

About This File

This Help file contains context-sensitive help topics.

Revised 5/30/2000

Include Audio

Select this check box to include an audio stream in the *.avi file. If this check box is cleared, the remainder of this dialog is unavailable.

Audio Format

Specifies the format in which the audio data will be saved. Audio files are most often saved in the PCM format. However, other formats may be used for compression purposes. If you have the Microsoft Audio Compression Manager (ACM) installed, you can save files in a variety of compressed formats including the Microsoft ADPCM format.

Attributes

Displays the sample rate, sample size, and whether the file is stereo or mono. Each of these values can be reconfigured in the **Sample rate**, **Bit depth**, and **Channels** drop-down lists.

Sample Rate

Specifies the sample rate of the audio data. The sample rate value indicates the number of times a sound waveform is checked for position each second. Higher sampling rates provide more information about a sound's changing amplitude and therefore, higher fidelity. However, higher sample rates require additional storage space.

Bit Depth

Specifies the bit depth (or sample size) of the audio data. The bit depth value indicates the number of bits used to store each sample. Higher bit depths produce higher fidelity audio, but also require additional storage space. Lower bit depths require less storage space, but tend to reveal quantization noise.

Channels

Specifies whether the audio will be saved as a stereo or mono file.

Note: When a mono audio file is saved in stereo, the mono data is copied to both channels. When a stereo file is saved as mono, data from both channels is mixed equally in the mono channel.

Create OpenDML AVI File

Selecting this option allows Vegas to render *.avi files with more than 2 gigabytes of audio data. However, many applications will not support files of this size, and for this reason, this option should only be used when you are certain of the file support capabilities of your other applications.

Write Each Channel to a Separate Stream

Selecting this check box results in each channel of a stereo audio file being saved to a separate mono stream.

Include Video

Select this check box to include a video stream in the *.avi file. If this check box is cleared, the remainder of this dialog is unavailable.

Video Size

Specifies the standard and physical dimensions of the video stream saved in the *.avi file.

Frame Rate

Specifies the frame rate of the video stream. The frame rate determines the speed at which individual images are displayed during playback. Higher frame rates result in smoother motion.

Video Format

Specifies the compression codec (if any) applied to the video stream. Compression codecs are included with Windows, but are also available from third-party vendors.

Quality

Certain video codecs allow you to determine the amount of the compression applied to the video. Drag the Quality slider to determine the final output quality of the video stream. As the Quality setting approaches 100, less compression is applied, resulting in fewer visual artifacts.

Render Alpha Channel

If the format supports it, selecting this check box results in the transparent data of the video stream or image being rendered with the *.avi.

Interleave Every

Selecting this check box and entering a valid value in the **Seconds** edit box will result in the audio and video streams being interleaved. The **Seconds** value determines the interleaving frequency. Interleaving improves playback performance when using storage devices that are more efficient at providing data sequentially (such as CD-ROM drives).

Keyframe Every

Selecting this check box and entering a valid value in the **Frames** edit box will determine the interval used for creating key frames in the *.avi file.

Certain compression formats are based on keyframes (sometimes called temporal compression). Keyframes contain all information required to display an image. Frames located between key frames are called delta frames and they contain only the information used to display change.

Increasing the **Frames** value increases video quality, but decreases compression. However, if an *.avi file contains few keyframes, decompression will be time consuming when drawing video or moving randomly through the file.

Data Rate

Selecting this check box and entering a valid value in the **KB/Sec** edit box will determine the data rate required to play the compressed video stream in real time.

Lower data rates are less demanding on a computer's processor than higher rates. If the data rate is too high (usually because of a bottleneck such as a slow CD-ROM, network, or hard drive), the quality suffers and glitching may occur.

Create OpenDML AVI File

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If Possible Don't Recompress

Selecting this check box allows unchanged sections of a project to be copied without recompression. This reduces processing time and maintains the exact quality of the original media files.

Configure Button

If the Cinepak, Indeo Video 5.10, or Microsoft Video 1 codecs are specified in the **Video format** drop-down list, the **Configure** button is available. Clicking this button allows you to configure additional compression parameters unique to the specified codec.

Image Rendering Quality

Determines the quality of the video when rendered. Higher image quality settings (Best) require more system resources while rendering effects and transitions, therefore, affecting the rendering time.

Motion Blur Type

Used to specify the type of blur that will be applied to the individual frames of the video. Applying a blur effect will create smoother video motion.

Exposure Time (seconds)

Used to determine the length of the blur exposure. Longer exposure times will produce more pronounced blurring effects.

Interlace

Used to determine the field order of the frames when drawn on the screen. Users may specify Progressive, Upper first, or Lower first. Progressive should be specified when the video will be viewed on a computer. Upper first and Lower first interlacing methods are used when the video will be viewed on a television. Consult the hardware's documentation for the proper interlacing method.

Pixel Aspect Ratio

Determines whether the pixels are square (1.0) which refers to computers, or rectangular (settings other than 1.000) which typically refers to televisions. The pixel aspect ratio is unrelated to the frame's aspect ratio.

Resample the Frame Rate of All Video

This option will resample the frame rate and interpolate frames where necessary for all video events in a project.

