



MOVIEPACK

WHITE PAPER

5.8.99

MOVIEPACK OVERVIEW

What is MoviePack?

MoviePack is a highly innovative 3D-video, animation, editing and compositing software for processing and manipulating images, films and videos under Windows9X and NT.

Any kind of manipulation of input material is possible. A large number of plug-ins and upgrades enable MoviePack to handle nearly every video production task in addition to the basic compositing and editing functions, including audio-editing, view-finders, 3D-titling, morphing, warping, virtual cameras, image processing, effect editing and many more.

MoviePack provides an intuitive interface which combines the power of multiple tools under one GUI (Graphical User Interface). No more irritation or time wasted when changing from one program to the next, but instead full power in one unique look. All interface functions are easy to learn and fully customizable.

Unlike competitive products, MoviePack offers you the full integration of all necessary video production functions for the first time under one GUI.

ADVANTAGE

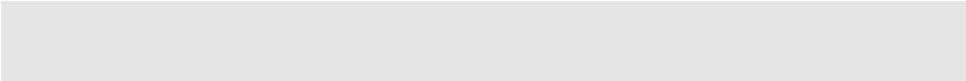
Easy, intuitive handling

Even inexperienced users from such varied business sectors, the strongly expanding advertising market, for example, or video production and photography, can easily and quickly adapt to MoviePack's metaphor.

In a nutshell: MoviePack is the solution for users wanting to switch from analog to digital processing.

Professional functionality under one intuitive user interface.

By simple menu selection, you can add or delete „Expert“ interfaces. This means, MoviePack will increase in power with your growing abilities without you having to adapt to a different surface every time. You'll only learn the new functions, and only implement those you really need and use.



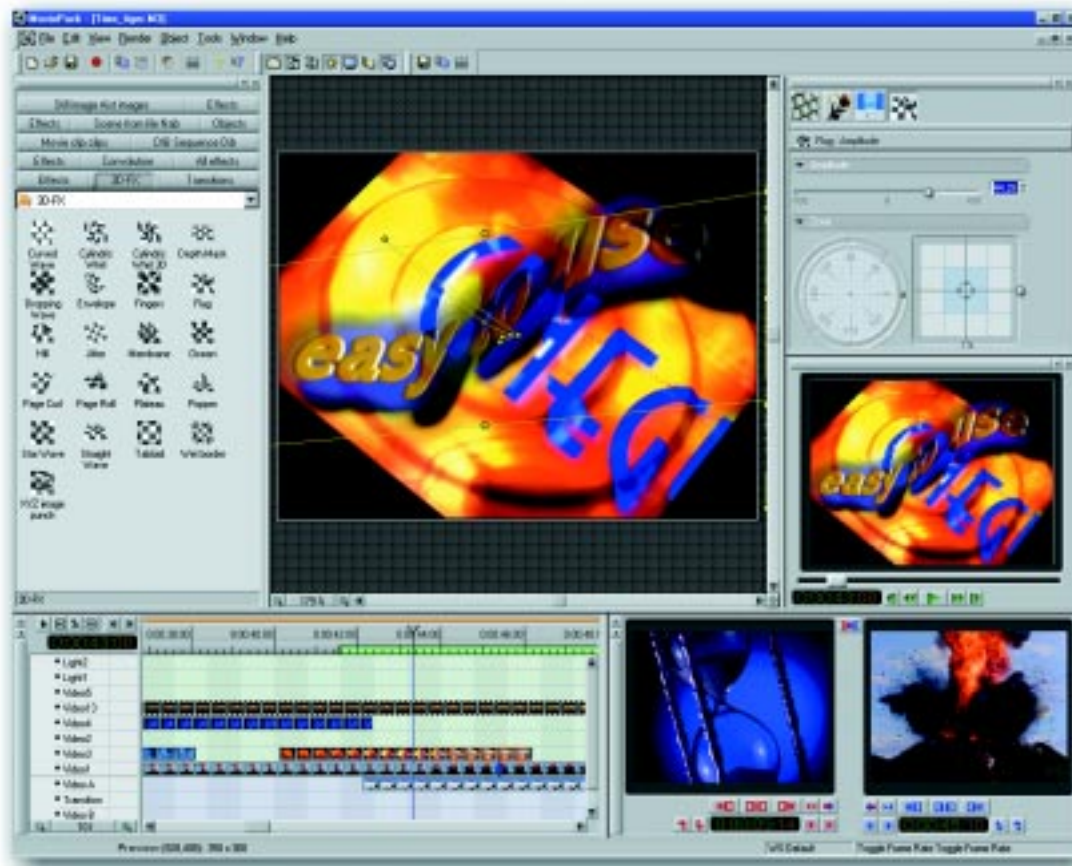
The host concept is fully modular to the level of rendering-engine or GUI and open to 3rd-party plug-ins. A stand-alone software developer's kit will be available shortly after the release of MoviePack.

Full expandability through an open plug-in host.

MoviePack's architecture is modular, open and can be fully customized, adding a new feature to the Windows NT platform. The price is also highly competitive. All of these factors will make MoviePack the future standard for video/animation production.

Sophisticated and open architecture (module and plug-in technology) under Windows.

INTERFACE



Main Interface

This is your main workplace. Here, all program windows (Canvas, Preview, Timeline, Timegraph, Browser, Monitor, Video Control, Project Window or Effect Box) are located and can be scaled, locked, configured, opened and closed. The tools and dialog boxes are independent and can be placed outside MoviePack's main window. The main setup can be saved via the Workspace Manager. All commands are also available on the Main Interface, like opening, importing or exporting files or customizing toolbars.



The controls are located in docking windows divided into freely definable groups.



You have the possibility to add or remove buttons or to switch the whole group on or off.

One of the most important factors for productivity is having the right workspace. Feeling comfortable makes the user more creative and productive. MoviePack's Workspace Manager enables every user to easily customize his workspace to fit his requirements. The default profiles "Beginner", "Advanced" and "Expert" are already set up to meet the demands of different users with different levels of experience. The workspace last used is saved and automatically available at the next startup. Adapted interface configurations can be saved and re-used.

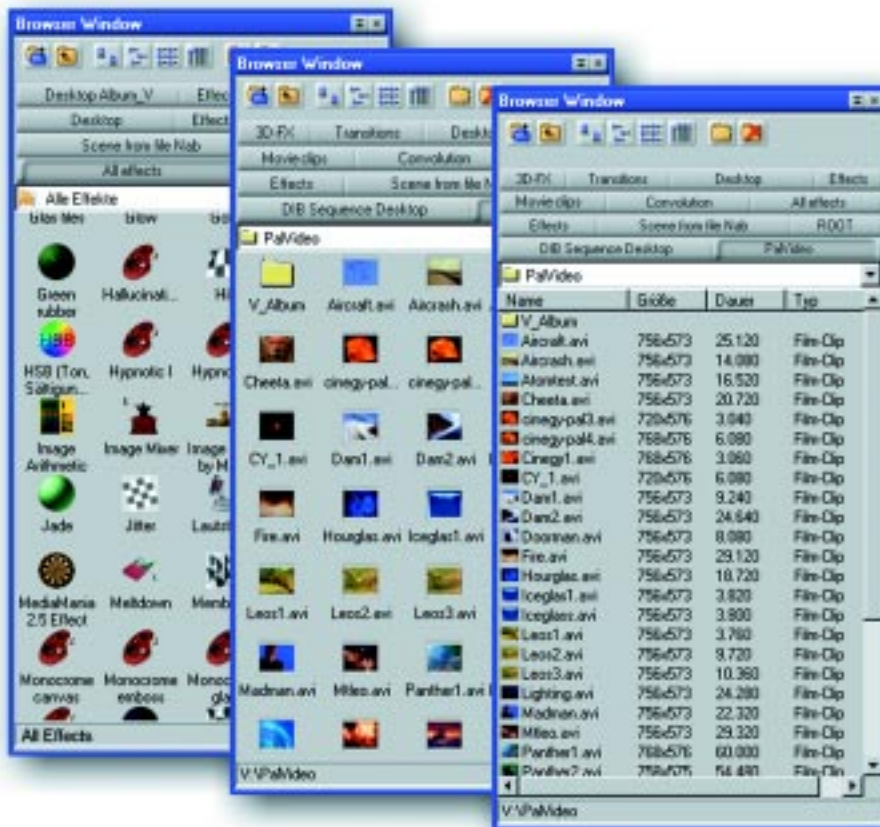
Workspace Manager

DATA MANAGEMENT

MoviePack supports a substantial amount of import/export formats (all formats are plug-ins, which can be added to at any time) with and without alpha-channel. Due to MoviePack's universal plug-in structure, it is possible to import and apply third-party filters, effects or transitions effortlessly. No matter what the task may be, MoviePack makes working with file formats easier than ever. Non-destructive editing always allows you to return to the original source file.

Browser Window

In the browser window you can visually browse any kind of media accessible. Sophisticated filters make it easy to search for one specific file or format. For fast access, tabs point to the last folders selected. The user can also add or delete tabs manually. The complete drag & drop metaphor behind MoviePack allows you to move anything from the browser window directly into other windows, e.g. the timeline or album, etc.



A great feature to tremendously enhance workflow. Various different albums can be defined easily. They function as containers, containing any media surpassing the computer's directory structure. Drag & drop operations from the browser are fully supported. Albums can be scaled according to the user's needs and the contents can be saved for future use. Animated effects and transitions can also be saved as well as objects together with their behaviors.

MoviePack Album (Project Album, Preset Album)



	Name	Preview	Description	Comp	E
1	STORM1.AVI		STORM1.AVI 27.04	Comp next	0
4	HSB (Hue,Saturation,Bright...		HSB (Hue,Saturation,Bright...	Comp next	3
5	Flag : Amplitude		Flag : Amplitude 18.72	Comp next	4
6	AURORASH.AVI		AURORASH.AVI 14.08	Comp next	5
7	Brass		Brass 5.00	Comp next	6
8	Brightness&Contrast		Brightness&Con trast	Comp next	7



PREVIEW

MoviePack offers the user OpenGL realtime preview for FX, 3D and transitions. In NTSC or PAL resolution (the output can be switched to a TV monitor via the appropriate video hardware), with a 32Bit color depth. Productivity and workflow will improve radically.

Realtime Preview without Rerendering!

Just vary the parameters in the effect box and you will see the result in the preview window immediately.



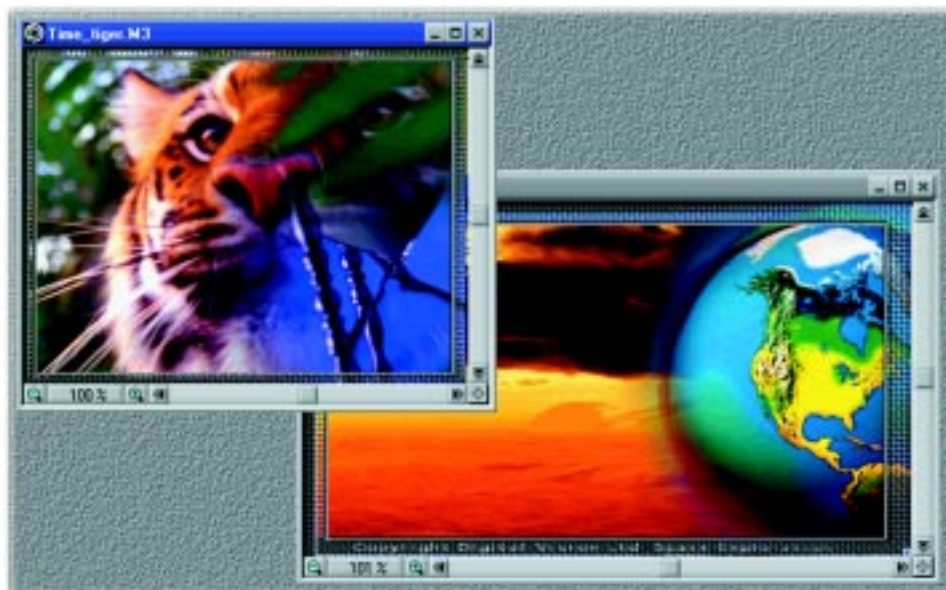
The Preview-Window is freely scalable and effect calculation as well as output takes place in realtime. For that, you need to mark a preview section in the Timeline. The better the OpenGL support, the faster the preview.

OpenGL

OpenGL is a standard for the acceleration of image display on the computer screen. Many graphic cards already feature OpenGL acceleration, however, some graphic cards do not support all OpenGL commands (often, these commands are limited to commands for games). Furthermore, acceleration depends on the resolution, meaning it depends on the amount of RAM available.

CANVAS

Designing tasks are performed mainly in the canvas. Here you have the possibility to view and edit the projects in realtime. The image is displayed in the Canvas as if seen through the viewfinder of a stationary camera. All effects are also displayed in the canvas providing real WYSIWYG editing and can be dragged & dropped right on the object. All actions, such as selecting the object, specifying the size and aspect ratio, rotating, distorting and tilting objects in all directions, changing the perspective of objects, editing their paths, as well as moving path points and key frames are performed with the mouse. For exact editing, it is of course also possible to enter all values numerically.



TIMELINE

This window offers you a chronological view of the animation. It can be used as an aid for the temporary organization of a scene and the synchronization of the object's movement. The Timeline also controls the temporary behavior of objects.

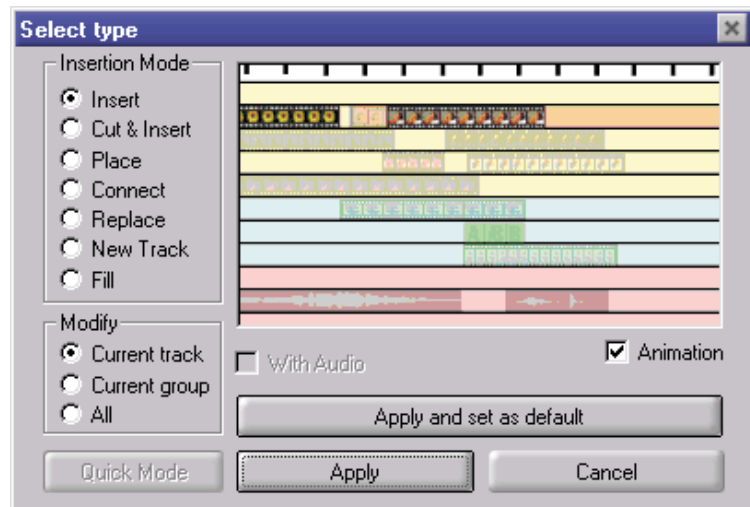
The Timeline window displays each object graphically along with its duration and enables you to select its look and size.



In the Timeline, you administer objects over time. In the Canvas, you see your object at the point in time at which the Timeslider is located. Display of the objects on the Canvas takes place in the sequence in which they were placed from top to bottom in the Timeline. In other words, the head of the Timeslider is a virtual camera and "sees" the objects as which were placed on top of each other. The Timeslider can be moved by grabbing it with the mouse, keeping the button pressed and moving it. After moving, all displays are updated.

One of the most recurring processes is to insert new media into the Timeline. But what happens if the user tries to insert a new clip at a position, where the new media does not fit? Other software will not accept such transactions and you have to remove or crop the old media before it is possible to insert a new one. But not with MoviePack! Via drag & drop you can pull the new object onto the desired position. Drag & drop together with Shift will open the „Advanced-Insert-Modus“ menu.

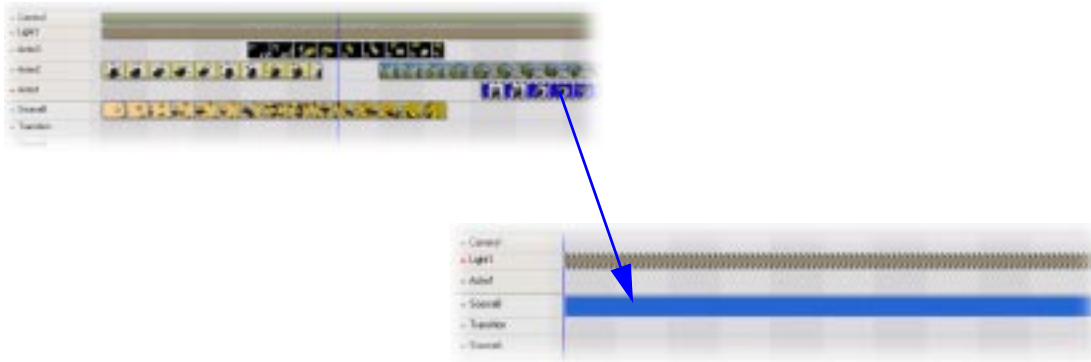
Inserting New Media into the Timeline



Embedding of Scenes (Animations)

This constitutes an enormous advantage when organising projects where the user can compile different animations to one.

For example: after completing the scene of a video, the user can use this scene like an individual object for the main animation. All that without rendering. In the final animation, only one clip appears (and not all the tracks of the embedded scene) which can be processed like all other objects (composed, edited,...).

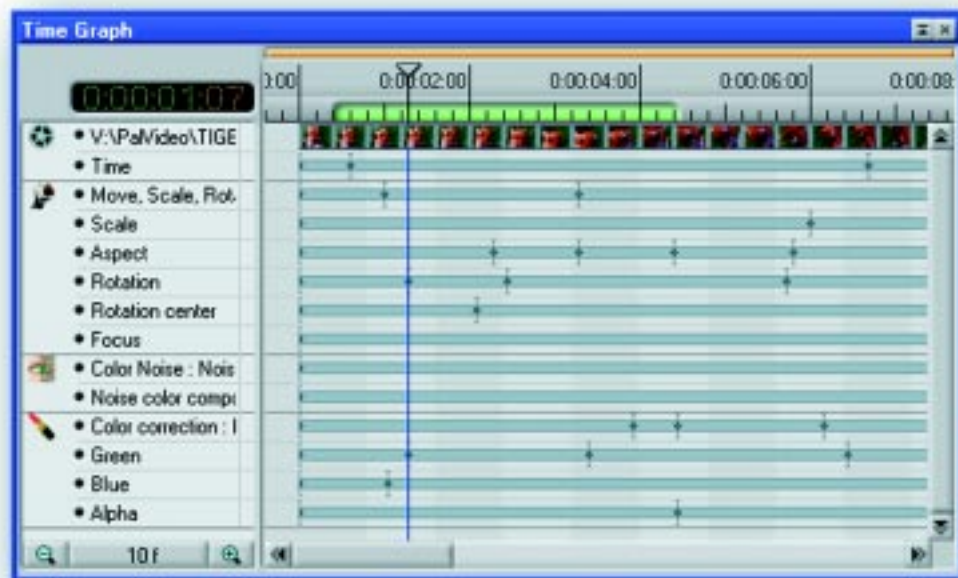


Double-clicking on the embedded scene brings you straight to your animation, where you can carry out changes and corrections. Save your animation and go back to the main animation. There, you can immediately view the results after updating the altered scene

Overloaded timelines with hundreds of tracks are finally a thing of the past.

TIMEGRAPH

The Timegraph offers an overview of the temporal behaviour of the object. Due to the fact that you can move images and videos and apply a large number of effects to them with MoviePack, you would quickly lose control of which changes you have made when in the animation process without the Timegraph. Each bar stands for the changeable size of an effect or a movement and each keyframe for a change. MoviePack takes care of the interpolation between keyframes for you.

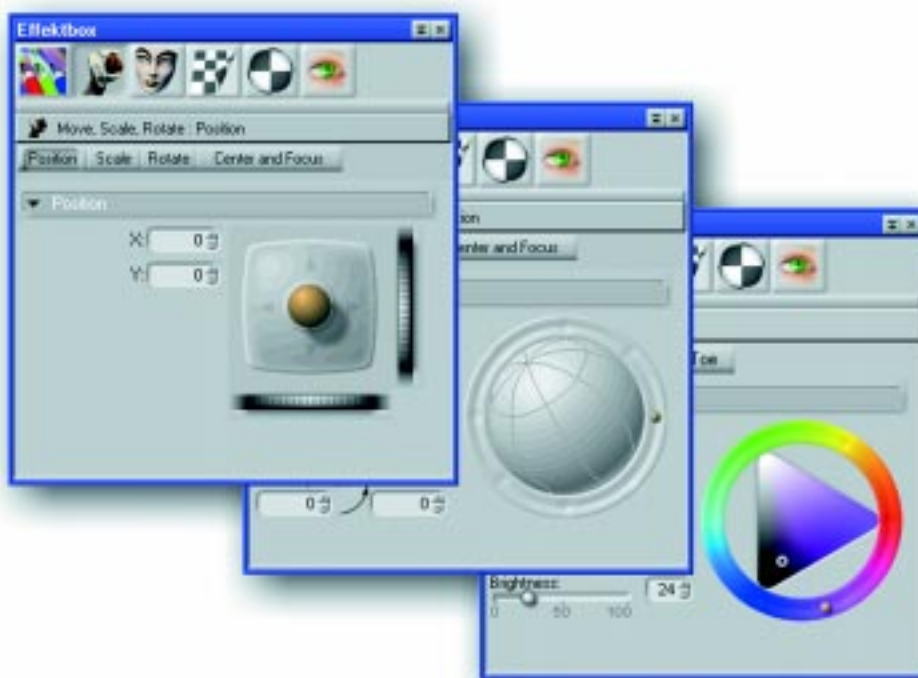


Normally, you will have applied an effect to an object (in the Timeline) and altered the effect settings. At the point of alteration anywhere on the object, also at the beginning and the end, a keyframe is placed automatically in the Timegraph.

Keyframe

EFFECT-BOX

In the Effect Box, all effect parameters which are available when applying an effect can be controlled and adjusted. To apply an effect, just drag & drop it from the browser or album onto the object in the timeline. You can also pull the selected effect directly into the canvas.



Now all parameters can be edited and accessed in the Effect Box, where they can be adjusted to suit your requirements. The hierarchy of the effects in the Effect Box is identical to the order in which they were applied on the object. This order can easily be changed by drag & drop.

MONITOR FENSTER

The monitor-window with its dual monitors allows for exact trimming of your video material. It supports all functions for which a two-monitor system is necessary, for example, the exact insertion of a new object in the timeline, exact cropping, determining the preview and rendering range etc..



In the Timeline, you will find two colored markers (red and blue). Each marker represents one of the monitors. Drag one of them onto a clip and watch the monitor. Without changing the scale in the Timeline, you can view everything image by image and trim with precision.

Precise trimming

FEATURES

Globale Features

- Hardware-independent, Windows-based software
- Open plug-in architecture
- „On-the-fly“ OpenGL offline preview of all effects, filters & transitions
- All parameters of all effects can be animated with an unlimited number of keyframes
- Support for single or dual display monitors
- Unlimited undo and redo steps
- User-configurable workspace
- Simple intuitive user interface
- Excellent on- and offline documentation
- Parameters can be defined through sliders, numerical entry and object handles
- Unlimited tracks for video and audio
- Multiprocessor support under Windows NT
- Embedding of scenes (Animations)

Keying

- Differential keyer
- Advanced keyer
- RGB, HLS and luma are supported
- Variable spill removal, softness and erode
- Most standard keyers are supported

- Area and clip protection
- Advanced editing functions
- Trimming and synchronization mode (double monitor system)
- Direct timeline manipulation of all edits
- MoviePack includes more than 200 transitions. New transitions can easily be generated by the user.

Editing

- Support for all TrueType fonts
- Text-bevel
- Characters are objects like avi or bitmap files and therefore fully animatable (scale, rotate, effects, filters,...)
- Many text features like drop shadow, outlines, extrusions, shadow, chamber, dedicated title lights, glow, fuzziness, gradients, border, texture etc. All features can be fully animated.

Character Generation

- Separated luma, contrast, chroma and gamma controls
- Manipulation of complete objects, individual objects, highlights, midtones, shadows and masks
- Interactive color-curve manipulation

Color Correction

- Unlimited number of audio tracks
- Sampling rate of up to 44 Khz, 16 Bit stereo
- Sound transparency
- Large number of audio filters

Audio

Compositing

- Interactive preview
- Definable motion paths (through splines, beziers, freehand)
- Complete animation of all layer-parameters
- Unlimited number of layers
- Unlimited combination of mattes and keys
- Animated alpha-masking
- Alpha-mask with b/w inversion, gradient/total transparency and image arithmetic
- Omnidirectional lights
- Cameras

Effects, Filters and Transitions

- „On-the-fly“ preview for effects, filters and transitions
- Parameters can be animated over time
- Numerous 3D-DVEs incl. page roll, wrap, bubbles, wave, star...
- 3D cameras and light sources (omni, spot, directional)
- All effects, filters and transitions can be saved together with their parameter values
- Gaussian blurs, noise effects, edge detection, sharpen, blur mask, glow, median, highlight, solarization,...
- More than 200 available MoviePack-effects (2D DVE, 3D DVE, time FX,...) and filters
- Presets make it easy for the user to work with new effects, filters and transitions

- Import/export of all standard formats with alpha-channel (all formats are plug-ins and can be added to)
- Resolution up to 1.000 x 1.000, 32 Bit color depth
- Non-destructive editing
- Thumbnail and detail view
- Albums for saving and administering media and objects (images, video clips, effects,...)

Media Management

- Resolution up to 4.000 x 4.000, 32 Bit color depth
- Lights (Direktional/Sun)
- Nois reduction for video
- 3D - Tittler
- Image - Editing
- Rotoscoping (Video-Paint)
- Masking
- Morphing
- Worping
- Motion tracker
- Stabilizer
- Field interpolation (Slomotion, PAL/NTSC - Konverter)
- Interface (Advanced Style)
- Premiere/After Effects/Photoshop host

Extra modules (Plug-Ins)

System Requirements

Minimal:

Pentium II mit MMX, 64 MB RAM, Windows 95/98/NT

Recommended:

Dual Pentium II 400 MHz mit MMX, 128 MB RAM, OpenGL-acceleration-card, Windows NT

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