Movie Pack

REFERENZ

AIST

Version: Betatest (3 of 6)

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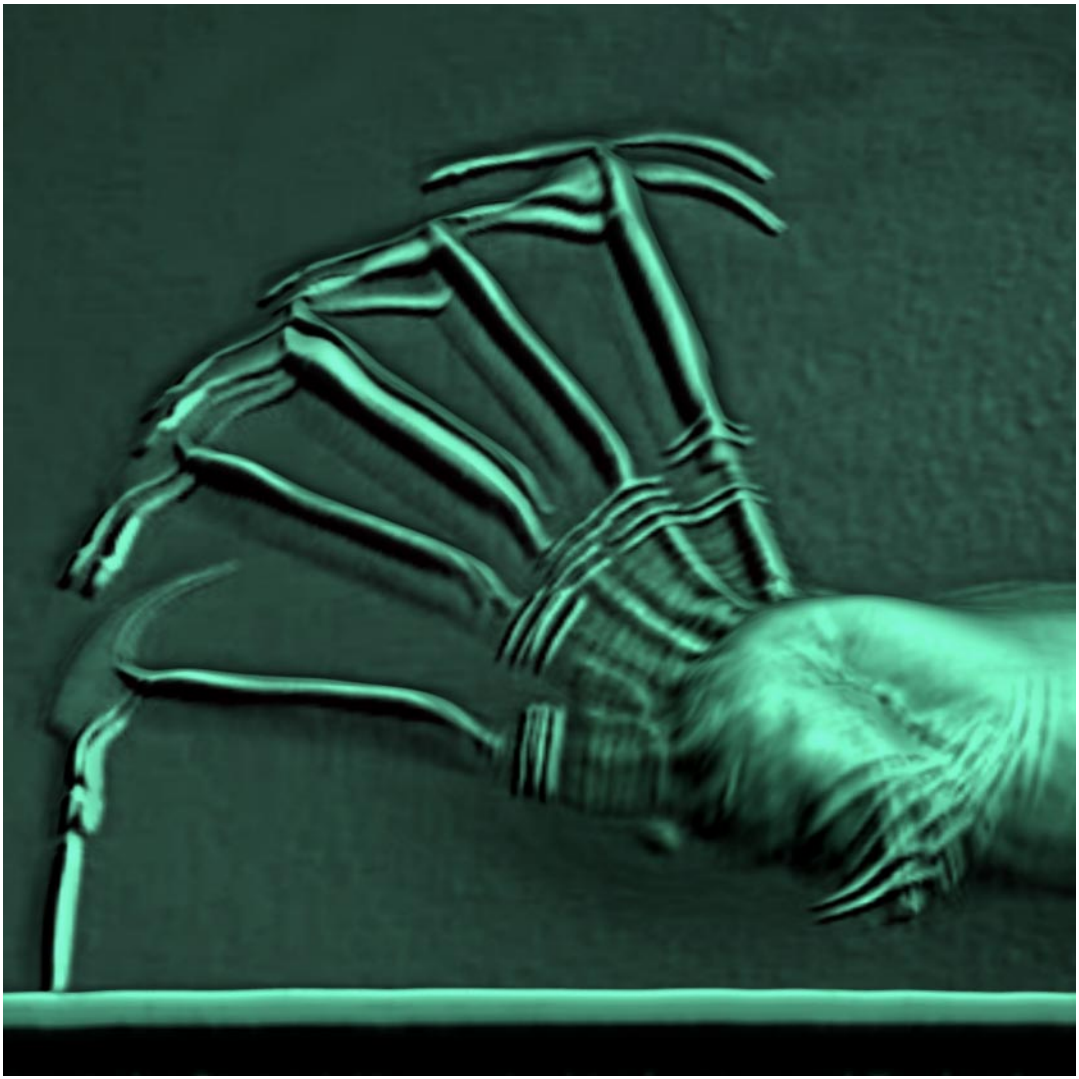
Contents

1

Workbench

REFERENCE

Workbench



MoviePack defines **Workbench** as the display of the program on the monitor, the so-called program interface. In the windows, you can find the individual tools. Because every user has different preferences regarding the look of his workspace, the program offers you the possibility to design your workspace individually. With the **Workbench-Manager**, you can save your individual **Workbenches** and give them project or name related titles such as Beginner, Advanced, or Expert, for example.

Workbench

Menu bar: contains program functions in form of pull-down menus.

Browser-Window (docked)

Icon bars

Canvas

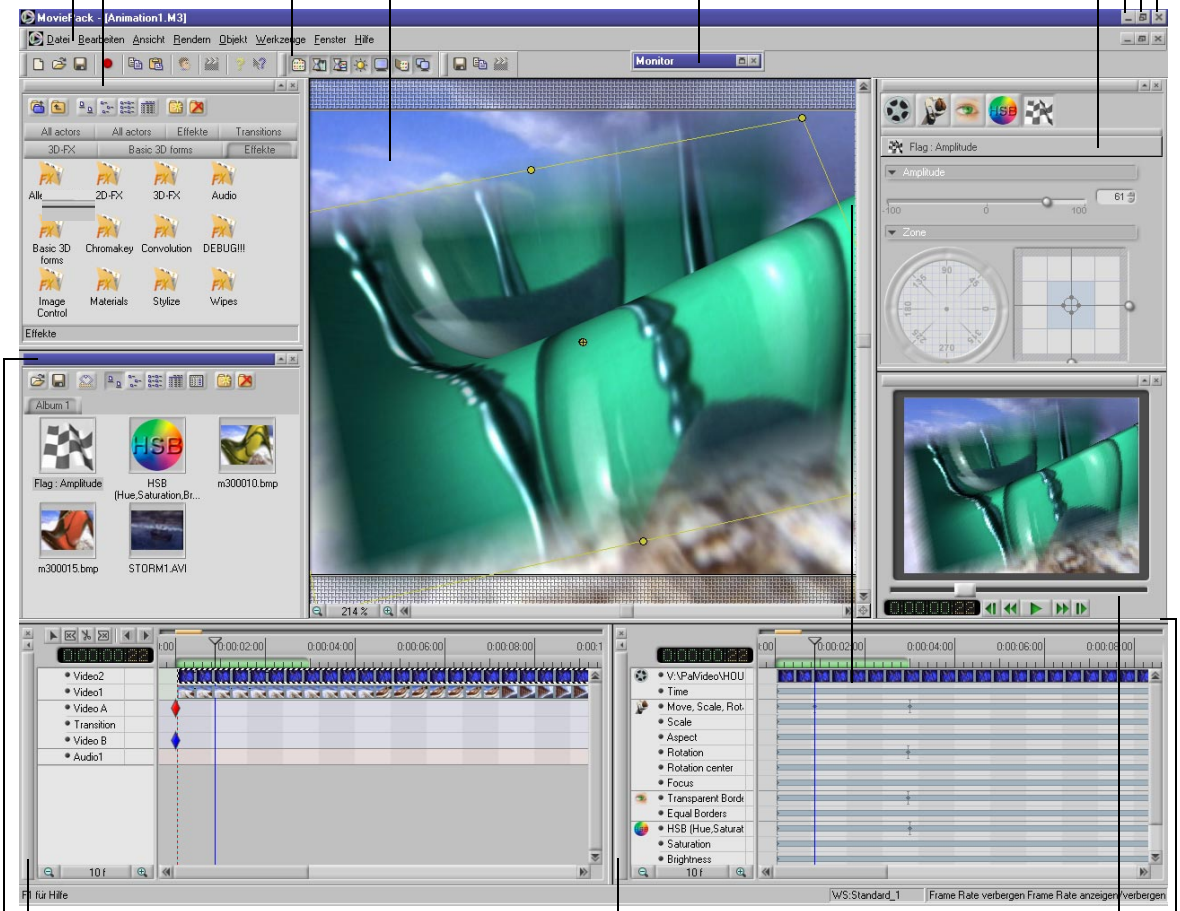
Minimized window, can be freely positioned

Close window

Maximize window

Minmize window

Effect-Box



Timeline

Timegraph

Preview

Album (active window)

Separation between windows, can be moved with the mouse

All windows can be freely positioned or docked.
The window positions and settings can be saved with the **Workbench-Manager**.

Adjusting the Workbench

Open/close window

Via icon bar

At the window

- You open the editing windows of the **Workbench** by clicking onto one of the icons in the icon bar.  .
- You close the windows by again clicking onto the icons or by a click on the  icon in the upper right hand corner of the window.
- A menu appears when you click with the right mouse button on the top part of a window. Clicking on the command **Hide** closes the window as well.

Moving windows

- 

  Click on the colored title bar of the window 

 and drag it to the desired position while keeping the mouse button depressed.

- 

  If a window is docked to another one, an outline appears, displaying the altered docking position. A double-click on the top part will undock the window from its position. A renewed double-click will dock the window again at its previous position.

Adjusting the window size

Adjusting the size of editing windows takes place acording to the usual windows standards:

- 

  Take the mouse to one of the sides or one of the corners of the window. The mouse-over will show a double arrow. Adjust the size of the window while keeping the mouse button depressed.

- 

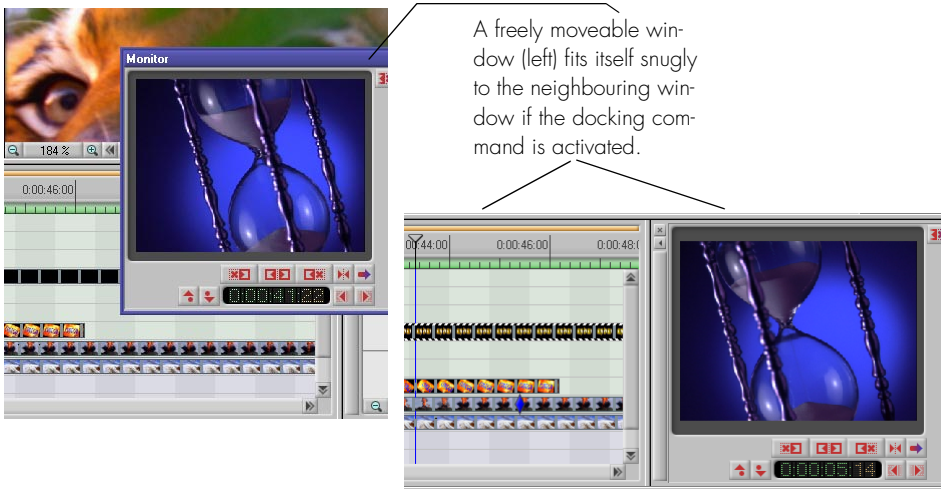
  The width and length of docked windows can be altered. For that, pull with the mouse at the separation lines between the windows. Furthermore, docked windows can be displayed minimized, maximized or fit to position. For that, use the

icons next to (in case of vertical display, above) the head section.

Docking windows

Each editing window can be docked to another one. Docked windows will always try to fill the space between the windows that surround them to the maximum extent. This type of joining editing windows serves for better orientation and uses the limited space on screen much more effectively. Docked windows can be varied in size, but not moved freely anymore after docking. They stick to their neighbouring windows until docking is deactivated.

- Click with the right mouse button in the window or on the head section.
  The pull-down menu appears.
- Activate the command Allow Docking by again clicking onto it with the mouse. A little hook appears to show you whether docking is activated.
- Now pull the window to the desired docking position, meaning the frame of a neighbouring window.



A freely moveable window (left) fits itself snugly to the neighbouring window if the docking command is activated.

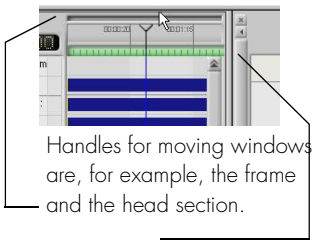
Undocking windows

With the pull-down menu:

- With the right mouse button, click into the window or onto the head section. The pull-down menu appears.
- Activate the command Allow Docking with another mouse-click. A little hook appears, showing you that docking is activated.

With a double-click:

- With a double-click onto the non-active title bar, the window jumps out of its position onto a central place on the screen. If there is no visible title bar, a double-click onto the upper line of the window is sufficient. A fine black frame appears around the content of the window.



Handles for moving windows are, for example, the frame and the head section.

So sieht der Verschiebe-rahmen aus.

Head section of an active window

Passive window is docked

Via function keys:

- Keep the [Ctrl]-key depressed and click onto the frame of the window. While keeping the mouse-button depressed, the window can now be pulled to a new position.
- A single click and dragging the window while keeping the mouse button depressed, takes the window out of its docking position and lets it jump into the next one.

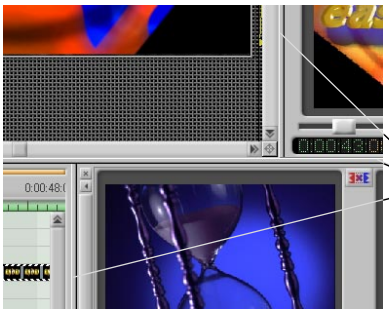
Once a window has been released from its postion by a double-click on the title bar, it can be put back into its previous docking position with another double-click.

The window will remeber its last docking position until it has been assigned a new one.

One reason to temporaily release a window from its docking position with a double-click is to enlarge the window in order to be able to work with it more easily.

Varying the width of docked windows

▶ A click onto the button enlarges the window to maximum horizontal or vertical screen width. The neighboring windows are pushed together. Another click will restore the original positions. If more than two windows are docked vertically or horizontally, the horizontal windows have priority over the vertical ones.



If you enlarge a docked window, the neighboring one will reduce its size automatically by that value.

By pulling on the docking frame, docked windows resp. docking sections can be enlarged or reduced in size.

Scrolling window contents

▶ If you are not able to see the entire window as desired, you can move the part of the window in the direction of the arrow by pulling it while keeping the mouse button depressed. The scrollbar operation takes place according to common WindowsNT standard.

The Timeline as well as the Timegraph additionally offer direct moving. When the mouse-icon changes to a hand, you can move the contents of both the Timeline and the Timegraph in both directions by keeping the mouse button depressed and dragging.

Minimize/maximize window

Undocked windows display the button . Docked windows have the button at the same place, with which the window can be minimized, maximized and made to fit.

Close window

▶ 

A click on the button  minimizes the docked neighboring window until only the title bar is visible. Another click will restore the neighboring window to its original size (made to fit).

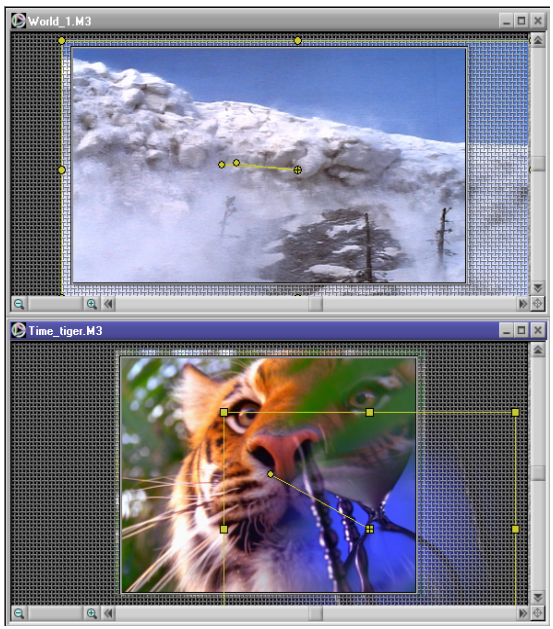
▶ 

It can be restored via the button  resp. minimized via the button  . Undocked windows can be varied in size and shape.

▶ 

The **Canvas** is a document window in the **Workbench**. Via the buttons  it can be minimized resp. maximized. A maximized **Canvas** looses its title bar and the whole active project is named after this **Canvas**. By pressing the button  , a minimized window can be restored to a regular one again.

With the help of the menu **Window**, menu point **Tile**, the windows are split automatically.

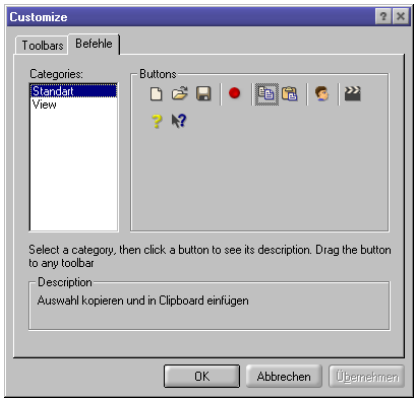


Configuring Icon Bars

MoviePack offers you the possibility to re-configure or newly define existing icon bars.

For all the many functions in MoviePack, there are icons. These icons, together with a short description of their functions can be found in the menu **Tools**, menu point **Customize**.

Inserting icons in icon bar



Click onto one of the icons and pull it into the icon bar while keping the mouse-button depressed. After letting go, the new icon is added to the bar.

Deleting icons from icon bars

- Pull the icon out of the icon bar while keeping the mouse button depressed.
  Let go of mouse button.

Dragging icons into icon bars

- You can generate new icon bars or add new icons to existing bars via drag & drop out of the icon fund in the dialog box **Customize** or existing icon bars.

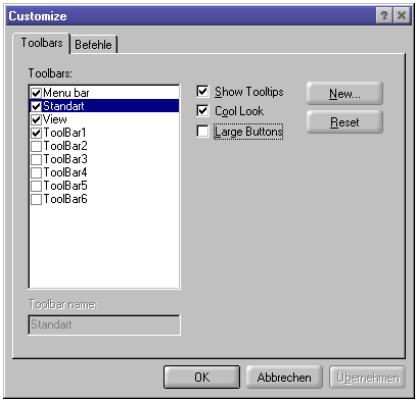
Icons or toolbar

- If the icon bar is not docked in the icon section (menu), the icons are displayed in a toolbar.

Icons in icon bar

Icons in toolbar

Selecting and defining toolbars/icon bars



In the **Tools**/**Customize** menu, you can load the dialog box **Customize**. Here you find a list of selectable icon bars. If you want to generate your own menu bar, press the button **New**.

▶ Enter a new name in the dialog box **New Toolbar**. Afterwards, press OK.
The new bar name appears in the list of toolbars.
Once the name is activated, the new toolbar appears as a small window on screen.

Changing Workbench-colors

You can change the colors of windows, dialog boxes and backgrounds yourself in order to create the environment most comfortable for you.

▶ Changing the settings takes place in the WindowsNT system configurations. You access them with a right mouse click onto your desktop background or via the system control (Appearance/Scheme).

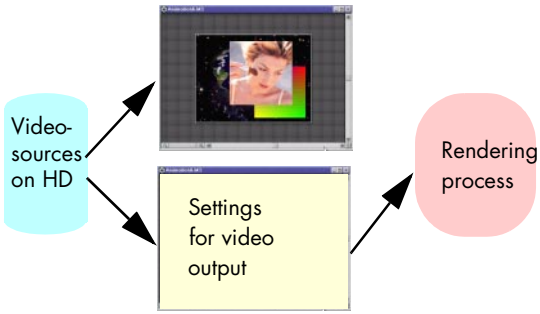
Please note that these changes will also affect all other programs.

Please make sure you close MoviePack before you change colors or the resolution in the system control, because running OpenGL-operations could result in a Windows 95/98 or NT crash.

Adjusting the image format

The image format on the **Canvas** is not connected to the final video output. It solely serves for control and compositing.

If you have chosen a high resolution (e.g. 800 x 600 or PAL), the compositing resp. the depiction of this point in time is displayed very precisely. Is your setting adjusted to 320 x 200 (standard), for example, the depiction is pretty clear, but displayed faster due to the fact that less data has to be computed by the PC.



There's only one indirect relation between the settings of the video output and the x/y correlation.

Whether 800 x 600 or 768 x 576 or 640 x 480 or 320 x 240, all settings have the same x/y correlation: 4 : 3 (800/4 * 3 = 600). If you edit PAL- or NTSC-videos, the x/y correlation of the **Canvas** can be set to 320 x 240 and the x/y correlation is maintained.

If you select a setting of 500 x 200 on the **Canvas** and utilize it to the maximum with images and videos so that the entire 500 pixels are used, you would get a warped video if the render settings were PAL or NTSC. (500/200 is 5:2 and has a different x/y correlation than the standard 4:3).

But principally, it is easy. Just leave the standard setting for PAL and NTSC.

Why so many adjustment possibilities?

You want to generate a tricky video, for example, one that consists of several clips, and with an electronic camera you want to film it from left to right.

While the five clips are being played back, the camera moves from left to right. The output shows a video in PAL or NTSC (4:3) resolution, generated by the electronic camera.

Now it makes sense to have a totally different **Canvas** setting and still put out videos in PAL or NTSC-format.

- For the **x-value** (width) and **y-value** (height), the centers have to be stated. Please always enter half the value of **x-value** in **x-center** as well as half the value of **y-value** in **y-center**. If not, the videos will always be placed outside the center.

- The settings will be enhanced as well as mostly automated in the next beta version.

The color hue of the **Canvas** background and the **Preview** can be selected individually.

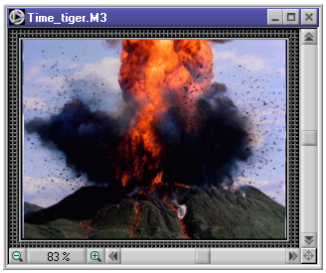
- Open the dialog box **Page setup** via the menu **File**, menu point **Page setup**. Click onto the button **Color**. A color palette appears. Via the button **Define colors**, you reach the color generator, which enables you to freely select your colors.

- The **Canvas** background is also the background of your animation.

Should the image format on the **Canvas** and the **Preview** not be adjusted to proper size, you cannot control your work in an optimal way. Try to use the same settings you use to generate your video. The image format

selected here has no effect on the rendering quality, but it is not possible to judge the size correlation of the individual actors if the wrong image format was selected.

Canvas in 4:3 TV-display



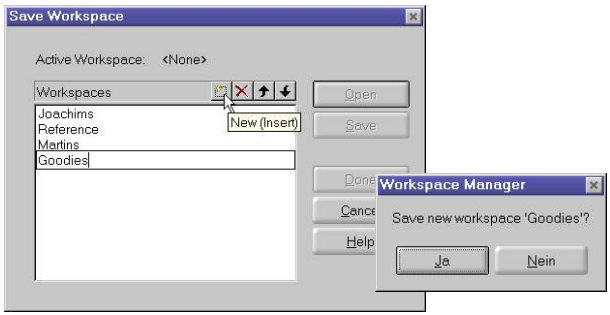
Canvas in 16:9 HDTV wide screen format

Saving the Workbench

The **Workbench-Manager** is temporary and will be changed completely in the next version.

Once you are satisfied with the design and the structure of your **Workbench**, give it a name and save it. This guarantees, that each user will always be able to work with the interface he's accustomed to.

▶ Click onto the command **Save Workbench** in the menu **File**.



▶ Click onto the first icon in the icon bar.
A space for the entry of a new Workbench name appears.

▶ Enter the desired name and press the „Return"-key.
Now the Workspace manager will ask you if you want to save your entry. Confirm with „Yes" if the name is correct.

Load Workbench

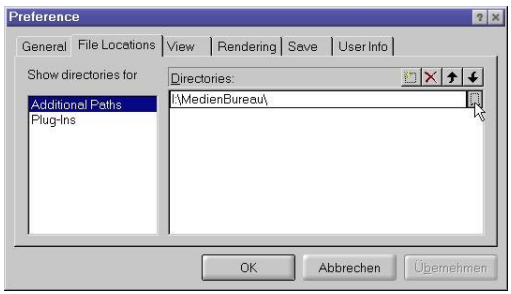
▶ Select another **Workbench** by clicking onto the menu **File** and the command **Workbench-Manager**.
A selection list appears in the **Open Workbench** menu.

Defining Locations for Saving

Unless you state otherwise, MoviePack will save all files onto your system's hard drive. You can optimize your work flow and at the same time avoid defragmentation and capacity losses on one drive, if you define the locations for saving yourself.

Defining locations for the first time

▶ Open the dialog box **Settings** via the menu **Tools, Settings.**



▶ Choose the tab **File locations**.
On the left side of the window you will find a listing of the possible file formats supported by MoviePack. On the right, you will find the current file locations.

Changing locations

▶ In the dialog box, click onto the  icon.
A new text bar appears.
If you know the file path by heart, enter it there. If not, click onto the icon next to the text bar.

▶ The **Select Directory** dialog appears.

▶ Just like in the Windows-Explorer you can now select a directory and confirm it by pressing **OK**.

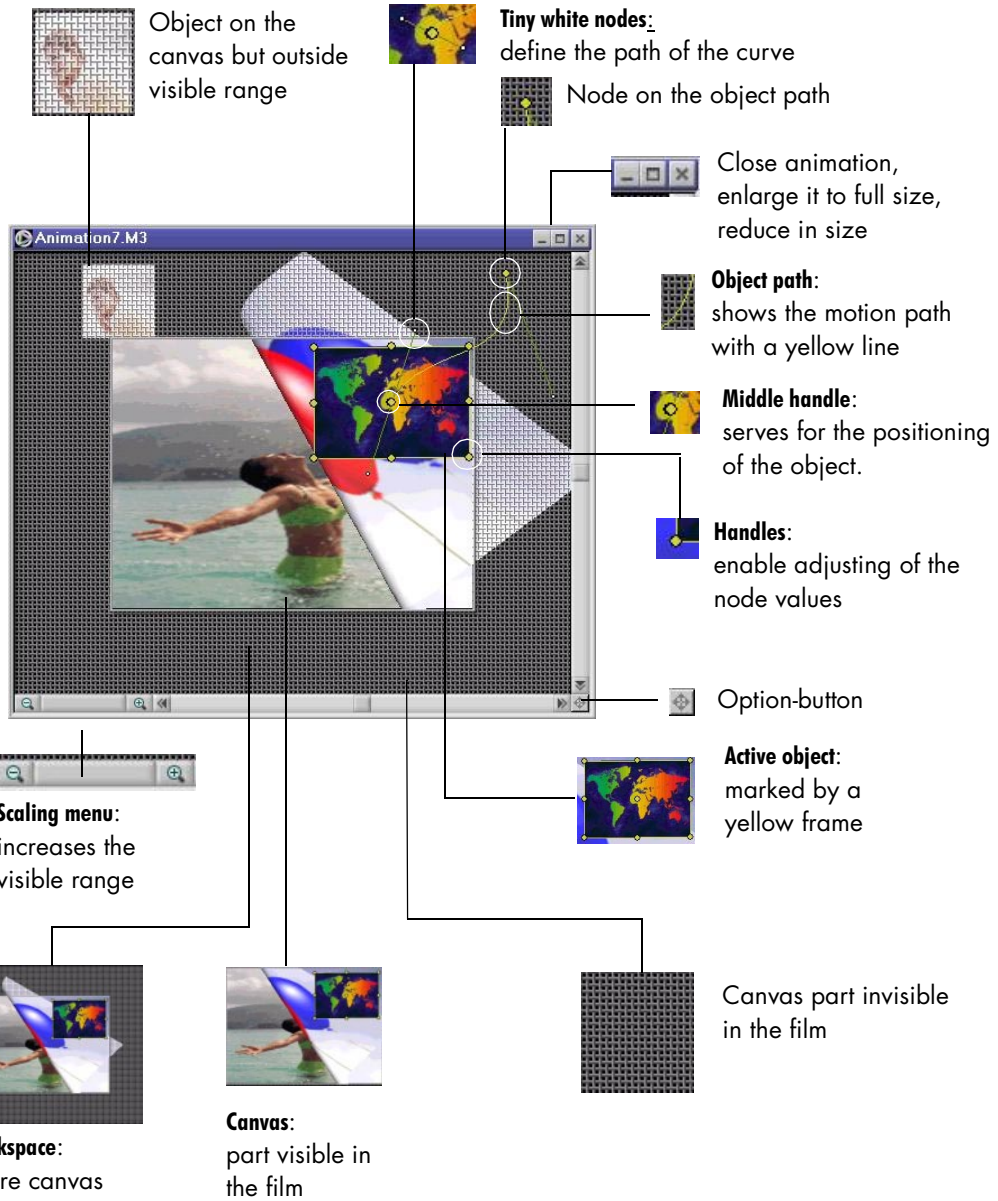
Administer Raid

For each type of file, several target directories can be selected. MoviePack always starts with the topmost directory in the list. This way, error messages due to overloaded hard drives are avoided, but you can still see where your files are located.

2

Canvas

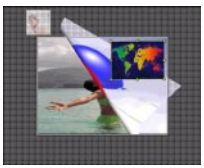
REFERENCE


Object on the canvas but outside visible range
Tiny white nodes: define the path of the curve
Node on the object path
Close animation, enlarge it to full size, reduce in size
Animation7.M3
Object path: shows the motion path with a yellow line
Middle handle: serves for the positioning of the object.
Handles: enable adjusting of the node values
Option-button
Active object: marked by a yellow frame
Scaling menu: increases the visible range
Canvas part invisible in the film
Workspace: entire canvas
Canvas: part visible in the film

Canvas

MoviePack's Canvas corresponds to a document in any common word processing program. It is the software's central editing window. In word processing there's no letter without a document and in MoviePack, there's no film without the Canvas.
Your advantage: Just as you can open several letters in a word processing program under Windows at the same time, you can do so with several animations in MoviePack.

Open Canvas/animation

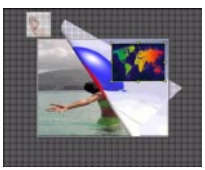


Each Canvas contains a film project which is called **Animation**.

- In the menu bar, select **File/Open**.
  Mark the desired file in the selection window with a click and then press **Open**.

You can open several animations, for example for working with several versions of the same animation at the same time.

Setting the Canvas size



Refer to „Setting image formats" in the chapter „Workbench".

Scaling the display

The display of the Canvas can be scaled, providing you with a more detailed overview of the obejcts when zooming.

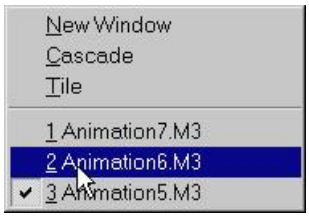
- When you click onto the icon, the Canvas becomes smaller, the non-visible part in the film larger, however.
- When you click onto the icon, the Canvas becomes larger, the non-visible part in the film smaller, however.

You can zoom into the Canvas until tiny object details become visible.

Switching between several animations

Your entire animation is tied to the Canvas. If you have several animations open in MoviePack, you can switch back and forth between them with the Canvas window. Switching also updates all other windows to the currently selected animation.

▶ In the menu bar **Window**, all open Canvasses are listed.



The current Canvas is marked with a hook.

Select the desired animation.
All Canvasses are updated with the values of the newly selected animation.

The Workbench settings remain untouched by the new animation. Only the window contents of the Timeline, the Timegraph and the Canvas are updated with the objects of the new animation.

Activating the positioning-wizard

If you want to place several objects at the same location or the same level, you need the positioning-wizard.

▶ Press the options button .
In this menu, you can add a grid to your Canvas, helping you with positioning the objects. You can also define grid lines to which your objects are to adhere.

Editing Objects in the Canvas

Objects are the basic materials of a film project and are placed on top of each other in layers on the Canvas. The image information of the visible Canvas section defines the final result. Objects can be freely positioned and moved on the Canvas.

Place new object

- Move the scene via drag & drop from the Object-Manager or the Library onto the Canvas.
  The new object will position itself on the highest level behind the Timeslider, as long as no track is activated in the Timeline. It overlaps all other objects.
  If a track is activated in the Timeline, the object will position itself in the activated track behind the Timeslider.

Selecting objects / Selecting handles

You can alter an object's size and shape on the Canvas, define its position and rotate it. For that, you have two different types of frames at your disposal.

- One click on the object will generate a frame with square handles around it. The object is now activated and you can change its size or shape with the mouse.
- A further mouse click on the object generates a frame with round handles around it. The object is now activated and you can rotate or position it with the mouse.

The object can only be worked on if the Timeslider in the Timeline is located on that object.

If your object doesn't appear on the Canvas even though the Timeslider is positioned on it, it could be deactivated or hidden in the Timeline.

Making objects visible

- See chapter „Timeline"/Deactivating and hiding tracks" and „Deactivating and hiding objects".

Deleting objects

- Delete active object with the [Del]-key.

Moving Objects in the Canvas

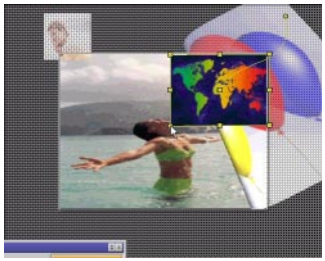
With MoviePack, you dont only have the possibility to change objects numerically in size, shape and rotation, but also carry out these operations directly on the Canvas. You define the exact time of the alteration with the Timeslider in the Timeline and in the Timegraph. If you alter the object on the Canvas, the time of the alteration is documented on the Canvas and in the object's Timegraph by nodes.

Scaling objects

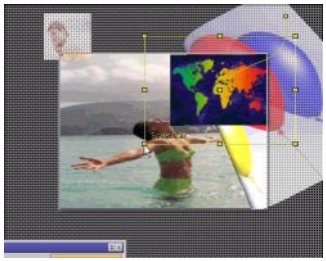
- Active the object whose size you want to change.
  The activated object receives a frame with eight handles. If the handles are round, activate the square ones by again clicking onto the object in order to change the size.

- Take the mouse to one of the four corner handles. A mouse-over appears.

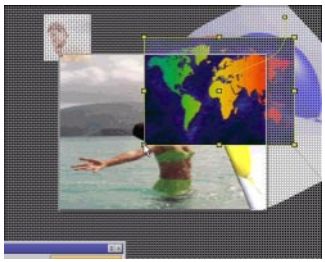
- Click onto the corner handle and enlarge the object or reduce it in size while keeping the mouse button depressed.



Activate the object, so it is surrounded by a frame with square handles.



The object's size can be changed with one of the four corner handles.

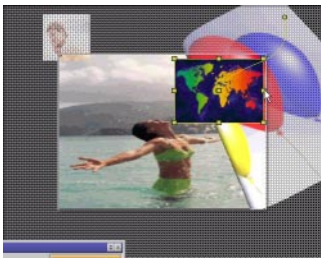


The changes are immediately visible on the Canvas and in the Preview.

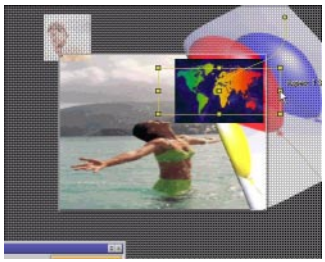
Changing object proportions

- Activate the object whose proportions you'd like to change. The active object receives a frame with eight handles. If the handles are round, activate the square handles for changing the proportions with another click onto the object.
- Take the mouse to one of the four handles on the side. A mouse-over appears.

▶ Push the object together or pull it apart with the side handle. The object becomes smaller and higher or wider and lower.



Activate the object so it is surrounded by a frame with four side handles.



Via one of the side handles, the object's proportions can be changed.

The proportion changes can be immediately seen on the Canvas and in the Preview.

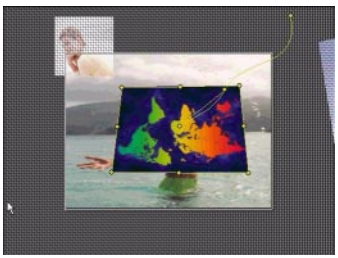
Rotating objects

- Activate the object which you'd like to rotate.
  The activated object receives a frame with eight handles. If the handles are square, change them to round ones by again clicking onto the object in order to rotate it.
- Take the mouse to one of the handles. A mouse-over appears.

Rotating around the x-axis

Activate the object so it is surrounded by a frame with eight round handles.

The object can be rotated around the x-axis with the top or the bottom handle.



The rotation can be immediately seen on the Canvas and in the Preview.

Rotating around the y-axis

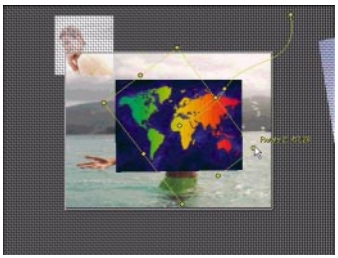
Activate the object so it is surrounded by a frame with eight round handles.

The object can be rotated around the y-axis with the side handles.

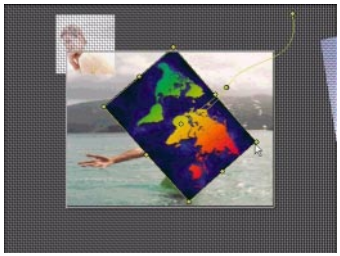
The rotation can be immediately seen on the Canvas and in the Preview.

Rotating around the z-axis

Activate the object so it is surrounded by a frame with eight round handles.



The object can be rotated around the z-axis with the corner handles.



The rotation can be immediately seen on the Canvas and in the Preview.

In rotation-mode, you can move the center around which the object is to rotate.

Moving the center of rotation

▶ Press the [Ctrl]-key and click onto the middle handle of the object at the same time.
Move the center to the desired location.

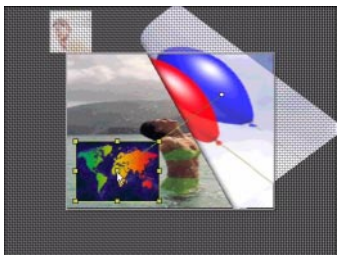
Positioning objects

You can freely position objects on the Canvas. By moving objects, you get a motion path between the starting position and the new position.

- Activate the object you'd like to position.
- Grab the object at the middle handle. A mouse-over appears.
- Move the object while keeping the mouse button depressed.

Activate the object.

With the middle handle, the object can be freely positioned on the Canvas.



The new position is immediately visible on the Canvas and the object path is displayed.

Deleting nodes on the Canvas

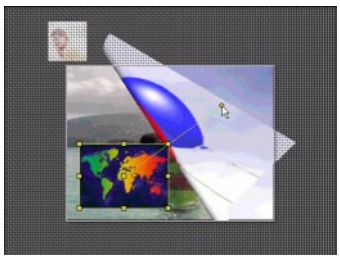
You can delete individual nodes from the animation on the Canvas with the right mouse button.

- Activate the node to be deleted with the right mouse button and select the command **Delete nodes** from the pull-down menu.

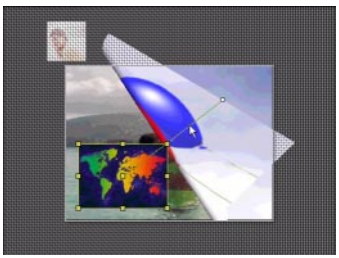
Define object's motion path

If your object follows an object path, movement along that path isn't always supposed to be „hard", but often supposed to resemble smooth movement. Nodes make it possible to harmonize the motion path.

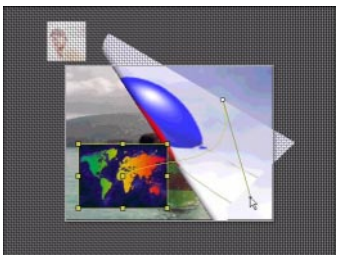
- Activate the object whose object path you wish to modify. The object path is displayed.
- Activate one of the nodes on the object path.
- Little nodes now appear on the object path. If you go over these nodes with the mouse, you get the following mouse-over.
- Pull the node out of the object path.
  The object path now shows a curve which gets bigger and bigger, the farther away the node is from the object path.



Activate object and click onto one of the nodes on the object path.



Move nodes.



The curve is defined by the angle and the distance.

You can define new nodes for an active object if you keep the [Ctrl]-key depressed while clicking onto the object path.

Moving object paths

With this function, you can make the object follow a defined motion path.
One example: The object is supposed to follow the contures of a person without covering it up. Therefore, the object has to follow a curve around the contures - the object path is thus moved away from the original object path.

- Activate the object whose object path you wish to move.
- Activate the handle in the middle of the object while keeping the [Ctrl]-key depressed.
- Move the handle out of the object.
  A broken line appears between the object's center and the object path.
  Proceed like that with all nodes on the object path and modify the object path in such a way that it takes on the proper course.

While keeping the [Ctrl]-key pressed, grab the object by its middle handle and move the node to the desired position. The object will remain on its original position.

Edit the object path and add more and more new nodes during the process.
Result: the object will circle the person in the proper distance.

If you now exactly follow the contures of the object to be circled, the object to be moved always follows at the same distance.

Each change of the motion path is automatically applied to the full length of an object. Due to the fact that a standard setting contains neutral values, you won't notice right away, that two invisible anchor points are placed at the beginning and the end of the object. If you change the motion path of an object in the middle of it's duration, a new node is set and a finished animation is created.
The reason: MoviePack works linearly progressive. That means, the variable continuously changes its value. Starting from the first node, it reaches the value of the second one while continuously declining or increasing. This way, an animation which runs harmoniously is already created when inserting one single node, from the start of the object up to the inserted node value. Towards the end of the object, it goes back to neutral. This behaviour is very practical in many cases, but MoviePack also allows you to keep all form alterations by unifying them to one value:

Unifying settings

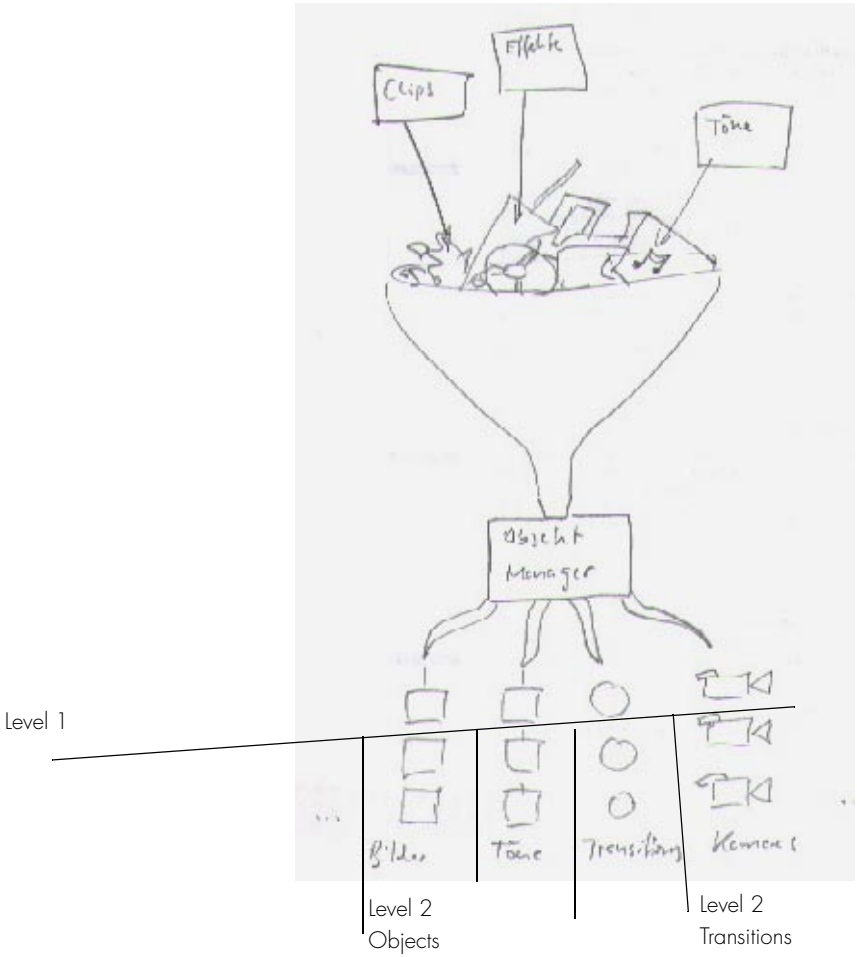
- ▶ Change your object until it has reached the desired position and size.
  In the menu bar, select **Object/Unify** or use the short cut [Ctrl] + U.
  All form and movement behaviours are set to the current value.

- Additional functions for keeping changes throughout the object's duration can be found in the chapter „Effect-Box".

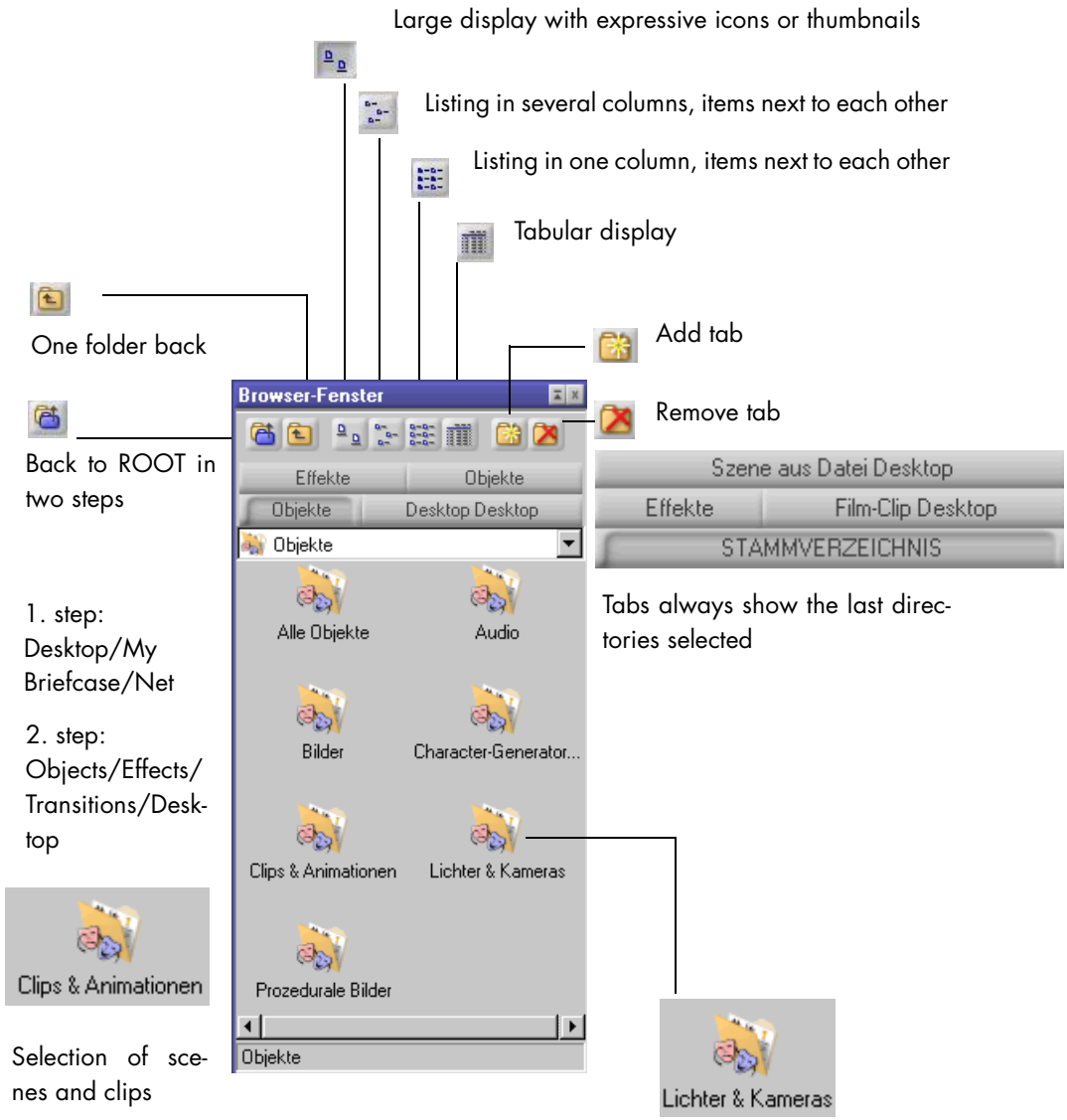
3

Object-Manager

REFERENCE



The Object-Manager doesn't only manage objects but also a lot of the program's functions. The advantage: the Object-Manager is always open for new functions. From here, you can integrate functions or contents in the project windows via drag & drop.
The Object-Manager recognizes all files on your hard disk relating to MoviePack and displays their function with a characteristic symbol. With object groups, you retain the overview over effects, transitions, keys, video and sound clips.


Large display with expressive icons or thumbnails
Listing in several columns, items next to each other
Listing in one column, items next to each other
Tabular display
One folder back
Add tab
Remove tab
Back to ROOT in two steps
Browser-Fenster
Effekte
Objekte
Objekte
Desktop Desktop
Objekte
Alle Objekte
Audio
Bilder
Character-Generator...
Clips & Animationen
Lichter & Kameras
Prozedurale Bilder
Objekte
Szene aus Datei Desktop
Effekte
Film-Clip Desktop
STAMMVERZEICHNIS
Tabs always show the last directories selected
1. step: Desktop/My Briefcase/Net
2. step: Objects/Effects/ Transitions/Desktop
Clips & Animationen
Selection of scenes and clips
Lichter & Kameras
Selection-icon for objects, switches to object-type

Managing Objects

Selection: Object-Manager-mode

The different displays serve for the clear layout of the Object-Manager.

- Shows an expressive file image or symbol approximately the size of a stamp
- Listing in several columns next to each other
- Listing in one vertical column
- Tabular display

The file thumbnails have different sizes depending on the Object-Manager display selected.

Reading file information

When selecting the display mode , MoviePack displays the file parameters in the Albums. Often, this is very useful in order to obtain information about the codecs and the file formats with which the clips were rendered, as well as the duration of the animation.

Copying objects

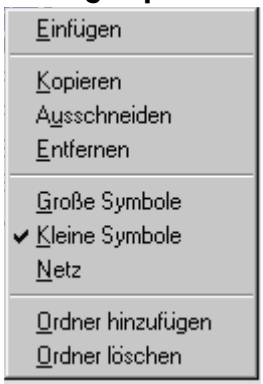
- You copy an object from the Object-Browser with a double-click or via drag & drop onto the Canvas.

Calling up Albums

This icon is located in the **View bar**, located above the Canvas in the default setting. This bar can be freely moved. Here, the Albums are located, whose contents can be changed.

Here, you can compile often used objects (effects, functions and clips).

Cutting objects



With this function, you remove the object from the Album while copying it to the clipboard at the same time.

- ▶ Place the mouse-cursor on the object. Press the right mouse-button.
  Select the command **Cut**.
  The object is now copied to the clipboard.

- Attention: as soon as you copy another object to the clipboard, the fisrt cut-out object is completely removed from your hard disk, as it was only located in the clipboard.

Deleting objects

- ▶ Place a right mouse-click on the object-icon.
  Select the command **Delete**.
  After confirming the following dialog („Really delete?"), the object is deleted from your hard disk.

Moving objects and transitions in the Object-Manager

You can move objects and transitions to new Albums within the Object-Manager.

1st possibility:

- ▶ Activate the object with the right mouse-button.
  With the command **Cut**, you remove the object from the Album and place it in the clipboard.
  Select a new Album.
  With the right mouse-button, click into the display field and insert the object in the new folder with the command **Paste**.

2nd possibility:

▶ Click onto the object and move it via drag & drop to the tab of the new Album.
Release the mouse-button.
The object is now located in the new Album.

Object information

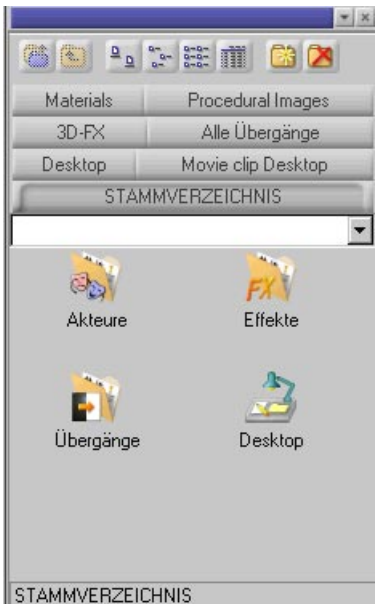
If you need further information about the object, press the button **Net**. Here, you have a small comment-field at your disposal for entering notes.

Finding objects

When being opened, the Object-Manager always starts in ROOT. You can access all other subdirectories from there.

Takes you to the selection level of the different objects.

Main transition folder

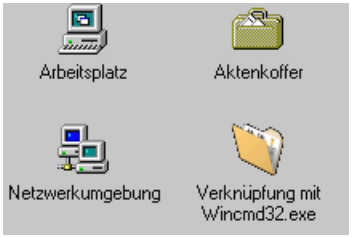


Takes you to the selection level of the different effects which you can apply to your objects.

Corresponds to the desktop of your PC. All drives are listed here, making it easier for you to find the desired files.

1st possibility:

If you already know the exact position of the object to be inserted, you can search for it via the Desktop-icon. All availabe drives are listed here, making it easier for you to find the desired files, whether they are objects or transitions. Unfortunately, you have to repeat this process again by selecting the right sub-folder (video clip, transition etc.), because the program is not capable of recognizing the file respectively object type.



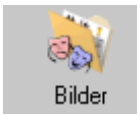
Your desktop directory contains the same objects as the „My Computer" directory under Windows.

2nd possibility:

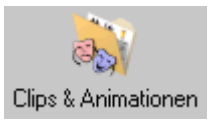
Decide, which object you wish to integrate into your project and go up to the next object level (effects and transitions).

The icons of the second level („Objects“)

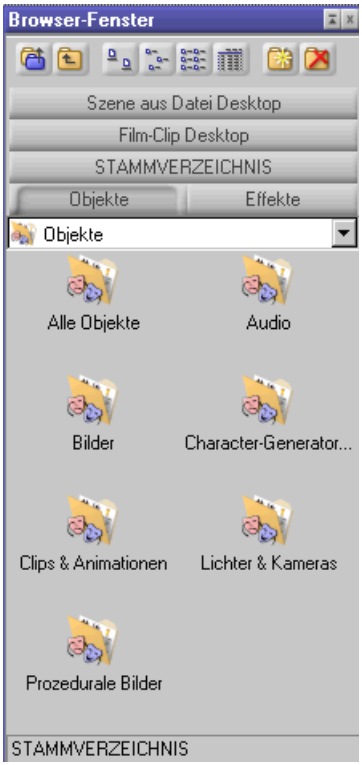
Lists all objects in alphabetical order.



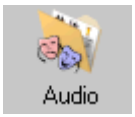
Offers you various image and graphic import formats and enables searching.



Offers you various animation and video import formats and enables searching.



Lists the ready-made background images which can be modified.



Lists all audio import formats and makes it possible to search for audio files on your system.

Takes you to MoviePack's titling-functions and title plug-ins.

Takes you to the virtual camera and the light objects.

The icons of the second level („Effects")

Lists all effects in alphabetical order.

3D-effects like bubbles, cones, waves etc..

Generates basic 3D-forms like cylinders and concaves up to sphere.

Pixel by pixel editing, sharpen, blur, surface etc..

Image editing, mainly color balancing

Image editing like puzzle, trim, torus slide, monochrome.

Works like an eraser, additionally fitted out with color effects.

Generates effects on the surface, textures, whirls etc..

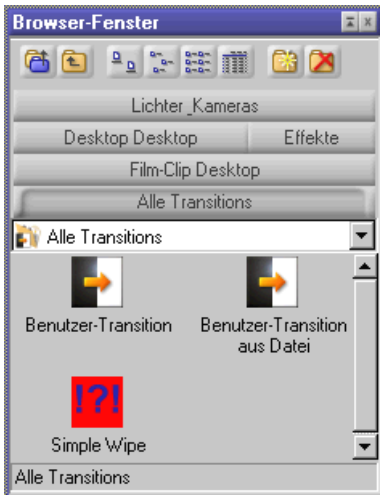
Volume control

Cuts out areas of a specific color and makes the underlying layer visible (blue-screen-effect).

Serves for surface design, from plastic to pearl or obsidian and copper, for example.

The individual effect groups are described in detail in the chapter „Effect-Box“ as well as in a seperate manual.

The symbols of the second level („Transitions“)



Results in a simple transition

Takes you to MoviePack's Transition Generator

Makes it possible to search your drives for pre-made transitions

Adding tabs to the Object-Manager

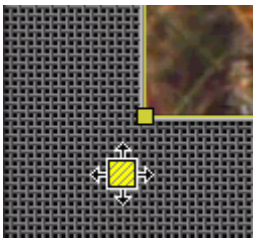
- Via the button  you add a new tab to your Object-Manager.
  At first, this tab carries the heading ROOT, afterwards it is automatically assigned the target directory you have selected. If no object is selected, this function inserts the ROOT directory as the heading of the tab.

Deleting tabs from the Object-Manager

- With the button  , you delete the active tab from the Object-Manager.

Inserting Objects from the Object-Manager

Inserting objects in the project



If you have selected the object to be inserted with a mouse-click and moved it onto the Canvas or a track in the Timeline while keeping the mouse-button depressed, the above mouse-over symbol appears.

1st possibility:

- Still images and videos can be inserted in the Timeline or the Canvas via drag & drop.
  In the Timeline, the object is inserted in the position selected via drag & drop.
  If you drag the object onto the Canvas, it automatically positions itself behind the current Timeslider position. If you have activated a track in the Timeline prior to double-clicking, the object is automatically inserted in that track. If you haven't activated a track, a new one is opened in which the object is then placed.

2nd possibility:

- A double-click onto an object in an Object-Manager file inserts this object in a new track behind the Timeslider in the Timeline.
  If a track is pre-selected (the dot in front of the track shows „active"), the new object is inserted into that track.

Still images and videos can be inserted into any position in the Timeline. If an object is already placed in the desired position, a new track is opened above that position.

Effects cannot be moved to empty Timeline-positions, but exclusively placed onto objects.

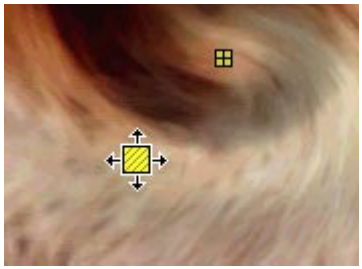
1st possibility:

- Effects can be placed onto objects in the Timeline or the Canvas via drag & drop.
  In the Timeline, the selected effect is assigned to the selected object.
  In the Canvas, the effect is always assigned to the activated object.

2nd possibility:

- A double-click onto the effect assigns it to the activated object.

Inserting effects in the project



Inserting transitions into the project

Transitions can only be placed in the middle transition track. That's why the mouse only assumes the „Paste" mouse-over in that track.

1st possibility:

- Transitions can be placed in the transition track or the Canvas via drag & drop.
  In the Timeline, the transition is placed in the position selected via drag & drop.
  If you drag the transition onto the Canvas, it is automatically placed behind the current Timeslider position.

2nd possibility:

- A double-click onto a transition inserts it behind the Timeslider in the transition track.

3rd possibility:

- After clicking onto **User transition from file**, MoviePack offers you the choice of inserting a pre-made transition from one of your files.

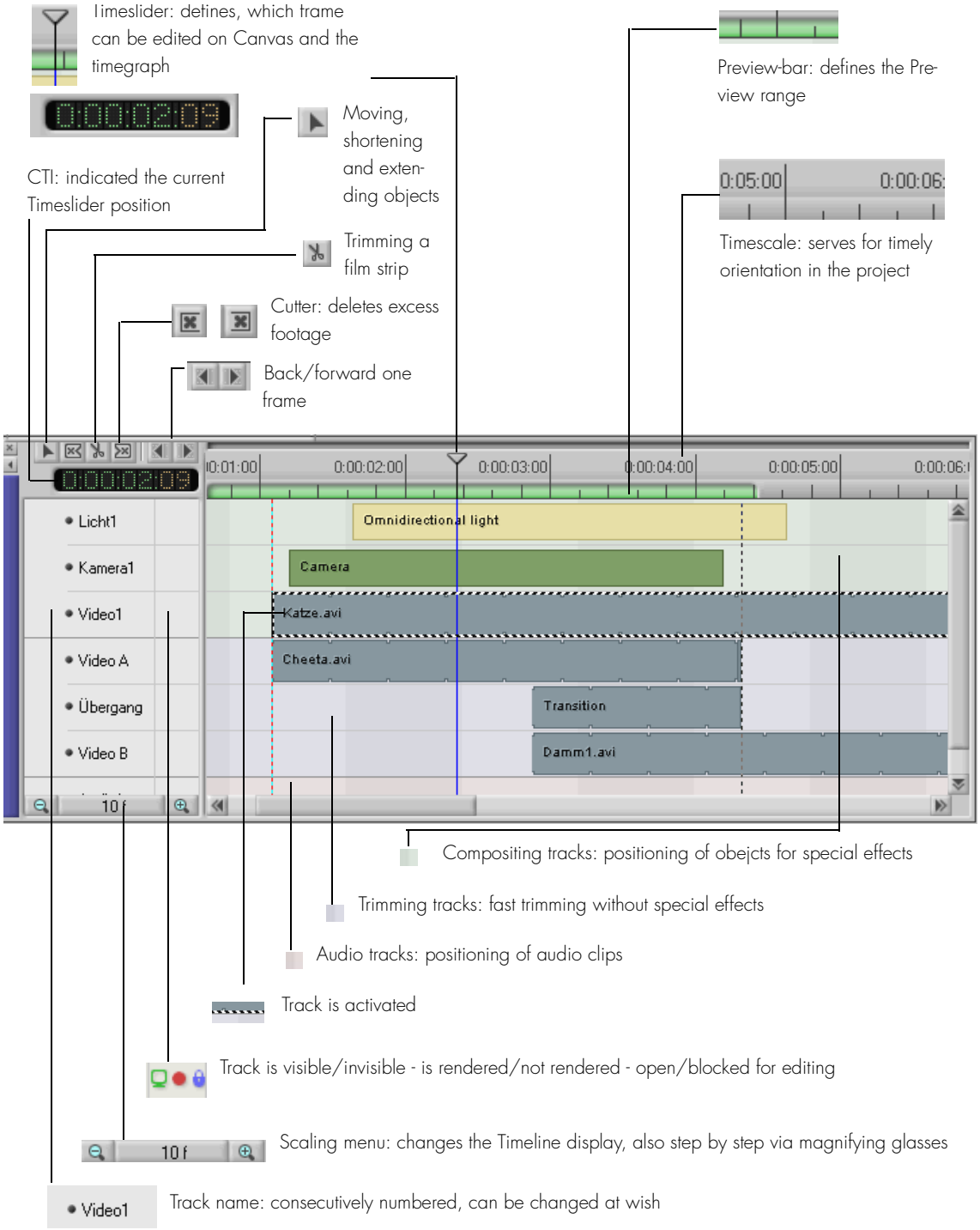
Generating transitions

Please refer to the description in the chapter „Effect-Box".

4

Timeline

REFERENCE


Timeslider: defines, which frame can be edited on Canvas and the timegraph
Preview-bar: defines the Preview range
Moving, shortening and extending objects
CTI: indicated the current Timeslider position
Trimming a film strip
Timescale: serves for timely orientation in the project
Cutter: deletes excess footage
Back/forward one frame
0:00:02:09
0:05:00
0:00:06:
0:01:00
0:00:02:00
0:00:03:00
0:00:04:00
0:00:05:00
0:00:06:
Licht1
Kamera1
Video1
Video A
Übergang
Video B
Omnidirectional light
Camera
Katze.avi
Cheeta.avi
Transition
Damm1.avi
10 f
Compositing tracks: positioning of obejcts for special effects
Trimming tracks: fast trimming without special effects
Audio tracks: positioning of audio clips
Track is activated
Track is visible/invisible - is rendered/not rendered - open/blocked for editing
Scaling menu: changes the Timeline display, also step by step via magnifying glasses
Video1
Track name: consecutively numbered, can be changed at wish

Timeline

The **Timeline** contains an overview of all components of your video project sorted into tracks. All elements which simultaneously appear in the Preview or the Monitor-Windows are placed above each other. The course of the film is lined up in chronological order from left to right. The moment when an object appears as well as its duration is shown in the Timescale. The smallest selectable unit of this Timescale is one frame, meaning one still image. 25 of such still images make up one second of film in PAL-norm (30 frames for NTSC-norm). The Timeslider, a movable blue line, allows you to select and edit any desired frame. Two red lines mark the rendring section.

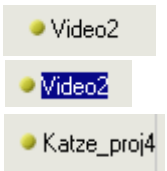
Editing Tracks

MoviePack's Timeline uses several types of tracks for the display of different objects. Audio clips are always placed in audio tracks, images and video clips are placed in video tracks. Transitions are inserted in transition tracks.

Activating tracks

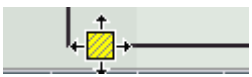
- Click onto the track name of the track you wish to activate. The entire Timeline is then surounded by a frame and the dot in front of the track name changes its color. The track is now active.

Labeling tracks



- With a double-click onto the name, you have the possibility to enter a name of your choice with a maximum of 11 characters.

Inserting tracks



- Move an object out of the Object-Manager or the Library via drag & drop into one of the compositing tracks (green) in the Timeline, or an audio clip into the respective audio tracks (brown).

If another object is already located in the desired insert-position, a new track is automatically opened above that track.

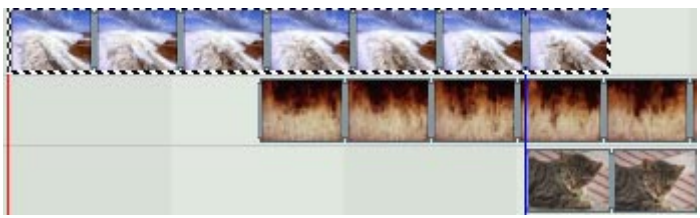
If the object is dragged to a free position in a compositing track, a new track will not be openend. The object is inserted.

In comparison with other compositing programs, a track is not assigned to an object in MoviePack. A track can be used by any number of objects one after the other. This way, the height of the Timeline and the number of tracks remains clearly visible even with extensive projects.

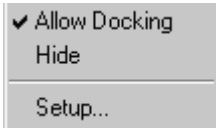
Visual display of scenes

If you think the display is not sufficient,

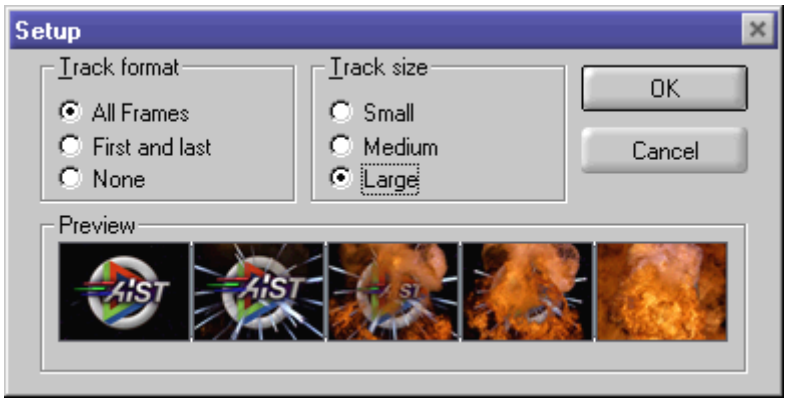
you also have the possibility of displaying the scenes with their individual frames.



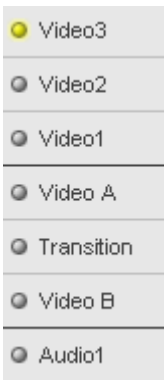
For that, press the right mouse-button on the active track. The following selection menu appears:



Under **Setup**, you can activate the visual display for selected or for all tracks. Under **Track Size**, you can adjust how detailed the tracks are supposed to be displayed.



Tracks cannot be sorted



MoviePack numbers each newly inserted track consecutively. After that, they retain their selected names, even if their position changes by inserting or deleting other tracks. Manual re-distribution of whole tracks is not possible with MoviePack, because each track is useable for consecutive compositings.

Removing tracks

▶ Activate a track and press **Delete** or the **[Del]-key**.

Only compositing and audio tracks can be deleted. With this command, all objects are also removed from the blue trimming tracks, the tracks themselves remain intact in the Timeline.

Hiding tracks

If several objects form part of a compositing, it isn't always easy to retain the overview. The question, which layer takes care of which effect in the animation, is answered a lot easier by purposely blending out individual tracks. This way, the Canvas is clearly structured, but the invisible tracks are rendered nonetheless.

▶ Click onto the Monitor-icon. The track becomes invisible. A renewed click makes it visible again.

Rendering tracks

The red dot at the beginning of each track denotes that this track will be rendered as well. This way, different clips can be generated in one step from prepared tracks, for exaple, one version with a title, one without.

▶ Click onto the dot of the object.
Once the red dot appears, the track will be rendered.
A renewed click deactivates this function.

Blocking tracks

Once editing of a track is completed, it should be protected from accidental alterations.

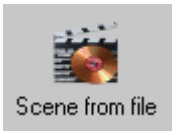
▶ Click onto the Lock-icon. The track is blocked. An renewed click activates it again.

Copying tracks

▶ Press **Ctrl+C** on your keyboard. The activated track is taken over into the clipboard.

With a mouse-click, activate the track which is supposed to be inserted above the copied track. The yellow dot has to be lit.
Press **Ctrl+V** on your keyboard. The track is inserted. It is assigned a new consecutive number.

Grouping tracks (forming scenes)



After their completion, you can group complex compositings to a scene which you can place in one individual track.

1st possibility:

▶ Save the complex animation.
Call up the animation via **Scene from file** and move it onto the Timeline.
The animation appears as a scene in the Timeline.

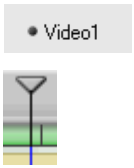
For further information, please refer to the chapter „Scenes and Transitions“.

Editing Objects

Objects are the basic materials of a film project. They contain video and audio information. They can be assigned effects and/or transitions. Their length and their position in a film are defined in the Timeline.

1st possibility:

Placing a new objcect



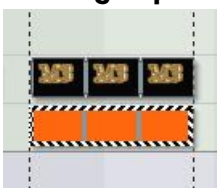
▶ Set the Timeslider to the desired inserting position.
Activate the desired track.
A double click onto an object in the Browser-Window or the Library places it immediately behind the Timeslider.

2nd possibility:

▶ Move the scene via drag & drop to the desired position in the Timeline.

▶ A mouse-click on an object generates a diagonally striped frame around the clip display. The object is thus activated and can be edited.

Selecting objects



Only the object activated in the Timeline appears in the Timegraph and the Effect-Box. If the Timeslider is located outside the marked object, the object is not displayed in the Effect-Box and the Canvas and cannot be edited.
If no object is marked in the Timeline, the Effect-Box and the Timegraph remain empty.

Deleting objects

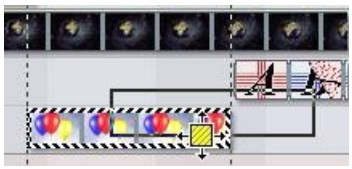
1st possibility:

▶ Delete the active object with the **Delete-key**.

2nd possibility:

▶ Click onto the activated object with the right mouse-button. the command **Hide** appears in the selection menu.

Moving objects



▶ Choose **Selection-Mode**.
If you place the mouse-cursor on an object, it changes to a mouse-over icon.
With a mouse-click right onto the object, the object can be picked up and moved at wish while keeping the mouse-button depressed.

When moving objects out of the boundaries of the Timeline, the window is adjusted accordingly.

Inserting and Moving Objects in Insert-Mode

You have various possibilites to move and insert objects in a video project. The **Insert-**Menu helps you to find the right possibility fast and accurately.

Calling up the Insert-Window

▶ Activate the object.
Move the object while keeping the **Return-key** depressed.
Let go of the mouse-button at the desired entry position.
The **Insert**-Window appears.

The Insert-Window can be opened during each moving or inserting process: not just within the Timeline, but also when inserting new objects from the Object-Manager or the Library.

Fills the gap between two objects. The inserted clip is trimmed.

Positions the new object at the desired position in a new track.

Fills the gap between two objects. The bordering clips are trimmed.

Gaplessly inserts the new object.

Places the new object in a gap if there is sufficient space between objects.

Inserts the new object in its full length at the desired position, cuts the preceeding objects in half and moves the excess to the back*.

Inserts the new object in its full length at the desired position and moves previously placed objects to the back*.

All following objects are moved.

Moves all following compositing track objects.

Moves the following scene in the track.

* These selection functions can only be activated in **Insert** and **Hide-Mode**.

*Which objects in which tracks are moved depends on the settings:
Current track / Current group / All.

▶ With a mouse-click, select one of the seven white entry fields in front of the insert-options. The result of your selection is displayed in an animation.

Selecting insert-options

ⓘ The animation can be switched off. With smaller systems, this increases computing performance. In order to turn off the Preview, deactivate the button **Animation** in the insert-window.

ⓘ Experienced users can uses the **Quickmode.**

▶ With the mouse, click onto the button **Apply**. The clip is inserted in the project in its defined form.

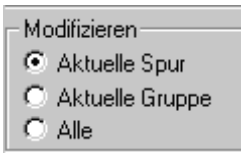
Applying insert-options

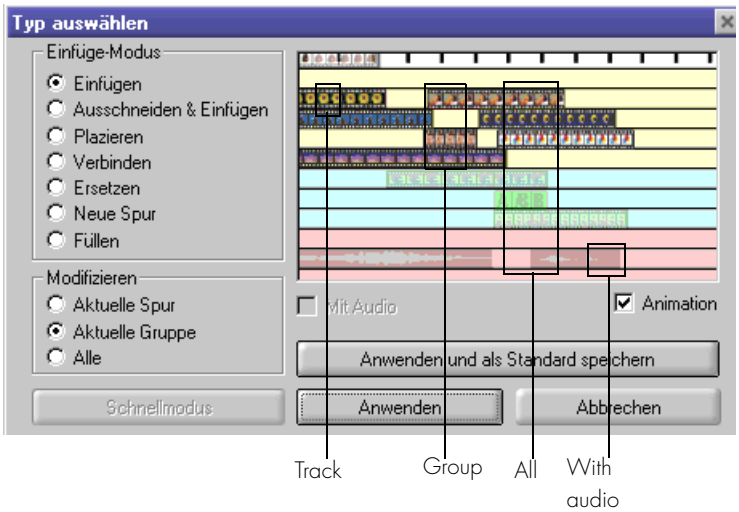
If you want to execute specific insert-options on a regular basis, you have the possibility to define your own standard.

▶ Click onto the button **Apply and save as standard**.
The selected object is inserted and the insert-option is taken over as a standard for future insertions at the same time.

Standardizing insert-options

Applying insert-options to groups





The insert-options **Insert** as well as **Cut and insert** extend the film project by the length of the insertion. The type of the extention can be selected:

- If all following objects are to be moved to the right by the length of the inserted clip, click onto **All** in the menu **Modify**.
- If only the following objects of the active group are to be moved to the right by the length of the inserted clip, click onto **Current group**.
- If only the following objects of the active track are to be moved to the right by the length of the inserted clip, click onto **Current track**.

Normally, the audio clip belonging to the video clip is automatically moved as well. If you want to seperate the audio from the video clips, deactivate the option **With audio**.

Cutting and trimming objects

There are two possibilities to tailor objects to film-relevant length. With cutting, parts of the clip are cut apart just like with a pair of scissors. With trimming, a start and an end position is defined for the clip, which ought to harmonize as best as possible with the previous or successive video scenes. The methods explained here can also be carried out comfortably in a Trimming-Window (see chapter „Trimming-Window"). In order to be able to cut and trim objects directly in the Timeline, you have the following options at your service:

Shorten by moving

▶ Select the **Move-mode** with a mouse-click.
Position the mouse-cursor on the beginning or the end of the object. A vertical, broken line as well as a mouse-over appear. While keeping the mouse-button depressed, push or pull the object.

In **Move-mode**, the object is framed by two broken lines.

With this rough trim you can also prolong an object. Still images, titles or transitions can be streched infinetely, while the length of the video clips is defined during rendering. Video clips which were rendered too short can only be extended by applying the effects **Slow motion** or **Freeze**.

Shorten by dividing

1st possibility:

▶ Select the **Division-mode** with a mouse-click.
Place the mouse-cursor over the object. A mouse-over appears. The trim corresponds to the cursor-position.

2nd possibility:

▶ Select **Fast trim-mode** with a mouse-click.
Position the mouse-cursor over the obejct. A mouse-over appears. The trim corresponds to the cursor-position. However, in comparison with the trim-mode, this function also deletes all parts of the object in front of resp. behind the trim.

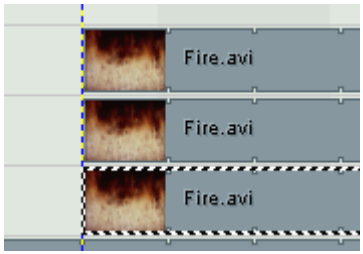
MoviePack works non-destructively. Cut objects can be restored to their original length by selecting the **Move-mode**. The only thing that disappears are the keyframes already set in the Timegraph.

Activating object groups

▶ Select **Move-mode** with a mouse-click.
As long as you keep the Shift-key depressed, you can click onto objects in the Timeline, which are moved jointly when releasing the key.

When moving objects out of the Timeline, the window is automatically extended.

Copying objects

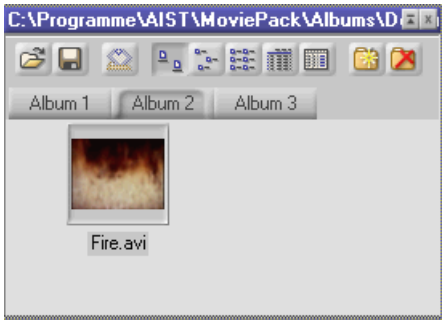


Often, objects have to be trimmed exactly. If an object is to appear several times in the video, it is advidsable to insert it repeatedly in its full length by using the **Copy-function**. That saves valuable working time.

1st possibility:

- Activate objects with a mouse-click.
  Press **Ctrl+C** simultaneously.
  Move the Timeslider to the desired insert-position and press the keys **Ctrl+V** simultaneoulsy.
  The object is inserted behind the timeslider in the activated track. If there's no room there, MoviePack opens a new track.

2nd possibility:



- Just drag the object to one of the Library-Albums. From there, insert it in the Timeline (see „Inserting objects").

- When copying, MoviePack automatically remembers the motion functions of objects. All set keyframes remain intact.

Processing Effects

Effects themselves do not contain image information, they are merely applied to objects in order to change their appearance and their behaviour. The effects are assigned to the audio and video clips in the Timeline.

Placing effects

1st possibility:

▶ Select effects in the Object-Manager or the Library.
Move the effect onto an object in the Timeline via drag & drop.
Release the mouse-button. The icon bar in the Effect-Box shows you whether the effect has been applied to the right object.

2nd possibility:

▶ Select effects in the Object-Manager or the Library.
Select the object in the Timeline.
Double-click onto the effect.
The effect is applied.

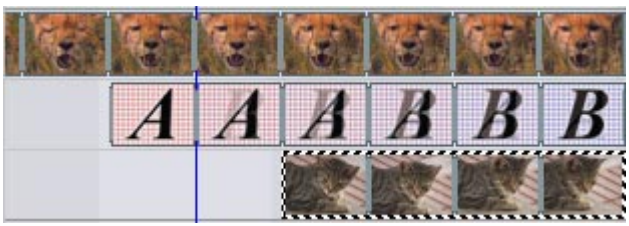
ⓘ You can apply any number of effects to an object.

Editing Templates

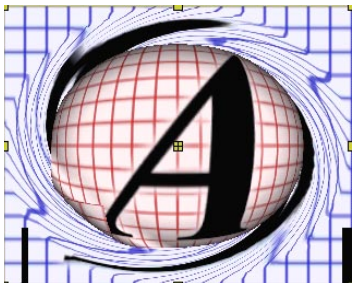
The function of an object can be saved separately. A function is always automatically tied to one or several effects. If you select such a function-template from the Browser-Window or the Library, you can apply it to any object just like an effect. All keyframes are set accoring to the function-template (please also refer to the chapter „Timegraph" and „Object-Manager").

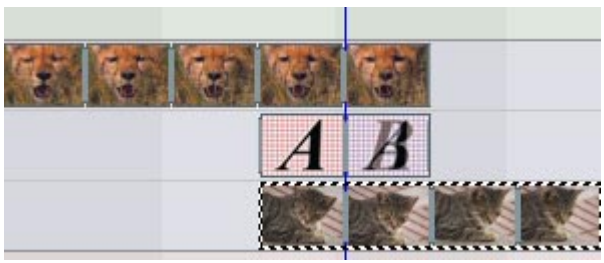
Editing Transitions

Transitions can be exclusively placed and edited in the transition-track in the middle of the Timeline.
The length of the transition is defined by the overlap-length of the objects in the trimming-tracks.



Long transition object. Result: gradual, soft transitions





Short transition has the same effect as a hard cut.

Defining the length of the transition

- Select **Move-mode** with a mouse-click.
  Place the mouse-cursor at the beginning or the end of a transition. A vertical broken line and a mouse-over appear. While keeping the mouse-button depressed, push or pull at the transition.

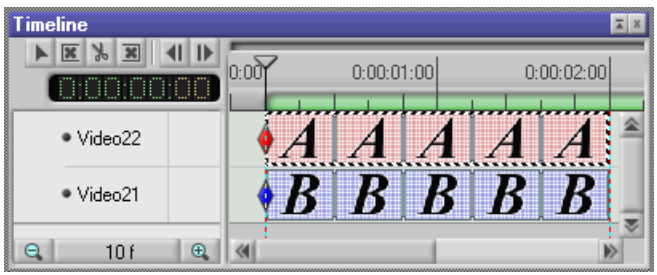
Inserting transitions

- Place the Timeslider at the desired insert-position.
  A double-click onto the transition in the Browser-window or the Library places it right after the Timeslider in the transition track.

Generating transitions

With MoviePack, you can easily vary the look of your transition (see chapter „Scenes and Transitions“).

- A double-click onto the transition in the transition track opens a new display type:
  The transition now appears in two compositing tracks.
  Now you can treat both layers each transition consists of like normal objects, apply effects to them and edit them in the Transition-Box.



Each of these compositing tracks can be edited the ususal way, meaning you can apply effects or otherwise change their shape and size.

Defining and Locating Points in Time

The central theme of any video project is the duration of the film. Fractions of a second are decisive for trims and animation courses. The Timeslider was developed as a tool in order to find each point in time of a film fast, effectively and exactly. It „rides“ on a Timescale which can be varied for reasons of effectiveness.

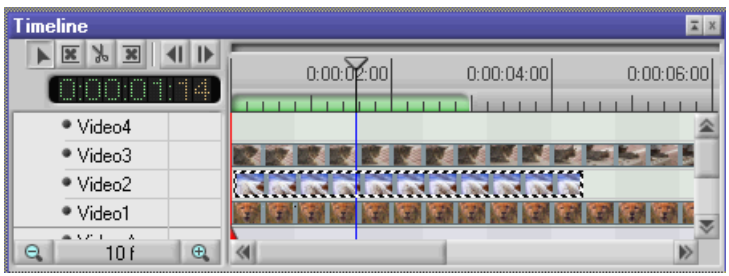
The Timeslider position:

- which image is to be displayed on the Canvas
- the position of the still image of an object which can be edited in the Effect-Box.

Working with the Timeslider

1st possibility:

▶ Click onto the upper half of the Timescale. The Timeslider will jump to that position.



In order to position the Timeslider, click onto the Timescale approximately where the number fields are.

2nd possibility:

▶ Click onto the Timeslider's handle .
Keep the mouse-button depressed.
Now you can move the Timeslider to the desired position.

If you move the Timeslider out of the boundaries of the window, the Timeline follows automatically. This way, your working range remains visible at all times.

Entering points in time

The CTI (Current Time Indicator) displays the current Timeslider position, listing the hours, minutes, seconds and single frames and corresponds to the image currently displayed on Canvas. It updates itself synchrone with the moves of the Timeslider.

- ▶ A mouse-click onto one of the eight display-positions allows the numerical entry of a time code. After confirming your entry with the Return-key, the Timeslider automatically jumps to the corresponding place in the film.

ℹ The positions of the Timeslider on CTI in the Timeline and in the Timegraph are always identical.

Moving the Timescale

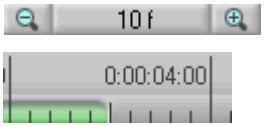
The **Timescale** is divided into hours, minutes, seconds and frames and defines the temporal position of an object in the project.

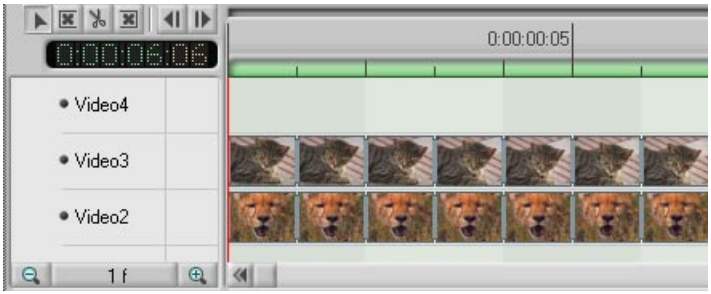
▶ On an empty position in the Timeline, the mouse-over takes on the shape of a hand. If you keep the mouse-button depressed, you also have the possibility to move the Timescale into the negative range.

ℹ Manual moving of the Timescale on the one hand allows for comfortable centering of the working range without being hindered by window limitations. On the other hand, this is where you set the actual start-timecode of the project. For example, you can start your video at the 2-minute mark or in the negative range, something which is common with broadcasting stations. This is really important for Timecode-refenece related playback of your video project.

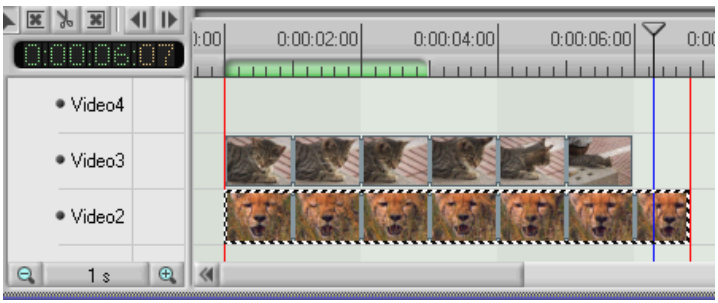
Adjusting the Timescale

The display duration can be adjusted, so you can always choose between an overall view over your project and different sized detailed displays.





Detailed display of the Timeline up to individual frames.



Rough display of the Timeline to get an overview over the project.

▶ Open the **Scaling-menu**
Select one of the eight scales.

The scaling menu is divided into frames, seconds and minutes. The minute-display offers you the best overview over your project, the frame-display shows exact trimming points. The rasterization of the scaling menu depends on the TV-norm applied in the project.

Stretching the scale

- The magnifying glas with the plus-symbol reduces the scale, thus prolonging the display of the clip. The CTI remains visible in the middle of the window.

Compressing the scale

- The magnifying glas with the minus-symbol increases the scale, thus shortening the display of the clip.

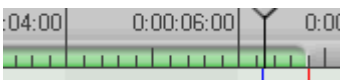
Preview

The Timeline defines, which part of the project will appear in the Preview (refer to chapter „Preview").

Defining the Preview range

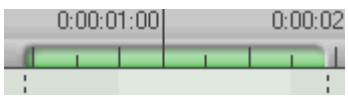
- A mouse-click onto the lower section of the Timescale generates a green preview bar.
  Keep the mouse-button depressed and drag the mouse over the desired time range.
  Let go of the mouse-button.
- A double-click onto the lower half of the Timescale generates a preview bar which spans the entire project.

Changing the Preview range



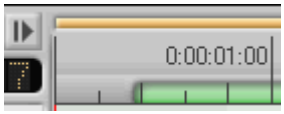
- A double-click in the preview bar allows you to switch from the last selected preview range to the complete project preview.

Moving the Preview range



- You can leave the length of the preview range and move it by clicking onto the preview bar and at the same time pressing the **Ctrl-key**. Then move the entire bar.

Defining the Rendering Range



Rendered parts of a film are redy for output onto video tape. The exact calculation of all effects takes more computing time than the Realtime Preview. With complex compositings, only rendering achieves precise results regarding the image and effect quality and the frame-by-frame course of motion paths. The Realtime Preview enables a quick overview, rendering is more exact.

- A mouse-click onto the Rendering-Ruler generates a brown line, stretching from the beginning to the end of the project.
- To lengthen or shorten it, keep the mouse-button depressed and drag the mouse over the desired time range. Let go when you've reached the stop-position.

- A double-click onto the rendering lines allows you to switch from the last selected rendering range to complete project rendering.

Changing the rendering range

- You can leave the rendering range at a starting point and move the other end to the left or the right at wish by pressing the **Ctrl-key**, keeping it depressed and clicking onto the rendering bar at the same time.

Moving the rendering range

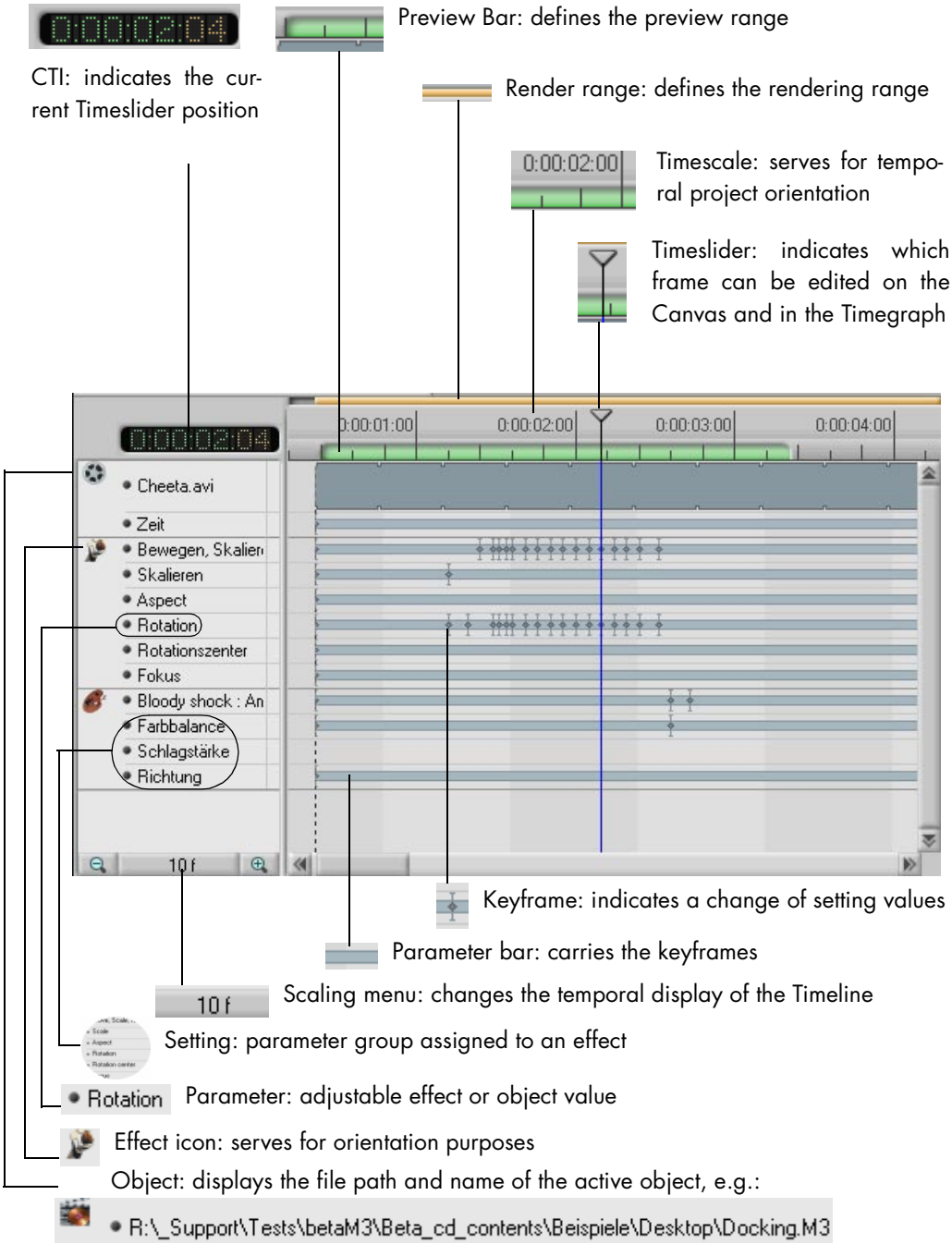
5

Timegraph

REFERENZ

Timegraph

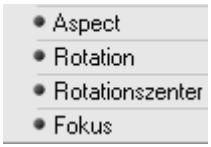
The Timegraph provides an overview over the temporal behaviour of one individual object.
With MoviePack you can animate images and videos in numerous ways as well as add effects to them. That's why without the Timegraph you would quickly lose the overview over which parameter you changed when during the course of the animation. Each blue bar in the Timegraph represents the variable size of the currently selected object. If you change the size, a small line appears, a so-called keyframe. However, you do not define the effect level. That takes place in the Effect-Box.


0:00:02:04
Preview Bar: defines the preview range
CTI: indicates the current Timeslider position
Render range: defines the rendering range
0:00:02:00
Timescale: serves for temporal project orientation
Timeslider: indicates which frame can be edited on the Canvas and in the Timegraph
0:00:01:00
0:00:02:00
0:00:03:00
0:00:04:00
Cheeta.avi
Zeit
Bewegen, Skalier
Skalieren
Aspect
Rotation
Rotationszenter
Fokus
Bloody shock : An
Farbbalance
Schlagstärke
Richtung
10 f
Keyframe: indicates a change of setting values
Parameter bar: carries the keyframes
10 f
Scaling menu: changes the temporal display of the Timeline
Setting: parameter group assigned to an effect
Rotation
Parameter: adjustable effect or object value
Effect icon: serves for orientation purposes
Object: displays the file path and name of the active object, e.g.:
R:_Support\Tests\betaM3\Beta_cd_contents\Beispiele\Desktop\Docking.M3

Opening the Timegraph

▶ Open the Timegraph with a click onto the button **Show/Hide Timegraph** in the icon bar **View** or select the menu point **View / Palettes / Timegraph**.

Filling the Timegraph



▶ The Timegraph is only filled with styles if an object was activated in the Timeline or on Canvas.

Editing Parameters

MoviePack defines a parameter as an adjustable effect size. It depends on the effect-group which parameters are available for effect adjustment.
As a rule, you need several variable settings in order to apply an effect to an animation in the most optimal way. One obvious example is the possibility to adjust the parameters for length, depth and width in order to define the size of an individual 3D-object in space.

The Timegraph always displays the parameters of the object which is activated on Canvas or in the Timeline. It is not possible to insert object in the Timegraph.
The Timeslider of the Timeline and the Timegraph are linked with each other. That's why the Timegraph display remains empty if the display in the Timeline is far away from the active object.

Selecting and activating parameters

▶ The yellow dot indicates an active parameter.

Editing Keyframes

Keyframes appear as lines on the parameter bar and define the moment an object is altered.

Setting keyframes

Each object is automatically assigned two keyframes - one at the beginning and one at the end. Between these two, any number of keyframes can be set at any point in time.

1st possibility:

- Set the Timeslider to the desired position in the Timegraph or the Timeline. The keyframe automatically places itself at the Timeslider position, if you change values in the Effect-Box or edit the object on the Canvas.

2nd possibility:

- Place the mouse at the desired position, press **Strg** and click. The keyframe is now set and by clicking onto the symbol in the Effect-Box, the parameters belonging to that effect are displayed.

Duplicating / copying keyframes

- While keeping the **Ctrl** key depressed, click onto a keyframe and copy it to the desired location in its bar while keeping the mouse-button depressed.

Moving keyframes

- Click onto the keyframe and drag it to a new position while keeping the left mouse-button depressed.

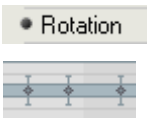
Removing keyframes

- Click onto the keyframe and drag it off its track while keeping the mouse-button depressed.
  The mouse-cursor takes on the shape of a black cross.

Synchronizing keyframes

With MoviePack, it is very easy to move several keyframes to the exact same position:

- Click onto the keyframe while keeping the mouse-button depressed. A positioning aid in form of a vertical broken line appears.
  Move the keyframe within its parameter bar.
  Let go of the mouse-key once the keyframe is located exactly underneath the keyframe with whom it is supposed to be synchronized.



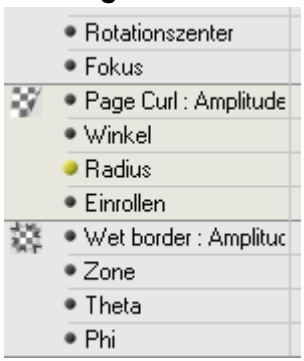
Coordinating the Effect Course

Every effect parameter is automatically applied to the entire length of the object. Due to the fact that a standard setting contains neutral values, you won't notice at first that two invisible keyframes are already located at the beginning and at the end of the object. However, if you set a keyframe in the middle of the object's course (by changing the parameter values in the Effect-Box), you already generate a complete animation.

The reason: MoviePack works linear progressively. That means that the parameter continuously changes its value. Starting from the first keyframe it reaches the value of the second one by continuously increasing or decreasing. So by inserting even one single keyframe, you generate a harmoneously progressive animation from the start of the object's duration up to the set keyframe. At the end it falls back to neutral. In many cases, this behavior is very practical, but MoviePack also makes it possible to realize other animation sequences easily.

Inserting effects

Effects can only be inserted on the Canvas or in the Timeline. Once the object has started, you can adjust the effect settings as follows:



- With a double-click onto the desired effect in the Browser-Window, the icon for that effect appears together with its parameters in the left column of the Timegraph.
  Take the mouse to the desired bar. Press **Ctrl** and afterwards the left mouse-button.
  While keeping both depressed, move the mouse-cursor to the desired position, then let go of the mouse-button.
  A keyframe appears, whose parameters you can alter or whose default settings can be applied in the Effect-Box or on the Canvas.

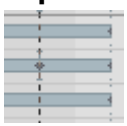
Retaining the default settings

If you do not wish to alter your film sequence after loading, copy the default value to a position further to the right.

- Take the mouse to the beginning of the bar, then press **Ctrl** and take the mouse to the desired position while keeping the mouse-button depressed.

Stopping effect settings prior to the end of the object

- Take the mouse to the end of the respective bar. A broken line appears.



Press **Ctrl** and afterwards the left mouse-button.
While keeping both depressed, move the mouse-cursor over the blue bar. Once you've reached the desired location, let go of the mouse-button.

Keeping effect settings constant / unifying effect settings

The easiest methode to keep a parameter setting constant is to copy its keyframe.

- While keeping the **Ctrl**-key depressed, click onto the desired keyframe and pull it to the desired position in its bar while keeping the mouse-button depressed.

Increasing effect settings in significant steps

▶ Place a keyframe with a significantly altered value at the desired position.

Copy the previous keyframe and move it in front of the new one.

Let go of the **Ctrl**-key and try to pull the copied keyframe onto the new keyframe. The program will automatically place the copied keyframe at the shortest possible distance (1 frame) in front of the new keyframe. This way you ensure an parameter value increase in significant steps.

Cyclic repetition of effect settings

If a parameter is supposed to rythmically assume the same values again and again during the course of the animation, you have to copy and regroup several keyframes at the same time.

▶ Keep the **Ctrl**-key depressed.
Take up the keyframe and deposit at the desired position. Proceed the same way with the second keyframe containing the different value.

Saving effect properties

Style + Setting

MoviePack defines the interaction of different values over the course of the animation as a „style". A style can consist of different effects with different settings. An effect setting is the result of the interaction of the parameters belonging to it and the interaction of the keyframes on the parameter bars.
Therefore a style is the result of the interaction of all effects with the motion-settings of the pertaining object.

- Effect settings are saved via the Effect-Box. Please refer to the chapter „Effect-Box" for further details.

Exchanging behaviors

Style + Setting

Save-Menü

After you have saved a style or a setting in the Library, you can apply its behavior easily to other objects:

- You can pull a style or a setting onto an object in the Timeline via **Drag & Drop**.
  The object saved along with the style is automatically replaced with the current object on the Timeline. Now the style or the setting is applied and can be edited further (see chapter „Timeline" / „Effect-Box": „Inserting Effects")

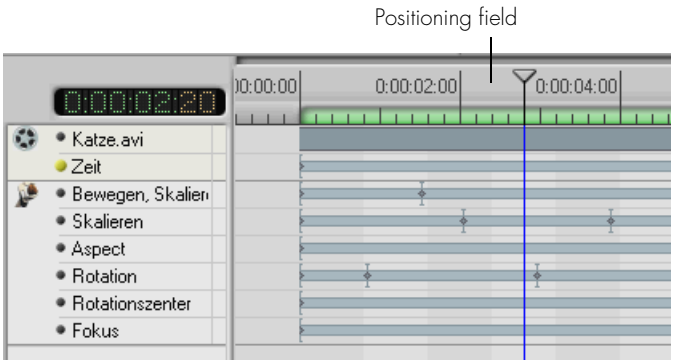
Defining and Locating Junctures

The main thread of any video project is its duration. Fractions of a second decide over trims and animation processes. The Timeslider was developed in order to be able to locate any juncture in a video project exactly, clearly and easily. The Timeslider rides on the Timescale whose display scale can be changed for reasons of effectiveness.

Positioning the Timeslider

1st possibility:

▶ Click onto a position in the upper half of the Timescale (grey). The Timeslider will then jump to that position.



To position the Timeslider, click onto the Timescale at the heigth of the number-fields

2nd possibility:

▶ Click onto the timeslider's handle .
Keep the mouse-button depressed.
You can now pull the timeslider to the desired location.

3rd possibility:

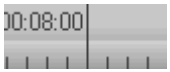
▶ Moving the cursor-keys in the Timeline to the left or the right moves the Timeslider frame by frame.

The positions of the Timeslider and the Timescale in timeline and Timegraph are always identical.
You can also proceed by applying all other hotkeys for the Timeslider-positioning in the Timeline.

If the position of the Timeslider exceeds the display in the window, the timeline follows automatically. This way, your working range always remains visible.

The Timeslider position defines:
which image is to be displayed on Canvas,
the position of an object frame which can be edited in the Effect-Box.

Moving the Timescale



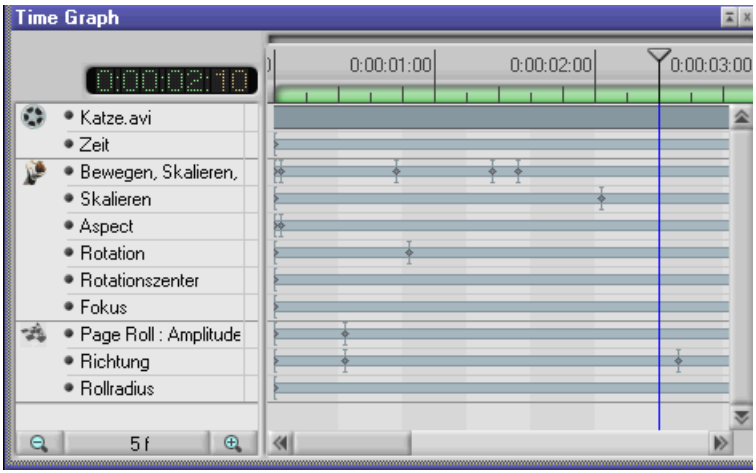
The **Timescale**, divided into hours, minutes, seconds and frames defines the temporal position of an object in the project.

- A mouse-over on an empty Timeline position takes on the shape of a hand. If you keep the mouse-button depressed, you can move the timegraph range.

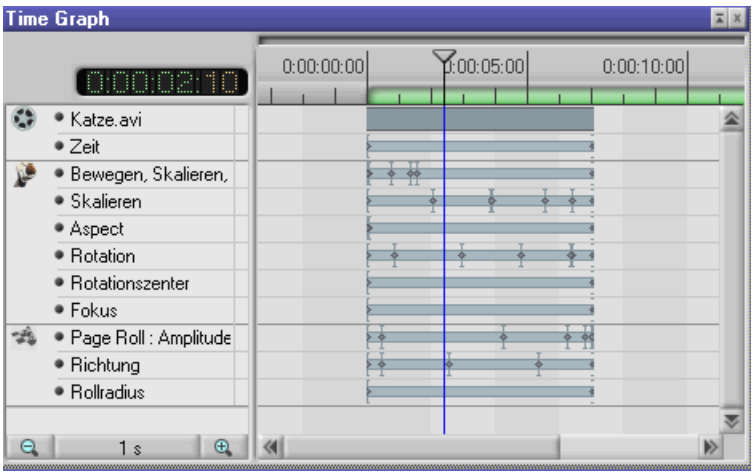
Manual moving of the Timescale on the one hand enables comfortable centering of the editing range without being hindered by limited screen space. On the other hand, this is where the actual start time code of the project is defined. For example: you can start your video at a starting time of 2 minutes, something very common with most broadcasting stations, or even in the negative range. This is very important with timecode-refence dependant output of your video project.

Adjusting the Timescale

The display scale is adjustable, so you can switch from an overview over your project with all its parameters and keyframes to different, more detailed displays.



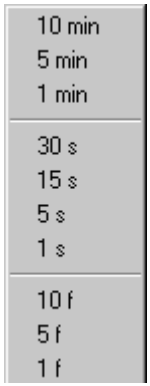
A display with 5 frames is very detailed.



A display in units to 1 second serves for a better overview.

▶ Open the **Scaling menu**
Select one of the eight scales.

The scaling menu is divided into frames, seconds and minutes. The minute display offers the best possible overview over the entire project, the frame display shows exact trims. The rasterization of the scaling menu depends on the TV-norm applied for the realization of the project.



▶ The plus-key reduces the scale, thus prolonging the clip display. The Timeslider always remains visible in the middle of the window.

Stretching the scale

▶ The minus-key enlarges the scale, thus compressing the clip display.

Compressing the scale

CTI (Current Time Indicator) shows the current Timeslider position. Time display is divided into hours, minutes, seconds and frames and corresponds to the current image visible on the Canvas. It updates itself synchroneously with the motion of the Timeslider.

Enter points in time

▶ A mouse-click onto one of the eight display positions makes it possible to enter the Timecode numerically. After confirming your entry with the **Return**-key, the Timeslider automatically jumps to the corresponding position in the film.

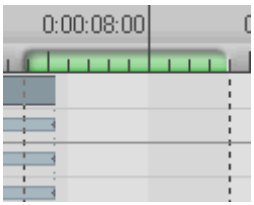
Previewing Parts of the Project

In the Timegraph you define, which part of the project is to be displayed in the Realtime Preview (see chapter „Preview“).

Adjusting the Preview range

- A mouse-click onto the lower part of the Timescale generates a green preview bar.

Moving the preview range



The preview bar can be moved as a whole to the extent of the selected length.

- Place the mouse-cursor at any position of your choice within the boundries.
  Two broken lines frame the preview range.
  A mouse-over with a square white rectangle containing a double-arrow appears.
- A double-click into the Preview bar allows you to switch from the last selected preview range to the complete project preview.

Changing the length of the preview range

- Move the mouse to one end of the Preview bar. The rectangle of the mouse-over opens on one end and the double arrow is now out of bounds. While keeping the mouse-button depressed, you can now extend or shorten the Preview bar.

Defining the Rendering Range

Rendered film parts are ready for output on video tape. The exact calculation of all effects takes more computing time than the realtime preview. With complex compositings, only rendering allows you to make exact judgements regarding the image and effect quality as well as the farme-by-frame motion path. The realtime Preview gives you a fast overview, rendering is much more exact (screenshot).

- A double-click onto the rendering ruler generates a brown line.
  It spans the entire length of the project, regardless of the current object of the project.

Changing the rendering range

- Move the mouse-cursor onto the rendering bar. A mouse-over with a double-arrow appears. While keeping the left mouse-button depressed, move the rendering bar.
- A double-click onto the rendering bar allows you to switch between the last rendering range selected and the rendering of the entire project.

8

Effect-Box

REFERENCE

The Effect-Box is your switchboard for all styles, effects and settings. Here you have the possibility to manipulate your animations via easy-to-use controls. You can enter numerical values for all parameters. In the icon bar on the top you can see which effects are assigned to your object.

Each alteration takes place at the current Timeslider position and automatically generates a keyframe in the Timeline and the Timegraph.

This chapter describes the standard functions of the Effect-Box. The effects themselves are explained in the Effect-Manual.

Object-icon

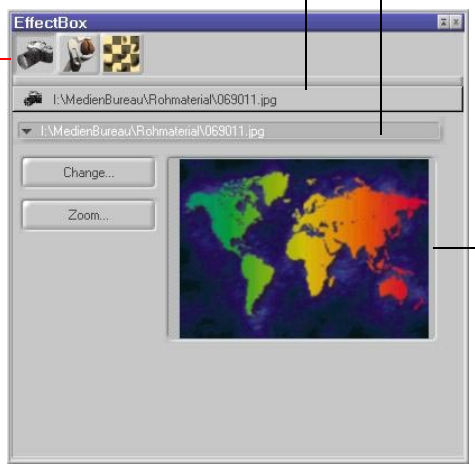
Motion-icon

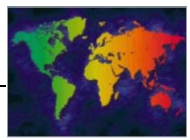
Each effect has its own symbol which is displayed here when this effect is applied to the object.

Effect icon bar of the object

Information about the name and the file path of the object selected in the icon bar.

Switches between an detailed and a short parameter display.



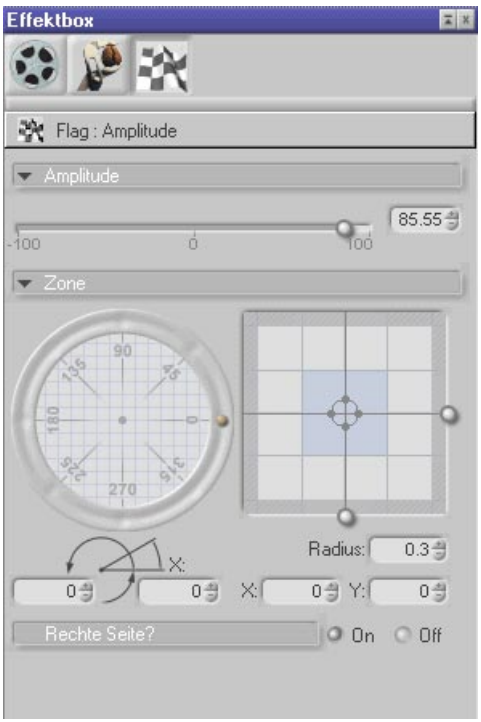


Active object:
Is also displayed in the Timegraph at the same time.

Numerical entry of effect-settings

The effect values of the object can be entered numerically in the Effect-Box. For each effect, MoviePack generates a small icon in the effect icon bar which serves as a button for the settings.

- Select the symbol of the desired effect in the effect icon bar. All necessary parameters can be adjusted via sliders or numerical entry.
  The further procedure can be looked up in the pertaining effect or object chapter.



Changing effect behaviours / Loading settings

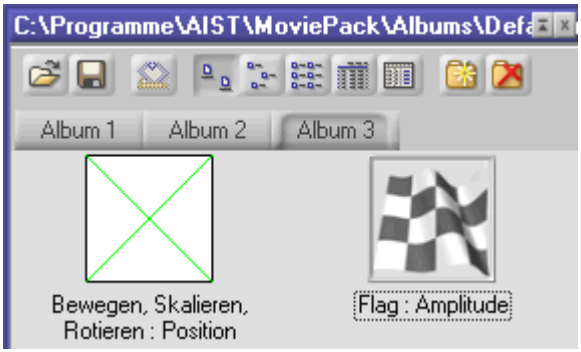
If you load a setting from the Browser, its parameters appear in the Effect-Box.

- See chapter „Timeline“

Saving settings

A setting can be individually saved in a MoviePack-Library.

- Activate the setting in the effect icon bar with a mouse-click. Via the keys **Ctrl** + **C**, copy the setting to the clipboard. Activate the desired Library-Album and insert the setting via **Ctrl** + **V**.



Applying settings to objects

If you now want to apply the same effect with all its adjustments to another object, drag the object into the Timeline and the effect from the Album. Place the effect over the object.

Unifying Settings
Unifying Keyframes

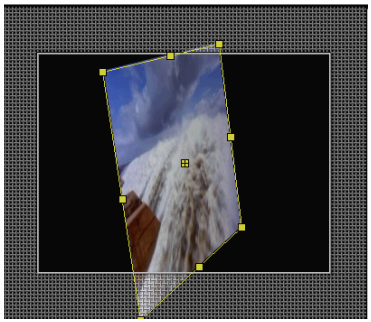
In the Effect-Box you control the adjustments of the Keyframes of the Timegraph. Each effect parameter is automatically applied to the entire length of an object. Because a standard setting contains neutral values, you won't notice at first that two invisible keyframes have already been placed at the beginning and at the end of the object. If you change the motion path during the course of the object, a new keyframe is set and thus a finished animation is created.
The reason: MoviePack works linear progressively. That means that the parameter continuously changes its value. Starting with the first keyframe, it reaches the value of the second keyframe by continuously rising or falling. This way, a harmoneous animation from the beginning of the object to the keyframe value inserted is already created by adding one individual keyframe. At the end of the object it falls back to neutral. This behavior is very practical in many cases, but MoviePack also lets you unify all form alterations to one value:

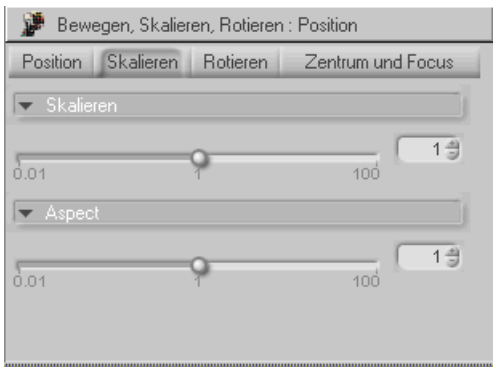
Unifying all keyframes

▶ In the menu bar, select **Object/Unify** or use the shortcut **Ctrl** + **U**. All form and motion behaviors are set to the current value. This way, the object retains the value valid at that time throughout the whole course.

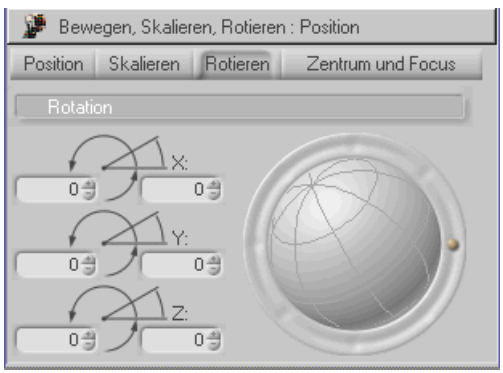
Creating Motion

Each MoviePack object can carry out motion on its own. That's why the motion option symbol is always available in the Effect-Box.
Changes move from the original position to the form alteration and back again. The exact time of alteration is defined via the Timeslider in the Timeline and the Timegraph. If you alter the object, the times of alteration are documented on the Canvas and the Timegraph by keyframes at the position of the Timeslider. You can check the numerical alteration directly in the Effect-Box.



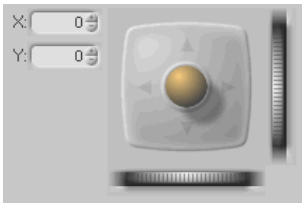


After pushing the motion icon, you can finetune your object via the buttons **Position, Scale, Rotate** as well as **Center and Focus**



The position and the size of the object can be changed by numerical entry or moving the sliders.

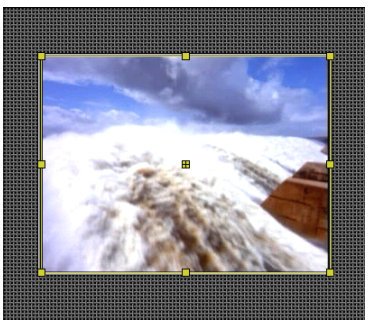
Changing the position



- The activated object's x and y position can be changed in size via the x and y adjusters without changing the size or creating motion along the z-axis.
- You can enter the values numerically.
- The object can also be adjusted by moving the wheels on the right.
- Or you drag with the mouse at the yellow trackball. The object follows your movement until you release the mouse-button.

Scaling the objects

- Activate the object whose size you want to change in the Timeline or on the Canvas.
  The active object is now surrounded by a frame with eight handles on the Canvas.
  In the Effect-Box, activate the motion icon  and the button **Scale**.
  Pull the parameter slider for **Scale** to the left or the right or enter a value numerically.



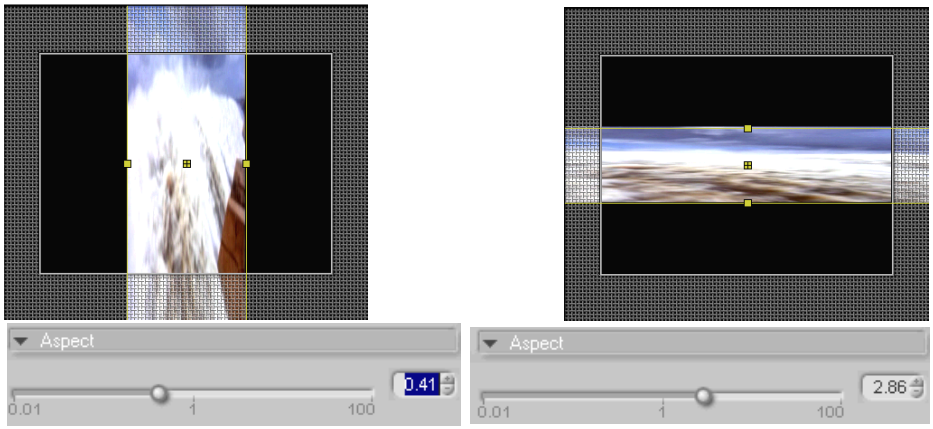
Activate the object so it is surrounded by a frame with eight handles.

Move the **Scale** slider to the left to decrease the object's size. The middle position reflects the actual object size.

Moving the **Scale** slider to the right increases the object's size. The size change becomes immediately visible on the Canvas and in the Preview.

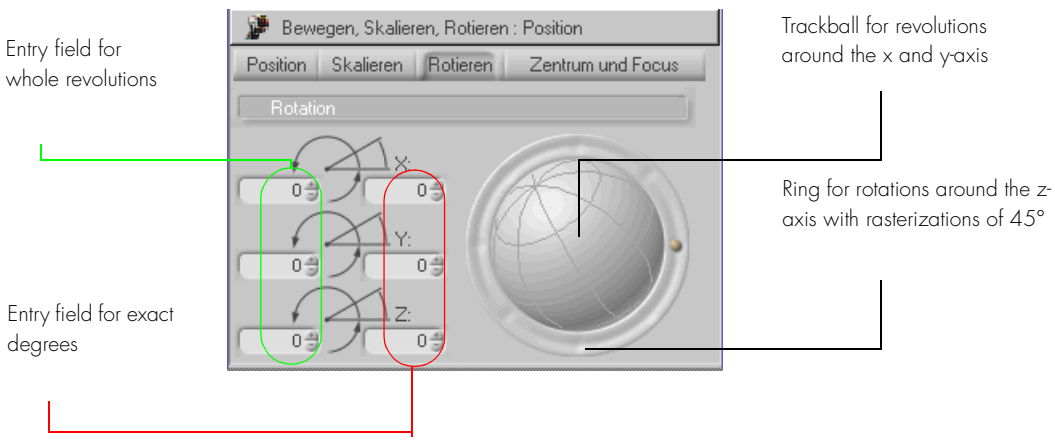
Changing an object's proportion

▶ Under **Scale** you can also change the proportions of the object.
Move the parameter slider **Aspect** to the left or the right or enter a numerical value. The setting „1" corresponds to the default setting.



Rotating objects

In MoviePack, objects can be revolved around any axis. Enter whole rotations of 360° in the first entry field or exact degrees of rotation in the second entry field.
With the trackball you can enter rotations around the x and y-axis at the same time.
The trackball is surrounded by a ring which serves for rotations around the x-axis.



Moving the trackball

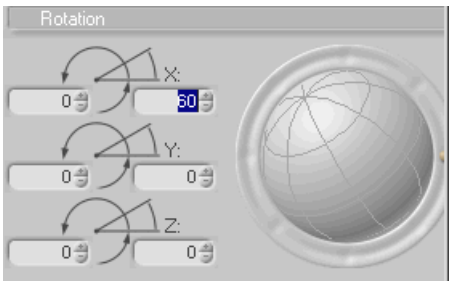
▶ With the mouse, click onto the degree of width or length you want your object to be positioned at.
Keep the mouse-button depressed while moving the trackball in the desired direction.

Entry fields

▶ With the mouse, click onto the entry field you want to fill in. The numbers now appear blue.
With your keyboard, enter values between +999.9 and -999,9.
One rotation in the first entry field corresponds to 360° in the second one.

Rotating around the three axis

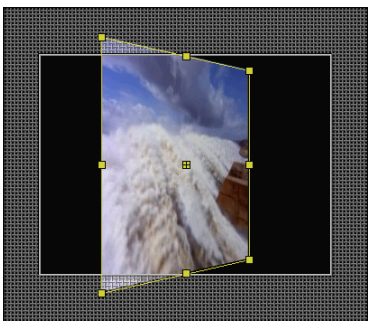
▶ Activate the object you want to rotate on the Canvas or the Timeline. The active object is now surrounded by a frame with eight handles. If they're square, you can turn them into round ones with a mouse-click.
In the Effect-Box, activate the motion icon  and the button **Rotate**.
In the front **x/y/z entry fields** enter whole rotations or exact degrees in the second one.
A keyframe is set on the rotation parameter in the Timegraph underneath the Timeslider. The object rotates around the selected axis to the entered position up to that time.

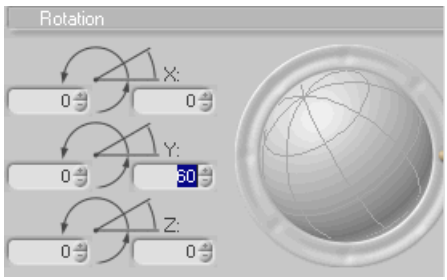


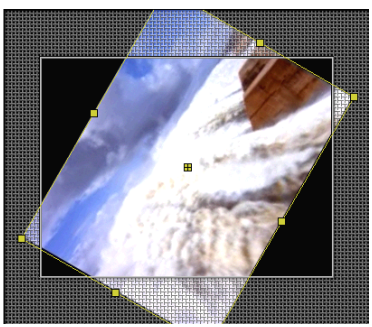
Frames can be turned like ultra thin, see-through wafers by numerical entry or by moving the ball resp. the ring.

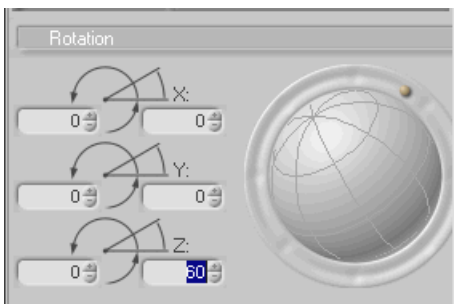
In order to make the effect clearly visible, perspective distortions are considered as well.

The result is immediately displayed in the Preview and on the Canvas.





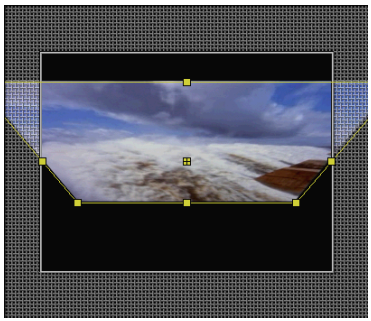




Changing the object's focus

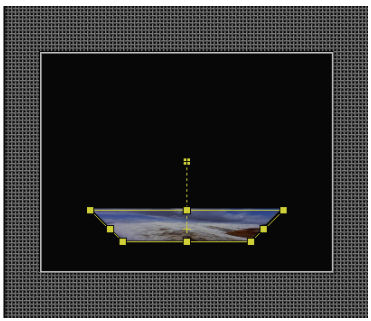
The focus setting corresponds to a spatial relocation of the object. The degree of moving in resp. out can be adjusted.

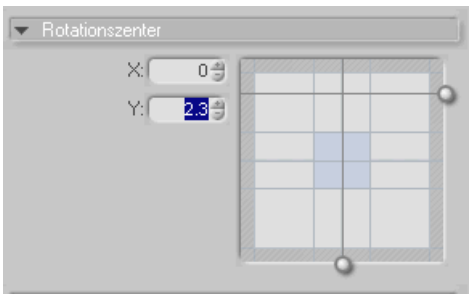
▶ Activate the object whose spatial location you wish to change.
In the effect icon bar, select the motion icon  and the buttons **Center and Focus**.
The degree of distortion can be adjusted via the slider **Focus**.



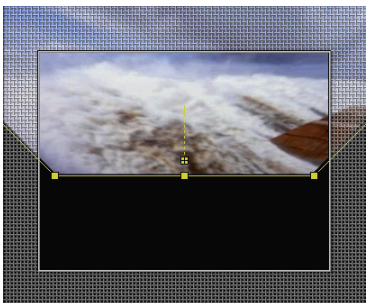
The focus slider is located on 35, almost the minimum value of 30, the perspective distortion can be clearly seen.

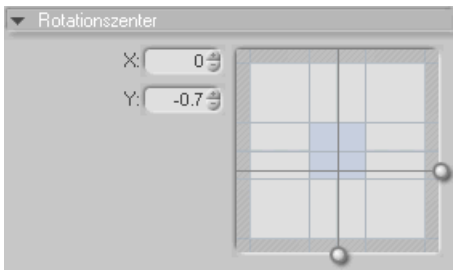
Focus slider on 500 (maximum value 1500), object is only minimally distorted.





The x and y-values can lie between -3 and +3. A higher setting makes the object „wander" out of the Canvas.





A negative value moves the object towards the viewer.

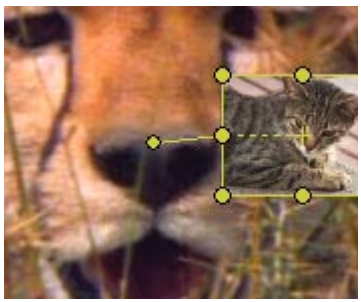
Negative movement lets the object move to the front, positive values to the back.

The x-values let the object wander to the left and to the right without changing the size but with the corresponding perspective distortion.

With negative values you can achieve effects like in Science-Fiction films: the space ship becomes larger and larger until it finally flies over the viewer's head.

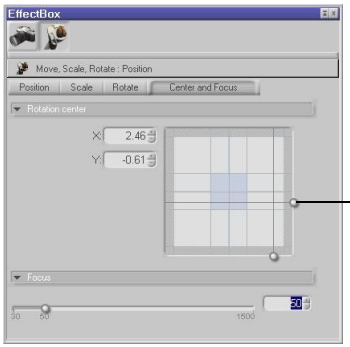
With this function you can let the object follow a motion curve at a defined distance.
One example: the object is supposed to trace the contures of a person without covering it. Therefore, the object has to follow an extension of a curve - the object path is moved away from the object.

Moving the object path



- Activate the object whose object curve you wish to move away from the object.
  In the effect icon bar, select the motion icon  and the buttons **Center and Focus**.
  Move the **Handle** of the object by entering the co-ordinates in the x and y entry fields or move it via the slider of the co-ordinate axes.
  A broken line appears between the object's center and the object's path.
  Proceed like that with each keyframe on the object's path and modify the object in such a way that it takes on the desired path.
  (See also chapter „Canvas")

Activate the object and enter the co-ordinates of the moved keyframe in the Effect-Box under **Center and Focus**.



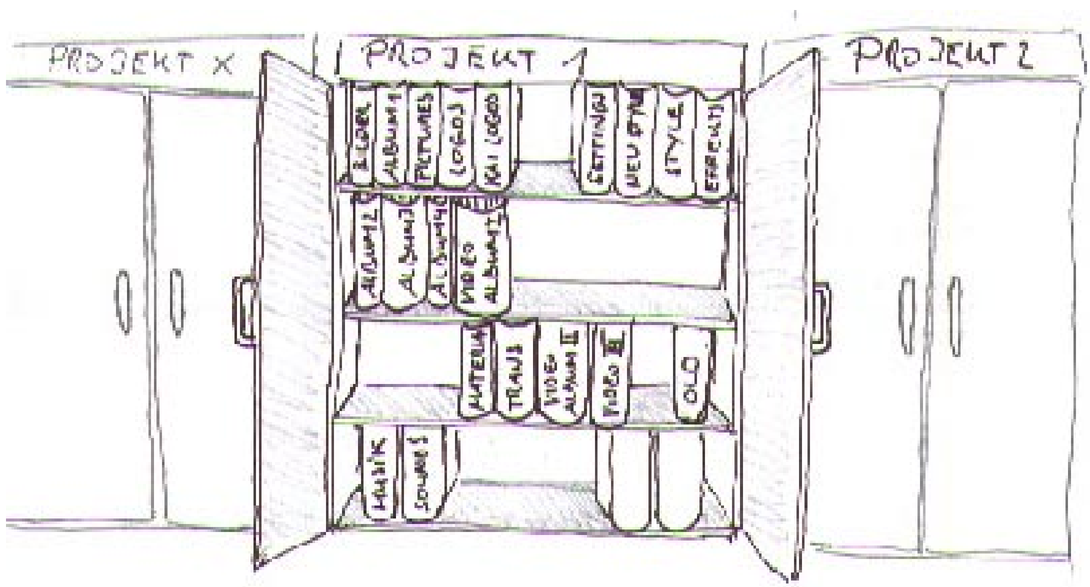
With the co-ordinate axes slider you can move the motion point out of the object's middle.

Process the object's path and enter more and more keyframes during the course at the reference point. Result: the object circles the person.

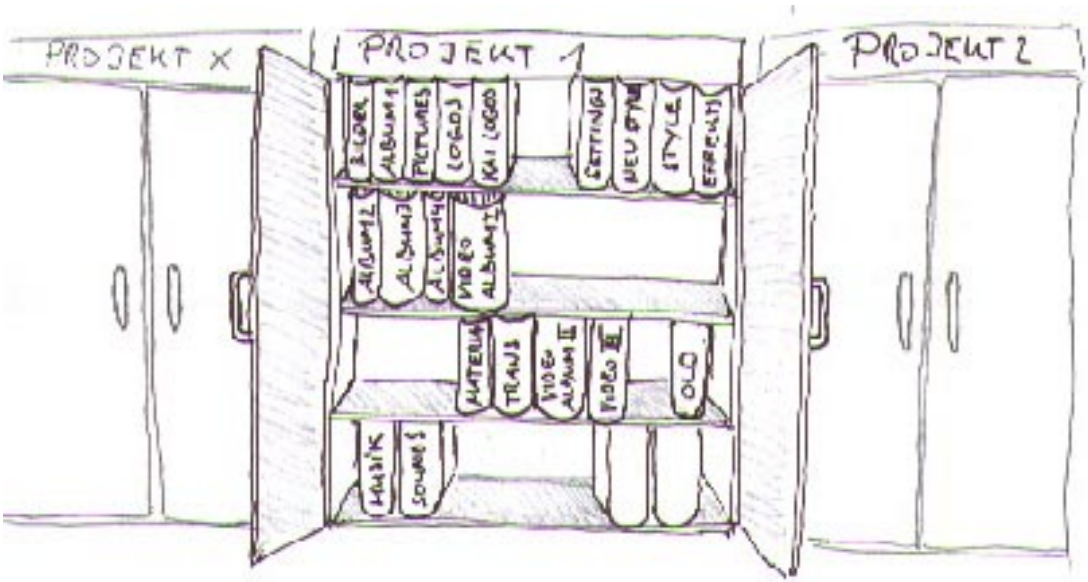
Move the object path successively during the generation of the object curve.

If you want to change the object's path retrospectively, enter the values numerically in the entry fields.

9

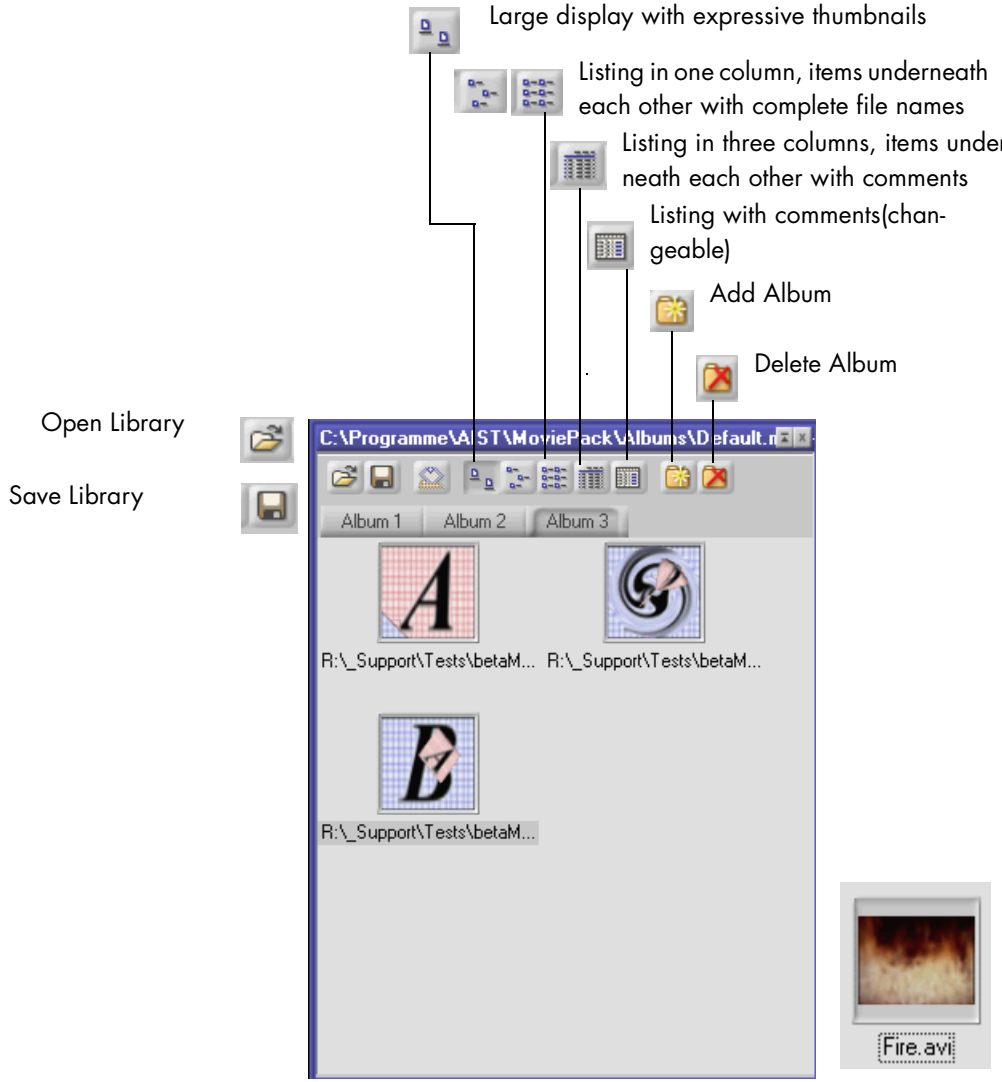


Library Reference



Each project contains a Library. Here you set up the individual Albums, containing your objects divided into groups (sounds, images, effects, styles, settings etc.).
Very practical: if you have shortened an object in the **Timeline** or applied effects to it, you can put it back into an Album via **Drag & Drop**. With this easy procedure, you can save valuable work.

Library-Window

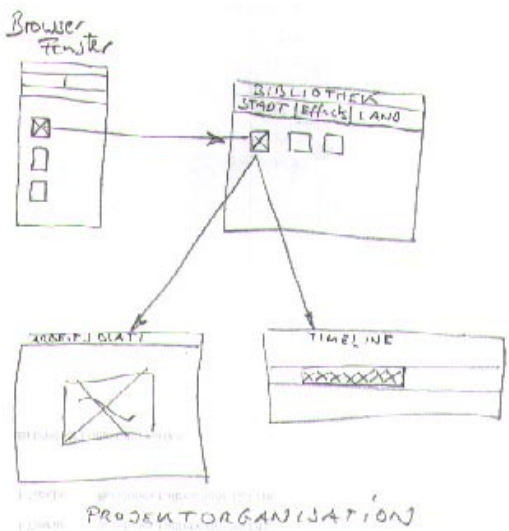


Editing Libraries

Libraries help you to manage your project. Here you deposit all objects you need for your project.

Organizing Libraries

Try to get used to copying all parts of your video project, meaning sounds, images, effects, settings etc. that you call up via the Object-Manager into the Library first before you copy it to the **Timeline**. This way, you retain an excellent overview of all materials which you're currently using in your project. Set up the sub-directories - the Albums - according to object type or theme in such a way as to help you with the structuring of your project.
For example, group all objects of an animation in one Album and give it an unmistakeable name (e.g. company logo). A film sequence can also become an Album (e.g. „city-flight"). Smart Album-management doesn't only enable the fast search for the necessary objects, effects and settings while working on a project. It also saves you from tedious searching for clips again and again. If the flight scenes, for example, are to be used in further film projects, all you need to do is call up one single Album and you have all effects, including earlier ones immediately at your disposal again.



The data contained in the Libraries are copied from their original location on the hard disk to a new directory. For that, MoviePack always selects your system hard drive. If this drive is full, you have to select a different directory, otherwise the message „disk full" appears.

Opening the Library-Window

- Open the Library-Window by pressing **Open Library** in the icon bar. Underneath the arrow you can locate the available Albums.

- You can open a new Library by selecting **File/New** in the menu bar.

Closing the Library-Window

- You can hide all open Albums by clicking onto **Close Library**. A renewed click will display all open Albums again.

Selecting the display mode

The different display types serve for the clear display of an Album.

- Shows a distinct file image or symbol the size of a stamp.
- Listing in several columns, items next to each other.
- Vertical listing in one column.
- Listing with file information and comments.
- Display in table form.

The file thumbnails have different sizes, depending on the display type selected for the Library and can be deactivated in the pull-down menu which you access with a right mouse-click. If the mouse-cursor remains on the object for some time, a preview appears.

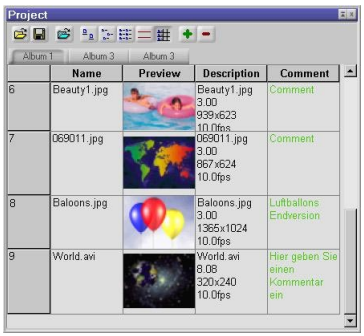
Reading file information

If you select the display types and , MoviePack shows you the file parameters of the objects in the Albums. Often, this is very useful in

order to obtain information about the codecs and file formats with which the clips were rendered.

Entering comments

With the display type  , you have the possibility to enter additional information about a specific object - in order to help your memory or to better be able to distinguish the different versions of a clip.



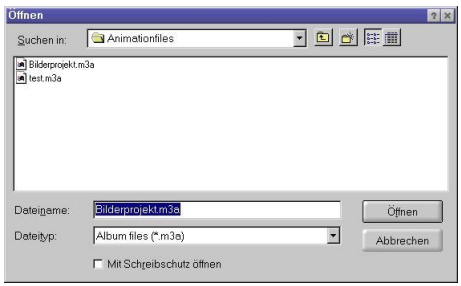
The column „Description" lists the file format of the object with its parameters. The comments you have entered yourself are green.

▶ Select the display type  . A table with the contents of the Album appears. Increase the size of the lines with a mouse-click onto the horizontal resp. vertical division lines and drag with the mouse. The file data is now displayed. In the last column there's enough space for you to enter your own comments.

A click onto the desired comment field lets you enter the text.

Opening a Library

▶ You open a Library with a click onto the button **File/Open** in the icon bar.
Look for the desired Library in the dialog box and open it.



Opening several Libraries

▶ With each additional click onto the button, more dialog boxes open up, letting you select further Libraries.

Closing Libraries

▶ Close a Library by pressing **Close**.

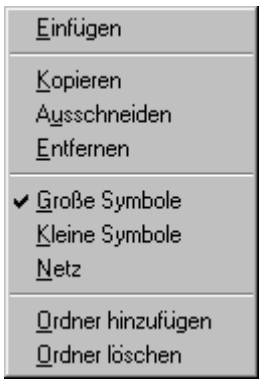
Saving Libraries

▶ You save a Library with all its Albums by clicking onto the button **File/Save** in the icon bar.
Select the file path,
enter the file name and press **Save**.

Saving a Library under another name

- By pressing the button  , you can save your Library under another name in order to retain the status of the old Library and add additional objects to the new one.

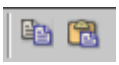
Sorting Libraries



Often it's necessary to move objects within a Library from one Album to another:

1st possibility:

- Activate the object with a right mouse-click. A menu appears. Select the command **Cut** in order to remove the object from the Library and paste it into the clipboard.
  Select a new Album.
  With the right mouse-button, open the pull-down menu again and select the command **Paste** in order to insert the object into the Album.
- Click onto the object and move it to the new Album via **Drag & Drop**.
  Let go of the mouse-button.
  The object is inserted in the new Album.



2nd possibility:

- Instead of the pull-down menu, select the commands **Copy** and **Paste**, afterwards delete the unwanted object.

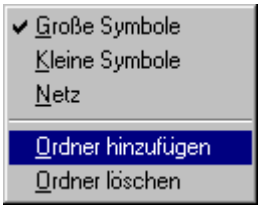
Editing Albums

A Library contains at least one Album, but you can manage any number of Albums in a Library. This makes sense, for example, in order to set up your own Albums for video, audio, graphics, styles etc.

1st possibility:

▶ With the button  , insert a new Album in the Library.

Adding an empty Album



2nd possibility:

▶ Click into an Album with the right mouse-button and select **Insert folder** from the pull-down menu.

1st possibility:

▶ With the button  , you delete the active Album from the Library.

Deleting an Album

2nd possibility:

▶ Click into an Album with the right mouse-button and select **Delete folder** from the pull-down menu.

Attention: the Album is irrevocably lost if you don't save it beforehand.

Editing Objects in the Library

All MoviePack objects can be edited in the Library, but not all have the same options.

Inserting objects into the Library

1st possibility:

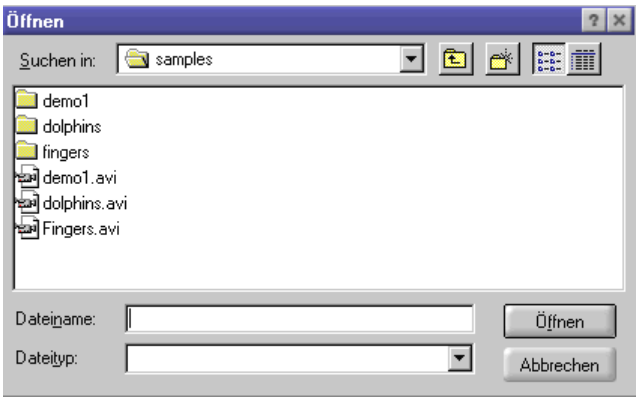
- All objects can be moved from the Object-Manager, the Canvas and the **Timeline** via **Drag & Drop** into the Library.

2nd possibility:

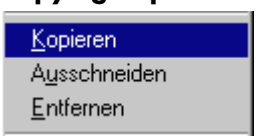
- Copy an object from the Object-Manager, the Canvas or the **Timeline** via **Ctrl** + **C** to the clipboard.
  Insert the object into the Library via **Ctrl** + **V**.

3rd possibility:

- Click onto **Open** in the Library-Window and select an object.



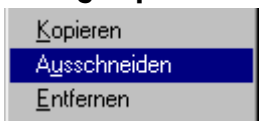
Copying objects



- Copy an object in the Object-Manager, the Canvas or the **Timeline** into the clipboard via **Ctrl** + **C**.
  With **Ctrl** + **V** the object can be inserted into any MoviePack-window.
- Click onto the object with a right mouse-cklick and select **Copy**. Afterwards, press **Paste** in order to insert the object at the desired location.

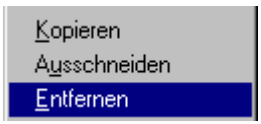
Cutting objects

With this function, you remove the object form the Album while copying it into the clipboard at the same time.



- Place a right mouse-click on the object.
  Select **Ctrl** +**X**.
  Now the object is inserted in the clipboard.
- Or select the respective command from the menu which you open with a right mouse-click.

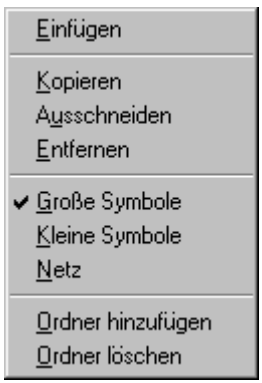
Removing objects



- Place a right mouse-click on the object.
  Select **Remove**.
  Now the object is deleted from the Album.
- Select the object and press **Del**.

Moving objects within the Library

You can move objects from one Album to another one within the Library.



1st possibility:

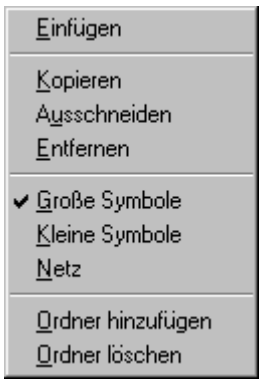
- Activate the object with a right mouse-click.
  The command **Cut** removes the object from the Album and saves it to the clipboard.
  Select a new Album.
  With the right mouse-button, click into the display field and insert the object into the Album via the command **Paste**.
- You can also carry out this operation via the shortcuts **Ctrl** +**X** and **Ctrl** +**V**.

Depositing styles and settings in Albums

If you want to apply specific settings like colors or motion to other objects, we recommend that you save these styles and settings in an Album.

- Copy the desired effect settings from the **Timegraph** via **Ctrl +C** and deposit them in an Album via **Ctrl + V**. From there you can easily assign them to other objects.

Inserting objects in projects



1st possibility:

- Via **Drag & Drop** you can deposit still images and videos on the **Timeline** or the Canvas.
  In the **Timeline**, the object is placed at the desired location via **Drag & Drop**.

When the object is dragged onto the Canvas, it automatically places itself behind the current Timeslider position.

2nd possibility:

- A double-click onto an object in an Album inserts it in a new track behind the Timeslider in the **Timeline**.
  If the object is already selected (active dot in front of the track name), the object is inserted here.

3rd possibility:

- You can copy the object to the clipboard with a right mouse-click or **Ctrl** + **C**.
  Afterwards, position the timeslider at the desired location and insert the object via **Ctrl** + **V** or a right mouse-click into the **Timeline** or the Canvas.

Still and video images can be placed at any location in the **Timeline**. If an object is already inserted at the desired position, a new track is opened above that object.

Inserting effects into the project

Effects cannot be placed on empty **Timeline** positions but exclusively applied to objects.

1st possibility:

- Via **Drag & Drop** you can apply effects to objects on the **Timeline** or the Canvas.
  In the **Timeline**, the effect object is applied to the selected object.
  On the Canvas, the effect is always applied to the active object.

2nd possibility:

- A double-click onto the effect applies it to the active object.

Inserting transitions in the project

Transitions can exclusively be placed on the middle transition track. Only there the mouse-over takes on the insert-mode.

1st possibility:

- Transitions can be inserted in the transition track or the Canvas via **Drag & Drop**.
  In the **Timeline**, the transition is inserted at the desired location via **Drag & Drop**.
  If the transition is dragged onto the Canvas, it automatically places itself behind the current Timeslider position.

2nd possibility:

- A double-click on a transition inserts it behind the Timeslider in the transition track.

1st possibility:

- Via **Drag & Drop** you can apply styles and settings to objects in the **Timeline** or the Canvas.
  In the **Timeline** styles and settings are always applied to the selected object.
  On the Canvas, the styles and settings are always applied to the active object.

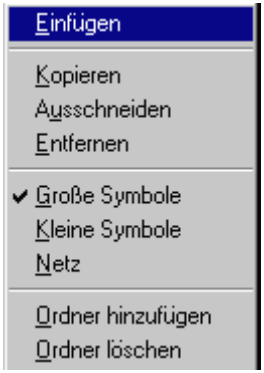
2nd possibility:

- A double-click onto the styles and settings applies them to the active object.

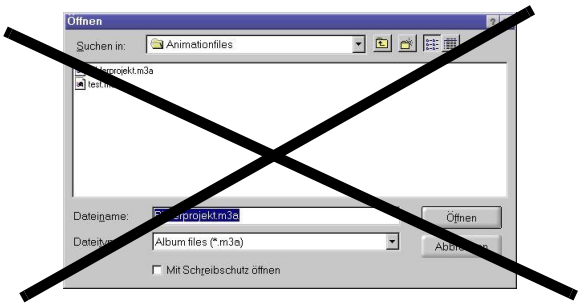
3rd possibility:

- You can copy the styles and settings with a right mouse-click or the shortcut **Ctrl** + **C** to the clipboard.
  Select the desired effect and apply it to the object via **Ctrl** + **V** or a right mouse-click or deposit it in the **Timegraph**.

Inserting styles and settings into the project



If you place a style on an object but you do not have all the necessary effects and settings for this style available on your system, the following message appears:



This message tells you that you do not have all the necessary effects and settings needed for this style installed on your system.
You can download the necessary effects and settings on our homepage (www.aist.de).

Using Albums as version-managers

During editing, you can copy all objects from the **Timeline** back into an Album. The object copied to this Album is saved there in its current version, regardless of further editing in **Timegraph** or **Timeline**.
Your advantage: applied effects and trims stay applied, thus saving you a lot of editing time during the course of your project. If an object is returned to an Album, MoviePack automatically assigns a new file name. Each new version is numbered consecutively.

10

Object Camera

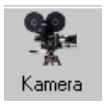
REFERENCE

With his camera, the camera man selects the part of the film he wants to present to his audience. MoviePack offers the same freedom during rendering. Make a rigid camera, which normally looks down on an object from above come to life and stroll around your Canvas. The camera seems to fly across the object layers underneath it.

Camera

The mobile camera defines the frames for any point in time in the animation. The new preview-image derives from the mobile camera, which is embedded in its Timeline-track and can be moved just like an object. The camera always „sees“ the objects its imaginary eye falls upon. The current section of the picture is marked by a two-colored frame on the Canvas.

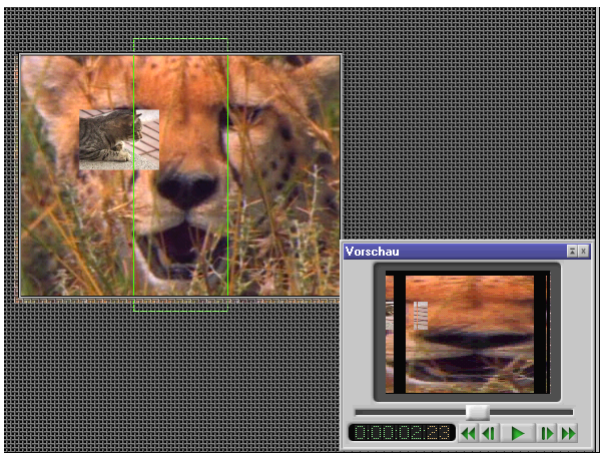
Inserting the camera



▶ In the Object-Browser, select **Objects/Lights & Cameras/Camera.** Insert the object in the Timeline either with a double-click or via **Drag & Drop**. In the Timeline, the upmost track is always reserved for the mobile camera. You can only apply one mobile camera in each animation, because MoviePack only provides one track for mobile cameras.

Changing the camera image format

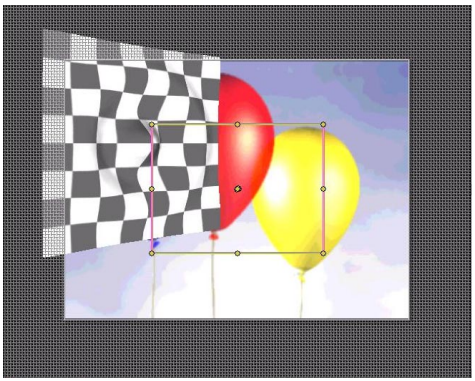
On the Canvas you can adjust the image format. If you don’t use the same lateral correlation as in the Preview and the video output, the display is warped. .

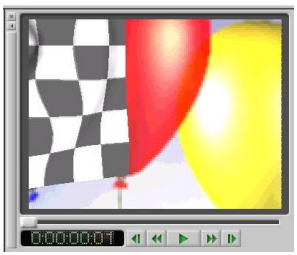


Defining the camera position

The camera's motion options are identical with those of other objects. You can scale the camera, something which comes close to a zoom-effect, turn it and move it across the Canvas. Selection and operation of the handles is explained in the chapter „Canvas". Instructions for numerical entry can be found in the chapter „Effect-Box".

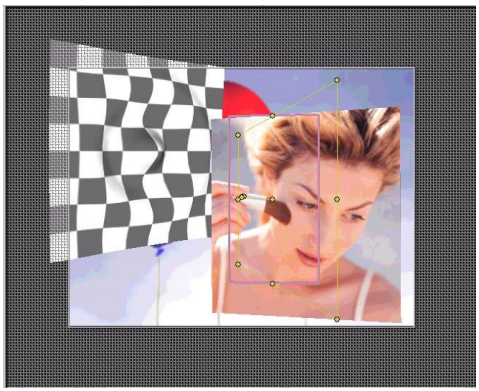
The camera covers half of the Canvas once it is inserted. This corresponds to a zoom of 100 percent. In the standard settings, the yellow motion path with the handles lies directly above the frame of the camera. The content of the frame displays the section of the image recorded by the camera.





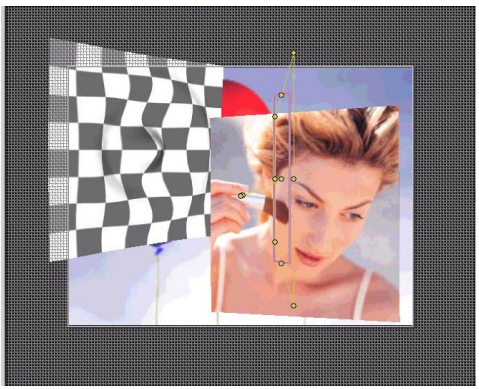
Default setting of the camera after insertion with 100% zoom. Handles are placed on the frame.

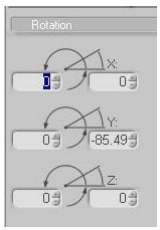
If the camera is moved in space, the motion path (yellow) is detached from the object frame (green). The reason: handles and motion paths are recorded from above like all objects, while the lens frame constantly shows the two-dimensional projection of the 3D-movement.



Camera turned to direction y. Handles are detached from the frame. Warping in the Preview increases.

MoviePack is not a 3-D raytracing-program. It has just one spatial display possibility: looking onto the object from above, the way the stationary camera displays them. That means: if you turn the camera by 90 degrees, you do not get a spatial display of the objects but the reflection of a surface. The smaller the lens frame becomes, the more warped the motive appears.



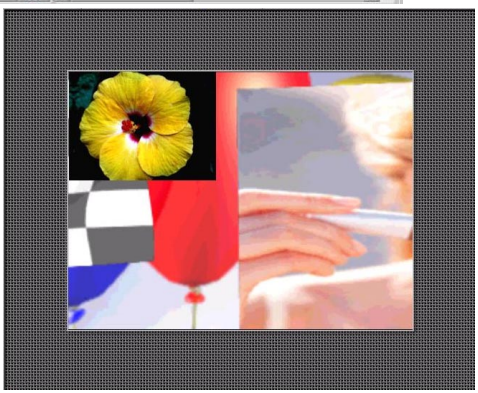


Camera turned almost 90 degrees in y-direction. The section displayed by the lens is very narrow - warping in the Preview very strong.

Overlapping/nesting cameras

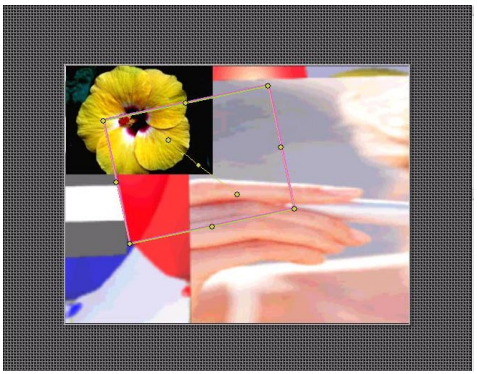
Cameras can also be applied gradedly. Although each animation is only assigned at most one mobile camera, it can be saved as a scene and is then available for further editing just like an object (see chapter „Scenes and Transitions“). If this scene is again integrated in an animation, a new camera can be applied, offering you a whole range of new possibilities:

- The scene with the animated camera can be overlapped by new objects, which are then not influenced by the camera.



The animation is overlappped by the new object.

- An animated camera can look onto an already integrated camera.



The new camera is applied to all further objects of the new animation.

12

Preview

REFERENCE

The Preview serves for constant image control. It automatically displays the current part of the scene. Once you start the Preview, the film or the animation is played back without delay in time.

Preview-Window

Screen: displays the frame on which the Timeslider is located.

Scroll-bar: slow motion search forwards/backwards.

Start of Preview

Individual frames: moves the Preview forwards/backwards by one frame.

Jump: starts the Preview at the start/end times of the defined Preview range

CTI: displays the current project time

Scene Preview

The editor or animator has to be able to surveil his work at any stage of the project. That's why we've integrated a monitor-function into MoviePack which constantly displays the frame on which the Timeslider is located in the Timeline and the Timegraph (see there). But you also have the option to mark a preview section there with the result that MoviePack then simulates the marked section of the film as if it was just being put out by the video output of your PC.

Opening the Preview-Window

- Open the Preview by clicking onto  **Show/Hide Preview** in the icon bar **View** or select the command **View/Palettes/Preview** in the menu bar.

Adjusting the Preview

- Click onto the button  . The Preview jumps to the start of the preview range.
  When you push the button  **Play**, the Preview continues  . A renewed click stops the Preview.
- Click onto the button  . The Preview moves frame by frame in the direction of the arrow.
  If you press  , a frame by frame display is not possible.

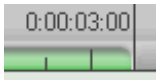
- Click onto the scroll bar  . Pull the slider to the left or the right. The Preview will follow in the indicated direction at the speed of pulling.
  Let go of the mouse-button. The Preview remains on the last selected position of the slider.

Scrolling serves for the fast location and surveillance of particular critical film scenes. Thanks to the gliding switching of direction, you have the possibility to judge difficult cuts or transitions exactly.

Adjusting the CTI

- A click onto the CTI lets the display blink. Now you can enter a new position in time.

Adjusting the Preview section



- After loading MoviePack, you will always be presented with a green Preview-bar, ranging from zero to 3 seconds of preview-time.
- A double-click onto the lower section of the Timescale generates a Preview-bar which spans the entire project.

Changing the Preview section

- A double-click into the Preview bar makes it possible to switch between the last selected Preview section and the complete project preview.

Extending and moving the Preview section

- You can move the Preview section by placing the mouse-cursor over the Preview bar. A mouse-over with a rectangle and double arrows appears.
- If you grab one of the handles, a mouse-over with an open rectangle and a double arrow appears, allowing you to extend or shorten the Preview bar.
- While keeping the **Ctrl**-key depressed, you can define the Preview bar starting at one frame in both directions.

Starting the Preview

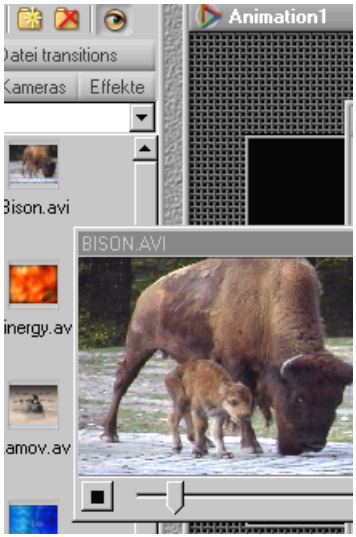
After loading, the Preview already displays the image which is located underneath the Timeslider as a frame. If you want to preview the animation section, proceed as follows:

- Define a Preview section in the Timeline or the Timegraph.
- Click onto  in the Preview-window. The Preview starts.

Once started, the Preview is played back continuously. Your current alterations are immediately integrated into the Preview. Thus, the Preview can continuously be played back throughout editing, enabling maximum control with a minimum of computing time.

Already during the first run of the Preview after loading, you get an excellent overview over your animation. Depending on the capacity of your PC, you will notice, however, that the Preview skips some frames at critical places. During the next runs, these spots will also have been computed and the Preview displays all individual frames.

Animated Preview



Instead of the little non-descript image, the entire animation appears in the preview.

The clips displayed on the Canvas are also displayed in the Preview as an animation, however there they cannot be altered or processed in any way and solely serve for checking the status of your project. This function can be switched on and off via the button  .

Video Control

Another type of Preview is offered by the window **Video Control**. In this window you can start a Preview rendering by pressing the red button. You can view the results in the Video Control Window as well as on a connected TV-monitor. Currently, this function is supported by the graphic cards Fast AV or DV-Master.