

# TUT



## The Interface

TUTORIAL

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# THE INTERFACE

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# Foreword



The following tutorial will give you an overview of all the windows and the many configurations possible in the MoviePack user interface.

In the other booklets detailed instructions will take you through MoviePack step-by-step.

Once you have worked through the individual booklets, you will be able to process your videos like a professional.


# First Impressions

## What is an Animation?

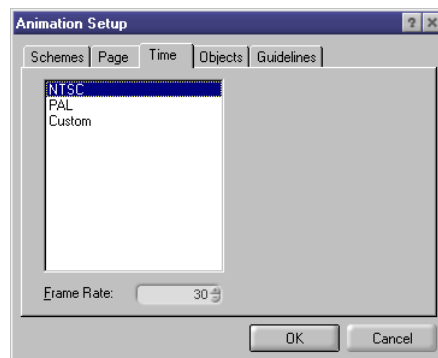
An animation is a file which can be created, viewed and played back like a film in MoviePack. It contains the filenames of all external sources used (images, videos and audio files) as well as the temporal and spatial behavior (movement, rotation, size, numerous color and sound effects and much more) of the animation. MoviePack can create a film from this animation by rendering. This film is known as an animation film and can be shown using all normal reproducing equipment (TV, projector, PC media player).

## Animation Setup


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.

 The **Animation Setup** dialog box which opens automatically after start-up can also be opened by selecting the command **Animation Setup** on the **File** menu and used for subsequent corrections.

▶ In **Animation Setup** select Standard **PAL** (or **NTSC**) in the tab **Time**.

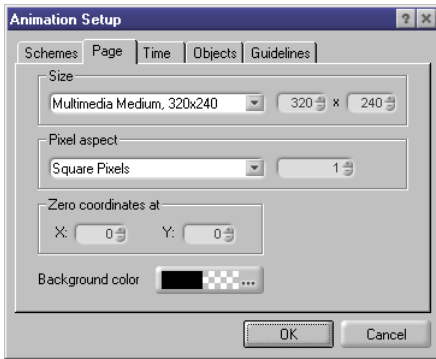


The frame frequency rate has now been set to 25 (**PAL**) or 30 (**NTSC**) frames per second.

 In the numeric entry field **Frame Rate** any number of frames per second can be entered.



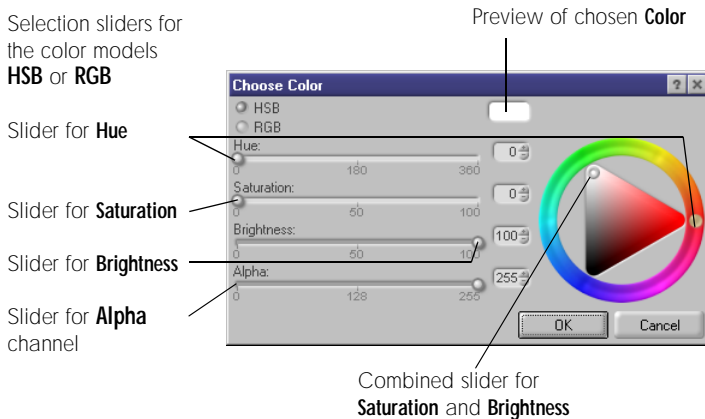
- ▶ In the **Page** tab, select the option **Multimedia Medium, 320 x 240** in the **Size** box.



The color of the background is selected in a different dialog box.

- ▶ Click  **Background Color**.

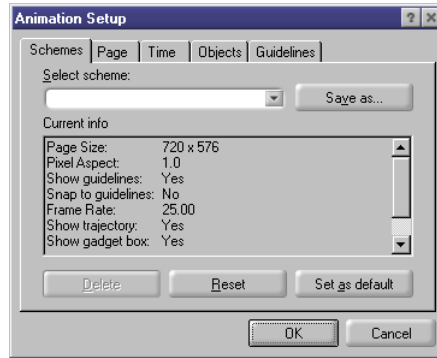
The **Choose Color** dialog box is opened. There is a choice between RGB and HSB color models. The selected color can be entered either numerically or by using the sliders.



- ▶ In the HSB color model click on the **Saturation/Brightness** combi-slider and drag it into white area.

Click on **OK** to close the dialog box and to apply the changes.

- ▶ Select the **Schemes** tab in the **Animation Setup** dialog box.

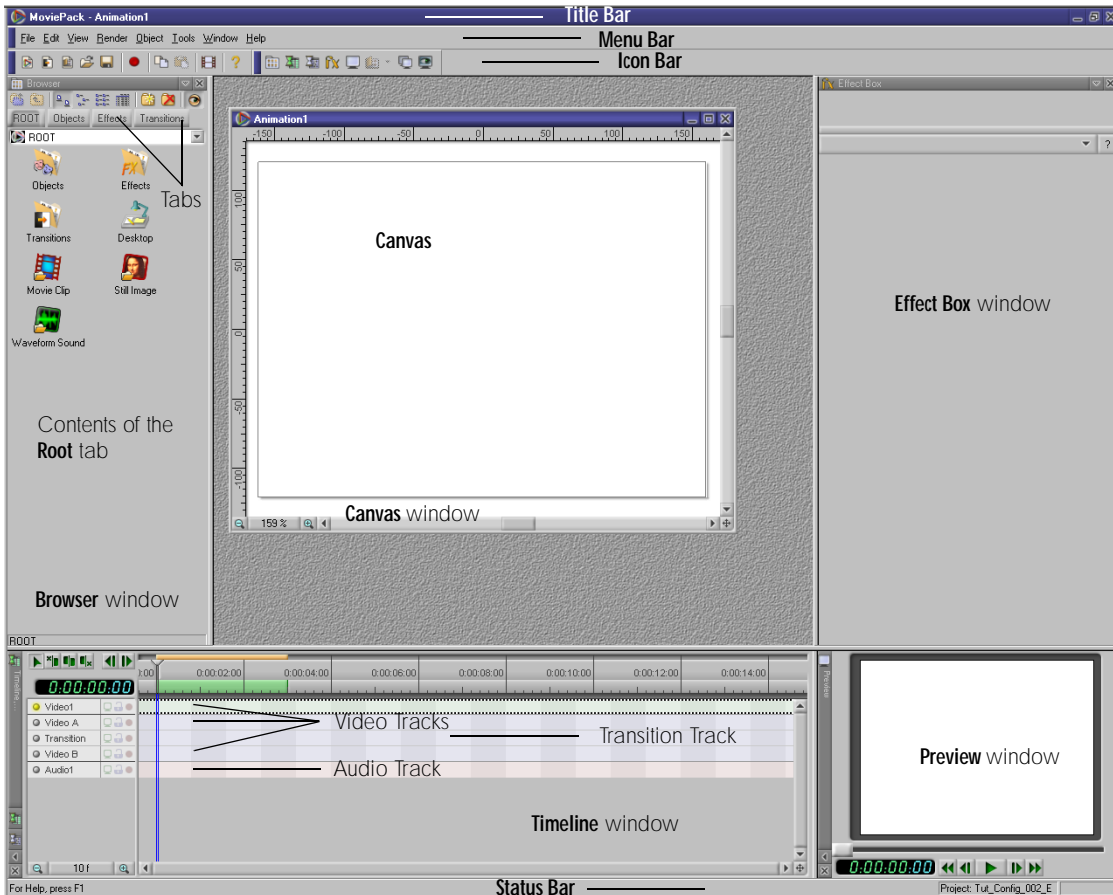


- ❗ If you save the settings under a suitable name 'PAL-Medium-White' (**Save as...** button), all new animations will be loaded with the settings of the saved scheme.





After successfully installing MoviePack, the following display should appear on the monitor after the first start-up. **MoviePack after Start-up**



This is the basic MoviePack configuration. The **Canvas** window is in the center of the screen, below are the video tracks of the **Timeline** window. New tracks are automatically added when movie clips or audio clips are inserted.

To ensure you can begin straightaway not all the windows are open at start-up, only the ones most essential to the animation. **Windows**

## Windows

At the very top is the **Title Bar**, underneath are the **Menu Bar** and the **Icon Bar** which contain icons of frequently used commands. Place the pointer over an icon in the icon bar (and in other windows) for a few seconds and a tool tip will appear with the meaning of the icon.

## Browser

The **Browser** contains the objects, effects and transitions from which an animation is made in three separate folders. The icons in the icon bar of the **Browser** allow the appearance of the **Browser** to be altered and folders to be created or deleted as well. Tabs make the switching between folders very easy.

## Canvas

To the right of the above-mentioned **Browser** is the **Canvas**, where objects are arranged to create a professional animation.

## Effect Box

On the far right is the **Effect Box**, where effects taken from the **Browser** to be applied to an object are displayed. The behavior of the object can be controlled using the effect parameters.

## Timeline

Objects can be moved, stretched, compressed, edited and trimmed etc. over time in the **Timeline** beneath the **Canvas**.

## Preview

The window at the bottom right of the interface is the **Preview**, where a preview in real-time of your animation is always visible. The **Preview** is available at any time and enables you to control your work.

## Other Windows

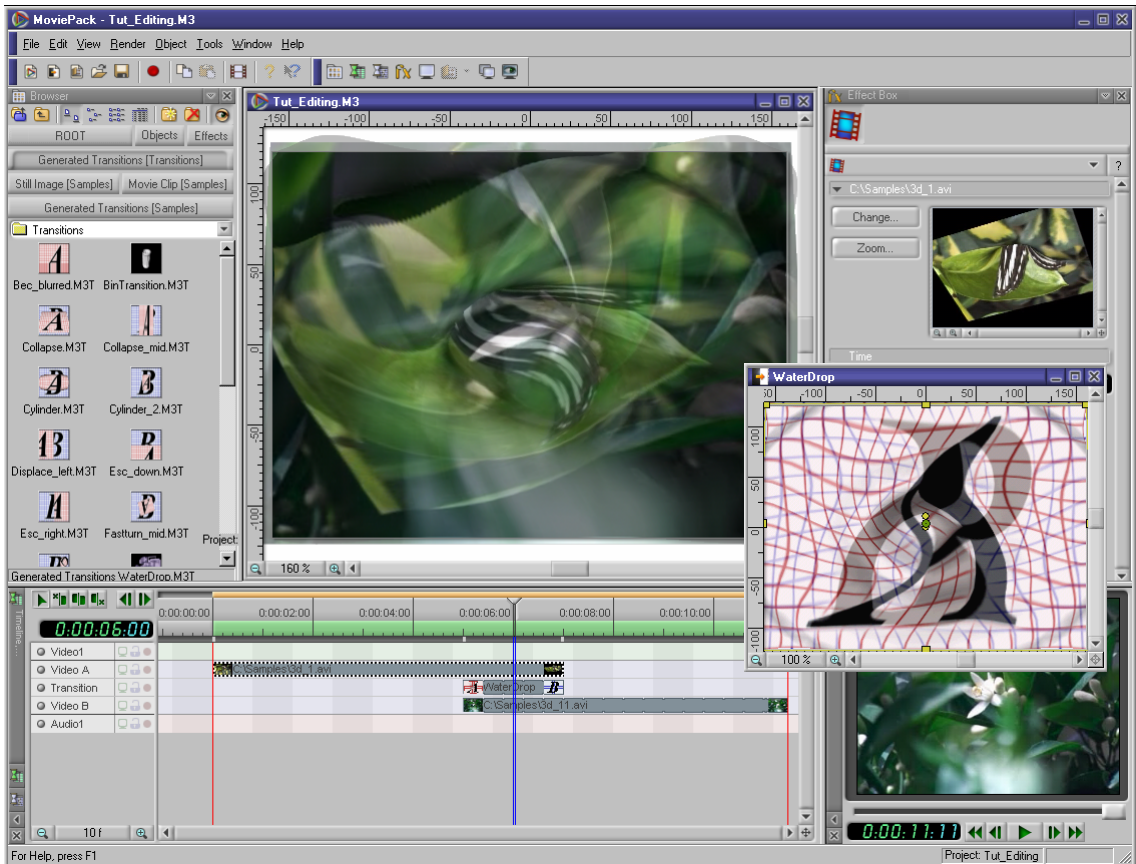
Apart from the above-mentioned windows, the **Monitor**, **Video Control** and **Timegraph** windows can also be shown. However, these windows are needed only for special tasks and their functions will be described later in the 'Reference' booklets.

You will never need all the program windows open at once, which is an advantage as you will soon realize that no monitor is big enough to allow you to efficiently organize all the windows. For that reason, MoviePack can also be configured for dual and multi-monitor operation.



# Prepare for Lift-Off!

Teaches you how to use examples effortlessly



MoviePack should be set up to suit your needs according to both the resolution of the graphics card and the size of the screen. Only the essential points are described here. The 'Reference - Project Manager' booklet describes all the possibilities in detail.

## Adapting the Interface to the Monitor

After installation, all windows (with the exception of the Canvas) are docked. This creates a very efficient interface.

## Our Aim

To ensure that the interface is always sensibly set up you will learn how to do the following:

- Select an object
- Insert objects in the **Timeline**
- Adjust window size and optimize the screen

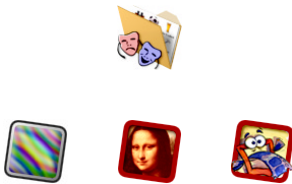
The results can be achieved in a few basic steps.

## What is an Object?






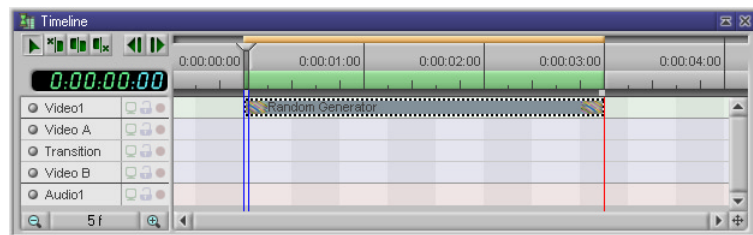
MoviePack differentiates between external objects, such as **Still Image**, **Movie Clip** or **Audio**, which have been created or copied from other applications, and internal objects, such as **Camera**, **Omnidirectional Light**, **Titler**, **Color Ramp** etc., which have been created by MoviePack. Animations are created using these objects.

## Selecting and Inserting Objects



Now select an object from the **Browser** and insert it into your animation:

- ▶ In **Browser**, double-click the  **Objects** icon.
- ▶ In the **Objects** folder double-click the  **All Objects** icon.
- ▶ Click the  **Random Generator** in the **All Objects** folder and drag it into the **Video1** track in the **Timeline**, so that the left-hand side of the black bar is positioned at 0:00:00:00.



The **Random Generator** is a generated video image and for the moment it serves as a basic setting. In the **Effect Box** (on the right-hand side of the screen) you can see the parameters in the tabs **Image**, **Tic**, **Tac**, **Toe** used to animate the image.







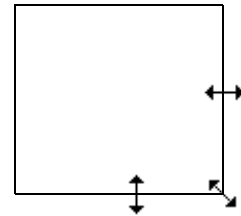
Above the parameters and tabs is the icon bar of the **Effect Box**. The object icon is always displayed first then the icons of the effects that have been applied to the object. More detailed explanations will be given later. These settings are being used as an example to show you how to make the best use of the space available on the screen.

To ensure that your interface will look like the one needed for this tutorial, adjust it as follows:


- ▶ Place the cursor between two windows or on the edge of one window.

The  pointer transforms into . Click the borders of the windows to move them.

### Adjusting the Windows



- ▶ Adjust the window so that the **Effect Box** is big enough - the right-hand scroll bar of the object preview should still be visible.
- ▶ The **Preview** should be adequately sized and the **Timeline** should have sufficient space for additional tracks.
- ▶ In the **Browser**, all icons in the icon bar must be visible and it should be possible to see several objects next to and below one another.
- ▶ The **Canvas** should cover the entire surface area between the **Effect Box** (right), the **Timeline** (below), the **Browser** (left) and the MoviePack icon bar (above).

 The **Canvas** is not docked after installation meaning you can move the whole window plus the title bar in all directions in the space available by dragging the object corners diagonally.

- ▶ In the **Canvas**, click the  zoom button (bottom left) and select **Best Fit**.

## Canvas

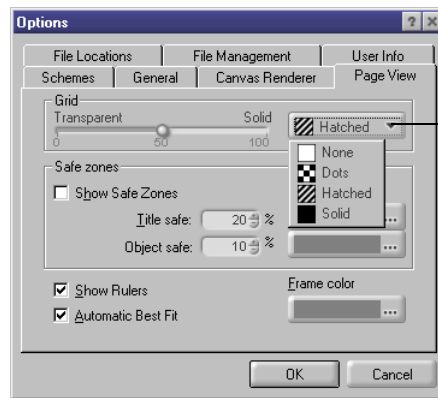
The appearance of the **Canvas** can be altered to suit your individual tastes and requirements.

- ▶ Select the **Options** command on the **Tools** menu.

The **Options** dialog box opens and under the **Page View** tab there are numerous alterations which can be made to the **Canvas**.

For example, the **Grid** can be changed.

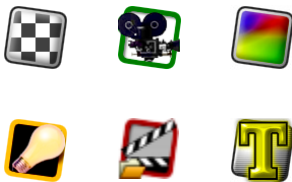
- ▶ Click the **Grid** button.
- ▶ Select the **Solid** option.



In the dialog box **Options** a sub-menu for the selection of the **Grid** in the background of the **Canvas** is opened.

Your **Canvas** window now has a monochrome background.

## Icon Spacing in the Browser

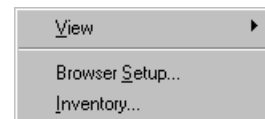


If the spacing of the icons in the **Browser** is too big or too small, it can be altered in the **Browser Setup**.

- ▶ Right-click in the **Browser** window.

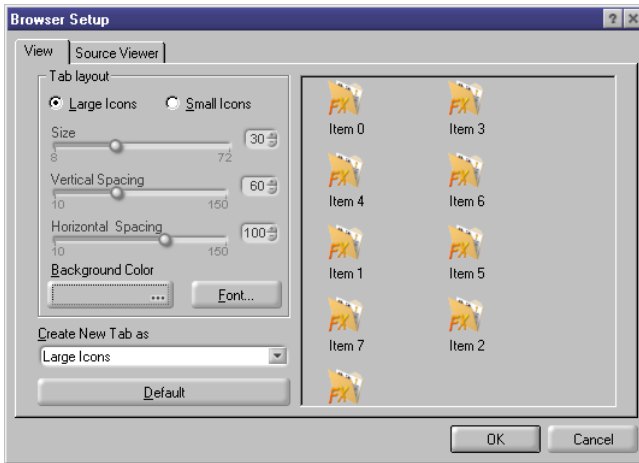
The **Browser** context menu appears.

- ▶ Select **Browser Setup...**



In the **Browser Setup...** dialog box the appearance of the **Browser** can be altered in many different ways.

The spacing and size of the icons can be adjusted using the sliders.

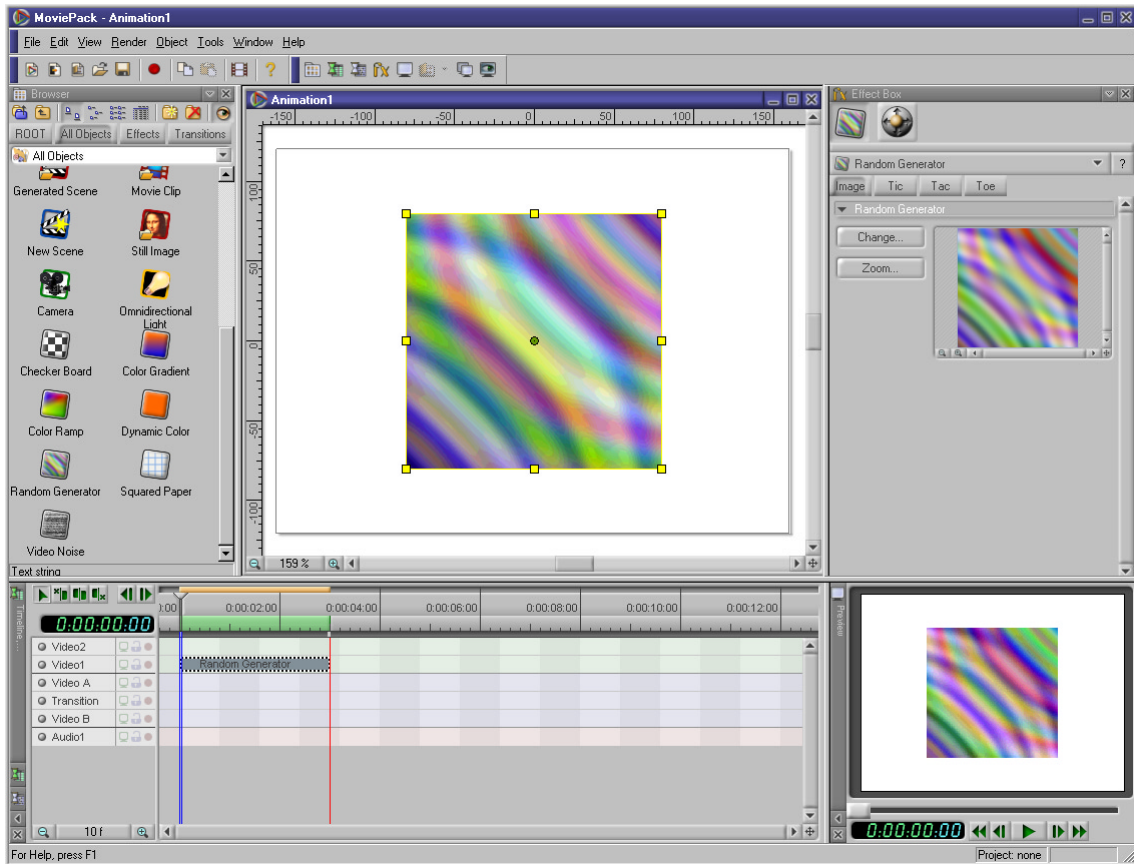


- ▶ In the **View** tab use the **Size**, **Vertical Spacing**, **Horizontal Spacing** sliders to optimize the **Browser**.

The appearance of the **Browser** can be seen in the preview of the dialog box.

Further changes to the appearance of the **Browser** are not necessary for the time being.

The following interface should appear on your screen:



All the examples in this tutorial will need this interface, which is saved in the 'Samples' folder in the project 'Tut\_1152x864.M3W'.

## Using Examples

On the MoviePack CD you will find the 'Samples' folder containing examples which will be used in this tutorial. If you have enough space on your hard disk, we recommend you copy this folder onto it.



Copy the 'Samples' folder from the MoviePack CD to your hard disk in 'C:\Samples'.

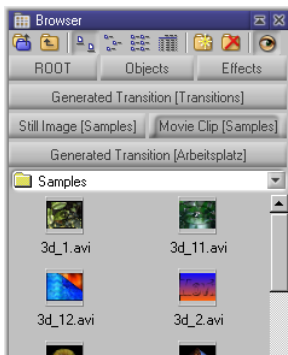




**i** For future reference, we will use the following syntax 'C:\Samples\File', where

- 'C:' is your hard disk (or the CD ROM drive)
- 'Samples' is the example folder
- 'File' represents the file used.
- The 'Samples' folder can be found in the root of the MoviePack CD.

This is how the **Browser** default setting looks:



The tabs  
**ROOT, Objects, Effects and Transitions**

The folders for **Objects, Effects and Transitions** as well as special folders for **Movie Clips, Still Images and Waveform Sound** are found in the tab **ROOT**.

## Accessing Source Examples from the Browser using Folders

**i** Although all the files we need for our examples can be found in one single folder, 'Samples', the **Browser** filters files according to type. This organization helps you to manage projects more easily. When you create a new project, you can confidently save all files in one single folder as the **Browser's** filters ensure a simple and efficient organization of all files.

In the **Browser** three new folders should be created in addition to the existing folders **Root, Objects, Effects** and **Generated Transition [PAL Transitions]** or **Generated Transition [NTSC Transitions]** so that you have easy access to all source examples (images, clips and transitions).

## Tabs for Transitions






To create and modify a new tab:

- ▶ Click the **Add Tab**  icon on the **Browser** icon bar.

A new tab called **ROOT** has now been added.

This tab enables access to all installed MoviePack transitions.

- ▶ Double-click the **Transitions** icon .
- ▶ Double-click the **Generated Transitions** icon .
- ▶ Double-click the **PAL Transitions** icon .

Transitions generated by MoviePack are saved in the **Generated Transition [PAL Transitions]** tab. The 'Transitions\PAL Transitions' or 'Transitions\NTSC Transitions' folder is a sub-folder of the MoviePack folder which is automatically added at installation.

In the **Transitions [PAL Transitions]** tab transition icons are displayed as thumbnails and other sub-folders containing other transitions are accessible.





## Tabs for Still Images




You can add and modify another new tab.

- ▶ Click the **Add Tab** icon  in the **Browser** icon bar.

This tab should now accommodate all the images for our example.

- ▶ Double-click the **Still Image** icon .
- ▶ Double-click the **Desktop** icon .
- ▶ Double-click the **(C:)** icon  (i.e. the drive where the samples are saved).
- ▶ Double-click the **Samples** icon  (i.e. the folder in which the samples are saved).

The icons of all the images for the example are now clearly displayed as thumbnails in the **Still Image [Samples]** folder.

- ▶ The  **Remove Tab** icon allows you to delete tabs.




The 5 steps described above should be repeated and in the **ROOT** select the **Movie Clip** icon in place of the **Still Image** icon.

## Tabs for Movie Clips



The icons of all the images for the example are now clearly displayed as thumbnails in the **Movie Clip [Samples]** folder.

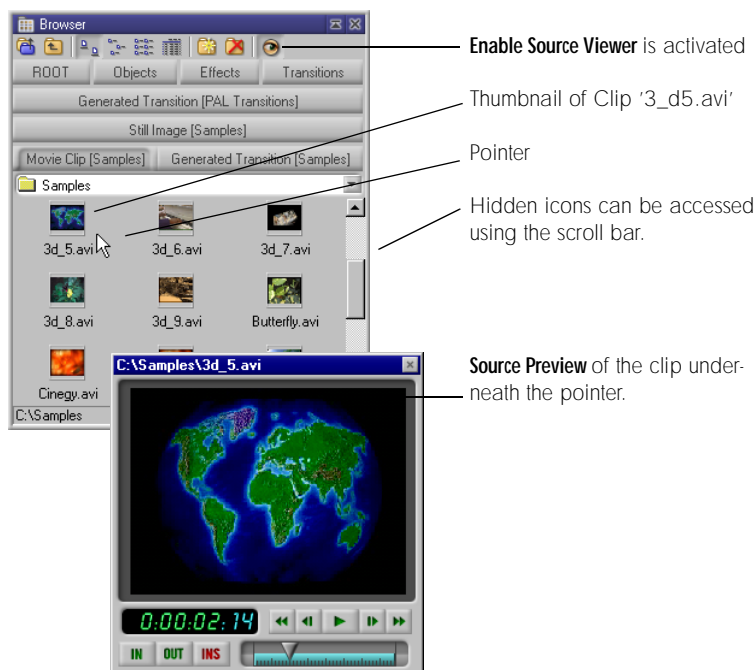
- ☺ You will learn how to insert your movie clips into animations in the 'Tutorial - Video Editing', 'Tutorial - Video Compositing' and 'Tutorial - Animations' booklets.


When the **Enable Source Viewer**  icon, found on the **Browser** icon bar, is activated, both the first frame of the clip (displayed as a thumbnail) and the entire clip (shown in a small preview window next to the icon) are visible as a **Source Preview** as soon as the pointer is positioned over a movie clip.

## Source Preview in the Browser



- ▶ Position the pointer over the clip and wait about 1 second until the preview appears.



- ⓘ Repeated clicking of the **Enable Source Viewer** icon  switches the **Source Preview** on and off.

The source preview displays the picture of a Still Image, the film of a Movie Clip and the sound of audio files over a connected speaker.

- ▶ If all the icons contained in the open folder are not displayed in the **Browser**, scroll down using the scroll bar on the right-hand side.

## Tab for Sample Transitions

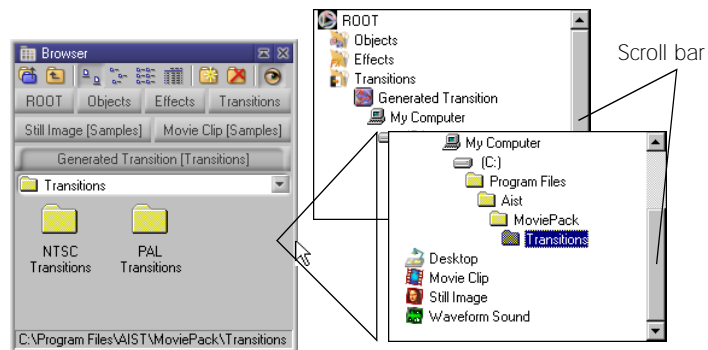


We still need another folder for sample transitions.

- ▶ As above, click on **Add Tab - Transitions - Generated Transition**.

The icons of all the images for the example are now clearly displayed as thumbnails in the folder **Generated Transition [Samples]**.

In the tab **Generated Transition [Transitions]** the sub-folders for 'NTSC Transitions' and 'PAL Transitions' from the MoviePack installation directory are visible.



Under the tab **Generated Transition [Transitions]** a closed list box with the name of the open folder appears.

- ▶ To open the list box click the **Open** button.

In the list box any superior folder on the directory tree on the hard disk as well as a **ROOT** folder (**Objects**, **Effects**, **Movie Clip**, ... ) can be selected. The scroll bar enables access to hidden areas of the list.

The folder 'C:\Samples' is to be selected.

- ▶ In the list click the **C:** icon (i.e. the drive where the samples are saved).



- ▶ Double-click the **Samples**  icon (i.e. the folder where the examples are saved).

All transition icons are clearly displayed as thumbnails in the tab **Transitions [Samples]**.

- ☺ You will learn how to insert transitions into an animation in the 'Tutorial - Video Editing' booklet.

MoviePack is ready to go! In the **Browser**, you can add a separate folder for your own animations.

Over time you will probably want to change the settings for different projects. You do not have to manually adjust the settings of the MoviePack interface (known as a project) every time you begin. Individual projects can be created, saved and loaded using the project commands found on the **File** menu.

## Saving Project Settings

To save your project settings:

- ▶ From the **File** menu, click **Save project as...**
- ▶ In the **Save Project** dialog box select or create a suitable folder (e.g. 'Samples') and **Save** the project under an appropriate name (e.g. 'Tut\_1152x864.M3W').
- ▶ The animation created with the project should also be saved.



The project described has been created for monitors with a resolution of 1152 x 864 pixels and is saved in the file 'Samples\Tut\_1152x864.M3W'.

To load a project follow the first two steps above and then select the command **Open Project**.

## Opening Projects

- ▶ From the **File** menu, click **Open Project...**
- ▶ In the **Open Project** dialog box select a folder (e.g. 'Samples') and **Open** the desired project (e.g. 'Tut\_1152x864.m3w').

After modifying the interface and loading the saved project, the monitor appears with the new settings.

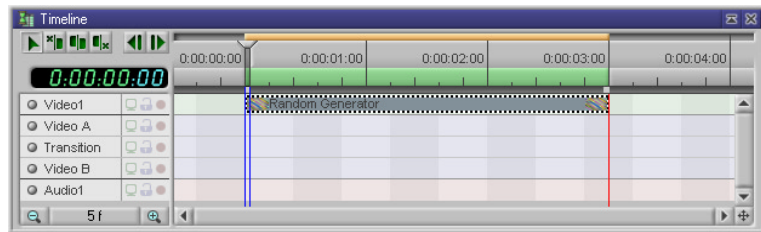
- ❗ The active project is displayed in the status bar in the bottom right-hand corner of the MoviePack interface.

Project: Tut\_1152x864

- ❗ On quitting the program, MoviePack automatically saves the current project and reloads it at the next start-up. Therefore MoviePack remains exactly the same as when you last quit.

## Adjusting the Timeline

Let's have a closer look at the **Timeline**. The object **Random Generator** has been inserted into the **Video1** track.

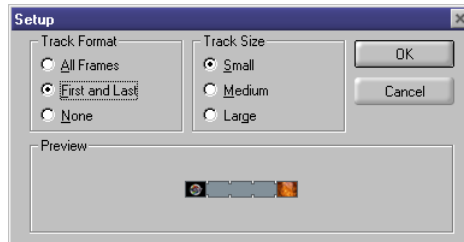


The narrow bar with the name of the object **Random Generator** has two miniature icons of the object at the beginning and end. This display can also be altered.


- ▶ Right-click in the **Timeline** window.

In the **Setup** dialog box both the number and the size of the thumbnails displayed in the bar can be altered. The result is immediately visible in the dialog box preview.

- ▶ A context menu appears, select the **Setup** command.



The choice of the first and last frame displayed in small format is very clear.

-  The setting options in the **Timeline** also apply to the **Timegraph** (which will be introduced later) independently of the **Timeline**.

The settings for the MoviePack interface described in this booklet give you an insight into the many possibilities available that enable you to create an optimum working environment.

More detailed information on each of the windows can be found in the 'Reference' booklets.

## Reference Booklets



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