New dialog box

- **Project name**
  Type a file name for your new project.

- **Location**
  Specify a directory for your project.

- **Subject**
  Type a title or a topic for your project.

- **Description**
  Allows you to add some basic information about the project.

- **Available project templates**
  Displays all available project templates for creating a new project. The default template is updated everytime to the current settings.

- **Properties**
  Displays information about the currently selected template's attributes.

Open dialog box

- **Look in** Find the desired folder.
- View the contents of the next higher folder in your system.
- Create a new folder.
- View files as icons.
- View files by names with statistics.
- **File name**
  Identifies the file(s) selected for opening.
- **Files of type**
  Displays a file format for the Ulead VideoStudio project files (*.VSP).
- **Subject**
  Displays general topic information on a file entered by the creator of the project.
- **Description**
  Displays a general information on the file entered by the creator of the project.
- **Info**
  Click to open the Project Properties dialog box. This displays information about the selected file.
- **Browse**
  Click to search for files or folders.

Preferences dialog box

🖾 **Ulead VideoStudio**
🖼 Preview

🔹 **Enable undo**
Select to enable the Undo command then specify the maximum levels of undo/redo allowed by Ulead VideoStudio (up to 99).

🔹 **Enable warning message when active clip is changed**
Select to have Ulead VideoStudio warn you when there are any changes made on the currently selected clip.

🔹 **Resample quality**
Specify the quality for all effects and clips. A higher quality results in better video reproduction but takes longer to render. Choose Best if you are preparing for final output. Choose Fair for fastest operation.

🔹 **Background color**
Sets the background color when there is no clip in the Video track. Click to display color pickers where you can select a color or customize your own.

🔹 **Enable link checking**
Automatically performs a cross-check between the clips in the project and their associated source files, allowing you to relink the source files to the clips.

🔹 **Show clips as file names only**
Displays only the file names of video or image clips in the Video track, instead of their thumbnails.

🔹 **Enable Ulead VideoStudio Guide**
Displays the Ulead VideoStudio Guide to help you work through the different steps.

🔹

Preferences dialog box

▣ Ulead VideoStudio
📂 **Preview**

⚙ **Specify additional folders for preview files**
Indicates which folder Ulead VideoStudio can use to save preview files. The folder shown is the folder specified in the SET TEMP statement of your AUTOEXEC.BAT file. Specify other folders if you have additional drives or a partitioned drive. If you only have one drive, leave the other boxes empty.

⚙ **Hard disk**
Displays how much free space you have on your hard drive.

⚙ **Limit hard disk usage to**
Specifies how much memory you want to allocate just for Ulead VideoStudio's purposes. If you are only using Ulead VideoStudio and want to optimize performance, select the maximum amount possible. If you are using other programs in the background, you may want to limit this to about half. If left cleared, Ulead VideoStudio uses your systems memory management to control the use and distribution of memory.

⚙

Templates Manager dialog box

- **Available project templates**
  Displays all available project templates that you can apply to your new project. The default template is updated to the current settings.

- **Properties**
  Displays basic information about the currently selected template's attributes.

- **New**
  Opens New Template dialog box to create a new template.

- **Edit**
  Opens Template Options dialog box to change the settings of the selected template.

- **Delete**
  Click to remove the currently selected template from the Project Templates list.

- **Close**
  Closes this dialog box and returns to the workspace.

-

New Template dialog box

- **Template name**
  Type a name for the new template.

- **Native file format**
  Specify a file format for this template.

Preview Files Manager dialog box

- **Preview files list**
  Shows all the preview files you have created.

- **Total disk space used by preview files**
  Displays how much disk space is being used by your preview files.

- **Hard disk**
  Displays how much free space you have on your hard drive.

- **Delete**
  Click to delete the currently selected preview file to free some system resources.

- **Delete All**
  Click to delete all the preview files you have created to free system resources.

Open Video / Audio file dialog box

- **Look in** Find the desired folder.
- View the contents of the next higher folder in your system.
- Create a new folder.
- View files as icons.
- View files by names with statistics.
- **File name**
  Identify the file(s) selected for inserting or relinking.
- **Files of type**
  Select the file format of the file you want to insert or relink.
- **Subject**
  Displays the subject assigned to the file entered by the creator of the project.
- **Description**
  Displays the description of the file contents entered by the creator of the project.
- **Auto play**
  Select to play the file immediately after selecting it from the file name list box.
- **Mute**
  Select to silence the audio playback.
- **Play**
  Click to play the selected file in the preview window.
- **Preview**
  Click to display the selected file contents in the preview window.
- **Options**
  Click to display a dialog box for file formats that provide options. There are only few file formats that support open options.
- **Info**
  Click to open a dialog box containing information about the selected file.
- **Browse**
  Click to search for files or folders.
-

Open Image File dialog box

- **Look in** Find the desired folder.
- View the contents of the next higher folder in your system.
- Create a new folder.
- View files as icons.
- View files by names with statistics.
- **File name**
  Identify the file(s) selected for inserting or relinking.
- **Files of type**
  Select the file format of the file you want to insert or relink.
- **Duration**
  Specify the time length to display the image on the timeline.
- **File Information**
  Displays information about the selected file.
- **Preview**
  Displays the selected file's contents in the Preview window.
- **Preview window**
  Displays a thumbnail representation of the selected file.
- **Options**
  Click to display a dialog box for file formats that provide options. There are only few file formats that support open options.
- **Browse**
  Click to search for files or folders.
-

New Color Clip dialog box

- **Color**
  Click to change colors within the specified duration.

Displays the value for the red channel. Type a new number between 0 and 255 or use the arrows to change the value.

Displays the value for the green channel. Type a new number between 0 and 255 or use the arrows to change the value.

Displays the value for the blue channel. Type a new number between 0 and 255 or use the arrows to change the value.

- **Duration**
  Specify the time length for the Color clip.

Make movie (Save As) dialog box

- **Save in** Find the desired folder.
- View the contents of the next higher folder in your system.
- Create a new folder.
- View files as icons.
- View files by names with statistics.
- **File name**
  Type or select a file name you want to save.
- **Save as type**
  Lists the digital video project file format and its extension.
- **Subject**
  Assign a subject to the file (optional) to give you an idea of the file's purpose.
- **Description**
  Type a description of the file's contents (optional) to provide further details on the file's purpose.
- **Options**
  Click to open the Save options dialog box for available compression schemes as well as advanced rendering commands.
- **Browse**
  Click to search for files or folders.
- **Select**
  Click to display the Select Preview Image dialog box. Use this to choose a frame to represent the file whenever you select it from a dialog box that supports preview information.
-

Save As dialog box

- **Save in** Find the desired folder.
- View the contents of the next higher folder in your system.
- Create a new folder.
- View files as icons.
- View files by names with statistics.
- **File name**
  Enter or select the file name you want to save.
- **Save as type**
  Displays the Ulead VideoStudio project file format and its extension.
- **Subject**
  Assign a subject to the file (optional) to give you an idea of the file's purpose.
- **Description**
  Type a description of the file contents (optional) to describe in more detailed the file's purpose.
- **Info**
  Click to open a dialog box containing information about the selected file.
- **Browse**
  Click to search for files or folders.
-

Capturing video clips

1. Switch to the Capture step.
2. In the Select a frame rate drop-down list, specify the number of frames to be captured per second.
3. Adjust the length of the clip by entering the timecode in the duration spin box. (If you don't specify a length before capturing, you can manually stop capturing later.)
4. If you want to capture audio with the video, select Capture Audio.
5. Click Capture video . Ulead VideoStudio then starts capturing right after you click OK in the Capture message box.
6. To stop capturing, click Capture video again or press ESC. If you have specified the length before capturing, Ulead VideoStudio automatically stops the capturing process for you.

Related info:
   Capturing in a certain duration

Capturing image clips

1. Click Capture in the Step panel.
2. If you want to add a clip to the library for future reference, select Capture to library.
3. Click Capture image .

Capturing a certain duration

1. Switch to Capture step.
2. In the Select a frame rate drop-down list, specify the number of frames to be captured per second.
3. Adjust the length of the clip by typing the timecode in the duration spin box.
4. If you want to capture audio with the video, select **Capture audio**.
5. Click Start capturing. Ulead VideoStudio then displays a message box. Click OK to begin capturing immediately.
6. Ulead VideoStudio automatically stops capturing after the specified capturing duration.

Related info:
   Capturing video clips

Loading media clips to the Library

1. Open the particular Library (Video, Audio or Image) by selecting it from the drop-down list.
2. Click Load video/Load image, or Load audio.
3. Select the media file you want from the Open Video File/Open Image File/Open Audio File dialog box. You can specify the length for an image clip.
4. Click Open to add them to the Library.

Tip: Another way to load media files to the Library is to open your Windows Explorer, select the files you want, then drag them into the appropriate Library folder.

Note: In some situations, such as capturing a video or an image clip, the clips are inserted into the Library automatically.

Adding clips to the library

1. Select a clip from the track.
2. Drag it to the Library panel.

Deleting clips from the Library

In the Library panel,

1. Click a thumbnail to select.
2. Drag it to the Trash can or press the Delete key.
3. Click OK to confirm. If you delete a video, image, or an audio clip from the Library, you only delete the link between the clip and Ulead VideoStudio. If you want to delete the source file, click OK again in the message box that appears after deleting a thumbnail.

   Note: You can still recover the source fle from the Recycle bin later on but it will not be inserted into the Library unless you add it manually.

Arranging thumbnails in the Library

Click on one thumbnail and drag-and-drop it to other location in the library.

Renaming thumbnails in the Library

1. Select a thumbnail.
2. Click the caption of the selected thumbnail.
3. Type a new name for the thumbnail and press Enter.

Trimming clips

- **Trimming clips**
- Using thumbnail
- Using Duration
- Using Trim bar
- Using Preview bar

The type of trimming you can perform on a clip depends on the type of clip you have. For example, you can not extend the duration for video and audio clips beyond that of their source files. However, you can readily adjust the length of an image, color, or title clip. For title clips, you can only extend one to fit the available space between two clips.

Note: To view the trimmed clips, press the Shift key and click Play clip in the Navigator at the same time.

Trimming clips

1. Select a clip from the track.
2. Drag the clip's border inward or outward to change its length.

Trimming clips

1. Select a clip from the track.
2. Click the arrows to adjust the length of the clip. You may type the desired length of the clip.

Trimming clips

▶ To trim a clip using the Preview window and the Trim bar (precise):

1. Select the video clip you want to trim.

2. Drag either handle of the Trim bar (start or end) inward and watch the timecodes on the Options panel.

3. When you have found the frame you want to trim to, release the mouse button.

Tip: For bigger projects with large file size, a better way to view clips frame by frame is to click the Trim bar while holding either the left or right arrow key down. This displays the preceding and following frames smoothly and is particularly useful when trying to find the exact frame where you want the trimming to end.

Moving clips in a project

In the Video track, you can drag any clip to any location in the project to change the sequence.
In other tracks, you can drag a clip only when there is enough space.

Creating image clips

1. Switch to the Storyboard step.
2. If you want to use an image clip several times or in different projects, open the image folder in the Library and click Load image.

   or

   Click Insert media files: Add image on the timeline. This displays the Open Image File dialog box.
3. Browse through the folders to select the image you want to add to the project. You can also view the image's thumbnail and its file information in the dialog box.
4. Specify the duration for this image clip.
5. Click Open.

Creating color clips

1. Switch to the Storyboard step.
2. Open the Color clip folder in the Library by selecting it from the drop down list.
3. Click Load color .
4.   Pick a color from the Color picker or specify one by assigning an RGB value.
5.   Adjust the length of the clip and click OK.

Creating title clips

1. Switch to the Title step, and move your mouse over the Ruler panel and set the Current position at the time code where you want the title clips to start.
2. Click **Create or edit Title clip**.
3. Type your text in the Preview window.
4. Specify the font settings, including the font face, size, color, and style.
5. Type the exact length for the title clip in the Duration box.
6. Click the Motion style button and select a type of animation.
7. Click **Add to timeline**.

Adding transition effects

Transition effects are used to control how two adjacent video clips in the Video tracks merge with each other.

To add a transition effect,

1. Switch to the Effects step.
2. In the Effects library, click the arrow on the drop-down list to select the type of Transition effect folder. This displays a gallery of effects.
3. You can see a preview of how an effect looks from the animated thumbnails. Click each folder until you find a transition effect you need.
4. Click a desired thumbnail effect and drag it to the Video track between two clips where you want to apply the effect.
5. Adjust the length and other properties for this effect.
6. Click **Apply changes** in the Effects options panel to apply.

Modifying transition effects

1. Switch to the Effects step and select an effect,
   or
   Double-click an effect in any step to select it and switch to the Effects step.
2. Change the effect's duration by dragging its border to the left or to the right.
   or
   Change the duration by clicking the arrows in the **Transition effect duration** box or by typing the desired length for the clip.
3. Specify other settings for this effect. You can click **Play clip** in the Navigator to see a preview of how the project looks with the transition effect.
4. Click **Apply changes**.

Creating projects

1. Click Start on the Menu bar.
2. Click the **New project** button in the Options panel. This opens the New dialog box.

    If you have an unsaved project opened in the workspace when you click Start: New project, Ulead VideoStudio prompts you to save the changes first.
3. Type a name, subject, and any related information and specify a path to store the whole project.
4. Select a template that matches your requirements. This is often a custom template specifically designed to work with your capture hardware. Once you have set the properties for the project, you can not change them later.

Opening projects

1. Click Start in the Menu bar.
2. Click the **Open project** button in the Options panel.

    If you have an unsaved project opened in the workspace when you click Start: Open project, Ulead VideoStudio prompts you to save any changes first.
3. Select a project from the list of files.
4. Click Open. Ulead VideoStudio automatically opens the selected project in the workspace.

Saving projects

1. Click Finish in the Menu bar.
2. Click **Save project** to save the project as its original file name
   or
   Click **Save as new project** to save the project using another file name. This displays the Save As dialog box.
3. Assign a location and file name for the project. You may also fill in a subject and description.
4. Click Save.

   Ulead VideoStudio records the name and location of each clip in the project as well as the transition effects that you have applied. Any video, audio, or image files assigned to the project are unaffected by the saving process. If you delete, rename, or change a linked file, Ulead VideoStudio prompts you to relink it the next time you open the project.

Creating movies

1. Click Finish: Make movie.
2. Select the desired format and assign a file name and the destination for the file you want to create.
3. Type a subject and a description (optional).
4. Click the Options button to view and change the properties as well as to select whether you want to save only a portion or the entire project.
5. Click OK to close the Save options dialog box.
6. Click Select to specify which part of the video will be used to represent the video file. Then click OK.
7. Click Save to create (render) the file.

Selecting / Deselecting clips

▶ To select a clip,

When working on a particular Step and you need to select a clip within the track, simply click a specific clip to highlight it. If you need to select a clip from another track, you have to double-click that clip to select it.

▶ To select multiple clips,

In the Library, click a thumbnail then click on another while holding the Shift key down, this selects all the thumbnails between these two, or hold down the Ctrl key, and click each thumbnail you want to select.

In the Timeline, click a clip then click on another while holding the Shift key down, this selects all the clips between these two.

▶ To deselect a clip,

Click outside a selected area in the track.
or
Click another clip that is not selected.

Deleting clips from a project

1. Select a clip from the track.
2. Drag it to the Trash can or press the Delete key.

Related info:

- Adding clips to your project

Adding clips to your project

▶ Dragging a clip from the Library:
1.   Open a folder (Video/Audio/Image) in the Library.
2.   Drag the scrollbar to view the available thumbnails and select the one that you want to add to your project.
3.   Drag a thumbnail to the track on the Timeline. For video, image or color clips, you can drag them anywhere in the Video track. For title and audio clips, you can place a clip only when there is enough space.

🔅   Inserting a clip from another directory:
1.   Switch to the Storyboard, Voice, or Music step.

2.   Click Insert media files and select the type of media file that you want to add.
3.   In the **Open Video/Audio File** dialog box, select a file that you want to add to the project. For video and audio files, click **Play clip** to see a preview of the clip before inserting.
4.   If you are about to add an image clip, specify the duration in the **Open Image File** dialog box for this clip.
5.   Click Open. The clip is then placed right after the last clip. If there are no clips in the track, it will be inserted at the beginning of the project

Related info:
🔅   Deleting clips from a project

Changing the sequence of clips

1. Select a clip that you want to move to another location.
2. Drag the clip to its new position. In the Video track, you can readily adjust the sequence of your clips without getting any space between the two clips. In the other tracks, you can move a clip only when there is enough space.

Recording voice clips

1. Click Voice step on the Step menu.
2. Click **Record new voice**. After you click OK in the Record message box, Ulead VideoStudio then starts recording a new audio clip and inserts the clip right after Current position.
3. If you want to see a preview of the video project while recording your voice, select **Record with preview**.
4. Click **Record new voice** (which is now a Stop button) again or press the Esc key to stop recording at any time.

Note: If you record an audio clip that overlaps another audio clip, the Stop button starts blinking. You can continue recording, but when the clip is inserted into the Timeline, it will automatically be trimmed to fit the space before the next clip.

Recording music from CD

1. Switch to the Music step. Insert a CD into the CD-ROM drive.
2. Switch to the track position you want to record – you may click Play Music to search for the desired track.
3. Click **Record music** to start recording music. Ulead VideoStudio automatically creates a new audio clip and places it right after Current position.
4. Click **Record music** (which is now a Stop button) again or press the Esc key to stop recording at any time.

   Note: If you record an audio clip that overlaps another audio clip, the Stop button will start blinking. You can continue recording, but when the clip is inserted to the Timeline, it will automatically be trimmed to fit the space before the next clip.

Adjusting the volume of clips

1. Select an audio clip or a video clip with audio on the timeline.
2. In the Options panel, adjust the volume by selecting a number on the Volume list. The higher the number, the louder the audio becomes.
3. Click **Apply changes** in the Options panel.
4. To see the results of the different volume or fade in / out effects, click **Play project** in the Navigator or select **Make movie** in Finish step.

Related info:
- Fade in
- Fade out

Animating titles

Animate your title clips across the screen, adding a touch of creativity to your project.

1. Select the title clip you want to animate.
2. Click **Motion style**. This displays a group of thumbnails with various motions.
3. Select a button whose settings you want to apply to the currently selected clip.
4. Click **Play clip** in the Navigator to see a preview of the animation. Once satisfied with the results, click **Apply changes** in the Options panel.

Related info:
-   Creating title clips

Obtaining information

To get a quick glimpse at information about your current project or a clip within it, you can:

Clip properties

Select a clip and click Clip properties in the Options panel. This displays information about the clip including the file name, size, format, path, and other attributes.

Project properties

Click Global commands and select Project Properties for the submenu. This displays information about a project including the file name, size, description, and configuration data.

Previewing your work

- **Clips or effects**
- Project
- Part of the project

You may want to try out several variations when editing clips or applying different transition effects. By using the Preview window, you can get a good idea of how the final video will turn out. Then you can adjust the clips and effects without performing a full save (render).

- Click one clip or transition effect in the Library and click **Play clip** in the Navigator to see a preview of that clip or effect.

- To see how the transition effect actually looks as applied to your clip, select the transition effect on the Timeline and click Play clip in the Navigator.

Related info:

- Play clip

Previewing your work

- Clips or effects
- **Project**
- Part of the project
- Drag your mouse over the Timeline ruler bar to playback the frames in the Preview window.

  Previewing your project this way saves the time for rendering.
- Click **Play project**

 in the Navigator.

  This starts the rendering process. After all rendering is done, Ulead VideoStudio plays the whole project in the Preview window.
- Click Finish: **Play full screen**.

  This starts the rendering process. After all rendering is done, Ulead VideoStudio plays the video full screen against a black background.

Previewing your work

- Clips or effects
- Project
- **Part of the project**

When you are editing a large project, you can render a portion of it instead of the whole.

To preview part of your project:

1. Make sure none of the clips is selected on the Timeline.

2. Drag the Trim bar to select the frames of the project you want to preview. A Preview range (the area that includes all frames within the red line) appears in the Ruler panel and indicates the part you select.

3. Click Play project in the Navigator while holding the Shift key down.

   This starts the rendering process. After all the rendering is done, Ulead VideoStudio plays the preview range of the project in the Preview window.

Related info:

- Preview range

Playing media files full screen

To display a video project full screen against a black background:

1. Click Finish in the Menu bar.
2. Click **Play full screen**, then specify how many blank frames you want to place before and after the media file.
3. Click OK. Ulead VideoStudio then starts rendering the media file. When done rendering, the video starts playing either immediately or after the specified delay. Click ESC to return to the workspace at any time.

Using templates

- **Templates**
-

Project templates are useful every time you create a project. By selecting the appropriate template when you create a new project, you insure that your project's (sometimes) complicated settings are always correct.

Using templates

- Templates
- **Creating templates**
- Modifying templates

1. Click Global commands, then select Templates Manager. This displays the Templates Manager dialog box.

2. Click New… in the Templates Manager dialog box, then type a name and select a file format from the drop-down list in the New template dialog box.

3. Change the settings of the template in the Template options dialog box then click OK.

Using templates

- Templates
- Creating templates
- **Modifying templates**

1. Click Global commands, then select Templates Manager. This displays the Templates Manager dialog box.
2. Select the template you want to modify and click the Edit button.
3. Change the settings of the template in the Template options dialog box then click OK.

Sharing your work

- **Web Page**
- E-mail
- Greeting card

1. Switch to the Finish step.
2. Click the Output options drop-down list, and select **Web Page**.
3. Click Export video clip.

Note: For digital videos, even a short clip can run more than ten Megabytes, and it takes hours for the audience to download or receive. Before you export your projects to the Internet, carefully consider download time. Moveover, you may need to inform the audience to use an appropriate browser that support playing video clips.

Sharing your work

- Web Page
- **E-mail**
- Greeting card

1. Switch to the Finish step.
2. Click the Output options drop-down list, and select Send E-mail in the options.
3. Click Export video clip.
4. This will automatically launch your e-mail program and start composing a new message with the video file already attached.
5. Simply enter an address, subject and a message, then send your e-mail as you normally would.

Note: For digital videos, even a short clip can run more than ten Megabytes, and it takes hours for the audience to download or receive. Before you export your projects to the Internet, carefully consider download time.

Related info:

- Troubleshooting e-mail problems

Sharing your work

- Web Page
- E-mail
- **Greeting card**

1. Switch to the Finish step.
2. Click the Output options drop-down list, and select Greeting card.
3. Click **Export video clip**. This will open the Multimedia greeting card dialog box.
4. Adjust the size of the video in the preview window.
5. Select a background template for the greeting card; click Browse to search for an image to use as the template.
6. Type the file name for the greeting card in the Greeting card file name box.
7. Click OK. Ulead VideoStudio will create an executable file for you to share with family or friends.

Note: For digital videos, even a short clip can run more than ten Megabytes, and it takes hours for the audience to download or receive. Before you export your projects to the Internet, carefully consider download time. You can see the file size in the Preview window.

Options dialog box

Ulead VideoStudio tab

- **Template name**

   Type a name for the new template.

- **Frame type**

   If you only play videos in your computer, use the default option.

-

Options dialog box

Ulead VideoStudio tab

- **Entire project**

  Creates a video containing the whole project.

- **Preview range**

  Creates a video containing only the range you mark.

- **Frame type**

  Select Frame-based if you intend to output your video file only to your computer monitor. If you intend to output the video file to a conventional television screen, check your capture board's field order reading capability and select the appropriate one.

- **Play after creating**

  Select to play the video in the Preview window after it is done.

-

Trimming clips

-
- **Using Preview bar**

To trim a clip using the Preview bar and keyboard:

1. Drag the Preview bar or click Previous or Next to move to the frame where you want the clip to start.

2. Press F3 to set the Mark in point.

3. Move to the frame where you want the clip to end.

4. Press F4 to set the Mark out point.

New project

Creates a new Ulead VideoStudio project file. This clears the existing workspace and opens the new project with the specified settings in the New dialog box. If you have an unsaved project opened in the workspace when you click New project, Ulead VideoStudio prompts you to save the changes first.

Related info:
- Creating projects

Open project

Opens a dialog box for selecting a Ulead VideoStudio project file to open in the workspace. If you have an unsaved project opened in the workspace when you click Open project, Ulead VideoStudio prompts you to save the changes first.

Related info:

- Opening projects

Recent file list

Displays a list of recently opened project files. Clicking a file on this list opens it into the workspace.

Capture video

Starts capturing video from an input device installed on your computer.

Related info:
- Capturing video clips

Capture image

Captures a single image from an input device installed on your computer.

Related info:
- Capturing image clips

Select a frame rate

Specify how many frames are captured per second in the capturing process by simply selecting a number from the list.

Capture duration

Specifies the length of the clip to capture. Simply click on the time unit and modify (as the digit flashes) or use the arrows to either increase or decrease the clip length.

Capture audio

If selected, Ulead VideoStudio lets you capture audio along with the video in a clip. If left cleared, it only captures the video file.

Related info:

-   Capturing video clips

Capture to library

Captures video and inserts a link to the actual file in the Library for quick access and for later use.

Video menu

Displays a pop-up menu enabling you to open a dialog box associated with your capture driver.

Video format / Video source / Audio selection

Opens the Video format / Video source /Audio selection dialog box associated with your capture driver. You can adjust the settings of your capture card, such as image size, quality, hue, brightness, contrast, and audio format in these dialog boxes. Please note that some capture drivers don't provide all of these options.

Switch to playback / Capture

Toggles between Capture and Play mode.

Related info:

- Capture mode on
- Play mode on

Capture mode on

Sets Ulead VideoStudio to Capture mode – the mode for acquiring videos or images to your computer through an input device.

Play mode on

Sets Ulead VideoStudio on Play mode − the mode for previewing captured videos or images.

▶

Video duration

Displays the length of a selected video clip on the timeline.

You can click on the time unit and then change it (as the digit flashes) or use the arrows to either increase or decrease the clip's length.

NOTE: You can not exceed the duration for video and audio clips beyond that of their source files.

Video mark in

Displays the time code where you want the clip to start.

To change the time code, drag the left handle of the Trim bar inward and crop unnecessary parts of the video clip.

Related info:
- Trimming media clips

Video mark out

Displays the time code where you want the clip to end.

To change the time code, drag the right handle of the Trim bar inward and crop unnecessary parts of the video clip.

`→| 0:00'03"00`

Related info:
- Trimming media clips

Volume

Adjusts the volume of video/audio clips by percentage. A value of 0 (zero) doesn't generate any sound while a value of 100 means the video file reproduces sound at the same level as that of the original clip. A value of 200 increases its volume twofold.

Related info:

- Adjusting the volume of clips

Fade in

Gradually increases the volume of a clip from zero to full volume.

Fade out

Gradually decreases the volume of a clip from full volume to zero.

Output options

Displays plug-in effects:

Web Page : Puts the selected video or the whole project up on a web page.

E-mail: Runs the user's e-mail client (e.g. Eudora) and attaches the selected video clips or the whole project.

Greeting card: Runs a dialog box allowing you to create a multimedia greeting card.

Export video clip

Launches the plug-in program you selected from the Output options drop-down list.

Save current frame as a new image file

Saves current picture in the Preview window as a new image file. After trimming to an image file, a thumbnail of this new image appears in the Library.

Save selection as a new video file

Cuts the selected part according to the handles of the Trim bar and saves it as a new video file. After trimming to video file, a thumbnail of this new video appears in the Library.

Clip properties

Displays information about the currently selected clip.

Image duration

Displays the length of the selected image clip in the Video track or the Library.

You can click on the time unit then change it when the number is flashing or use the arrows to increase or decrease the length.

`0:00'03"00`
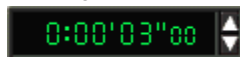
Image size

Displays the dimensions of the selected image in the Video track or in the Library.

Image file format

Displays the file format of the selected image in the Video track or in the Library.

Color duration

Displays the length of the selected color clip on the timeline.

You can click on the time unit and then change it when the number is flashing or use the arrows to increase or decrease the length.

Color preview

Displays the color of the selected color clip. Click to select a new color.

R value

Displays the value for the red channel of the selected color clip. The R, G, or B value ranges from 0 to 255.
You can change the value by clicking the arrows or typing a new number.

G value

Displays the value for the green channel of the selected color clip. The R, G, or B value ranges from 0 to 255.
You can change the value by clicking the arrows or typing a new number.

B value

Displays the value for the blue channel of the selected color clip. The R, G, or B value ranges from 0 to 255.

You can change the value by clicking the arrows or typing a new number.

Transition effect duration

Shows how long the applied transition effect lasts.

Click on the time code and type a new number as it flashes or use the arrows to change the duration.

Border and color

Displays the size and color of a border around the edges of an effect.

Border size

Specifies the size or thickness of a border around the edges of an effect.

Border color

Specifies a color of a border around the edges of an effect. If the effect is a Peel or Roll type, the color you specify automatically becomes the background. Click the color square to select a new color.

Soft edge

Specifies how well you want the transition effect to blend with the clips. **Large** results in a less pronounced transition, thus creating a smooth progression from one clip to another. This option works best for irregular shapes and angles.

No soft edge

Does not blend between a transition effect and the clips.

Small soft edge

Applies a slight blending between a transition effect and the clips.

Medium soft edge

Applies an average amount of blending between a transition effect and the clips.

Large soft edge

Applies a high level of blending between a transition effect and the clips.

Transition effects direction

Specifies the direction of a transition effect. (This is only applicable to some of the transition effects.)

Select one and click Play clip in the Navigator to see how the effect looks on the project.

Whirlpool option

Opens the Whirlpool 3D dialog box, allowing you to change the properties of the whirlpool pattern. (This option is only applicable in 3D: Whirlpool transition effect.)

Open mask

Opens the Open dialog box for choosing a mask image. (This is only applicable in F/X: Mask transition effect.)

Mask preview

Displays a gray mask for the selected image mask. (This is only applicable in F/X: Mask transition effect.)

Create or edit Title clip

Enables you to either create a new title clip with the specified font, size, and motion style to the Title track on the timeline or modify an existing title clip.

To modify a title clip, simply select the clip in the Title track and change the settings in the Option Panel. Click **Apply changes** when finished.

Related info:

- Creating title clips

Font face

Lets you select a font for your title.

Font size

Specifies the size of the selected font for your title.

Line spacing

Adjusts the space between two lines in the title clip.

Font color

Specifies a color for your title.

Bold/Italic/Underline

Changes the font attributes:

Bold: Gives the text a stronger and thicker look.

Italic: Gives the text a slanted look.

Underline: Places a line under the text.

Left/Center/Right alignment

 Left alignment: Aligns text to the left.

 Center alignment: Aligns text in the center.

 Right alignment: Aligns text to the right.

Title duration

Displays the length of the selected title clip on the timeline.

You can click on the time unit and change it as the number flashes or use the arrows to increase or decrease the length.

Motion style

Specifies a path or type of animation for your titles.

Related info:

- Animating titles

Record / Stop recording new voice

Records audio and creates a new clip to the right of current position on the Voice track on the Timeline window. Ulead VideoStudio starts recording after you click Start in the Adjust volume message box. Click Stop recording voice or press ESC to stop recording.

Related info:
- Recording voice clips

Record with preview
Plays the project in the Preview window while recording audio.

Recording duration

Specifies the length of the voice clip to record, and displays the recording time of the audio clip.

Voice duration

Displays the length of a selected audio clip on the timeline.

You can click on the time unit and then change it (as the digit flashes) or use the arrows to either increase or decrease the clip's length.

NOTE: You can not exceed the duration for video and audio clips beyond that of their source files.

Mark in

Displays the time code where you want the clip to start.

To change the time code, drag the left handle of the Trim bar inward and crop unnecessary parts of the audio clip.

Mark out

Displays the time code where you want the clip to end.

To change the time code, drag the right handle of the Trim bar inward and crop unnecessary parts of the audio clip.

CD music track duration

Graphically displays the tracks of the CD music.

Song 0: 04'02"50 ▼

Record / Stop recording CD music

Records music from the CD-ROM and creates a new audio clip to the right of the current position on the Music track on the Timeline. Click Stop recording CD music or press ESC to stop recording.

Related info:

- Recording music from CD

CD track play position

Graphically displays the play position of the track that is currently being played.

CD music duration

Displays the length of a selected audio clip on the timeline.

You can click on the time unit and then change it (as the digit flashes) or use the arrows to either increase or decrease the clip's length.

NOTE: You can not exceed the duration for video and audio clips beyond that of their source files.

Play / Stop playing CD music

Click Play to start playing the audio CD. Click Stop to stop playing.

Play full screen

Prepares the video files for output to video tape. To do this you need a VGA to TV converter (or similar device) and, for best results, a controllable and compatible video recorder or camcorder. If you do not have these accessories, use this command to display a video full-screen against a black background.

Related info:

- Playing media files full screen

Make movie

Opens a dialog box for you to create AVI, Quick Time, or other types of video files from your finished project.

Related info:
- Creating movies

Save project

Saves changes made to the current project since it was last saved. Ulead VideoStudio records the name and location of each clip in the project and also the transition effects applied. Any video, audio, and/or image files assigned to the project are unaffected by the saving process. If you delete, rename, or change a linked file, Ulead VideoStudio prompts you to relink it the next time you open the project.

Related info:
- Saving projects

Save as new project

Allows you to save your work as a new or existing project file. It opens the Save As dialog box where you can assign a name, format, and location.

Related info:

-   Saving projects

Reset

Restores the original settings of the selected clip.

Add to timeline

Adds the selected effect or title clip to the project and inserts it into the appropriate track. For title clips, they will be placed right after Current position after you click **Add to timeline**. For transition effects, click Add to timeline then click between two clips to add them to the Video track.

Apply changes

Applies the new settings to the selected clip.

Trim bar

After you add a video or audio clip to your project, you may want to adjust or trim its duration. By dragging either of the trim handles of the Trim bar, you can choose the frame you want to make as the start or end frame. After you locate the frame you want to trim to, release the mouse button and click **Apply changes**.

Related info:

- Trimming media clips

Preview bar

The Preview bar provides a quick preview of a clip, transition effect, or the entire project. If you select a video, image, title clip, or an effect on the Timeline, dragging the Preview bar displays on-the-fly previews of the selected object in the Preview window. If you don't select any objects on the Timeline, dragging the Preview bar displays the whole project.

Volume

Click to display a volume control to adjust the playback volume. Simply drag the slider to increase or decrease the volume.

Volume control

Drag the volume control slider up to increase the playback volume or down to reduce the volume.

Play project

Creates a preview file for all the clips and transition effects in the project and displays it in the Preview window. Applying an array of transition effects takes a longer time to render.

Related info:
- <u>Previewing your work</u>

Play clip

Plays the selected clip or transition effect. Once you press the Play clip button, it changes to Stop. Click Stop to stop playing at current frame.

Related info:
- Previewing your work

Home

Moves the pointer to the first frame of the selected clip or transition effect and displays it in the Preview window. If you have set Mark in point for a clip, clicking Home would first display the start frame in the Preview window. Clicking Home the second time then displays the first frame of the clip.

Previous

Moves the pointer one frame backward in the selected clip or transition effect and displays it in the Preview window.

Next

Moves the pointer one frame forward in the selected clip or transition effect and displays it in the Preview window.

End

Moves the pointer to the last frame of the selected clip or transition effect and displays it in the Preview window. If you have set Mark out point for a clip, clicking End would first display the end frame in the Preview window. Clicking End the second time then displays the last frame of the clip.

Repeat

Plays the selected clip continuously until you press Stop.

4:4:4 Sampling

One of the various ratios of sampling frequencies used to digitize the luminance and color difference components (Y, B-Y, R-Y) or the RGB components of a video signal. In this particular ratio, there are always an equal number of samples of all components. RGB 4:4:4 is commonly used in standard platform computer-based equipment. TV recording and transmission systems are generally based on 4:2:2 or 4:2:0 sampling so the gains are minimal and could even be negated by the double conversion between sampling systems. Another variation is 4:4:4:4 sampling where a key signal sampled at 13.5 MHz is added.

ADPCM

Adaptive **D**elta **P**ulse **C**ode **M**odulation is a compression method used to compress audio files.

Aliasing

Jagged edges or "stepped" changes along the edges of curved or angled shapes due to the inability of a printer, screen display, or other output device to adequately reproduce the actual shape. This problem can be corrected through a process called anti-aliasing, where pixels along the edges of the shape are averaged with the background color to blend more smoothly into the image. The image on the upper left shows an example of aliasing.

Alpha Channel

A grayscale layer in some image or video files that serves to help isolate portions of the image or video for editing and enhancing. In digital video editing, the alpha channel is primarily used for overlays and mattes.

Amplitude

The strength of a sound signal at a particular time. Amplitude ranges from -100% to 100%. An amplitude of 0 represents complete silence while the two extremes represent the strongest signal that can be reproduced without introducing unwanted distortion into the sound. The best recordings are those whose loudest sounds have amplitudes of exactly 100% (or -100%).

Analog

Wave signals carried over the air or recorded onto a magnetic tape that represent information, such as sound or pictures. The various peaks and troughs of this wave as well as the frequency or speed at which it travels account for the type of information it represents. An analog device can interpret or reproduce infinite

differences in the signal it receives and is only limited by its ability to duplicate the information accurately. This contrasts with digital information which explicitly defines the characteristics of a signal with a specific and predefined numerical value.

Animation

The simulation of movement produced by rapidly displaying a series of sequential images.

Anti-aliasing

The process of removing jagged edges from a curved or angled shapes in images or text. This is averaging the pixels around the edges of shapes so that their colors are more similar to the background. For example, in this image, the letter on the left is aliased while the one on the right is anti-aliased.

Aspect Ratio

The relationship of width to height for a given image or graphic. Keeping or maintaining the aspect ratio refers to the process of maintaining size relationships when either the width or height of an image or graphic is changed.

Averaging

A filtering process which takes the gray/color value of each pixel and averages it with the values of surrounding pixels. The value of each pixel is then replaced with the averaged value.

AVI

Audio-**V**ideo **I**nterleave is a digital video file format designed specifically for the Microsoft Windows environment.

Background Matte

An image or group of images that serves as a backdrop for other images or animations in a video.

Bandwidth

The maximum amount of data (information) transferred from one location to another in a specified period of time The higher the bandwidth, the greater the amount of information being transferred. Controlling bandwidth is one of the biggest issues associated with creating digital video as the speed of the hardware is not always fast enough to transfer the large amount of data required for reproducing smooth and accurate animation and sound.

Bins

A term used in conventional video and film making for the storage locations of recorded footage.

Bit

The unit of measure for the smallest element of a computer's memory. In terms of multimedia, bits define the maximum number of divisions possible for storing different levels of information for every pixel or moment in an image, video, or sound file.

- **1-bit** Only two divisions are possible. For images or video, each pixel can be either black or white. For sound, it can either be on or off.
- **8-bit** 256 different levels of color or sound are possible.
- **16-bit** 65,536 different levels of color or sound are possible.
- **24-bit** Over 16-million different levels of color or sound are possible.

Bitmap

An image made up of a pattern of different colored dots or "pixels." Also referred to as "Raster."

Black and White

The simplest kind of image data type, consisting of only black or white pixels. Shades of gray can be simulated through a process called dithering. *(See also: Dithering , Data Type)*

Blue Screen

A technique by which selected colors (usually shades of blue or green) are removed or filtered from a video or image to allow an image on a layer below the blue-screened image to show through. Blue screen techniques are valuable for removing unwanted details from a completed video or to create virtual sets. Viewing a weather map behind the weather man on the evening news is one common use of a blue screen. Also referred to as Chroma Keying and Overlaying.

Brightness

A description of how much light appears to emanate from an image; also referred to as luminance. The two extremes of brightness are black (no light) and white (all light): black represents 0% brightness, while white represents 100% brightness.

Burn

A term from photography that refers to the process of making areas in a photograph that are too light darker.

Channel

One component of an audio, video, or image file that, when combined with others creates the desired image or sound produced by the computer. For example, most image files consist of three color channels, red, green, and blue. By varying the intensities of each of these channels

and combining them, other colors can be produced.

Chroma/Chrominance

The color value of a video signal that represents the combined hue and saturation values of the shown colors. For NTSC and PAL signals the chrominance combines with luminance (brightness) to control the colors shown on screen.

Chroma Subsampling

A method of interpreting image data to compression by grouping and averaging color data over a block of pixels.

Clip

Anything placed or intended to be placed into a video timeline as part of a larger project.

Clipboard

A temporary storage area shared by all Windows programs used to hold data during cut, copy, and paste operations. Whenever you place new data onto the clipboard, it immediately replaces the existing data.

Cloning

Replicating part of an image within the same image, or between different images.

CMYK

A popular color model for post-process printing. It uses subtractive colors (Cyan, Magenta, and Yellow) to create all the other colors. A fourth channel, Black is added to create varying shades of gray and black.

Color Calibration

Adjusting or correcting the colors of one device so that they accurately match and reproduce those of another. In MediaStudio, you can calibrate Video Capture and Video Editor to match the colors of your video sources.

Color Channel

Refers to one of the components of a color model. Different color models use different components to represent image colors. The RGB color model uses red, green and blue color component channels. The HSB color model uses hue, saturation and brightness color component channels. (Grayscale images can be thought of as single-channel images.)

Color Model

A method of describing the colors that can be shown in an image. Three of the most popular color models are RGB which combines red, green, and blue to form other colors, CMYK, which combines cyan, magenta, yellow, and black, and HSB, which combines hue, saturation, and brightness.

Color Table / Color Palette

For indexed color images, the color table (or palette) lists and arranges all the available colors for that image as a reference. All pixels in the image refer to this list to determine how they appear.

Complimentary Color

The color that, when mixed with its opposite, will combine to create white. For example, the complimentary color to red is cyan.

Component Video

A video signal which separates luminance and chrominance into different parts. Betacam video employs a component video signal.

Composite Image

An image created by combining two or more images into one.

Composite Video

A video signal that combines luminance and chrominance. NTSC and PAL are examples of composite video.

Compression

A method of reducing file size for storage by finding or creating patterns of data that can be easily classified. There are two general categories of compression: "Lossless" and "Lossy." Lossless compression reduces file size without any data loss. Lossy compression, on the other hand, discards data during compression, and may result in noticeable file degradation.

Contrast

The difference between light and dark values in an image. High contrast results in sharp transitions from light to dark, while lower contrast allows for more subtle transitions.

Control Line

A line connecting two control points when creating or editing a shape for an image's outline or path for an animated sequence to follow.

Control Point

A point on the outline of a shape or path that can be dragged to another location to change the shape or orientation of the shape or path.

Cropping

A method trimming away unwanted image data by selecting only that portion you wish to retain and then deleting the remainder, resizing the image's dimensions accordingly.

Curved Segment

A junction with a rounded edge, or from which the segments extending from it are rounded or curved.

Cusp Node

A node where you can move one control handle at a time to change the curve of a path on one side without affecting other.
(See also: Symmetric Node, Smooth Node)

Data Transfer Rate

The speed at which information passes between a storage medium (such as a CD ROM or hard disk), and a display device (such as a monitor or MCI device). The maximum rate of the playback system depends on the speed of its components: the CPU, the hard drive, and the display card.

Data Type

A digital representation used by computers to describe the amount of color information (in bits) contained in an image. The data type of an image controls the amount of information that the image can retain and therefore its displayed appearance.

Dedicated System

Hardware and software built for a specific task and not for general purpose. This becomes very important in high-end editing to improve processing speeds as demands increase heavily.

Digital

A data storage method where audio or image information is converted into a series of numerical values. These values, in turn, can be read by computers and reproduced on a computer monitor or over speakers.

Digitizing

The process of converting analog input to a digital form so that it can be used by the computer.

Dissolve

A type of video transition effect where a clip on one video track (Va) gradually disappears to reveal a video clip on another track (Vb).

Dithering

Method of making images with limited colors available appear to contain more. Most notably for making Black & White images appear to contain near-continuous changes in tone (gray shades). By arranging pixels of different colors close together, dithering can simulate colors not directly supported by an image data type. The various dithering techniques differ in the way they calculate and arrange new pixel values.

DNLE

Digital **N**on-**L**inear **E**diting is a method of combining and editing multiple video clips to produce a finished product. DNLE offers random access to all source materials and all portions on the master tape at all times during the editing process.

Dodge

A term from photography that refers to the process of making areas in a photograph that are too dark lighter.

DPI

Dots **P**er **I**nch is a measure of screen, image and printer resolution that is expressed as the number of dots that a device can print or display per linear inch.

EDL

Edit **D**ecision **L**ist is a list of all clips, effects, and transitions in a video project included in a video project. The EDL clearly states the sources for all the clips, which portions of the clips are to be used, where in the final project they are to be used, and any transitions or other effects that will be applied. Many professional mixing consoles accept specially formatted EDLs to automate the final mix for a completed video project.

Edit Window

The window in the workspace where you can perform changes to an open file.

Effects Animation

Effects that have been painted on frames of video to create the illusion of interaction with the live-action elements, such as lasers, lighting, or ionization.

Envelope

A closed path that encloses the selection to which it belongs. Directly adjusting the envelope of a selection results in that selection being distorted accordingly to fit its boundaries.

Fade

A transition effect where the clip gradually disappears or appears. In video, the picture would gradually change to or from a solid color; for audio, the transition would be from full volume to complete silence or vice-versa.

File Format

A file structure which defines the way information is stored. File formats can be as simple as an ASCII text or can be quite complicated such as TIFF and EPS.

Filter

An effect applied to an image or video, or sound that changes its appearance by altering the color pixel formation or sound quality.

Final Cut

The point at which the picture portion of the editing is complete. After the final cut, the only remaining task is to record the finished video to an output medium such as video tape or the hard disk.

Flash Converter

A device used to convert analog signals to digital signals. Through the flash converter, it is possible to convert frame(s) of video into data that can then be interpreted by computers.

Flatbed

A machine that is used to play films. With flatbeds modified to include a CCD (charged couple device) video camera, the film is played and then transformed into electrical signals that can be digitized directly to computer disk.

Flick

A fast preview where each frame is displayed sequentially without actually viewing them in the conventional manner.

Floating Selection

A selected group of pixels that floats above the image until deselected and dropped onto the desired position on the image.

Footage

A length of recorded film intended for use in a larger project.

Frame

A single image in a video or animation sequence.

Frame Rate

The number of frames captured or displayed in one second of a video or animation sequence.

Frame Size

The size of displayed images in video or animation sequences. If an image intended for the sequence is larger or smaller than the current frame size, it must be resized or cropped.

Frames Per Second (FPS)

The number of frames captured or displayed per second in video or animation sequences.

Gamma

The method of determining how the range of possible colors is portrayed on a screen.

Garbage Matte

Animated mattes that block out unwanted objects captured during the original photography.
)

Graphics Files

A file whose data is composed largely of vector graphics. Vector graphics do not have a basic component, like a pixel, but are defined as lines between points, and fills between lines.

Grayscale

An image data type containing a maximum of 256 different shades of gray. This normally means 254 different grays plus black and white.

Halftoning

A common form of dithering that uses patterns of black and white pixels to produce what appears to be shades of gray.

HiColor

A 16-bit image data type that can contain up to 65,536 colors. The TGA file format supports images of this type. Other file formats require prior conversion of a HiColor image into True Color. For displays, HiColor normally refers to 15-bit (5-5-5) display adapters that can display up to 32,768 colors.

HSB

A color model that specifies colors in a way that is easier for people to visualize than the RGB model. H represents the hue or basic color; S represents the saturation or purity of the color; and B represents the Brightness or amount of light the color appears to emit.

Hue

The quality of a color that sets it apart from other colors with the same base. For example, yellow and orange are different hues.

Image

A digital picture shown as a collection of dots or pixels arranged on a page or screen.

Import

The process of bringing data into one program from another. Once imported, the data may be altered to accommodate the new program without affecting the original file.

Indexed Color

A data type that includes a set or index of unique values assigned to each color or shade allowed in an image.

Interleave

A process of arranging audio and video data during compression used to obtain smoother playback and synchronization.

Jaggies

Undesired jagged edges that appear around the

edge of bitmapped objects and text; also referred to as "aliasing."

Jog Control

Keyframe

A specific frame in a clip that is flagged for special editing or other activities in order to control the flow, playback or other characteristics of the completed animation. For example, when creating a moving path, assigning a keyframe controls the movement of the object(s) along a path. When creating a video, assigning keyframes on parts where there are high data transfer requirements helps control how smoothly the video plays back.

Key Color

A color or range of colors in an image made transparent during an overlay effect to allow another image or clip to show through.

Linear Editing

Traditional editing done on a flatbed where the source film is fed in one side, marked, cut, and spliced, and then fed out the other end. It's called linear because tape must be edited in the order it's presented (as opposed to *non-linear* editing).

Linear Segment

A junction with a straight edge or from which the segments extending from it are straight.

Link

A method of storing previously saved information in another program without significantly affecting the size of the resulting file. Linking offers another advantage in that the original file can be modified in its original program and the changes will automatically be reflected in the program where it is linked.

Lossless Compression

A method of reducing file size without changing any data when the file is reopened.

Lossy Compression

A method of reducing file size by selectively discarding nonessential data. The resulting files are smaller than those using lossless compression, but some information is permanently lost even after the file is reopened.

Luminance

Macro

A tool for recording and automating repeated actions that you frequently perform. In Video Paint, macros are essential elements in creating sophisticated animations.

Mark In / Mark Out

The start and end timecodes that identify the portions of clips to be included in a video project.

Marquee

An outline that identifies the edges of a selection area. Also referred to as "Bounding box."

Mask

A selection area used to isolate a portion of an image while editing. By using a mask, you can protect parts of an image from unwanted changes.

Matte

Opaque images that prevent exposure in a particular area of film and allow the blacked-out space to be filled in with another image or color.

MCI

Media **C**ontroller **I**nterface is a software driver designed by Microsoft to allow audio and video files to be played in Windows. MCI devices also allow you to control compatible VCRs and Laser disk players using controls on your computer.

MIDI

Musical **I**nstrument **D**evice **I**nterface is an industry standard file format for both hardware and software which allows musical instruments, synthesizers, and components to be linked together.

MPEG

Moving **P**icture **E**xperts **G**roup is an organization involved with defining standards for compressing video data for use on the PC. Also refers to the file format that utilizes the compression standards defined by this group.

Node

A point where two line segments meet. In MediaStudio Pro, nodes determine specific points where images and paths can be reshaped, resized, or rotated.

Noise

Small audible or visual discrepancies that adversely affect audio and video files which have been recorded or captured incorrectly or with faulty equipment.

Non-linear Editing

(See DNLE.)

NTSC

National **T**elevision **S**tandards **C**ommittee is an organization that defines the standards for television used in North America and Japan

characterized by 30 frames per second and 525 scan lines per frame. This standard include restrictions on the range of colors available for displaying on television.

Off-line

Term used to refer to editing video away from the source material. Video Editor is an example of an off-line video editor.

Onionskin

Term used in rotoscoping (video painting) whereby layers are created to appear over a video. You can "peel" these layers away to reveal more layers or the underlying video. This is useful for obtaining a good idea of how an animation is progressing by viewing a series of still images laid over each other.

On-line

Term used to refer to editing directly with the source material in real-time. On-line editors generally consist of several tape machines which pass through a controlling device and the resulting video is output to another tape.

Overlay

The process of rendering part of one image transparent to allow a second image to appear through this transparent area.

PAL

Phase **A**lternation **L**ine is the television standard used in Europe, Africa, and South America characterized by 25 frames per second and 625 scan lines per frame. This standard includes restrictions on the range of colors available for displaying on television.

Parade

Form of color model used by the Perception video capture board which defines color as Y, R-Y and B-Y (luminance, red minus luminance and blue minus luminance).

Pixel (or Pel)

The smallest component that makes up an image. Computer images are made up of rows of pixels, each of which can be a different color. This is usually used as the unit of measurement for an image. The term is derived from the shortening of the words "picture element" or "picture cell."

Playlist

A list of items to be played back in a certain order.

Plug-in

Plug-ins are additions to the program that are not part of the standard package. They add to the tools, filters, or effects to enhance or expand the image editing options available.

Posterization

An image filter which reduces the number of colors in an image to produce a flat poster-like effect.

PPI

Pixels **P**er **I**nch is a unit of measure for determining the density of pixels in a bitmap image. For printing and displaying, this also determines the physical size of the image.

Prime Colors

The colors that are the basis of the RGB color model: red, green, and blue. By varying how these colors are blended, it is possible to create any other color.

Proxy File

A low-resolution copy of a video or image file that reduces system demands while performing previews of your video project in Video Editor.

QuickTime

A compression scheme developed by Apple Computer which allows you to compress video files. QuickTime files are referred to as movies and have an MOV extension.

Raster

Resolution

The resolution of an image determines the size of the individual pixels in an image, and thus the size of the whole image when printed or displayed. Resolution is shown in pixels per inch (PPI) or dots per inch (DPI).
(See also: DPI, PPI)

Reel Name

A name assigned to source video that aids in recalling where captured video clips came from. This information is particularly useful when doing batch capturing or referring to an EDL.

Render

The process of combining source information into a single file after applying transitions and other effects for output.

RGB

The model used in televisions and computer monitors to display color. By mixing varying amounts of red, green, and blue you can create other colors in the spectrum.

Ripple

The automatic adjustment of the times of all subsequent entries on the Video Editor timeline after adding a clip upstream.

Rotoscoping

Painting over a sequence of existing frames, one at a time, to create artificial effects.

Rough Cut

The initial edit of a video. Usually the rough cut is prepared quickly to offer an idea of how the finished project will appear.

Sample Rate

The number of audio samples recorded per second (measures in kilohertz). Generally there are three rates: 11,025 KHz, (microphone quality) 22,050 KHz (radio quality) and 44,100 KHz (CD quality).

Sample Size

The amount of memory allocated to record audio data. You can choose between two types: 8-bit or 16-bit. 16-bit produces better quality but at twice the file size as 8-bit.

Saturation

The degree of a color's purity. A color that is highly saturated will be more pure and appear stronger. Increasing a color's saturation makes it appear quite vivid while reducing saturation makes the color seem washed out.

SECAM

Systém Électronic Pour Coleur Avec Mémoire. The television standard used in France, Russia, and Africa characterized by 25 frames per second and 625 scan lines per frame.

Sequence

Use *Clip* instead.

Shuttle Control

A control used to manually move backward and forward through a video or audio file.

Smooth Node

A node where you can move the control handles independently from each other and still remain on a linear path when changing the curve of a path.

SMPTE

Society of **M**otion **P**icture and **T**elevision **E**ngineers is an organization based in the United States that makes recommendations for video standards to be adopted by the industry.

Sound Sweetening

Enhancing sound, for example by removing noise.

Source

Original data imported into another program as the basis for further editing or modification.

Storyboards

Graphic representations of shots done during pre-production or before filming to help the director and / or crew visualize how a shot is laid

out.

Stretching Frames

A technique of enhancing action and excitement in a video sequence with slow-motion.

Subsampling

A method of interpreting image data to enhance compression by grouping and averaging color data over a block of pixels. Think of your image as groups of pixels arranged into blocks. Each square block contains four pixels. Without subsampling, each block requires twelve entries (12 bytes) to describe it, (three for each pixel). If we subsample using the 4-1-1 method, each pixel keeps its own brightness (H) value, but the color values (Cb and Cy) are each summed and then averaged. Each pixel in the block then uses this value, so the number of required entries for the block drops to six, (four brightness values and two color values.) The 4-2-2 subsampling method is a compromise between None and 4-1-1 and consists of eight entries, (four brightness, two for the first color channel, and two for the second color channel).

Symmetric Node

A node where you can move the control handles while keeping a fixed linear path and equal length for the preceding and succeeding nodes when changing the curve of a path.

Synthespians

The contemporary slang term for unreal "actors." Synthespians are entirely computer generated, though voice characterization may be done by real actors on a separate sound track.

Textures

Uniquely patterned bitmaps that can seamlessly be tiled together in an image to serve as a background or fill.

Thumbnail

A small, low resolution representation of an image.

Timecode

A method of identifying a specific frame's location relative to other frames in a video. Its standard form is Hours:Minutes:Seconds:Frames.

Transition Effect

A process in which one video clip replaces another.

Traveling Matte

An animated shape that protects an area of each frame in a sequence from being changed while a special effect or transition progresses over the rest of the frame.

True Color

A graphics file format containing 24 bits of color information, yielding 16.7 million possible colors, or photographic quality.

Vector Graphics

Images created based on actual shapes rather than individual pixels.

Vector Scope

A device which displays the color values of a video signal. Used primarily to calibrate video recorded on different machines to ensure accurate color reproduction on both.

VGA

Video **G**raphics **A**rray is a type of display card that provides a standard resolution of 640x480 supporting 16 colors.

Virtual Environment

A setting used in a video project that does not actually exist in the real world. By using images and photographs instead of building large and complex sets, you can save a lot of money and time. Also referred to as "Virtual Space."

Virtual Sets

Term for movie sets that have a photorealistic quality but exist solely within a digital environment. Digitally created background mattes are a good example of virtual sets.

VISCA

A standard protocol used to control external video sources from a computer.

VLAN

An industry standard set of controls and or devices that allows you to connect video playback, recording, and other devices to a PC for performing linear or non-linear digital video editing.

Volume

How loud a sound seems. When the sound is very loud, the volume is considered to be high.

VTR

Video **T**ape **R**ecorder is a device capable of recording visual information onto magnetic tape so that it can be played back and shown on a television display.

Warping

A method of distorting an image by moving control points on a grid from their original positions to a new position, thus causing distortion in the image.

Waveform

A visual representation of sound used to enhance editing in a digital environment.

Wild Sound

Sound clips intended for use with video that do not already have video to accompany them. This could, for example, include the sound of a train approaching that was recorded independently from the actual filming of the train or sound effects, such as thunder and lightning that cannot be planned and timed during the actual filming and must be added later.

Wipe

A video transition where the new picture appears to progressively slide over the original.

Wireframe

A shape or object that appears as a single or multiple lines that show its outline.

Wire Removal

The process of digitally removing wires, props, and other undesirable elements from a scene. Wire removal software has superseded the "garbage matte" process of conventional optics.

Troubleshooting e-mail problems

Ulead VideoStudio can automatically send your clips and projects to friends and family over the Internet. Most users will find their e-mail programs have already been configured correctly. In some cases however, you may need to setup your e-mail program first. This procedure will make your e-mail programs work with most other e-mail aware application you might have.

◆   Outlook Express
◆   Netscape Messenger
◆   Eudora

Note: MS Outlook should not require any additional setup.

Troubleshooting e-mail problems - Outlook Express

1. Run Outlook Express.
2. Click Tools: Options.
3. Click the General tab in the Options dialog box.
4. Select Make Outlook Express my default e-mail program.
5. Select Make Outlook Express my Simple MAPI client.

Note: If you have more than one e-mail application set as MAPI compliant, Ulead VideoStudio will use the system default client.

Troubleshooting e-mail problems - Netscape Messenger

1. Run Netscape Messenger.
2. Click Edit: Preferences.
3. Select Mail server under Mail & Groups from the Category list.
4. Click More Options.
5. Select Use Netscape Messenger from MAPI-based applications in the More Mail Server Preferences dialog box.

Note: If you have more than one e-mail application set as MAPI compliant, Ulead VideoStudio will use the system default client.

Troubleshooting e-mail problems - Eudora

1. Run Eudora.
2. Click Tools: Options.
3. Select MAPI from the Category list.
4. Check Always under Use Eudora MAPI server.

Note: If you have more than one e-mail application set as MAPI compliant, Ulead VideoStudio will use the system default client.

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This help file contains topics about selected dialog boxes in your Ulead VideoStudio package. You can access these topics through those dialog boxes or by navigating through a main help file associated with one of the Ulead VideoStudio programs.

Switch Capture Plug-in dialog box

- **Current capture plug-in**
  Allows you to choose a plug-in for the capture driver that comes with the capture device you have installed on your computer.

- **Descripton**
  Displays a brief description of the selected capture plug-in.

This help file contains topics about selected dialog boxes in your Ulead VideoStudio package. You can access these topics through those dialog boxes or by navigating through a main help file associated with one of the Ulead VideoStudio programs.

Multimedia Greeting Card dialog box

- **Preview**
Gives you a quick glimpse of how your multimedia greeting card actually looks.

- **Preview bar**
Provides on-the-fly previews of your greeting card when you drag it.

- **Play**
Plays the multimedia greeting card.

- **Stop**
Stops playing the greeting card.

- **Width / Height**
Displays the video dimensions.

- **X / Y**
Displays the video positions in the multimedia greeting card.

- **Add**
Adds an image file to the Background template box.

- **Reset**
Restores the original settings of the clip.

- **Keep video aspect ratio**
Maintains the proportion of the original video dimension. If this is cleared, the width or height can be adjusted independently.

- **Background template file name**
Identifies the file selected for opening.

- **Greeting card filename**
Specifies the executable file name for saving.

- **Browse**
Click to search for files or folders.

- **Background template**
Images files that can be used as backgrounds for your greeting card.

- **Delete**
Click to remove the currently selected template from the Background templates.

Welcome to Ulead VideoStudio

Welcome to Ulead VideoStudio

What is Ulead VideoStudio?

Welcome to Ulead VideoStudio help. In addition to this introduction, this document contains the following sections to help you learn.

Using Ulead VideoStudio Basic procedures on completing tasks in Ulead VideoStudio.

Reference Describes the Ulead VideoStudio workspace, options panel commands, and dialog boxes.

Ulead VideoStudio Guide Offers you an instant guide to learning the rudiments of the program by displaying step-by-step procedures as you work on your project.

- **Contacting Ulead** Information on how to contact Ulead Systems when you need advice or have comments.

What is Ulead VideoStudio?

Ulead VideoStudio is a pioneering video editor designed especially for beginners. Remarkably easy to use, it allows users to work with and edit digital video. Learn in minutes and edit in seconds.

In Ulead VideoStudio, you can:
– Trim out bad parts in a video
– Add captions and titles to your video
– Include voice-over narration
– Place background music

After finishing your video project, you can:
1. Play your video
2. Record it to tape, and
3. Send it out over the Internet.

Creating a video project now takes no more than a snap

Procedures: Ulead VideoStudio Basics

Ulead VideoStudio Basics

Capturing Videos

Working with Clips

Working with Audio

Applying Special Effects

Managing your project

[Creating projects](#)

[Opening projects](#)

[Saving projects](#)

[Creating movies](#)

○ [Adding clips to the library](#)

○ [Deleting clips from the library](#)

○ [Arranging thumbnails in the library](#)

○ [Renaming thumbnails in the library](#)

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-
- **Procedures: Capturing Videos**

Ulead VideoStudio
Basics

Capturing Videos

Working with Clips

Working with Audio

Applying Special Effects

Managing your project

- Capturing video clips

- Capturing image clips

- Capturing a certain duration

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Procedures: Working with Clips

- Ulead VideoStudio Basics
- Capturing Videos
- **Working with Clips**
- Working with Audio
- Applying Special Effects
- Managing your project

- Creating image clips

- Creating color clips

- Creating title clips

- Selecting / Deselecting clips

- Adding clips to your project

- Deleting clips from a project

- Trimming clips

- Changing the sequence of clips

- ✿
- ✿
- ✿
- ✿
- ✿   **Procedures: Working with Audio**

Ulead VideoStudio
Basics

Capturing Videos

Working with Clips

Working with Audio

Applying Special Effects

Managing your project

✿   Recording voice clips

✿   Recording music from a CD

✿   Adjusting the volume of clips

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-
- **Procedures: Special Effects**

Ulead VideoStudio Basics

Capturing Videos

Working with Clips

Working with Audio

Applying Special Effects

Managing your project

- [Adding transition effects](#)

- [Modifyng transition effects](#)

- [Animating titles](#)

-
-
-
-

Procedures: Project Management

Ulead VideoStudio Basics

Capturing Videos

Working with Clips

Working with Audio

Applying Special Effects

Managing your project

- Obtaining information

- Using templates

- Previewing your work

- Playing media files full screen

- Sharing your work

❖
❖

❖

❖ **Reference: Workspace**

Workspace

Options panel commands

Dialog boxes

Glossary

Shortcut

Click on the image to see detailed information about each function.

○
○
○
○

○ **Reference: Options panel commands**

Workspace

Options panel commands

Dialog boxes

Glossary

Shortcut

○ Start step
○ Global commands

○ Capture step
○ Library

○ Storyboard step video clip
○ Navigator

○ Storyboard step image clip
○ Timeline window

○ Storyboard step color clip

○ Effects step

○ Title step

○ Voice step

- ✿ Music step

- ✿ Finish step

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-
-

Reference: Dialog boxes

Workspace

Options panel
commands

Dialog boxes

Glossary

Shortcut

- Start step

- Storyboard step

- Finish step

- Global commands

- Library

- Timeline window

Reference: Glossary

Workspace

Options panel commands

Dialog boxes

Glossary

Shortcut

Analog
Animation
AVI
BandwidthBit
Channel
ClipColor Channel
Compression
Data Transfer Rate
Data Type
Digital
Digitizing
DNLE
DPI
Effect
Fade
File Format

Frame
Frame per Second
Frame Rate
Frame Size
HiColor
Linear Editing
Link
Mark in / out
MCI
MIDI
MPEG
Non-linear Editing
NTSC
PAL
Pixel
PPI

QuickTime
Resolution
Render
RGB
Render
Sample Rate
Sample Size
Storyboards
SECAM
Thumbnail
Timecode
Transition Effect
True Color
Volume
VGA

○
○
○
○
○ **Reference: Shortcut**

○ Workspace

○ Options panel commands

○ Dialog boxes

○ Glossary

○ **Shortcut**

Start step:
    Ctrl + N   --   Starts a new video project
    Ctrl + O   --   Displays the Open dialog box
Finish step:
    Ctrl + S   --   Saves an existing document
Global command:
    F6   --   Displays the Preferences dialog box
    F1   --   Starts the on-line help
    Ctrl + Z   --   Undoes the last command
    Ctrl + Y   --   Reapplies the last undone command
Del   --   Deletes the selected area

Double-clicking on a:
    Track   -- Invokes the corresponding step
    Clip   -- Invokes the corresponding step and selects the clip

Esc   --   Stops capturing, recording, rendering, or closes dialog boxes without making any changes

Shift while selecting clips   --   Allows you to select multiple clips in the same track
Shift while clicking Play clip in the Navigator   --   Plays the trimmed part of the clip
Shift while clicking Play project in the Navigator   --   Plays the preview selection within the whole project

⟩⟩   New project

⚙   Open project

- ❄ <u>Multimedia greeting card</u>

- ✿ Make movie
- ✿ Save as
- ✿ Multimedia greeting card

- ⚙ Load video
- ⚙ Load image
- ⚙ Load audio
- ⚙ Load color

- ⚙ [Add video](#)
- ⚙ [Add image](#)
- ⚙ [Add audio](#)

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, following the steps in that specific order makes it easier to create your own 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.

Library

The Library is 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 the file names of the clips. You can drag a component to the Timeline window to add it to your project.

Related info:

- Loading media clips to the Library
- Adding clips to the library

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

Global commands

Click to display a pop-up menu of commands that would help you work your way through a project. To learn more about each command, move your mouse over a specific command and press F1. The context sensitive help then gives you a brief description about its function.

Trash can
Deletes clips that you don't need for your project. To delete a particular clip, simply drag the clip from the Timeline window or from the Library to the Trash can.

Timeline window
Places your video, audio, and other clips needed in composing your project. It contains four tracks – storyboard, title, voice, and music. The ruler above the timeline shows the current time scale for determining clip and project length. You can change the measurement of the time scale by clicking the Zoom in or Zoom out buttons.

Navigator

The Navigator contains a set of buttons for previewing clips and transition effects in the Preview window.

Project name
Displays the name of the current project.

Start step

The Start panel allows you to either create a new project using existing templates or open old projects for editing. It also displays a list of recently opened files.

Start step
[New project](#)
[Open project](#)
[Recent file list](#)

Capture step

The Capture panel helps you acquire videos or images to your computer. This panel is not available unless you have a capture device correctly installed on your computer. After you have captured a video or an image, the clip(s) is automatically placed in the Video track. You may click the captured clip or drag it to the Preview window for editing.

Capture step

Capture video

Capture image

Frame rate

Capture duration

Capture audio

Capture to library

Video menu

Switch to playback

Storyboard step

The Storyboard panel allows you to edit the content – be it video, image, or color – in the Video track. To insert any clip into the Library, click Load video, Load image, or Load color.

Video clip:

To add a video clip to your project, drag a specific clip from the library to the Video track. Use the Trim bar to cut unnecessary parts of the clip. If the clip includes audio, you can adjust the volume or fade in and fade out to the video. You may also send clips to others via the Internet.

Image clip:

When you add an image clip to your project, it is suggested that the dimension of the image be the same as that of your project. Otherwise, Ulead VideoStudio automatically resizes the image to fit the frame. Resizing an image takes some time and can result in a loss of quality when creating the final movie.

Color clip:

You can create a solid background between clips. After loading a color, drag the newly created color clip to the Video track to add it to the project. The New Color Clip dialog box opens, allowing you to specify the duration and the color to use within the specified duration.

Storyboard step: Video clip

Video duration

Mark in

Mark out

Volume

Fade in

Fade out

Output options

Export video clip

Save current frame as a new image file

Save selection as a new video file

Clip properties

Reset

Apply changes

Storyboard step: Image clip

Image duration

Image size

File format

Clip properties

Reset

Apply changes

Storyboard step: Color clip

Color duration

Color preview

R value

G value

B value

Reset

Apply changes

Effects step

Effects are used to control how two adjacent video clips in the Video track merge with each other. If there is no transition effect applied, the latter clip plays and immediately jumps to the next one without a pause. You can change the properties of a transition effect in the Options panel.

Effects step

Transition effect duration

Border and Color: Border size

Border and Color: Color

No soft edge

Small soft edge

Medium soft edge

Large soft edge

Transition effects direction

Whirlpool option

Mask preview

Open mask

Add to timeline

Reset

Apply changes

Title step

Creates and inserts a title clip to the timeline. Type the text on the screen and specify its settings in the Title panel.

Title step

Create or edit Title

Font face

Font size

Line spacing

Color

Bold

Italic

Underline

Left alignment

Center alignment

Right alignment

Title duration

Motion Style

Add to timeline

Reset

Apply to changes

Voice step

Records your voice over narration as a new audio clip and inserts it to the timeline. Use the buttons in the Options panel to record and to adjust its volume. You may also apply fade-in and fade-out effects to the clip.

Voice step

Record / Start recording new voice

Recorded with preview

Recording duration

Voice duration

Mark in

Mark out

Volume

Fade in

Fade out

Reset

Apply changes

Music step

Records music from any audio CD as a new clip and inserts it to the timeline. Use the buttons in the Music panel to adjust its volume. You may apply fade-in and fade-out effects to the clip.

Music step

CD music track duration

Record / Stop recording CD music

Play / Stop playing CD music

CD track play position

CD Music duration

Mark in

Mark out

Volume

Fade in

Fade out

Reset

Apply changes

Finish step

Contains buttons for rendering the entire video. You may play the video, save it, record to tape, or send it to anyone via the Internet. To learn more about a specific button, move your mouse over it and press F1.

Finish step

[Play full screen](#)

[Make movie](#)

[Output options](#)

[Export video clip](#)

[Save project](#)

[Save as new project](#)

Close button

Closes the program. Ulead VideoStudio then displays a message, prompting you to save the currently opened project.
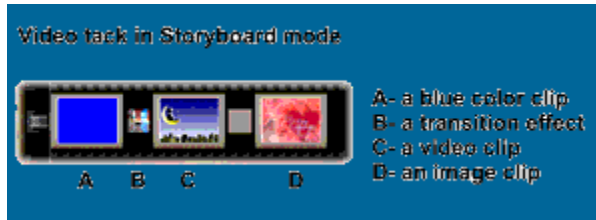
Minimize button

Minimizes the Ulead VideoStudio program window.

Video track – Storyboard mode

Place video, images, and color clips, as well as transition effects for your project on the Timeline.

In the Storyboard mode, you can easily view and change the sequence of clips and transition effects. Simply drag clips from the Library (or add clips using the Insert media files button) then drag a transition effect and insert it between two clips to make up your story. If you want to change the sequence of the clips, select a particular clip and drag to a desired location.
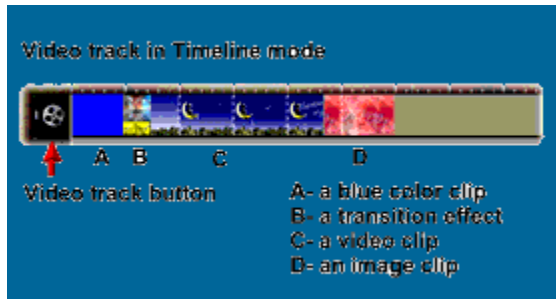

Related info:

- Video track – Timeline mode

Video track – Timeline mode

Place video, images, and color clips, as well as transition effects for your project on the Timeline.

In the Timeline mode, you can trim the length of a video clip or modify the length of any image and color clip You may also change the sequence of the clips by dragging a clip to a desired location.

Related info:

* Video track – Storyboard mode

Video track button

Click to switch to Video track.

Title track

Places text for the current project on the timeline. Drag the mouse cursor on the Ruler panel to go to a specific clip where you want to add text then click **Create or edit Title clip** in the Options panel. A Title safe area appears on the Preview window, allowing you to add or edit a title for the currently selected clip.

Title track button
Click to switch to the Title track.

Voice track

Places voice over or any audio clips on the timeline. To change the sequence of the clips on the Voice track, select a particular clip and drag it to a desired location. You may also trim the length of a voice clip.

Note: Voice track is editable only in Voice step.

Voice track button

Click to switch to Voice track.

Music track

Places audio clips, for example background music, for the current project on the timeline. To change the sequence of the audio clips, select a particular clip and drag to a desired location. You may also trim the length of an audio clip.

> **Note:** The Music track is editable only in Music step.

Music track button

Click to switch to Music track.

Storyboard mode

Storyboard mode is a mode for viewing and changing the sequences of clips and transition effects. The Video track places thumbnails of video, image, and color clips, as well as transition effects for the current project on the timeline. You can edit your story by dragging the thumbnails of clips and effects to another location.

Project Properties

Displays the Properties dialog box that includes information about the currently opened file.

Preferences

Opens the Preferences dialog box where you can customize the Ulead VideoStudio working environment, such as undo levels, background color, and other general settings.

Relink

Displays the Relink dialog box, prompting you to relink the currently selected clip whenever necessary. If you move the folder containing the source files to another directory, select Smart search in the Relink dialog box. When you relink one thumbnail, Ulead VideoStudio will relink all the source files in the directory automatically.

Templates Manager

Opens the Templates Manager dialog box for maintaining templates. The templates are used when creating a new project in Start step.

Preview Files Manager

Opens the Preview Files Manager dialog box, listing all the preview files created in the project. You can select the preview files to delete, freeing some of your system resources.

Change Capture Plug-in

Displays the Switch capture plug-in dialog box and allows you to choose a plug-in for the capture driver.

Ulead VideoStudio Help

Displays general program help about Ulead VideoStudio.

Ulead Homepage

Automatically opens your web browser and leads you to Ulead's web site for online registration, easy updates, special offers, and a plethora of tips, tricks, and ideas.

About Ulead Products

Displays information about other Ulead products.

About Ulead VideoStudio

Opens a dialog box containing version information.

Exit

Closes the Ulead VideoStudio program. It displays a message, prompting you to save your current project.

Undo

Reverses past actions that you performed on your project. Ulead VideoStudio allows you to go back up to the last 99 actions.

To redo a command that you have just undone, click the Redo button. The number of steps that you can undo depends on the settings you specify in the Global command: Preferences: General tab.

Redo

Allows you to reverse up to 99 of the last undo commands you performed. The number of steps you can redo depends on the settings you specify in the Global command: Preferences: General tab.

Context sensitive help

Sets the cursor to Help mode. Click the button then click any object in Ulead VideoStudio to see more information about the function of that object.

⚙

Trash can

Lets you delete any clips that you don't need in your current project.

To delete a clip, first select the clip from the Video track, Title track, Voice track, or Music track, then drag it to the Trash can. You can also delete clips that you don't need from the library.

Switch to Storyboard/Timeline mode

Toggles between Storyboard mode for viewing the sequence of your clips and the transition effects in the Video track and Timeline mode for viewing all four tracks at the same time.

Insert media files

Displays a pop-up menu that allows you to select video, image, or audio, and then insert it to the appropriate track.

Related info:

- ⚙ Adding clips to your project

Add video

Opens a dialog box that lets you select one or more video files and add to the Video track.

Related info:

- <u>Adding clips to your project</u>

Add image

Opens a dialog box that lets you select one or more image files and add to the Video track.

Related info:

- [Adding clips to your project](#)

Add audio

Opens a dialog box that lets you select one or more audio files and add to the Voice or Music track.

Related info:

- [Adding clips to your project](#)

Scroll backward

Click to move backward on the timeline.

The left button is Scroll backward.

Scroll forward

Click to move forward on the timeline.

The right button is Scroll forward.

Scrollbar

Drag the scrollbar to the left or to the right to move backward or forward on the timeline.

Fit project in window

Changes the unit of the tracks measurement to the level where the project is displayed within the length of the window.

Zoom in

Changes the unit of the Video track measurement to a smaller one. You can also press ''+'' in the keyboard to zoom in.

Zoom out

Changes the unit of the Video track measurement to a higher one. You can also press "-" in the keyboard to zoom out.

Ruler panel

Shows the current time-scale for determining clip and project length. Drag the mouse cursor over this panel to see on-the-fly previews in the Preview window.

Preview range

The red area appears in the Ruler panel when you specify the starting and ending timecodes using the Trim bar. It represents the preview selection of the project. To see a preview of the selected part within the project, click Play project in the Navigator while holding the Shift key down.

Current position
Displays the time tag position in this project.

Load video

Click to add a video file into the library from your hard disk or other sources for future reference.

Related info:

- Loading media clips to the Library
- Adding clips to your project

Load image

Click to add an image file into the library from your hard disk, floppy disk, or other sources for future reference.

Related info:

- Loading media clips to the Library
- Adding clips to your project

Load color

Click to create a new color clip in the library for future reference.

Load audio

Click to add an audio file into the library from your hard disk, floppy disk, or other sources for future reference.

Related info:

- Loading media clips to the Library
- Adding clips to your project

Library scrollbar

Displays more thumbnails as you move the scrollbar up or down.

Folder

Displays the currently opened library folder. Click the down arrow to select the folder and drag a thumbnail to add the clip or transition effect into your project.

Video clip thumbnails

Displays thumbnails of the available videos in the library. Click **Load video** to add links from the resource video files to the program.

Image clip thumbnails

Displays thumbnails of the available images in the library. Click Load image to add links from the resource image files to the program.

Color clip thumbnails

A color clip is a solid background that you can add to your project. The library displays thumbnails of the available color clips in the program. Click **Load color** to create a new color.

Transition effects thumbnails

Displays animated pictures for each transition effects. Select a thumbnail and modify its properties in the Effects panel, then click Play clip in the Navigator to view the actual result in the Preview window.

Title clip thumbnails

Displays thumbnails of the available titles in the library. You can create title clips – for instance, greetings and dates – then drag them from the Title track to the Library for future use.

For example, enter a title, then drag-and-drop them from the Title track to the library to make convenient access to those words which can be used often in different projects.

Audio clip thumbnails

Displays the thumbnails of the available audio files in the library. Click **Load audio** to add links from the resource audio files to the program.

How to contact us

Contacting Ulead

Technical Support

 International

 North America

 Germany

 Japan

Technical Support

Contacting Ulead

Technical Support

Please prepare the following information before contacting us so we can offer you the best possible support:

- The program name and serial number.

- Nature of the problem.

- Any error messages or dialog boxes that appear when the problem occurs.

- System information including CPU, operating system, and any other programs running when the problem occurs.

If you write or fax us, please add printouts of the following:

- AUTOEXEC.BAT

- CONFIG.SYS

- WIN.INI

- ULEAD32.INI

Global commands

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Preferences

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Preview Files Manager

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About Ulead VideoStudio

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Insert media files: Add image

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