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Welcome to the IntroDV Tutorial! Follow the lessons listed here and in no time at all, you'll be creating your own video masterpiece.

• NOTE to FreeDV users: The sample video clips used in this tutorial were not included in your FreeDV download, because the files are very large. But don't worry: You can easily use your DV camcorder to capture your own clips, as explained in the FreeDV User's Guide, and substitute those clips for the ones in the tutorial.

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Introduction

Setup and Preparation

IntroDV is a digital video editing application that lets you easily put your digital video and audio clips into a seamless video story, which you can then record onto videotape.

This tutorial walks you through the basic steps in assembling various separate clips into one story. You'll be working with a few video clips that showcase a pet dog, Rex. (These clips are provided on the IntroDV Installation CD-ROM.) You'll edit these clips into a logical order, add some transitions and music to your video, then print your story out to videotape.

Before you begin, you need to take a few steps to make sure the video clips are installed on your hard drive, then launch IntroDV.

Setting up your video clips

You'll be working with five separate video clips of Rex, a pet dog, to create a story sequence of about 23 seconds long. The specific clips, plus a music files, should be copied to your hard disk when you install the IntroDV Tutorial. Take a moment to make sure the right clips were copied to your hard drive so they'll be available for you to import into IntroDV.



To check the video and music clips:

- 1 On your hard drive, navigate to the *C:\IntroDV_Tutorial* folder and locate the following clips:
 - *close up outside.mov*
 - *eyes.mov*
 - *hedgehog 2.mov*
 - *walking out red door.mov*
 - *with hedgehog.mov*
 - *Boulevard Funk.wav*
- 2 If you can't locate the clips on your hard drive, create a new folder on your hard drive named *C:\IntroDV_Tutorial*. Copy the clips listed above from the IntroDV CD-ROM to this new folder.

- 3 A completed version of the story you will be creating is also provided in the *C:\IntroDV_Tutorial*. It is called *Tutorial.zdv*. You may find this useful for comparing with the movie you will create.

Launching IntroDV

Now you're ready to start IntroDV and get to work creating a video story.



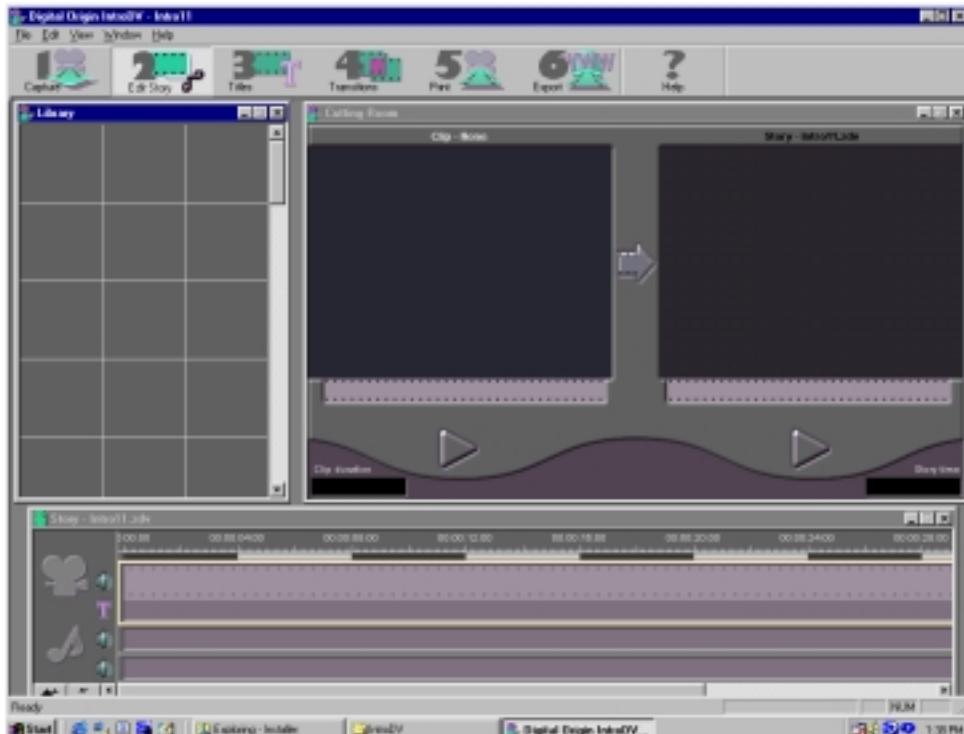
To launch IntroDV:

- 1 From the Start menu, choose Programs>Digital Origin>IntroDV>IntroDV.
If this is the first time you're starting IntroDV, IntroDV launches and displays the Project Format dialog box. If you've already launched IntroDV before, choose File>New, then proceed to step 2.
- 2 Choose a project format to use: NTSC or PAL, then click OK.

NOTE: NTSC is the most common standard composite video signal used in the United States. PAL is the most common standard composite video signal used in Europe. Choose the project format that's most appropriate for your equipment and output.

The New Project dialog box appears.

- 3 Specify a name and location for your project and click OK.
Three windows appear in IntroDV: the Library window, the Cutting Room window, and the Story window.



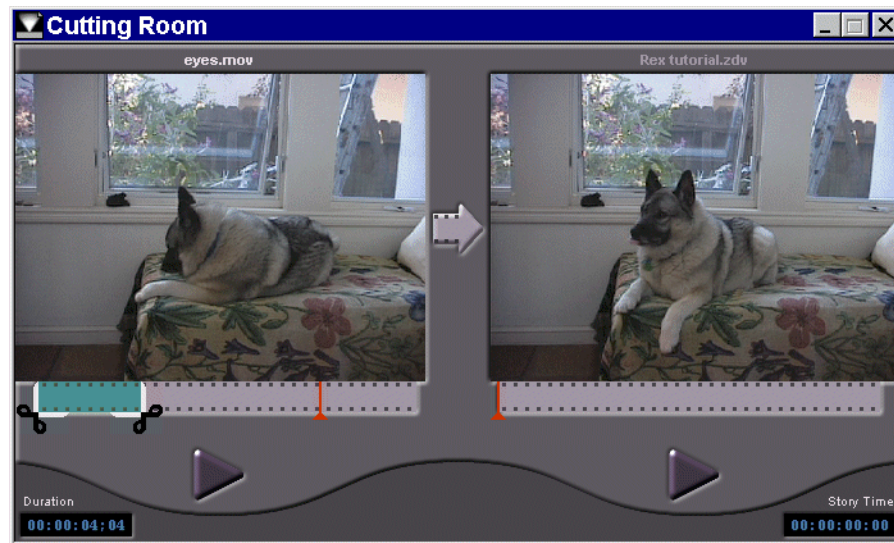
The Library window

When you capture or import your clips into IntroDV, they appear in the Library window. IntroDV displays the first frame of each video clip in the Library window as a visual reference to the content of the clip.



The Cutting Room window

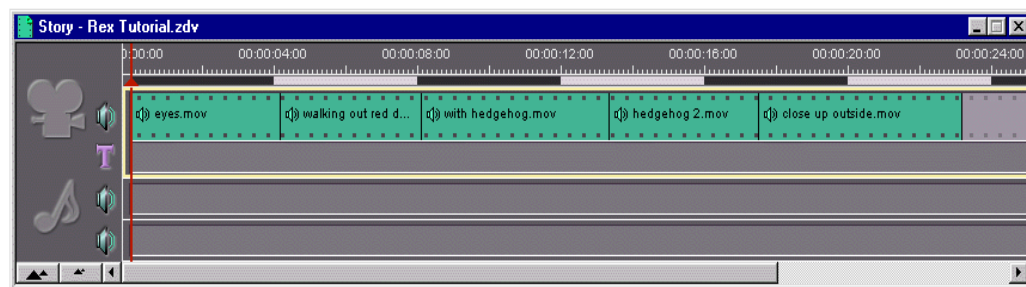
The Cutting Room window contains two smaller windows, the Clip Player and the Story Player.



The Clip Player (on the left) is where you view your clips and set Start and End Cuts (begin and end points) for them. The Story Player (on the right) is where you view the sequence of clips you've edited into a story, along with any titles and transitions you've added.

The Story window

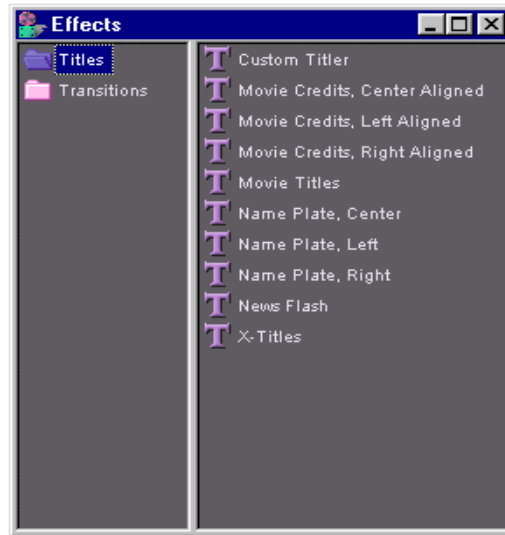
The Story window is a graphic representation of all the clips you include in your story, displayed along a timeline.



The Story window lets you quickly see the order in which you've placed the clips, where the transitions and titles (text) occur, and how the video portion of your story relates to the audio portion.

The Effects window

The Effects window doesn't appear when you launch IntroDV. It appears when you're ready to add titles and transitions to your story and you click either the Titles or Transitions button from the toolbar or choose View>Effects.



With only these four windows, you can create compelling videotapes from your clips. Now, on to the next lesson!

Lesson 1

Importing Clips

Importing clips is normally not necessary when using the IntroDV capture window to save video footage on your hard drive. In this example, however we will be using several clips already captured and saved on the IntroDV CD-ROM. Follow the steps below to import these DV movie clips into your Story.

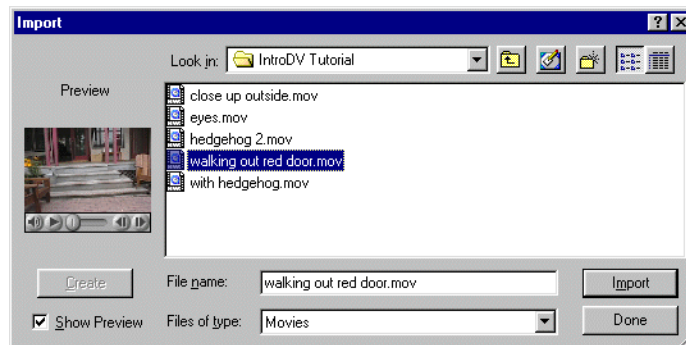
Import your video clips

In this tutorial, you'll be working with video clips and a music file in WAV format. (Consult the *IntroDV User's Guide* for information about the various file types you can use in IntroDV.)



To import your clips:

- 1 Choose File>Import. The Import dialog box appears.



- 2 Navigate to the folder on your computer where the video clips listed in the Introduction are located.
- 3 Select these clips: *close up outside.mov*, *eyes.mov*, *hedgehog 2.mov*, *walking out red door.mov*, *with hedgehog.mov*, and *Boulevard Funk*.
TIP! You can select and import several clips at once. Shift+click to select an adjacent group of clips, or Ctrl+click to select nonadjacent clips.
- 4 Click Import. The clips appear in the Library window.



5 Click Done to close the Import dialog box.

Save your project

Before going any further, you should save your project so you won't have to reimport the same clips later.

NOTE: A "project" in IntroDV is a file that stores all the creative decisions you've made along the way when putting your story together. A project retains the information about the clips you've imported, how you've cut or edited each clip, the order of the clips in the Story window, any titles or transitions you've added, and more. It's a good idea to save your project frequently so you don't lose any of the work you've put into your story.



To save your project:

- Choose File>Save.

Now you're ready to edit your clips into a story, so proceed to the next lesson.

Lesson 2

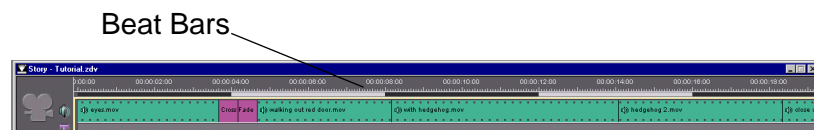
Editing Your Story

Once you import your source clips into the Library window, you're ready to review the clips in the Cutting Room, then put them in order in the Story window.

Review clips

The key to effective editing is to select only the most engaging and interesting portions of your clips to place in your story. Unless you're aiming for an avant-garde effect, there's no sense in including long stretches of tedious or repetitive scenes.

TIP! Use the beat bars in the Story window (the four-second alternating bands of color directly beneath the timeline) as a guide to measuring individual clip length and as a reminder to keep clips shorter rather than longer. Three to five seconds is ideal.

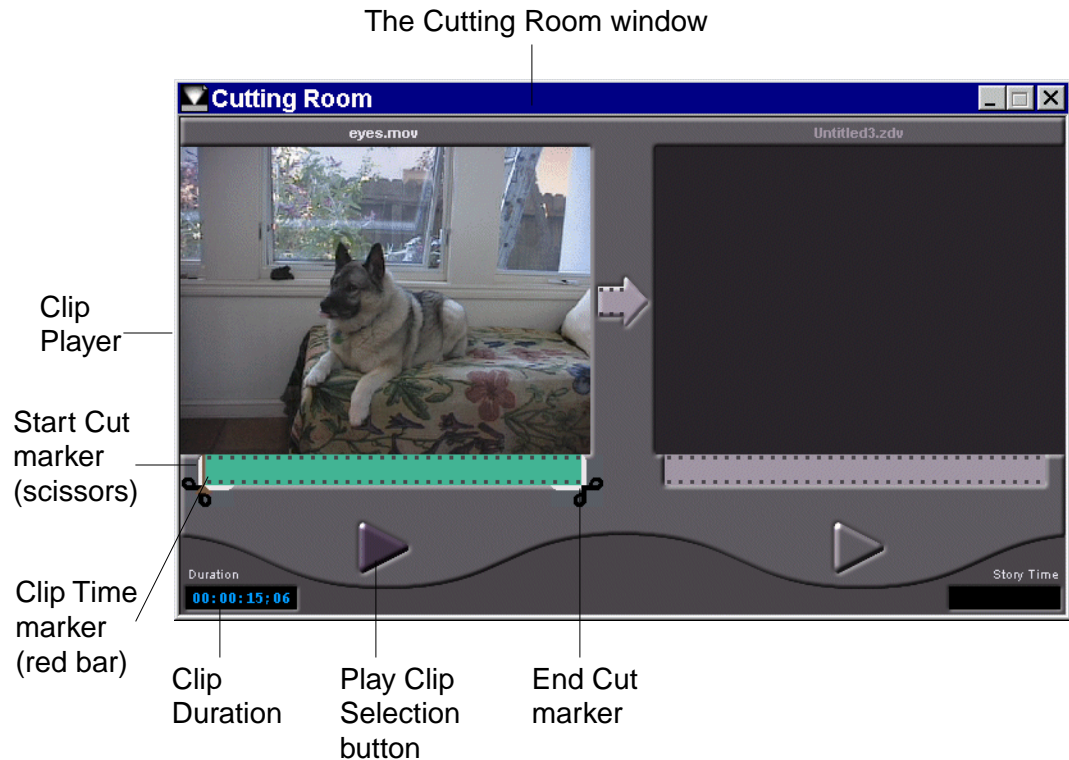


When you view a clip in the Clip Player, you can play it, “scrub” through it, and mark Start and End Cuts to select just a portion of the entire clip.



To view clips in the Clip Player:


- Click the *eyes.mov* clip in the Library window. The first frame of the clip automatically appears in the Clip Player.



Now it's time to play the clip through in its entirety, probably a few times, so you can get a feeling for which part of the clip you want to include in the story.



To play the clip:

- 1 Click the Play Clip Selection button beneath the Clip Player.  You can also press C.
- 2 Take a few moments to experiment with playing the clip by using the Play Clip Selection button or pressing the C key.
- 3 To stop the clip from playing, click the Play Clip Selection button again or press C or Escape.

Scrub clips

“Scrubbing” is a way to view a clip interactively. When you scrub through a clip, you drag the Clip Time marker to control the clip’s speed and motion. This gives you more control than when IntroDV plays the clip for you in real time.



To scrub through the clip:

- Drag the Clip Time marker forwards and backwards through the clip.

Note how you can quickly move through uninteresting parts and linger over the parts you're interested in.

Set start and end cuts


Start and End Cuts are begin and end points you set in a clip. In most cases, you probably won't want to use an entire clip in your story; you'll probably have footage that you don't want to include. Setting Start and End Cuts lets you take the most interesting sections of the clip and use them in your story.

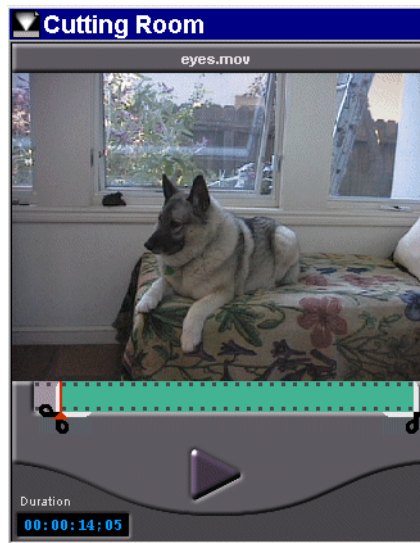
For example, the *eyes.mov* clip shows Rex sitting on a bed. If you look at the clip duration, you'll see that the clip is about 15 seconds long. That's much too long for the opening shot, so you'll cut the length of the clip by adjusting the Start and End Cuts to use about four seconds of the clip. When you add the clip into your story, it will begin and end at these new points.

TIP! The timecode numbers in the Duration field—00:00:15;23—correspond to *hours:minutes:seconds;frames*.



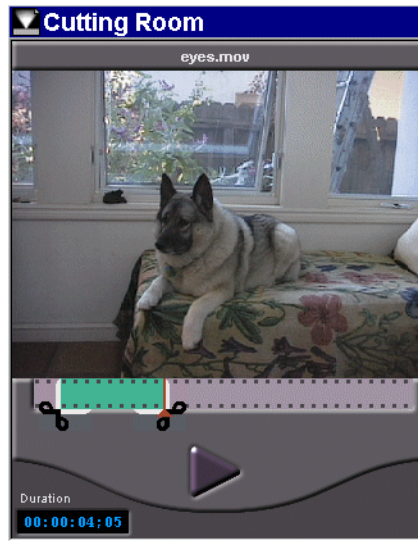
To adjust Start and End Cuts:

- 1 Still working with the *eyes.mov* clip, drag the Start Cut marker  to the right just a small amount, until the clip duration changes from 15:06 to 14:05.



Notice that dragging the Start Cut scrubs through the clip, and that at the 11:05 mark, Rex has dropped his nose slightly. At this point, moving the Start Cut has shortened the clip from 15:06 seconds to 14:05 seconds.

- 2 Now drag the End Cut marker towards the left until the timecode shows 4:05. (In the clip, Rex drops his head a bit.)



This will be the new End Cut, the point in the story where this clip will end. Now you should have a 4:05 second clip of Rex, which you'll use as the opening sequence in your story. In the next set of tasks, you'll add the clip to your story in the Story window.

Add clips to the story

At this point in the tutorial, you have a set of clips in the Library window, you've selected a clip and viewed it in the Cutting Room window, and you've cut the clip down to just the portion you want by setting Start and End Cuts. Now it's time to add that clip into the story.


Add a clip to the story

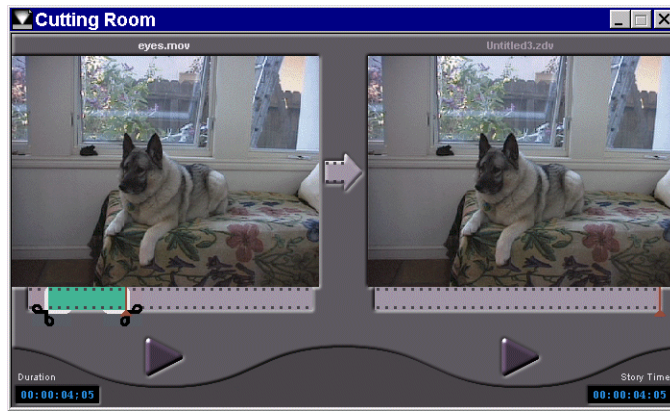
The timeline in the Story window is what its name implies: a linear playlist of all the clips you want to use in your story. The timeline shows you every second of your story, from start to finish. Next, you'll move (or "flow") that opening sequence of Rex into the story.



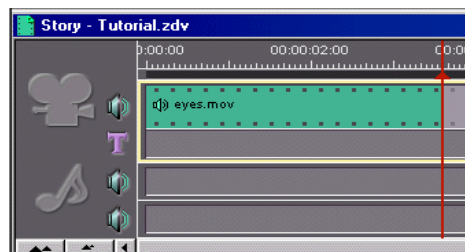
To move a clip from the Clip Player to the Story window:

- 1 Make sure that the clip of Rex, with the Start and End Cuts you set previously, still appears in the Clip Player.

- Click the Add Clip button  that appears between the Clip Player and the Story Player in the Cutting Room window.



- The first frame of the clip appears in the Story Player and a bar with the clip's name appears in the Story window.



Play and scrub the story in the Story Player

Playing and scrubbing a story in the Story Player is similar to playing a clip in the Clip Player.



To play the story in the Story Player:

- Click the Play Story button beneath the Story Player in the Cutting Room window. You can also press D. The movie plays starting from the current Story Time marker (the location of the red bar).



To scrub the story:

- In the Story window, drag the Story Time marker through the timeline. The movie scrubs in the Story Player in the Cutting Room window.

Add more clips to your story

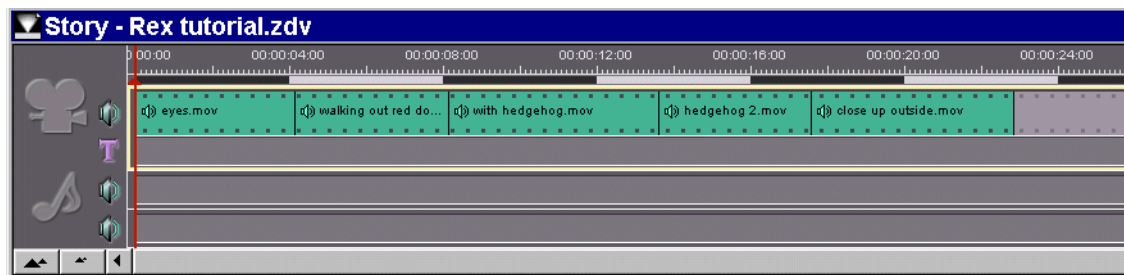
At this point, you've edited a clip in the Clip Player and moved it into the Story window as the opening sequence of your story. Now you'll edit and add more clips to complete your story. The clips show Rex walking out of the house, playing with a

toy hedgehog, and then looking heroically into the camera (the big close-up finish!).

Using the skills you've learned, set Start and End Cuts for the clips remaining in the Library window. Each clip should be about four to five seconds long. When you're done, add the edited clips to the timeline, using the following table as a guide.

Clip	Suggested portion to use	Clip durations	Place in story
<i>walking out red door.mov</i>	Rex appears in doorway and walks onto patio	Original duration: 6:23 Move Start Cut to: 4:22 Move End Cut to: 4:00 Edited duration: 4:00	After <i>eyes.move</i> clip
<i>with hedgehog.mov</i>	Far shot of Rex playing with toy hedgehog	Original duration: 9:17 Move Start Cut to: 9:00 Move End Cut to: 5:27 Edited duration: 5:27	After <i>walking out red door.mov</i> clip
<i>hedgehog 2.mov</i>	Near shot of Rex playing with toy hedgehog	Original duration: 9:18 Move Start Cut to: 8:22 Move End Cut to: 4:08 Edited duration: 4:08	After <i>with hedgehog.mov</i> clip
<i>close up outside.mov</i>	Close-up of Rex's face	Original duration: 14:06 Move Start Cut to: 14:06 Move End Cut to: 5:07 Edited duration: 5:07	After <i>hedgehog 2.mov</i> clip

You should end up with a story that is a little over 23 seconds long. If you like, take a few moments to play or scrub through the entire story.



Now you're ready to refine your story by adding effects and sound. First, save your project, then proceed to the next lesson to learn about adding transitions to your story.

Lesson 3

Adding Transitions to Your Story

There's more to creating an interesting video story than simply placing your clips one after the other. By adding transitions between the clips, you help define flow, feeling, and pace in your story.

When you add transitions to your story, they are built or "rendered" immediately as you add them. Building processes the transition in relation to the two clips on either side of it. This lets you see how the clips will blend together in your final story.

Add a transition

At this point in the tutorial, your story starring Rex the dog contains five clips. Currently the clips are connected with simple cuts, which are instantaneous switches from one clip to the next. Depending on the clips, a quick switch might be desirable or even unnoticeable. Other times, a simple cut might look abrupt or jerky, and have a jarring effect you'd like to improve.

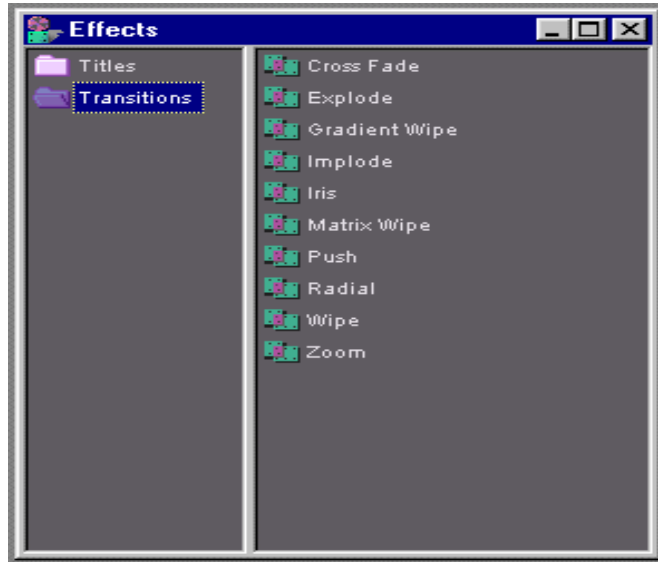
By adding some transitions between the clips, you can smooth out this jarring effect so the clips flow one into the other. In this next task, you'll add a fade transition between the first two clips of the story.

NOTE: A fade is one of the most common transitions used in professional video. A fade dissolves the end of one clip into the beginning of another.



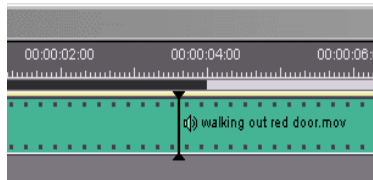
To add a transition:

- 1 Click the Transitions button on the toolbar or choose View>Effects. The Effects window appears. (Many more transitions become available when you upgrade to the complete version of IntroDV.)

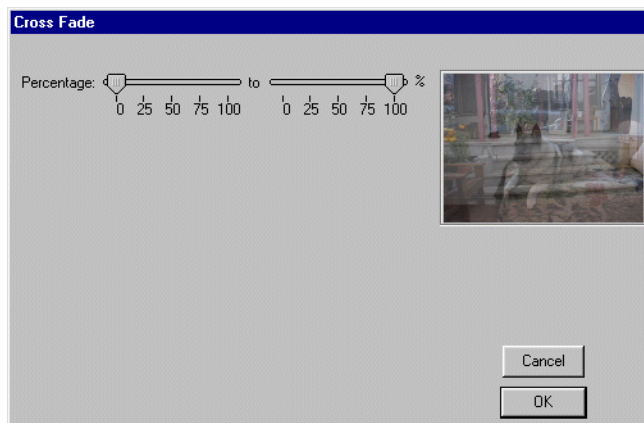


- 2 Make sure that Transitions is highlighted in the left side of the window, and that you see the list of available transitions in the right side of the window.
- 3 Click to highlight the Cross Fade transition and drag it down to the Story window, placing it between the first two clips in the story (*eyes.mov* and *walking out red door.mov*).

NOTE: When you place the pointer precisely between two clips, the ends of the clips change to signify that you're adding a transition.

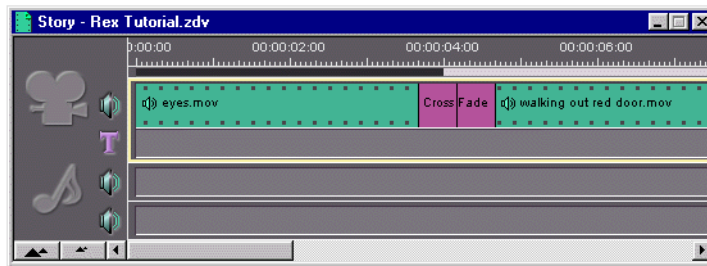


The Cross Fade dialog box appears and gives you a preview of the transition.



- 4 For now, leave all the settings in the Cross Fade dialog box as they are and click OK.

The Progress dialog box appears and shows you a progress bar while IntroDV builds the transition. When it is through, you'll see the transition added in between the clips in the Story window.



Play the story

IntroDV automatically builds the transition into your story each time you add or modify its settings. This allows you to play the story to see how the transition looks.



To play the story:

- 1 Make sure the Story Time marker in the Story window is at the beginning of your story.
- 2 Click the Play Story button beneath the Story Player. IntroDV plays back the story with the fade transition you've added.

NOTE: Playback might appear jerky if you're viewing the story in the Story Player on your computer screen. Playback is much smoother if you view the story using your camcorders LCD or a separate TV monitor attached to your camcorder. Choose View>Options>Camera and check the Display to Camera During Playback option to view playback through your camera instead of your computer.

Add remaining transitions

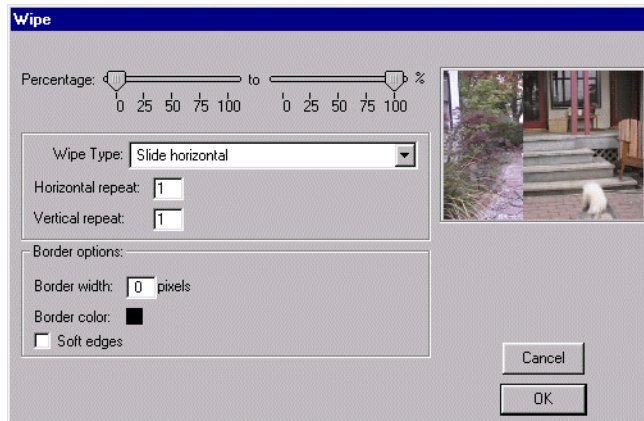
Now you'll add a variety of transitions between the remaining clips. As you work with the various transitions, notice that although each transition dialog box has its own particular settings and options, they all have percentage settings at the top. These settings control how the clip on each side of the transition is affected by the transition itself.



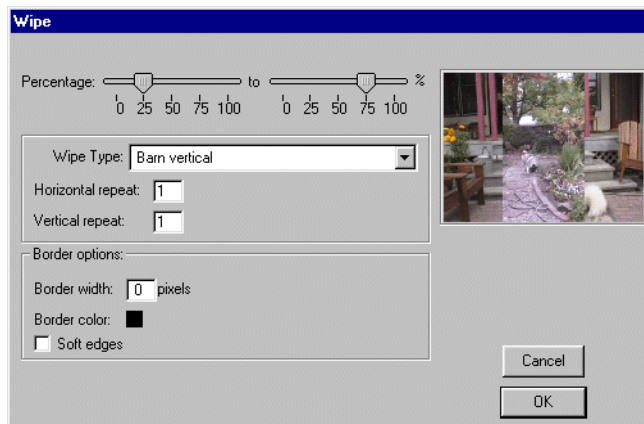
To add another transition:

- 1 Make sure the Effects window is still visible. If it isn't, click the Transitions button or choose View>Effects to open it.

- 2 Drag the Wipe transition in between the second and third clips (*walking out red door.mov* and *with hedgehog.mov*) in the Story window. The Wipe transition dialog box appears and shows you a preview of the transition.



- 3 Change the wipe type to Barn Vertical by selecting it from the Wipe Type drop-down list. Note how the preview changes: a “barn door” opens in one clip revealing the second clip beneath it.



- 4 At the top of the dialog box, drag to change the first percentage setting to 25% and the second percentage setting to 75%.

Notice in the preview that now the barn door is partway open when the transition starts. (This is a result of the 25% setting.) Similarly, at the end of the transition, the barn doors don't open completely to the edges of the screen as they did previously (an effect of the 75% setting).

- 5 Leave the rest of the settings as they are and click OK. IntroDV builds the transition in your story.

So far, you've placed two transitions into your story. Now, using the skills you learned, add two more transitions between the remaining three clips. If you like, you can experiment with the various settings to see how they affect the transitions.

NOTE: Aesthetically, you probably wouldn't want to have this many types of transitions in such a short story. After all, you want the focus of your story to be on the content of your clips, not on the transitions themselves. So when you're creating your own video story, don't be afraid to use transitions, but stick to a coordinating theme; don't feel you have to use one of every type.

More about transitions

By default, a transition is 30 frames long (25 frames in PAL), which is equal to one second. You can shorten or lengthen a transition by dragging its edges in the Story window.

If you lengthen a transition, it takes place over greater portions of your clips, possibly obscuring part of them. Likewise, if you shorten a transition, it occurs more quickly, leaving longer portions of your clip viewable. Sometimes you might want a longer transition (a slow fade for example), but at other times you'll want a shorter transition.

NOTE: When you add a transition, you don't increase the overall length of your story. Rather, the transition blends the clips from beyond the cut points.

You can learn more about transitions by referring to the *IntroDV User's Guide*. But for now, save your project and proceed to the next lesson where you'll print your story to videotape.

Lesson 4

Adding Music to your Story

Music is the easiest way to improve the impact of your video story. IntroDV includes a selection of royalty free music files that are included on the installation CD. You can also use your own sound files by importing them directly into IntroDV's library for use in your Story.

Importing music files

At this point in the tutorial, you should have completed editing your story. Depending on the type and length of the video you are producing, you may choose to add a single song to your video or multiple songs may be needed for different portions of the Story. In this example, the story is only 23 seconds in length, so a single sound track file will be sufficient.

If you have not already imported the Boulevard Funk audio file, follow these steps:

- 1 With your edited Story open, choose Import from the File menu.
- 2 Navigate to the IntroDV_Tutorial folder on your hard disk.

NOTE: The IntroDV CD-ROM also includes a selection of music tracks in WAV format which you may copy over to your hard drive. IntroDV supports most of the same audio file formats that QuickTime supports. Visit the Digital Origin Web site (www.digitalorigin.com) for the latest information on compatible file formats.

- 3 Choose the music track called *Boulevard Funk* and click Import.
- 4 The music track now appears in the Library window as a distinctive green icon.

Adding Music to your Story

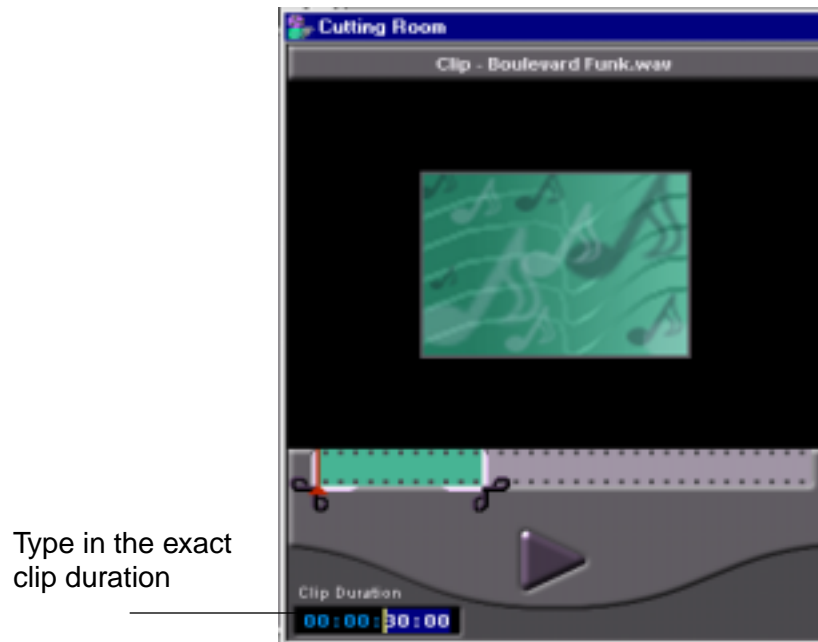
You work with audio clips in much the same way as you do video clips. We recommend that you read [Lesson 3](#) before this chapter. If you have done so, you already know the fundamentals of working with audio clips. Here's all you do:

- 5 If the music track called Boulevard Funk is not already selected, open it in the Clip Player by clicking on it in the Library; the audio file's icon and file name appear in the Clip Player.

- 6 Use the Play Clip Selection button (or press C on your keyboard) to play and stop the clip.

There are three ways to edit the length of a music track. With the audio file in the Clip player:

- set a new End Cut point by dragging the scissors to the left;
 - manually key in the desired clip duration in the duration window
 - drag the entire clip to the Story window and shorten it there.
- 7 Note that the Boulevard Funk clip duration is 01:30:17 while the Story time is only 00:23:17. This audio file contains more music than you have video. Trim the tail portion of the music clip to 30:00 by dragging the scissors to the right.



- 8 Position the Story time cursor at the beginning of the Story. Click the Add Clip button (between the Clip Player and Story Player) to place the audio clip directly to the audio track of your Story. Note: you may also drag the audio clip directly to either of the two available Music and Narration tracks.

You'll see the Boulevard Funk file name in one of the sound tracks in the Story window.

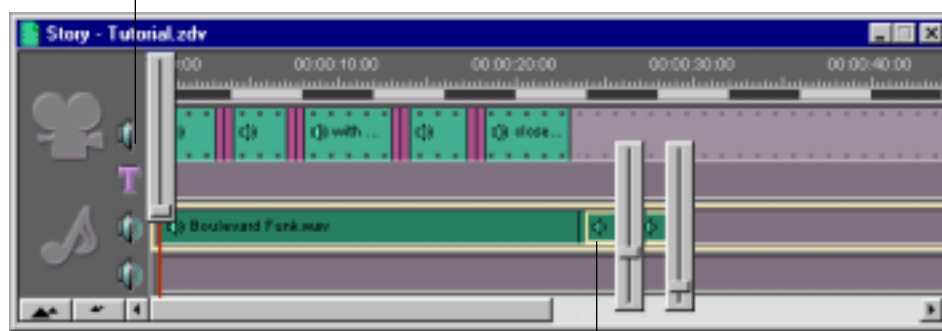
Fine Tuning Audio and Music

Note that the Boulevard Funk track is still 7 seconds longer than the video portion of the Story. This allows you to fade the audio volume instead of stopping the music and picture abruptly. While early versions of IntroDV do not offer a

sound fade filter, the section below describes how the volume control sliders can be used to create a similar sound fade effect.

- 9 First, start by muting the original audio for the video portion of the Story. You can adjust the volume level for an entire track by using the volume slider on the left most speaker icon in the Story Window.
- 10 Once the volume is suppressed for the original video, move the red Story Time cursor to the end of the Story. With the Story time cursor a few seconds after the end of the last clip (approximately 00:00:25:17), select split clip from the Edit menu. Move the Story Time cursor two seconds further down the time line and select split clip again.
- 11 You can now fade the volume slider for the two audio split clips you just created. Adjust the sliders as indicated in the picture below.

Use the master volume control to suppress audio recorded on original video clips



Use clip volume controls to adjust volume of individual clips

- 1 Use the Play Story button in the Story Player to play the story, which now contains the music you've added.

NOTE: If you have a slower computer, the sound or picture may stutter during playback. If so, you can experiment with temporarily reducing the playback quality of the video so that your computer can improve sound quality. Choose View>Options, then click the Playback tab. You can then choose "draft" quality for playback. If editing with the Playback to Camera option enabled and a DV camcorder attached, you may try using the Print button to get the most accurate preview of audio/video synchronization.

TIP! When incorporating music into your own videos, you may find it easier to add video footage rather than shorten your favorite songs in IntroDV. In addition,

professional editors will often fine-tune individual cuts to better match the pace of the music.

Lesson 5

Printing to Videotape

You've edited your clips, put them in order, and added some exciting transitions and music. Now you're ready to show the world your finished creation. Printing your story out to tape is probably the most satisfying part of working with IntroDV.

Print to videotape

Before you can print your story to tape, you'll need to connect your camera and insert a blank tape (or use an existing tape if you are willing to record over it). You'll also need to check that your equipment is set up properly, as described in the *IntroDV Installation Guide* included in your IntroDV package.



To print to tape:

- 1 Choose File>Print to Tape or click the Print button on the toolbar. The Print to Tape dialog box appears.



NOTE: An option to blank the screen three seconds before and after the story is automatically selected. This option adds a small portion of blank tape before and after your story.

- 2 Leave the Blank screen option checked and do one of the following:
 - Click Play to see the story played out to your camera for a final review.
 - Click Record to record your story onto the tape in your camera.

Voila! Your story is done. Save your project and proceed to "Finishing Up" to complete the tutorial.

Lesson 6

Finishing Up

Congratulations on completing the IntroDV tutorial! In just a few steps you've created a simple video story that's much more sophisticated than plain tape from a video camera.

You've only scratched the surface. There's more to IntroDV than what's presented in this tutorial. Check out the *IntroDV User's Guide* and the Digital Origin Web site (www.digitalorigin.com) for more complete coverage on IntroDV, including

- Capturing clips directly from your digital video camera
- Adding titles (text) to your story
- Adding voice-over narration
- Exporting your story so that it will play as a QuickTime movie on computers
- Adding still images that you've captured using PhotoDV or a scanner
- Modifying settings such as playback quality, Library window display, and project formats in IntroDV

To gain some more experience, you can experiment by adding titles or additional sound to the story you created above. Or, if you're ready, you can start by capturing or importing your own clips, then have fun crafting your own video masterpiece. If you are finished with the tutorial files, you may choose to delete the entire IntroDV_Tutorial folder to reclaim hard drive space.

See you at the movies!