

MAestro User's Guide

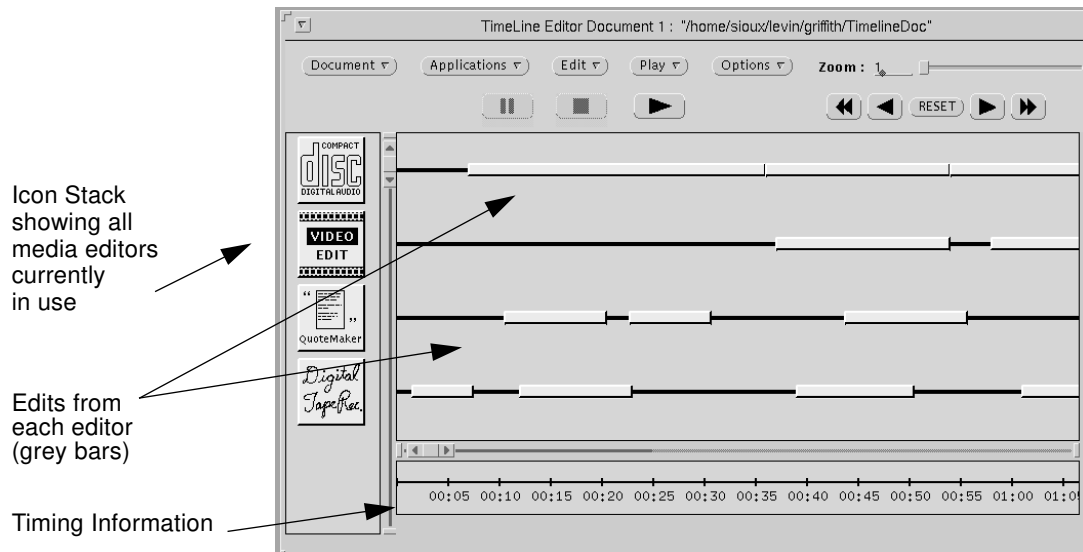


Figure 1-7 An Example Time Line

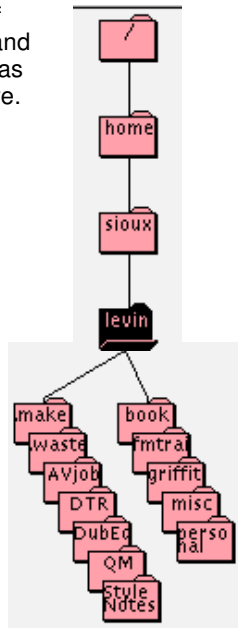
The grey bars are individual edits from the different editors. You place edits by following this general procedure:

- Open a time line
- Open the edit lists that contain material you want to use
- Highlight the edit
- Point to the place on the time line you want the edit to go, and click with the left mouse button to place it

Among the other things you can do with the time line are to play the presentation, to play selected portions of the presentation, and to fine tune the performance by adding or deleting space. More details about creating a time line appear in *Chapter 7, Building Multimedia Documents (TimeLine Editor)*.

The rest of this manual describes how to use each editor, organized by medium.

Hierarchy of directories and files shown as tree structure.



Directories and files shown in file browser.

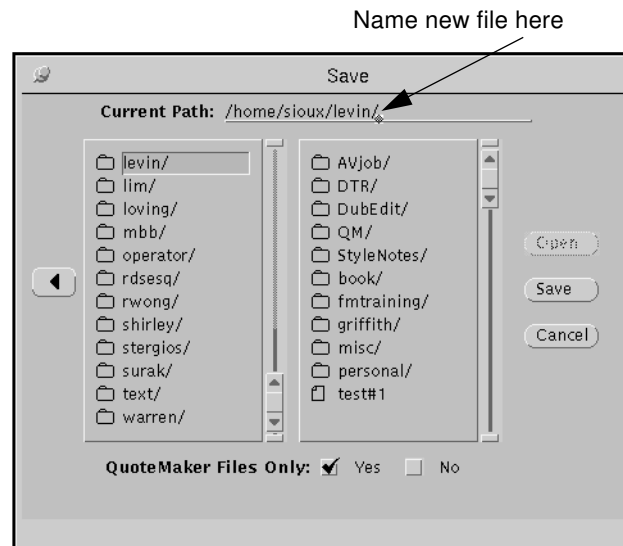


Figure 1-6 Using the File Browser to Find UNIX Files

Building a Time Line

After building the edit lists you plan to use in a presentation, you are then ready to create a presentation with the TimeLine editor. The TimeLine editor lets you extract edits from each media source and place them on a time line. The time line shows you visually where each edit will play in relationship to all others. TimeLine also shows you how long each edit is, and which media source it comes from. Figure 1-7 shows an example TimeLine presentation containing example edits.

Previewing an Edit

After selecting various edits, you may next want to preview it to see what the individual edit will look like when it performs in a time line. All the editors provide a preview function. Most have one or two buttons for this purpose. Many let you preview all or part of your selection.

Modifying an Edit

All editors allow you to modify your edits. You can modify attributes such as labels, you can change play characteristics such as duration and volume (refer to Table 1-1), and you can edit content and placement on the time line. All editors also provide an edit menu that performs functions such as cut, paste, copy, and delete. As you might expect, no change is final until you specifically update the list. Typically, there is an ***update*** button on the control panel for this function.

Using the File Browser to Find, Name, and Save Edit Lists

MAestro provides a visual aide to navigating through your UNIX file structure called the *file browser*. You can access it through any editor. The *file browser* helps you locate, open, name, and save edit lists. Figure 1-6 shows an example *file browser*.

Naming and labeling with the *file browser* helps you organize edits and edit lists. You can create a number of presentations by reusing the edits in different combinations or with new material. You can create an edit list from scratch, or you can modify an existing list, saving it with a new name.

Note – Do not use a slash mark (/) in your name, since the slash indicates a UNIX directory and will confuse the *file browser*.

If you are familiar with UNIX directories, you can also place your edit list file in a different directory by changing the path name, either by writing it in or by highlighting directories with the mouse.

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In addition to the name, the edit list displays information on edit attributes. These include name, duration, and display parameters. Figure 1-5 shows an edit added to a QuoteMaker edit list as an example of what this looks like.

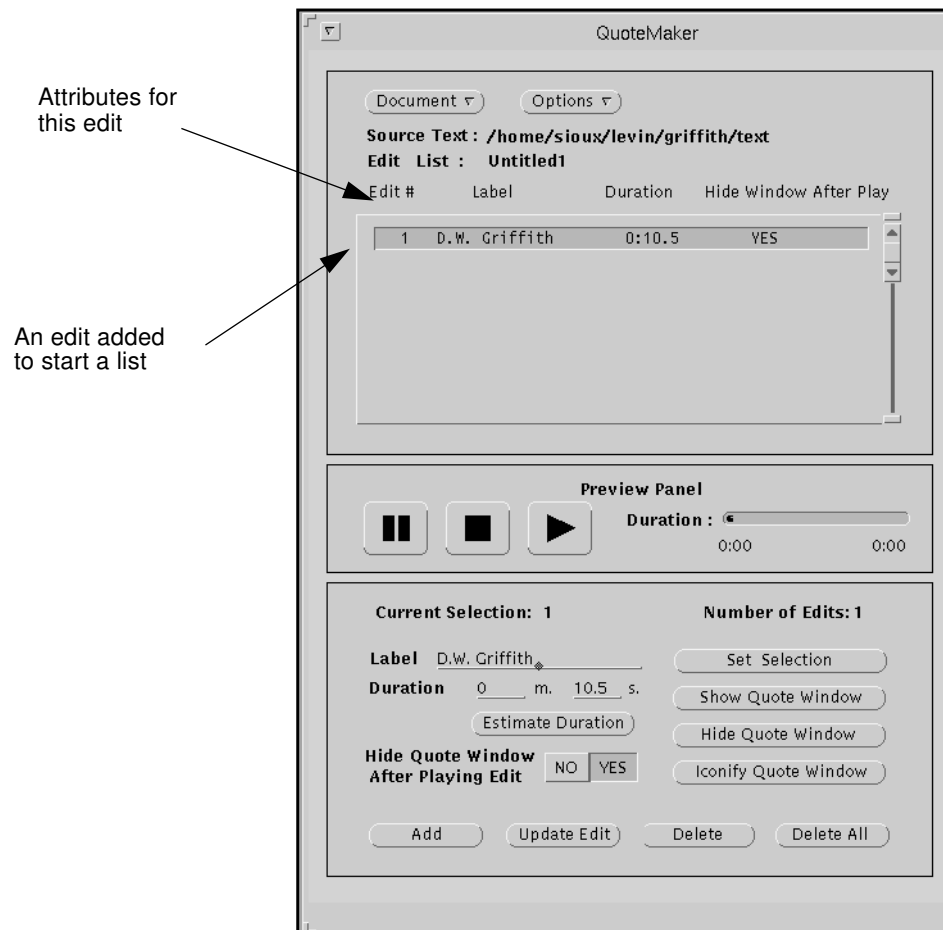


Figure 1-5 The First Edit Added to a QuoteMaker Edit List

Table 1-1 Edit Attributes for the Media Editors

QuoteMaker	cdEdit	VideoEdit	DTR	ShellEdit
Label edit	Label edit	Label edit	Label edit	Label edit
Set duration				Set duration
	Set volume		Set volume	
	Set stereo balance			
		Turn audio channels on or off, right, left, stereo, or mute)		
		Set playback speed		
Quoted text window: •Set size, shape, and location of window •Hide or show window after quote plays				
Quoted text variables: •Font family •Style •Point size				

Adding an Edit to an Edit List

After you have assigned the edit variables, you are ready to add the edit to an edit list. This process is similar for each editor. First, select a name for your edit (or use the default name). Then, click on the button labeled **Add** (exception, for DTR, click on **Load Selection** first, and then click on **Add**.)

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Assigning Edit Attributes

After selecting the content of an edit, you can choose other appropriate qualities, such as name, speed, volume, or duration. For example, here are some of the things you change for each editor:

QuoteMaker	Font and placement attributes
cdEdit and DTR	Volume, balance, duration
ShellEdit	Command type and duration

Table 1-1 shows the different kinds of variables that can be assigned to edits in each of the MAEstro editors.

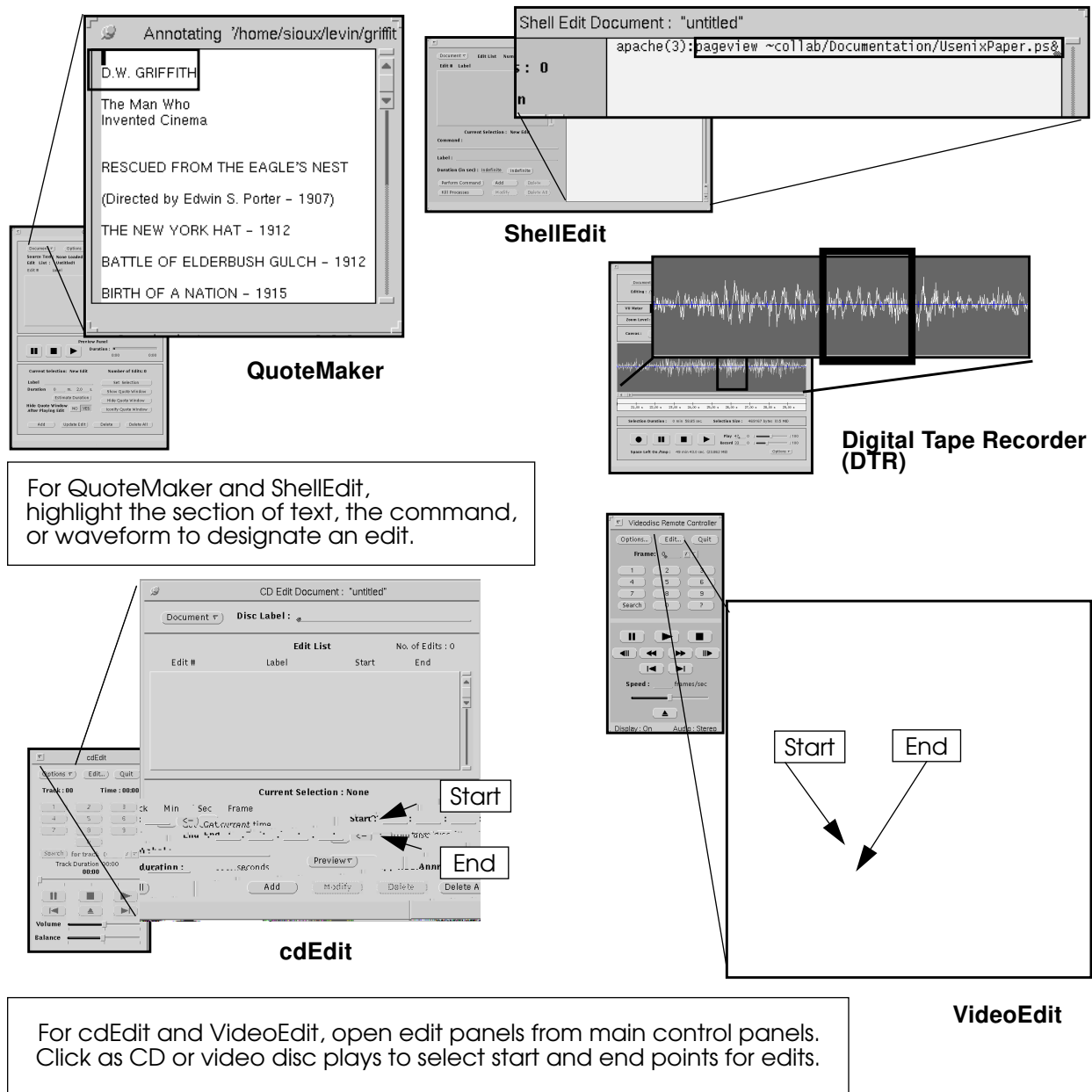


Figure 1-4 Selecting Start and End Points for Edits

Creating Edits

To create a presentation, you must first select the material you wish to use. Each editor controls a different medium, or source of information, as explained earlier. MAEstro media editors organize the material you wish to use by reading and writing files containing start and stop points and other information, called edit lists.

For example, if you wanted to use a particular scene from a movie, you would use VideoEdit to play the disc until you came to the scene you wanted. Then, you would use the editor to mark the starting and ending points. To identify this clip for later use, you would use the editor to label the clip, and then store it in a list of clips (edits) for later retrieval. After you have selected all the material you think you might want, you open the TimeLine editor and place your edits in sequence, adding voice-overs, music, or any other material you like.

Regardless of which editor is in use, they all follow the same general procedure for creating a list of edits:

- Selecting material
- Assigning edit attributes
- Adding edits to an edit list
- Previewing edits
- Modifying edits
- Naming and saving edit lists

Selecting Material

As mentioned above, when you select material for an edit, you are determining its beginning and ending point. Figure 1-4 shows how some editors do this. They use various methods to bracket edits, such as by time, by track, by frame, and by location in a file.