

## Welcome to Ulead VideoStudio

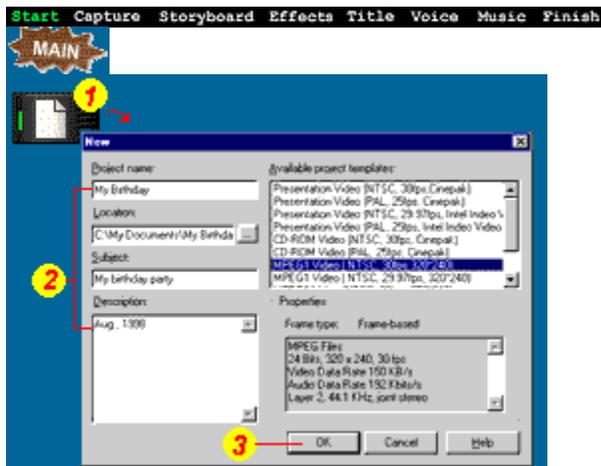
Ulead VideoStudio is a video editing program for everyone. It has a simple user interface, a friendly task guide, and is the fastest way to create your own movies. Follow this guide and have *FUN!*



To disable this guide, see **Global commands: Preferences**.



## Start: Starting your first video project



1. Click **New project**. The New dialog box opens.
2. Type a name, subject, path, and other information.
3. Select a template with the settings you want and click OK.

### See also:

- [Starting your first video project](#)
- [Working with templates...](#)

### Note:

- Next step: [Capture](#).  
To see other steps, click the Step Panel at the top.
- To disable this guide, see **Global commands: Preferences**.

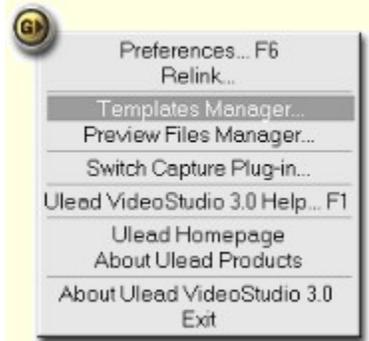


## Start: Working with templates



Templates help save you a lot of those complicated settings when working on your video project. They are particularly important when capturing videos and making your final movie. It is recommended that you use templates that fit your capture card's properties and your output requirements. You can either select a preset template from the New dialog box or customize your own.

To create a new template,



1. Click **Global commands** and select **Template...** in the sub-menu. This displays the Template dialog box.
2. In the Template dialog box, click **New...**, the New template dialog box opens.
3. In the New template dialog box, type a name and select a file format from the drop-down list.
3. Change the settings of the template in the Template options dialog box then click OK. For more details about each item in the dialog box, click **Help**.

### See also:

 [Starting your first video project...](#)

 [Working with templates](#)

### Note:

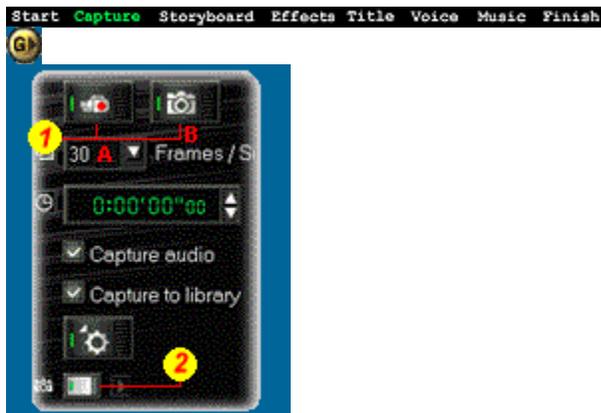
 [Next step: \*\*Capture\*\*.](#)

To see other steps, click the Step Panel at the top.

 To disable this guide, see **Global commands: Preferences**.



## Capture: Capturing videos or images



1. To capture video to your local drive, click **Capture video**. (Click **Capture image** to import a still image.)
2. Click **Switch to playback** to see a preview of the captured video or image.  
Move the mouse over a button or object and press F1 for details about its function.

### Note:



Next step: [Storyboard](#).

To see other steps, click the Step Panel at the top.



To disable this guide, see **Global commands: Preferences**.



## Storyboard: Adding clips to your project



1. Click on a video in the Library to view it in the Preview window or drag a clip to the Video track to add it to your project.
2. To add a clip to the Library, click **Load video**.

### See also:



Adding clips to the project.



[Viewing and trimming clips...](#)



[Changing the sequence of clips...](#)

### Note:



Next step: [Effects](#).

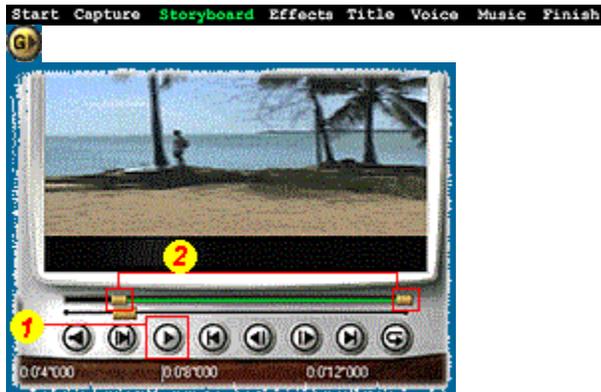
To see other steps, click the Step Panel at the top.



To disable this guide, see **Global commands: Preferences**.



## Storyboard: Viewing and trimming clips



1. To see a preview of a clip, click **Play clip** in the Navigator.
2. Drag the Trim bar handles to select the frames in the video clip you want to use.

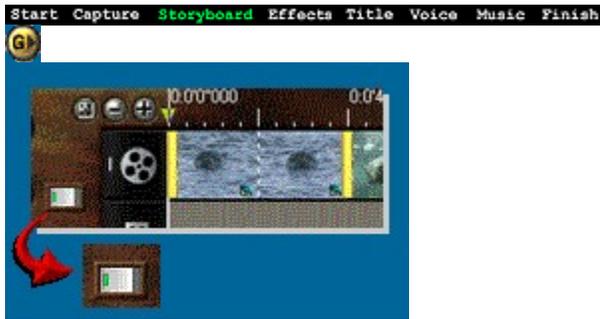
### See also:

-  [Adding clips to the project...](#)
-  [Viewing and trimming clips](#)
-  [Changing the sequence of clips...](#)

### Note:

-  Next step: [Effects](#).
- To see other steps, click the Step Panel at the top.
-  To disable this guide, see **Global commands: Preferences**.
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## Storyboard: Changing the sequence of clips



Move clips around to change their playing position in the project.

**Tip:** Click **Switch to storyboard mode** to switch between Timeline and Storyboard mode.

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### See also:



[Adding clips to the project...](#)



[Viewing and trimming clips...](#)



[Changing the sequences of clips](#)

### Note:



Next step: [Effects](#).

To see other steps, click the Step Panel at the top.



To disable this guide, see **Global commands: Preferences**.



## Effects: Adding transition effects



1. Browse through the Library to see a collection of transition effects represented by animated thumbnails. To see a preview of any of the transition effects, select one and click **Play clip** in the Navigator.



2. Select a transition effect that you want to apply and drag it to the space between two clips on the Timeline.

### See also:



[Adding effects to your project](#)



[Changing transition effects...](#)

### Note:



Next step: [Title](#).

To see other steps, click the Step Panel at the top.



To disable this guide, see **Global commands: Preferences**.



## Effects: Changing transition effects



1. Use these controls to adjust the way the transition looks.
2. Specify how long you want the effect to last in the **Duration** box.
3. Click **Apply changes**.  
Move the mouse over a button or object and press F1 for details about its function.

### See also:

-  [Adding effects to your project...](#)
-  [Changing transition effects](#)

### Note:

-  Next step: [Title](#).
- To see other steps, click the Step Panel at the top.
-  To disable this guide, see **Global commands: Preferences**.
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## Title: Creating a new title



1. Click **Create or edit Title clip** to either add a new title or edit an existing text.
2. Type any text on the editing space within the border.

### See also:



[Creating a new title](#)



[Adjusting the title...](#)

### Note:



Next step: [Voice](#).

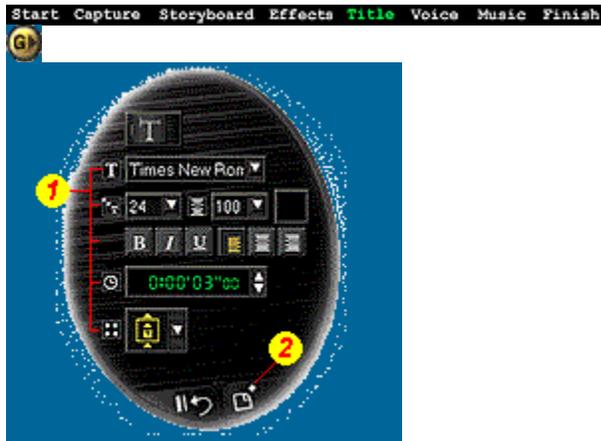
To see other steps, click the Step Panel at the top.



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## Title: Adjusting the title



1. Use the options in the Options panel to specify font settings, including size, color, and style. You can also change the duration and motion style of the title clip.
2. Click **Add to timeline** to insert the title clip to your project.
3. To see a preview of the video with the title clip, click **Play clip** in the Navigator.



Move mouse over a button or object and press F1 for details about its function.

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### See also:



[Creating a new title...](#)



[Adjusting the title](#)

### Note:



Next step: [Voice](#).

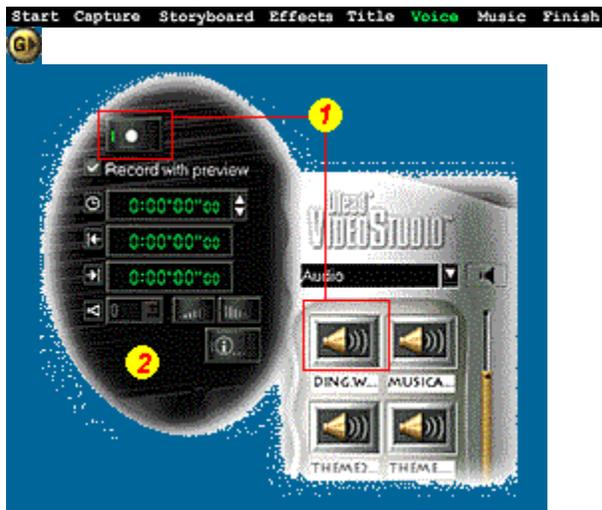
To see other steps, click the Step Panel at the top.



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## Voice: Recording a narration or sound



1. Click **Record new voice** to start recording or drag a clip from the Library to the Voice track on the Timeline.
2. Adjust the voice or audio attributes in the Options panel using these controls.

### Note:



Next step: [Music](#).

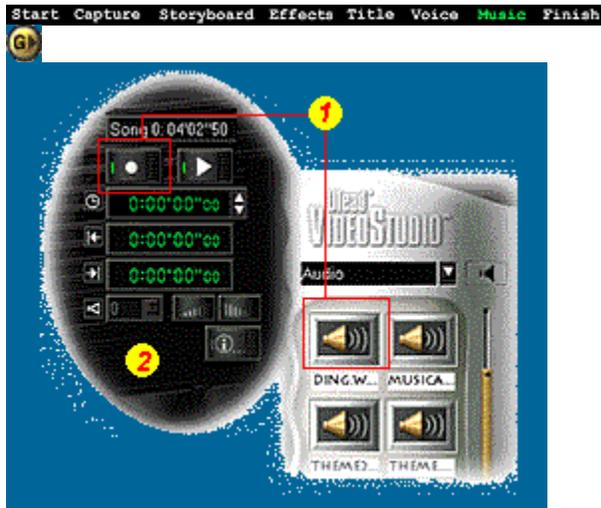
To see other steps, click the Step Panel at the top.



To disable this guide, see **Global commands: Preferences**.



## Music: Adding background music



1. Click **Record CD music** to record the music from your audio CD or drag a clip from the Library to the Music track on the Timeline.
2. Adjust the attributes of the clip using these controls.

### Note:



Next step: [Finish](#).

To see other steps, click the Step Panel at the top.



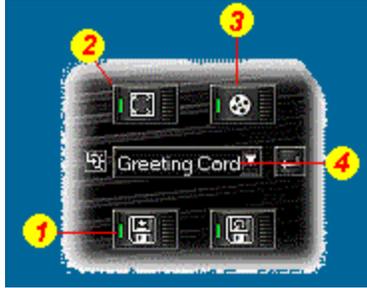
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## Finish: Outputting your work



After having gone through all seven steps in creating a video project, you are now all set to render a finished movie. Here, you can:



1. Save your work.
2. View video full-screen.
3. Create a video file or record it to tape.
4. Send it out over the Internet.

### Note:



To see other steps, click the Step Panel at the top.

To disable this guide, see **Global commands: Preferences**.

**Menu bar**

The Menu bar contains the most important set of buttons in Ulead VideoStudio and has full control over the rest of the workspace, including the Options Panel, Library, and Timeline window. Click each of the steps and different options become available. Though you can randomly switch from one step to another by clicking any from the panel, following the steps in that specific order makes it easier to create finished video projects. Note that if there is no capture card or driver installed on your computer, the Capture step is unavailable.

**Options panel**

The Options Panel displays various selections for the step you are currently in, giving you full control over the outcome of your video project. To learn more about a particular feature or button within this panel, click the Context Sensitive Help button  and click the item of interest.

**Preview window**

Preview Window gives you a quick glimpse of how your video project actually looks. The window has a fixed dimension of 320 x 240 for displaying video.

**Library**

The Library is similar to a resource center that allows you to store frequently used clips and provides a convenient access point to special effects.

The library groups your clips into separate folders and displays thumbnails as well as file names of the clips. You can then drag a component to the Timeline window to add it to your project. To add a clip to the library, click the Load video (image/color/audio) button.

Move your mouse over an object and press F1 This displays its function.

**Navigator**

Navigator contains a set of buttons for playing video in the Preview Window. Move your mouse over a button and press F1. This displays its function.

**Timeline**

The Timeline is where your video, audio, and other clips needed in composing your project are placed. It contains four tracks – storyboard, title, voice, and music.

Move the mouse over an object and press F1. This displays its function.

