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DiVA VideoShop™ Demonstration Copy

Read-me file and Preliminary Documentation

This Pre-Release Copy of DiVA VideoShop™ is for demonstration and evaluation purposes only. It is neither bug-free, nor presented in its entirety. The software is provided as-is, without any warranty expressed or implied and is licensed only for evaluation and demonstration purposes.

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Video footage included with this demo version is part of
The Image Bank Collection CD 1, which will be bundled with DiVA VideoShop.

Video footage is © 1991 The Image Bank. All rights reserved.
Sound clips Copyright © 1991 Ed Hubbard. All rights reserved.

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Now that we've kept the lawyers happy, let's get down to the good stuff...

Welcome to DiVA VideoShop

Pre-release Sneak Preview

Welcome to DiVA™ VideoShop™, a comprehensive environment for creating and presenting movies on your Apple® Macintosh®. Record video from a VCR or camcorder to your hard disk, capture screen shots from any application and turn them into movies. Archive and search for video material, arrange video segments into sequences, apply filter and transitional effects, and finally compose a presentation that combines video, text, graphics, music, voice overlay, and animation. VideoShop gives you everything you need to create and present movies quickly, easily and intuitively. (However, this pre-release version doesn't.) We have included a sampling of the functionality in this release, and left more goodies for VideoShop 1.0.

Among the features you will find in VideoShop 1.0, the final release are:

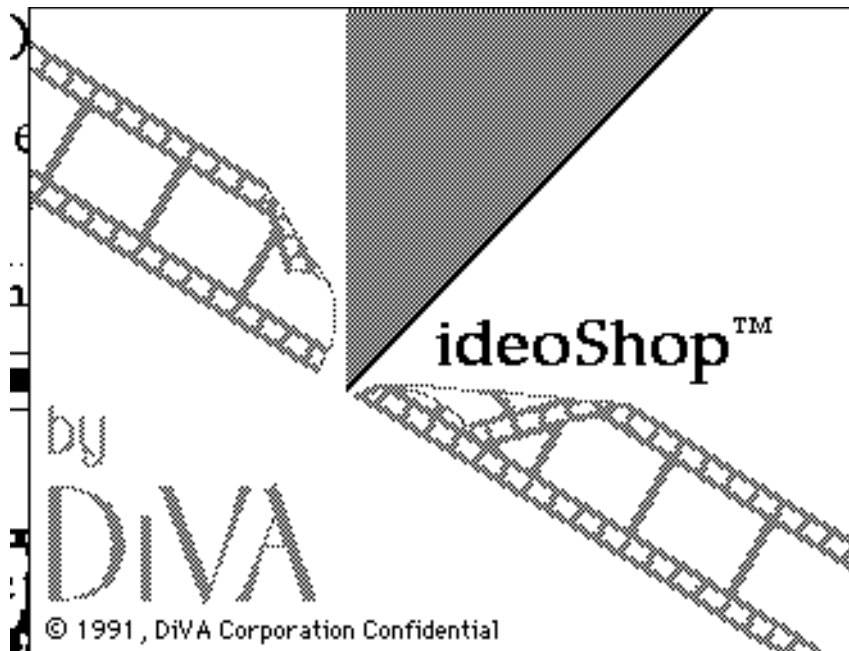
- **Digitizing:** VideoShop's built-in recording capabilities let you record video to your hard disk from a camcorder, VCR, videodisk or any other video source.
- **ScreenMovie Capture:** Capture screens from any application using the Screen-To-Movie Utility and save them as QuickTime movies.
- **Sequencing:** VideoShop gives you easy-to-use tools for sequencing video, audio, still images, animations, and ScreenMovies. Use the Storyboard view for quickly developing your concepts and the Time View for more precise trimming and editing.

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- **Effects and filters:** Apply effects and filters to video frames just like applying fonts to text. Simply select frames of video with your cursor and choose the desired effect from a menu. VideoShop supports Adobe® Photoshop ® "plug-in" filters as well as DiVA filters and effects.
- **Micons:** Video is a dynamic medium that can't be adequately represented by a static icon or image. VideoShop represents each movie file by a micon (movie icon) - a thumbnail view of moving video that gives you a rich preview of the content in your movie files.
- **Visual Desktop:** VideoShop extends the familiar Macintosh desktop metaphor to include Visual Folders which display micons and allow you to organize, catalog, and search for your video files.
- **Put Movies in other applications:** Incorporate movies created with VideoShop into any QuickTime compatible application by cutting and pasting to the scrapbook. Drag micons directly into Claris® Hypercard® to make interactive applications without ever scripting or programming.
- **Print-to-tape:** Compose dynamic, motion presentations and print them to a videotape for mass distribution.

DIVA VideoShop™

Pre-Release Demo Copy



Preliminary Draft Reference August 1, 1991

TOOLS



Tools/Arrow

The arrow is used for selection and navigation.



Tools/Hand Tool

The hand tool is used for scrolling, positioning and re-sizing. Permits moving and re-sizing of a movie within a large playout window. Click and drag on movie to move it, click and drag lower right corner of movie to re-size in playout window.



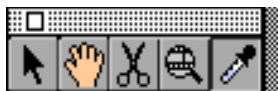
Tools/Scissors

The scissors tool is used to cut a segment into multiple segments.



Tools/Magnifying glass tool

Used to zoom in and out from Storyboard View to Time View.



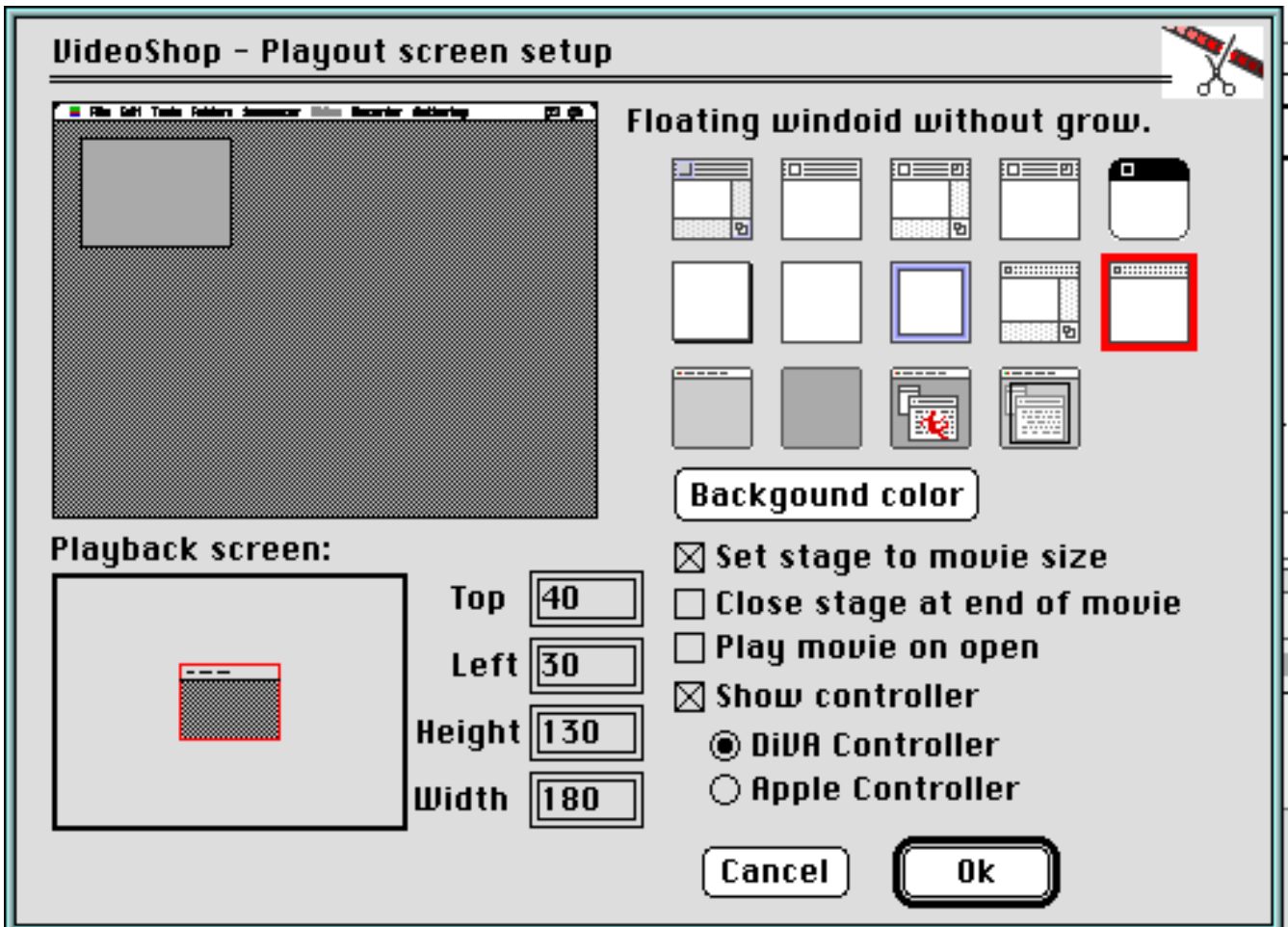
Tools/Eye Dropper

Used to remove a color, colors, or region from an image.

Playout Setup- Playout Window Features

Playout Window Types

You can select a variety of window types for your playout window. You can size the window in the upper left of the Playout Window dialog by re-sizing the white box in the square grey region..



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Background Color

If the Playout Window is larger than the movie, you can select a background color to fill the rest of the window.

Check box options:

Set Stage to Movie Size

Sets the size of the playout window to the size of the movie.

Play movie on open

Will activate play for a movie when opened.

Close stage at end of movie

When movie is finished, playout window will be closed.

Show Controller

Video controller will appear with playout window.

Controller

Permits playback of movie in either direction. Click on center pauses movie. Click on either pause bar single steps movie forward or backwards. Click between pause bar and arrows to play movie in slow motion. Click beyond arrows to play at faster speeds. Slide bar below arrows acts as shuttle control (position determines speed and direction of playback): click anywhere in slide bar to select a play speed. Slide bar bounces to original location when released.

Controller in playout window

Controller may be picked up and dragged within the playout window. Movie will be clipped (and slowed down) if controller is dragged within it.

Hand Tool in playout window

Permits moving and re-sizing of a movie within a large playout window. If there are multiple video tracks, each track can be independently moved and re-sized. Re-size a video track by grabbing the bottom right corner.

Magnifying Glass in playout window

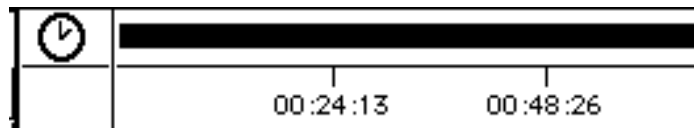
Double click in playout window with the magnifying glass and go to the exact frame in the sequencer (you must be in Time View).

Eye Dropper in playout window

Use the eye dropper in the playout window to extract a color from the image. All

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contiguous pixels that are of the same color will be removed and replaced with
transparency. Use this feature for titles and overlays.

Sequencer Features - General

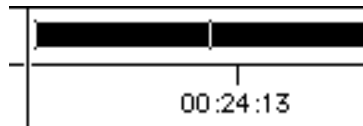


The Clock

Double click on “clock” to change the time-scale of the movie (the editing precision and display precision in TimeView).

Grey Bar

The grey bar represents the entire length of your movie sequence on one screen. Click and drag on grey bar along top to display movie time code numbers. If the playout window is open, this updates the image in the playout window on the fly. Each frame of the movie is addressable by a point on the grey bar. If a playout window is open, double-click on the grey bar takes the movie to the corresponding frame in the movie.

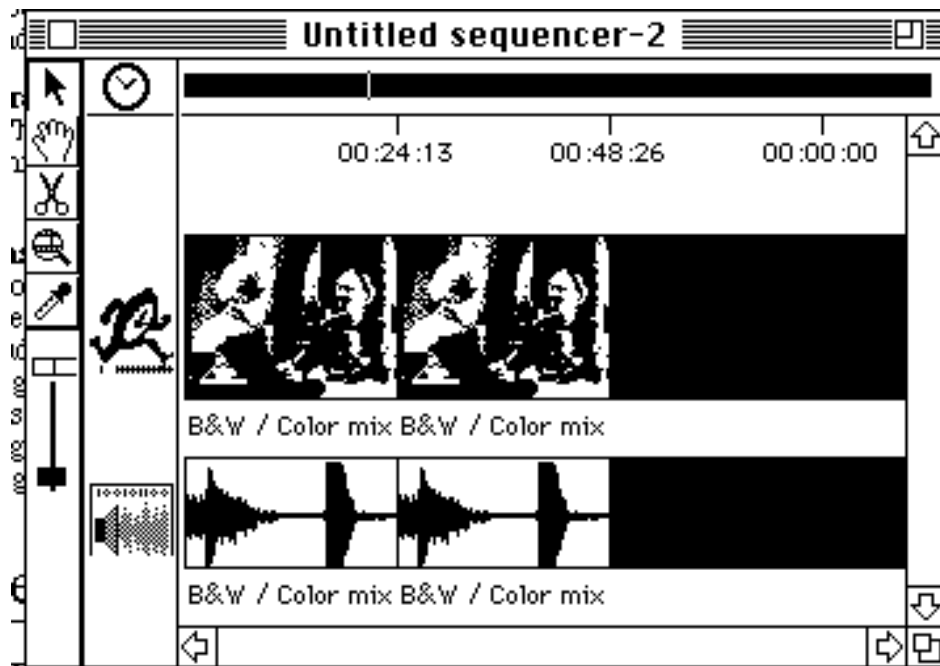


Time indicator

An indicator bar moves along the grey bar as the movie plays to show where you are in the movie.

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Sequencer - Segment View/Storyboard



Arrow tool in Storyboard view

Drag and drop micons from folders into your tracks. Rearrange micons in the storyboard view.

Magnifying Glass in Storyboard View

Double click on a segment in storyboard view to toggle to the Time View at that point.

Eye Dropper in Storyboard View

Eye dropper will only activate in the playout window. Double click in the playout window to extract a color.

Inserting segments in storyboard view

Drag and drop micons from folders into your tracks. Place micons in between other segments to insert a segment.

Segment Selection and deletion

Segments can be selected in the segment view and deleted with the delete key or with the delete menu item.

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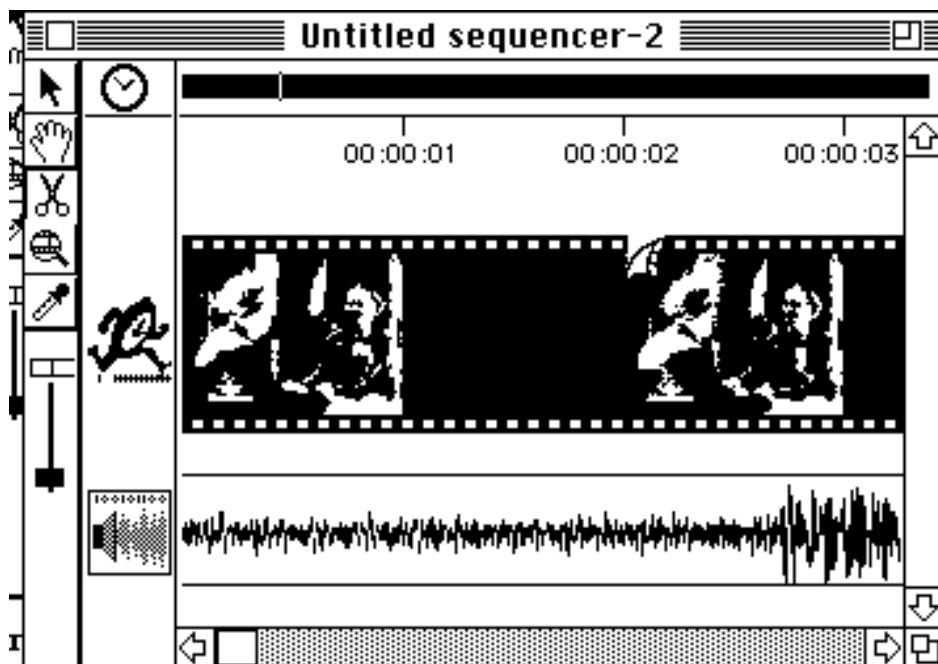
Inserting segments in sequencer with multiple tracks

When segments are inserted in storyboard view into a sequencer with multiple tracks, each media type is inserted into the first track of its kind.

Shift Drop - Constrained drop

When dropping a micon into a track with the shift key depressed, only the media type of the track type will be inserted. Audio will be inserted in the audio track or video in the video track.

Sequencer - Time View



Arrow tool in Time view

Double click on a frame in TimeView to go to that frame in the movie playing in the playout window. Slide along the grey bar to navigate through the sequence. If the playout window is open, this updates the image in the playout window on the fly. Double click on the grey bar also goes to that frame in the playout window.

Scissors Tool in Time View

In the TimeView, pointing and clicking at a frame or chunk of sound will split the segment (and all synchronized segments) into two independent segments which can then be independently moved. Holding the shift key while snipping cuts only the segment in that track, and all the synchronized segments remain intact.

Magnifying Glass Tool in Time View

Toggle between Segment View and Time View. Double click in the playout window to go to the exact frame in the sequencer.

Eye Dropper Tool in Time View

Eye dropper tool will activate in the playout window. Double click on a color to remove

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all contiguous pixels of the same color.

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Video Tracks in Time View

Displays only frames which corresponds to actual samples in the movie. Frames which do not exist (but are simply the previous frame repeated over time) are represented by grey frames.

TimeScale Lever

In TimeView, permits scaling of time of movie display. Pull lever up to view a longer segment of time in less detail. Pull lever down to see details of the frames.

Inserting segments in Time View

Micons can be placed into a track in time view to insert a segment. If a segment is dropped at the beginning of a segment, it is inserted just like in the segment view. If a segment is dropped in the middle of another segment, it is inserted in the middle and the other segment is split in two.

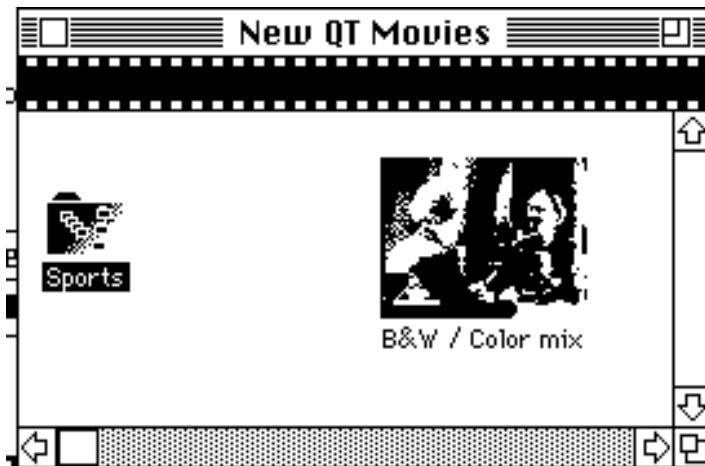
Translucent micons

While dragging a Micon, holding down the command key makes it transparent. This can be used for more precise dropping of segments in the Time View.

Inserting multi-media clips into single media track

Holding down the shift key while dropping inserts only the data corresponding to the track the segment is being dropped on, so if one drops a clip with video and audio onto an audio track while holding the shift key down, only the audio for that segment will be dropped into the movie (on that track), and the video will be discarded. This can be used to insert a clip without synchronizing its tracks together: shift-drop the same segment into a video and an audio track, and the segments will move independently.

Folders



Arrow Tool in folders

Arrow tool selects a micon or folder with a single click. When micons are selected, the micon plays in a loop. Double click opens a movie file or folder.

Shift Arrow Tool

Select multiple micons.

Click/drag Arrow Tool

Draws rectangle and selects micons in rectangle area.

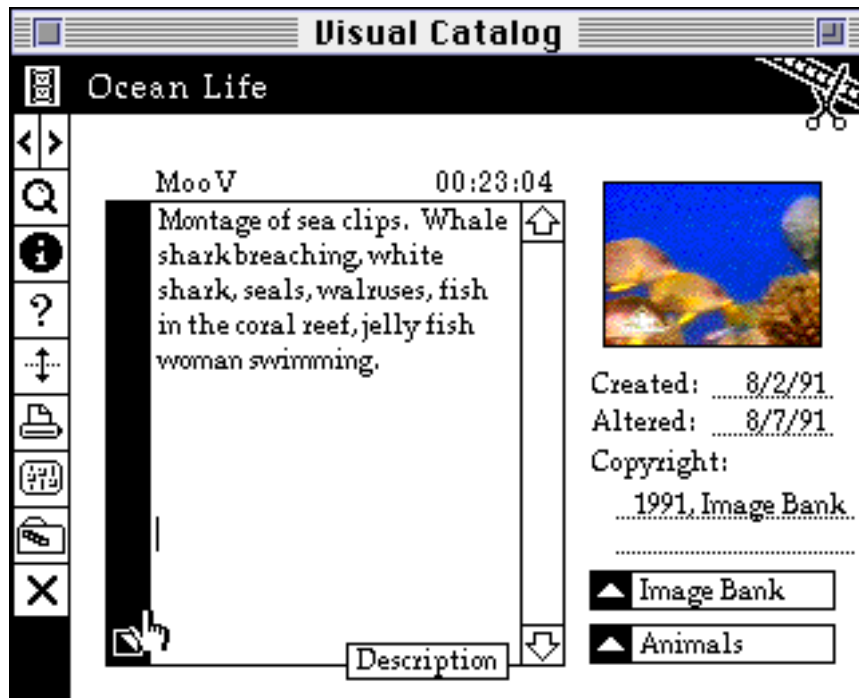
Option Arrow Tool

Turns arrow into hand tool.

Hand tool in folders to scroll

Use hand tool to scroll in folders without the scroll bars.

Cataloging With Segment Info



Magnifying Glass

Allows you to search for video clips by name, keyword, description, etc.

Information Button

To see the list of segments available, or the list of segments which matched your search criteria.

Folder Button

Open the folder that contains the current segment to look for similar segments.



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Recording Video and Audio

- The digitizing module is not fully included in this release. You can open the video preview window by selecting "Open Preview Window" from the "Recording" menu. Although it will permit you to preview the video and change the various digitizing settings, actual digitization of video and audio is not functional in this demo version of VideoShop.

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Screen-To-Movie Utility

(not included in this release)

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HyperCard Functionality and Callbacks

Hypercard Drag-and-Drop Feature

Picking up a micon and dropping it into a HyperCard stack creates a button with the Micon displayed in it which will play the movie when clicked on.

Access Hypercard through Authoring Menu

This will activate Hypercard and provide you with the full Hypercard menu structure.

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Memory Trouble Shooting

- If Quicktime movies start to playback very slow it is because Quicktime is running low on memory. To solve this quit any other applications that may be running or give Hypercard a smaller partition from the Get Info window. Quicktime requires a lot of memory so be sure that there is some temporary memory available (about 500K should be good). Temporary memory is that which is unclaimed by the system or any other program currently running, i.e. Largest Unused Block when you select About this Macintosh from the Finder.