the Timeslider and drag it to the left or right.

The pointer not only automatically moves to the desired time in the **Timeline**, the relevant frame of the clip is also visible in the **Canvas**, **Preview** and **Effect Box**.

There are other ways to move the time either 1 frame forwards or backwards, and to the beginning or end of the **Preview**:

- ▶ Either click the  buttons in the **Timeline**.

or

- ▶ Click the  buttons in the **Preview**.



The Timeslider will then either move to the next/previous frame, or to the beginning/end of the preview.

The time can be altered in the **Time Displays** of the **Timeline**, **Preview** and **Effect Box** numerically using the keyboard.

Entering Time Numerically

0:00:01:23

- ▶ Click a digit in the time display and enter the digits you want. Press **Enter** to finish.

The selected digit blinks first then the other digits can be entered one after the other. Please note:

- i** The numerical keyboard does not work in MoviePack, please use the alphanumeric keys on your keyboard.
- i** The entry 1:34:56:12 denotes:
1 hour, 34 minutes, 56 seconds, 12 frames.

Reset the time in the **Timeline** to 0:00:00:00 (the first frame of the animation) and then move it forward frame by frame. Count the frames and observe the transition to the following seconds.

- i** If an animation has, for example, 25 frames per second, the first frame will be shown at 0:00:00:00, the 25th frame will be shown at 0:00:00:24, the 26th at 0:00:01:00, etc.

If you are working with a wheel mouse (the middle button is a wheel), you can also use this to set the Timeslider.

- ▶ Click on the **Timeline**.
- ▶ Move the mouse wheel back and forth.

The Timeslider moves forwards and backwards, frame by frame, even if the pointer is no longer visible in the **Timeline**.

The clip can be viewed in the **Preview**.

- ▶ Click **Play**  in the **Preview**.

Activating the Preview



Play



Stop

It is standard to see the first 3 seconds of the clip at the beginning. The Timeslider in the **Preview** moves in synchronization with the sequence of the frames. The **Play** button then changes into the **Stop** button, which stops

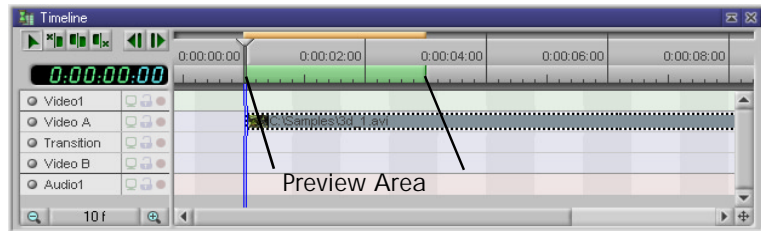
the **Preview** on the present frame. The Timeslider in the preview can be moved using the mouse whether the **Preview** is activated or not.

Modifying the Preview Area



The beginning and end points of the **Preview** (i.e. its length) are controlled by setting the preview area, denoted by a green bar in the **Timeline** time scale. With each new animation it is set to the first 3 seconds. It can be quickly set to the entire length of the animation:

- ▶ In the **Timeline** double-click the preview area (green bar) in the time scale.



The preview area adapts itself to the entire length of the clip and the animation can now be seen in its entirety in the **Preview**.

- ⓘ Another double-click shortens the preview area to its previous length and position.



The preview area can be moved to show another part of the clip or animation in the **Preview**.

- ▶ Position your pointer over the preview area in the **Timeline**.
- ▶ The pointer (hand or arrow) transforms into the icon shown on the left and the preview area can be moved from side to side.
- ▶ In the **Timeline** position the pointer over the beginning or end of the preview area.



- ▶ The pointer (hand or arrow) transforms into the icon shown on the left. The beginning or end of the preview area can be moved to the right or the left and the length of the **Preview** changes accordingly. The end of the preview can be moved to the left past the present beginning to become the new beginning.


Movie clips can be trimmed and cut.

- ▶  Trimming divides the clip into two sections, only one of which will be used for the animation.
- ▶  Cutting also divides the clip into two sections but both sections will be used as separate clips in the animation.

Trimming and Cutting Clips



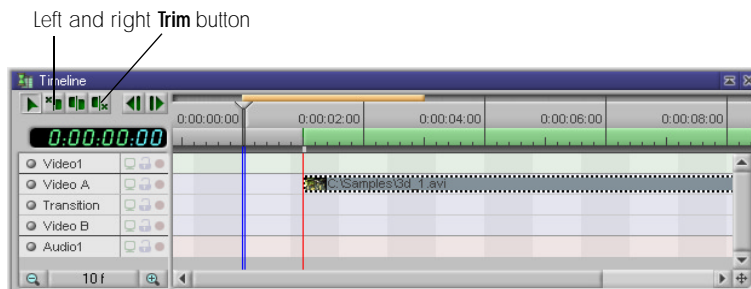
For our example, we are only going to use the middle part of the clip, the beginning and end are going to be trimmed.

- ▶ Click the left **Trim to Beginning**  button in the icon bar of the **Timeline**.
- ▶ Position the pointer over the clip in the **Timeline**.




The pointer transforms into a trim icon (see left). A vertical line shows exactly where the clip is to be trimmed in the time scale.

- ▶ Click clip at 0:00:01:00.



The beginning of the clip is trimmed and the right-hand section remains in the **Timeline**.

The end of the clip can be trimmed in the same way:

- ▶ In the icon bar of the **Timeline**, click the right  **Trim to End** button.
- ▶ Position the pointer over the clip in the **Timeline**.




The pointer transforms into a trim icon again.

- ▶ Trim from 0:00:08:00 until the end of the clip using the mouse.

The end of the clip has been trimmed and the left-hand section remains in the **Timeline**.



If you want to divide the clip, so that all the sections of the clip can be used, select the middle  **Cutting** button. After cutting, each section can be used separately as an individual clip.



The original objects stored on the hard disk are not changed by the manipulations (moving, scaling, trimming, ...). The files remain intact.

Clicking the first icon on the icon bar  ends the trim or cutting mode and the pointer returns to normal.

Moving Clips

In the animation, the clip which has been trimmed should begin at 0:00:00:00. The clip must now be moved:

- ▶ In the **Timeline** position the pointer over the clip in the **Video A** track.



The pointer transforms from a hand into the icon on the left.

- ▶ Drag the clip to the left until the beginning is at 0:00:00:00.

Vertical lines at the beginning and end of the clip facilitate both the temporal positioning of the clip and orientation if other clips are being used.

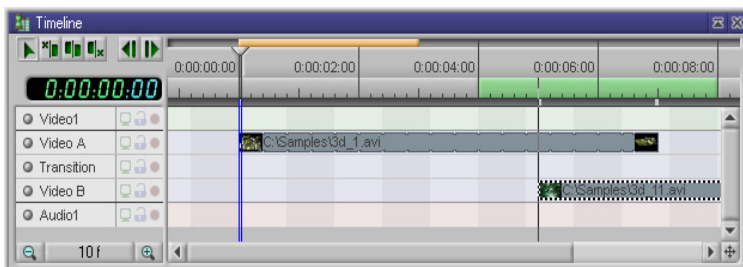


We will now insert a second clip from the open folder **Movie Clip [Samples]** from the **Browser** into the animation:

Second Clip



- ▶ Click the clip '3d_11.avi' and drag it into the **Video B** track in the **Timeline** so that the left-hand side of the black object bar begins at 0:00:05:00.



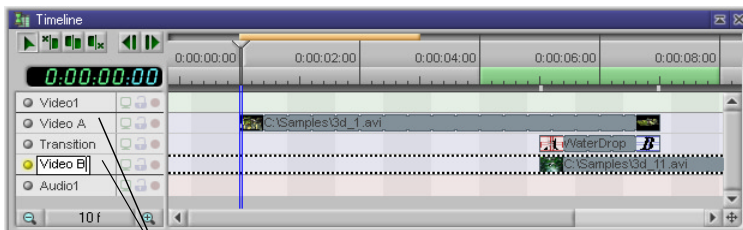
Now set the preview area between 0:00:04:00 and 0:00:08:00 so that 3 seconds of the clip in **Video A** track and 1 second of the clip in **Video B** track can be seen. Between both clips is a hard cut at 0:00:07:00. The first two seconds of the bottom clip, **Video B**, cannot be seen, as they are hidden by the top clip, **Video A**.

- ❗ In the animation, only the frames which are not hidden by overlying clips are visible.

Each track can be given a suitable name:

Naming Tracks

- ▶ Double-click the name **Video A** in the **Timeline** and enter another name, e.g. **Butterfly**.
- ▶ Double-click the name **Video B** in the **Timeline** and enter another name, e.g. **Flower**.

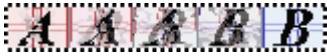


The names of the tracks can be altered, Video B is being edited

In the following instructions and illustrations the names **Video A** and **Video B** will be retained for simplicity's sake.

Transitions

Transitions



A transition is the passage between 2 video tracks, i.e. **Video A** is replaced by **Video B**, or vice-versa. The most common transition between two scenes in videos is the hard cut. No doubt you know other methods of transition, such as soft blend, fade in and fade out.

During the so-called soft blend, two overlapping clips are visible to varying extents for a short time between (0.5 and 2 seconds). The frames of the clip being faded out disappear slowly in order to make room for the frames of the coming clip.



Cylinder.M3T



Cylinder_2.M3T



Displace_left.M3T



Esc_down.M3T

Innumerable transitions can be created, saved and reused in MoviePack.

Some pre-made transitions are automatically copied to the 'Transitions' folder (sub-folder of MoviePack) during installation.

Inserting Transitions



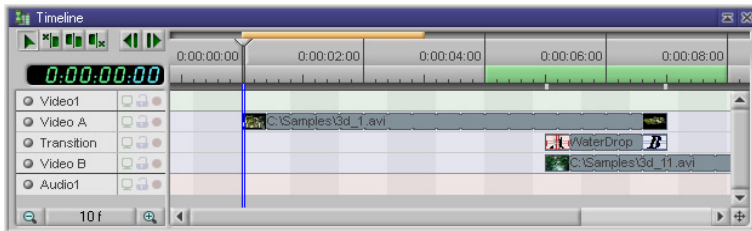
WaterDrop.M3T

Inserting transitions is just as easy as inserting clips:

- ▶ In the **Browser** click **Generated Transition [PAL Transitions]** or **Generated Transition [NTSC Transitions]**.
- ▶ Double-click the **3D FX** folder.
- ▶ In the **Generated Transition [3dfx]** folder click 'WaterDrop.M3T' and drag it into the **Transition** track in the **Timeline** so that it lies



between the end of the top clip and the beginning of the bottom one.



The transition 'WaterDrop.M3T' automatically adjusts itself to the length of the overlapping area between the **Video A** and **Video B** tracks (2 seconds).

- ❗ If the wrong transition or object is selected from the **Browser**, it can be deleted immediately using the **Del** key. Naturally, the files on the hard disk remain unchanged.

Set the preview area from 0:00:04:00 to 0:00:08:00. You will see this section of the animation in the **Preview** and you can judge the results of your creativity.

Preview

We see the 'fluttering butterfly' for 1 second, then a 2 second soft blend and finally the 'pulsating flower'. To see the whole animation in the **Preview** the preview area must be adjusted to the length of the animation.

- ▶ Double-click the preview area.

The area expands from 0:00:00:00 to 0:00:12:11. The animation is shown in its entirety in the **Preview**.

- ❗ Repeated double-clicking in the preview area alternates between the overall and partial **Preview**.

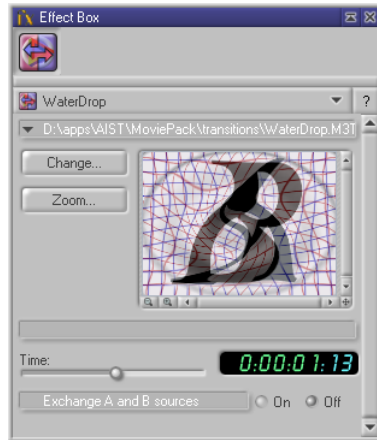
If you want to view a transition separately as an individual object in the **Effect Box**, the Timeslider has to be positioned on the transition and the transition must be activated.

Transitions in the Effect Box

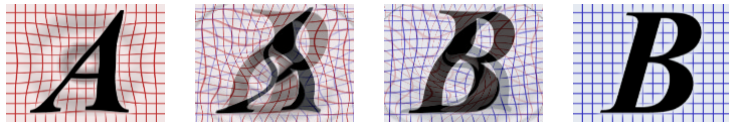
- ▶ Click the transition track in the **Timeline**.

The diagonal lines surrounding the 'WaterDrop' bar in the **Timeline** signal that this transition is now activated. The transition is shown in the **Effect Box**.

The two clips to which the transition is going to be applied are represented by the letters 'A' and 'B' .



Position the Timeslider over the beginning, middle and end of the scale and you will see how 'A' gradually and smoothly merges into 'B'.



Transitions in the Preview

The transition can be previewed quickly:

- ▶ Double-click the transition in the **Timeline**.

MoviePack switches from animation mode to transition mode. The transitions can be edited and observed.

- ▶ Click **Play**  in the **Preview** window.


The transition from one clip to another is very clearly displayed in the **Preview** by the two letters.




Alternately activating the animation window and then the transition window allows us to switch from one mode to the other.

Transition Mode and Animation Mode

To end the transition mode:

- ▶ From the **File** menu in the transition mode, select the **Close** command.
- ▶ In the transition window, click on  **Close Window** (above right).

We have now quit transition mode, any changes made to the transition can be saved (but not now).

 In the next booklet, 'Tutorial - Transitions', you will learn how to create transitions and how to alter existing ones.

You can now experiment with your new-found knowledge and observe the results of the changes in the **Preview**. Take it one step at a time. If you make a mistake you can easily undo the last step or redo what you have just undone.



Undo and Redo

- ▶ From the **Edit** menu select **Undo** (shortcut **Ctrl + Z**).

The last action has been undone.

- ▶ From the **Edit** menu select **Redo** (shortcut **Ctrl + Y**).


The undone action has been redone.

Undo	Ctrl+Z
Redo	Ctrl+Y
Cut	Ctrl+X
 Copy	Ctrl+C
 Paste	Ctrl+V
Delete	Del
Duplicate	Ctrl+D

To conclude, let's take one last inquisitive look at the present state of the animation.

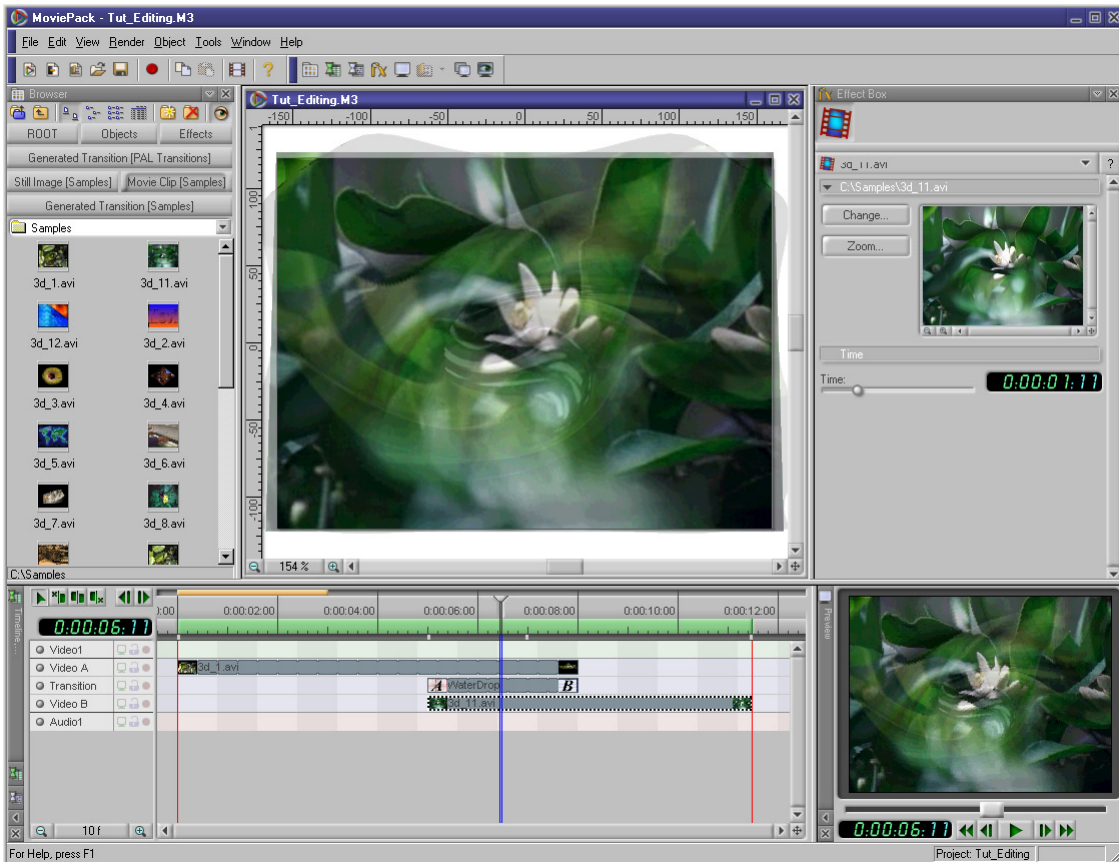
One Last Glance

In the **Timeline**, the Timeslider is positioned at 0:00:06:11 and the clip '3d_1.avi' has been activated. In the **Canvas** the two clips of the animation are overlapped and both are visible through the transition, while in the **Effect Box** the activated clip '3d_1.avi' appears unaffected. The complete animation is running in the **Preview**.

 The **Preview** window is designed to show changes to short sections of the animation immediately. Longer clips should be previewed in the **Video Control** window.



This animation is saved in 'Samples' under 'Tut_Editing.m3', the project is saved under 'Tut_Editing.m3w'.



Unlimited Transitions and Clips

In the same way as you positioned the two video clips in the **Video A** and **Video B** tracks respectively and inserted a fantastic transition between them, it is also possible to place several clips one after the other in each track and insert the same, similar or completely different transitions between them.

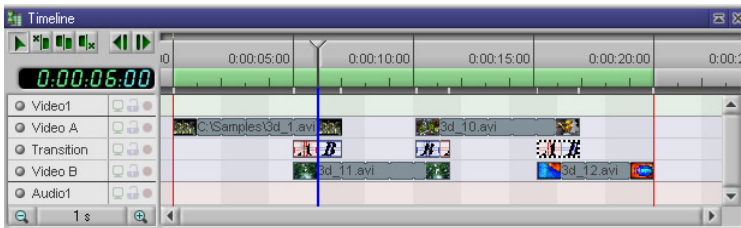
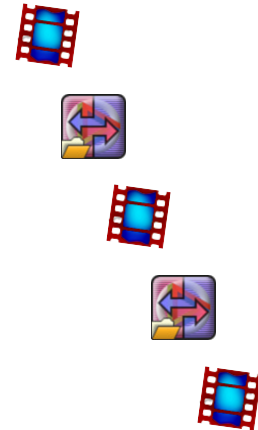


- i** Transitions can only be inserted into the **Transition** track, while movie clips and still images are inserted into the **Video A** and **Video B** tracks during video editing.

Additional transitions can be inserted into the existing animation.

- ▶ Set the scale in the **Timeline** to .
- ▶ Take a clip from **Movie Clip [Samples]** and drag it into the **Video A** track so that it begins about 2 seconds before the end of the clip in the **Video B** track.
- ▶ Drag a transition from **Generated Transition [Transitions]** between the beginning of the third clip and the end of the second clip.
- ▶ Take a clip from **Movie Clip [Samples]** and drag it into the **Video B** track so that it begins about 2 seconds before the end of the clip in the **Video A** track.
- ▶ Drag a transition from **Generated Transition [Transitions]** between the beginning of the fourth clip and the end of the third.

Several Transitions



The four clips and three transitions which have now been inserted into the editing area of the **Timeline** are sufficient as an example. Now you can handle clips and transitions with ease. The individual changes can be seen in the **Preview** and are also represented in the **Effect Box** as parameter changes.

Practice Makes Perfect



Now it is up to you to search your MoviePack CD or your private archives for suitable movie clips to be trimmed, cut and spiced up with fantastic transitions. You will learn video editing intuitively with MoviePack and you will see just how easily superb animations can be created.



'No-one is born a master!'