Tutorials

in-sync Speed Razor SE

Contents

Introduction

The *Speed Razor SE Tutorial* is designed to get you up and running on Speed Razor 4.5 SE.

This tutorial provides a step by step guide through the basics of a video project. Using pre-digitised footage from the supplied CD , you'll make a short video with straight cut edits, several short transition and two mixed audio tracks. Learn how to set up a project, import files, edit video and mix audio on the timeline, play back your work, add basic transitions, and output your final project to file.

This tutorial guides you through the basic steps of editing a video project using Speed Razor. This tutorial contains the following sessions:

- Project setup
- Importing files, setting up the Library and storyboarding video
- Organizing video and audio clips on the timeline and trimming
- Mixing audio
- Adding video transitions and titles and effects
- Exporting a project to an AVI file

See "Video Project Overview," in Chapter 1 of the *User's Guide*.

Steps in this tutorial are related to topics in the Speed Razor user documentation. These are noted in parantheses at the start of sections.

Your Mission

You have been hired to produce the opening sequence of a promotional video about the West End of London. You've just been handed a CD of video rushes and audio tracks, along with a script for the voice over.

There is a straight cut version (straightcut.avi) as well as one with mixed in effects and transitions

Starting from the source footage, your job is to make a short video with straight cut video edits and two audio tracks—one background music and a voice-over. You will also add transitions, text and effects to the project. The piece starts with a series of quick, straight cut video shots, timed to a music beat, and then transitions into a sequence synced to a narrative voice over. To view the final product, open up file efectscut.avi.

Video and Audio Content

The supplied CD contains a number of video clips and two audio tracks. This tutorial uses video clips 03, 04, 05, 06, 07,27,33, 34, 35, 36, 08 in the beginning sequence and clips 29, 10 and 37 are added later. Audio01 and audio02 are used as source files for the two audio tracks.

The narration track for this tutorial (audio01) has the following script which you may keep in mind as you are constructing your project:

> "The hustle and bustle of the west end of London... famous for its shopping... its street traders... first class entertainment... and theatre..."

Getting Help

To find quick editing action steps and solutions, choose Help>Help. You can copy and print entries, and use the index and word find features to get information.

For online troubleshooting help, if you have Internet access, choose Help>Online Help. This opens your browser to a knowledge database at the in-sync Website, which includes an online version of the program help file with up-to-the-minute solutions to your issues.

If you encounter a problem take the following steps until you get the solution:

1 Retry the procedure as it presented in Help or in the user documentation.

2 Consult related topics in Setup *and Technical Reference* and check hardware related documentation.

3 Choose **Help>Online** for troubleshooting responses on the in-sync website and check related hardware manufacturer's websites.

4 Contact your in-sync reseller: He or she has knowledge of your system and in operating Speed Razor.

5 Contact in-sync technical support. For support options, see "Get Technical Support," Chapter 8 in *Setup and Technical Reference*.

Conventions

The following conventions are used in Speed Razor documentation.

The ">" (greater than symbol) refers to a menu and menu command. Menu commands are bolded. For example "File>Export to a File" means: "In the File menu, choose the Export to a File command."

Keyboard actions are noted by small caps. For example, CTRL+C means press the control (ctrl) and c keys together.

Buttons in caps on the interface are noted in all caps. For example, "In Item Info (Trim) click MARK OUT to set the Out point for the trim."

Composition window tracks are referred to as V1, V2, and so on for video tracks, and A1, A2, and so on for audio tracks. This matches the track number as it appears on its button.

Session 1: Project Setup

In this first session you will set up Speed Razor for the tutorial project and learn some time saving project management aspects of the Speed Razor interfase. In this section you will learn how to:

- Review system setup and open Speed Razor.
- Name and create a project.
- Create and save a project workfile versions.
- Set up project folders and drives for storing files in your project.
- Set editing and preview prefrances for playing back your project to your VGA screen using the SR real time.
- Set up Speed Razor to meet your specific work needs: organizing windows, customizing the interface, applying user preferences and changing default settings.
- Set project timecode.

Once you have your system set up, and Speed Razor properly installed, you are ready to begin this tutorial. If you have tested Speed Razor installation you may already be familiar with some basic steps in creating a video project.

See "Set Up the Video Project," Chapter 2 of the User's Guide.

1.1 Before You Start

Before beginning, take a moment and review your system to see that it is configured correctly and you have enough drive space allocated to complete the tutorial. You are going to need at least 200 MB on your video drive, and about 15 MB on you audio drive

System Setup

When you purchase Speed Razor from an in-sync reseller your system will be configured for optimum performance. However, you may wish to review setup in the following areas:

- Windows NT configuration, program installation, and video and audio playback.
- .Dedicated drives for video and audio. Establish a separate dedicated video drive, and maintain a second separate fast hard drive for audio.
- Video deck and capture settings.
- If your system is not set up proper please contact your reseller.

Video and Audio Drive Space

To adequately execute a video project you will need to set up separate audio and video drives

Tutorial set up

When you name a project Speed Razor automatically creates directories with the same name on the video and the audio drive. For this reason it is important before starting a project to make sure the correct drives are set up.

Often when you start a project you digitize your footage from video tape. When capturing , video clips are sent to an allocated directory on the video drive, and the captured audio files go to a directory with the same name on the audio drive. In the tutorial's case you will be simply copy the files from the CD to their adequate drives.

1.2 Open Speed Razor

Begin by opening Speed Razor. The program splash screen is first displayed, indicating build date, video capture hardware, and serial number. Then the interface appears.

• If you have not opened Speed Razor yet, do so now by clicking the Start button on the Windows NT tool bar and choosing Speed Razor from the menu.

When Speed Razor opens you will see the Composition, Library and Item Info windows, along with four Preview windows and a VU meter. Callouts on the following image provide a short description of each.

Figure 1: Speed Razor interface

Library: Organize video, audio and other items you will use in your video project. You may also edit video and audio items, and "storyboard" or arrange items in the sequence they will appear on the Composition window timeline.

Composition: Lay out video and audio on a project timeline. Create versions of the video project. Edit video, mix audio, and add transitions, effects (including titles), and still images to your project. View the project as a whole, and select areas for playback.

Item Info: Scale any image clip, composite video effects, trim items, mix audio in real time, and get information for any item in the project. Item Info now has Result timecode trimming options

VU Meter: Monitor the volume levels of audio as it plays during capture, editing, and output, to maintain sound within the safe boundaries of digital playback.

Preview: Playback video effects overlays in software to your computer screen. View video trim in and trim out points, video effect and transition source and result images, and scrub playback video on VGA screen. See various aspects of video and effects at the same time. You can also view the shared Out/In point of two adjoining clips on the timeline as you split-trim.
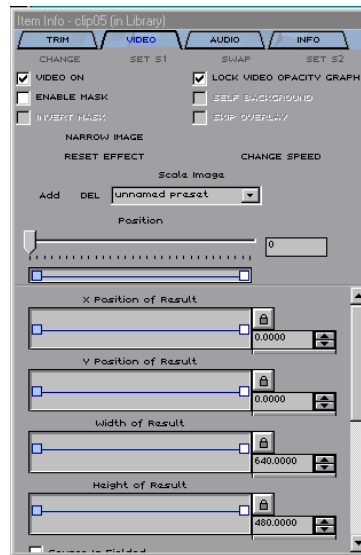
1.3 Begin the Video Project

After opening Speed Razor, you will first create a new video project. A project is a container for the saved versions, or workfiles, of your editing work and all its associated files.

To start a new project:

1   If you already have Speed Razor open, from the menu bar on the Composition window, choose **File>New Project**. If you've just opened Speed Razor for the first time, you may already be prompted to create a new project.

_____ Enter a project
name

2   Give the new project a name (SEtutorial). The project folder and any project workfiles you create will be saved in the C:\RazorSE\Projects directory.

3   Click **OK** to close the New Project dialog box and begin the project. The project name is displayed at the top of the Composition window.

The following image shows the various folders under Speed Razor, with the SEtutorial folder in the project folders in Windows NT Explorer. Razor automatically crates a folder with the project's name once you start a new project.
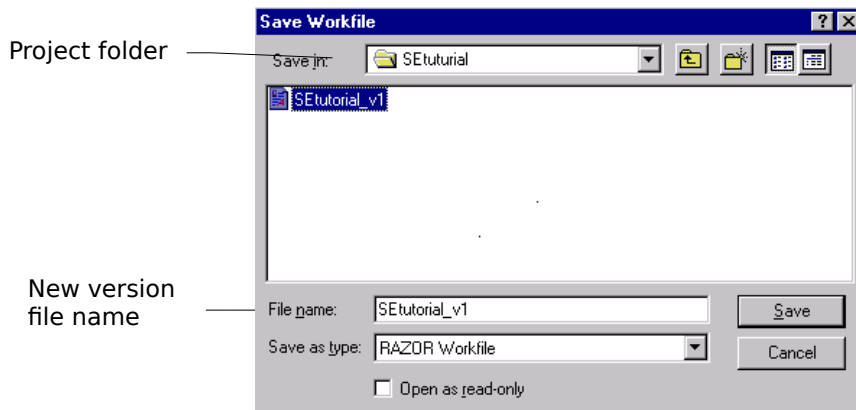
Folders set up
under the main
RazorSE folder
on C drive

New project
folder created
for "40tutorial"
contains saved
workfiles

1.4 Save a Project Workfile

See "Save Workfile Project Versions," in Chapter 2 of the *User's Guide*.

Next you will save a version of the project. Thus saving any interface or other settings you may have applied in addition to time line and library. Once you begin editing, by creating sequential versions of a video project in Speed Razor, you can safely experiment with new ideas by building upon working versions. Thus, you can have various versions of a single project. (Individual project workfile versions are stored in the .rzx format in the RazorSE projects folder on the C drive.)

To save the open workfile and make a new version:

Project folder

New version file name

Save Workfile	? X
Save in: SEtuturial	
SEtutorial_v1	
File name: SEtutorial_v1	Save
Save as type: RAZOR Workfile	Cancel
Open as read-only	

1. Choose **File>Save Version**. The Save Version dialog box appears, prompting you to create an .rzx file under the project name.
2. As you work, make an editing change and choose **File>Save Version** again.

1.5 Set Up Drives and Directories

 As noted earlier, video and audio files need to be stored on separated, dedicated A/V hard drives. Take a moment to check that the Video (Finals) is set to the correct drive, and change the Audio (Finals) drive from the default (C:\Razor\Audio) to the dedicated audio drive.

To set and manage project directories:

1 Choose **Preferences>Directories**. In the dialog box, check that you have established and accessed separate video and audio drives.
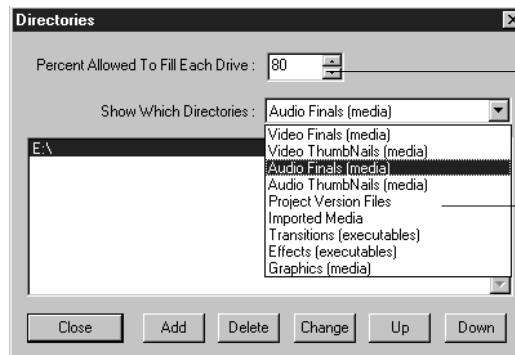
Set percentage full for hard drives

Folders for all files associated with project

2 From the group list in the upper part of the dialog box, select Video Finals (Media). Any associated drive appears. If no drive is associated, select the drive.

3 From the group list, select Audio Finals (Media) and click the **Change** button to change the default to your dedicated audio drive for Audio Finals (Media).

4 When you have completed drive setup, click **Close**. Once you are finished, choose **File>Save** or **File>Save Version**.

1.6 Establish Editing Settings

Next you will set up video (compression) and audio (quality) settings for the project. In "editing settings," you may set how video and audio will be input (recorded) and output (played back on the timeline).

In this case you may also establish the video file format for play back. The playback can be set for either your VGA screen or an external NTSC (or PAL). For the purposes of this tutorial you will use Speed Razor's realtime playback. (the quality of the playback will be affected your processor speed). Speed Razor automatically detects basic settings for you such as video file format based on your capture hardware, NTSC or PAL frame size and field priority.

Note: It is important to establish editing settings before you capture or import media to maintain consistency within a project.

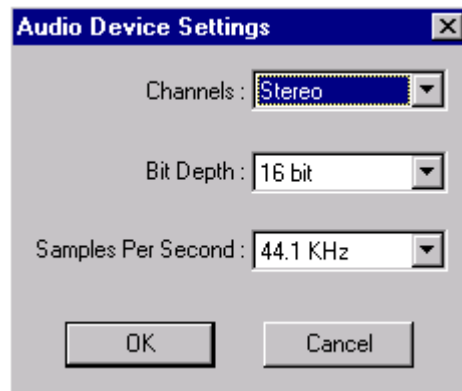**1**   Choose **Project>Editing Settings**.

2   Sellect the **Final** button at the top of the dialog box.

3   Because the project has audio and video, select both the Video and Audio
boxes on the left side of the dialog box.

4   In the Video section, for Output (Playback) Device select VGA Screen.

5   For the Input (Recording) Device select your capture hardware if it is not
already selected (You do not need to worry about this for the completion of
the tutorial but it is very important to know for future projects.)

6   For File Format choose AVI Multimedia Device. Then click the Video File
Format **Setup** button.

7 Select the appropriate video quality settings. These govern the video compression level, during capture, and playback. Once you have completed video quality setup, click **OK** to return to the Editing Devices and Settings dialog box.

8 In the Audio section, in Output (Playback) Device, Input (Record) Device and File Format, set Wave Audio Device. Then click the Output (Playback) Device Setup button and select 16 bit, 44.1kHz stereo settings.

9   Click **OK.**

10   Click **Close** to apply the to your project.

Note that your video setup options vary according to your video capture hardware. For detailed information on these, see Users Guide. Also, the video compression level you choose will depend on your capture hardware capacity, and hard drive space. A higher data rate setting results in higher quality and larger video files.

These settings will not affect the execution and completion of this tutorial but they are important to note when digitizing and outputing to tape.

1.7 Set up Scrub and Preview Preferences

In the Scrub and Preview Preferences dialog box, you'll see options for previewing video when trimming and scrubbing. Speed Razor provides you with the freedom for realtime playback of effects and transitions on the VGA screen.

In adition to realtime playback SR provides flexible preview and scrubbing options that make it easy for you to view and scrub through you project quickly.

You may select the preferences for quick low resolution scrubbing, and for high resolution preview of frames.

For the purposes of this tutorial you will scrub and preview only to the VGA monitor.

Tip: For faster results in the future, when you are working with an external monitor, always choose Computer Screen Only *or* External Monitor Only for preview, and not both.

To set video preview preferences:

1   Choose **Preferences>Scrub and Preview Preferences**. In the dialog box, the default scrub size settings are optimized for your video capture hardware. Leave the preview render size at the default.

2 In "When Scrubbing on Realtime Render Areas Preview To," select "Computer Screen Only."

3 In "When Trimming Preview To," select "Computer Screen Only."

4 Select "When Dragging Items Scrub the Background." This lets you preview video as you overwrite clips on the timeline.

5 Click **OK** to apply the settings and close the dialog box.

1.8 Customise Speed Razor

When starting a project, or when you want to establish default settings for Speed Razor, you can apply start-up, interface, and editing preferences. We will take a few moments to adjust some of these now.

Set Project Timecode

See "Set Project Timecode," in Chapter 2 of the *User's Guide*.

You may set the starting point for the project at any point on the position composition window, and you have other timecode setting options.
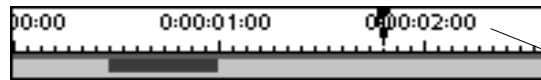
Set timecode and number of "ticks" on timeline

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To set timeline preferences:

1 Choose **Preferences>Timeline Preferences** or right-click the Timecode bar at the top of the Composition window timeline.

_____ Set timeline start point

_____ Select timecode setting

2 Select a starting time—in this case select the 0 mark (0:00:00.00).

3 Select a mode for labelling the timeline: NTSC users, select "Time," and leave "Drop-Frame," clear. Then click **OK**.

Tool Bar and Other Interface Preferences

See "Customize Speed Razor," in Chapter 2 of the *User's Guide*.

Create a tool bar with the commands you use most often by choosing Preferences>Tool Bar Preferences. For now, you will add the Scrub A/V button and Razor tool (if these are not already on the toolbar.)
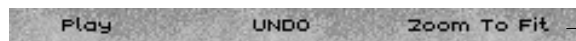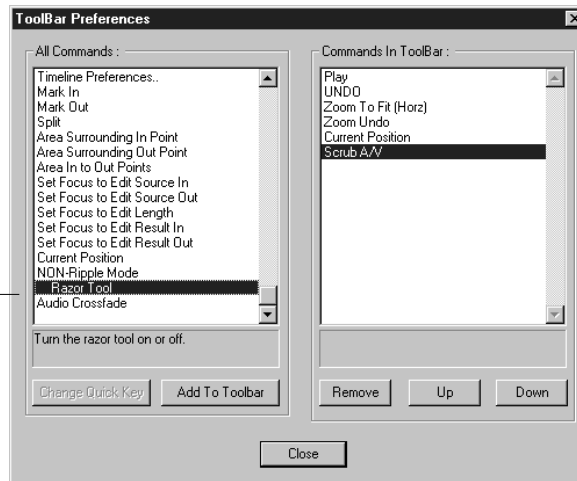

Select your own tool bar buttons

To modify the tool bar:

1   Choose **Preferences>Tool Bar Preferences.**

Select items for the
toolbar and click
Add to Toolbar

2   From the All Commands section, select Scrub A/V, and click **Add to Toolbar**.

3   Next add the **Razor Tool** button, and then click **Close**.

Interface buttons are sized according to font and button preferences chosen in the Interface Design dialog box (Preferences>Interface Preferences). There you can also customize how clips, fonts, and the backgrounds appear.

Save Preference Settings

Once you have established preference settings, you may save these to apply them to the project.

To save preference settings:

1   Choose **Preferences>Save Settings on Exit** so it is checkmarked.

2   Choose **File>Save** or **Save Version** to store the settings.

Now setup is complete and you are ready to imput media and begin editing the project.

Session 3: Library Setup and Storyboarding

Footge for this project comes on a CD. To edit these clips you are will have to first copy them to their respective drives.

In this session you will begin setting up the opening video sequence in the tutorial by using the Speed Razor Library as a tool for organizing, storyboarding, rough-trimming and playing back video. This section covers:

For a Library overview, see "Getting Started," Chapter 1 of the *User's Guide*

- Importing files to Speed Razor.
- Filtering items in the Library by keywords and other categories.
- Storyboarding, trimming and playing back items and groups in the Library.
- Placing items and groups on the Composition window timeline.

3.1 Import Files to the Library

Before we start editing we need to import the footage files . And before we import footage files we should copy them to the alocated discs.

1. In windows explorer locate the drive that contains your CD.
2. Copy the folder " video" to your video drive and put it in the SE tutorial folder.
3. Copy the folder " audio" to your audio drive and put it in the SE tutorial folder.

Once you have the files copied to your local drives, importing them into Speed Razor is a simple process.

1. Click on an empty cell in the library.

2. Chose Add Media.

3. Navigate to your video drive.

4. Sellect the Following clips(by dragging a box over them): 03,04, 05,06,07,08, 28, 33, 34, 35, 36, (29, 10, 37 Clips will be added later). Click **Open**.

 The Video clips appear in the library. Now add the audio clips.

5. Click on an empty cell in the library.

6. Chose Add Media.

7. Navigate to your Audio Drive and select Audio01, aoudio02 Files. Click **Open**.

The Audio clips show up in the Library window.

Once you have completed importing files, icons for these files appear in the Speed Razor Library. You can set the Library to view items in Icon or List mode by clicking on the ICON/LIST button in the library toolbar. Icon mode is best for storyboarding. List mode lets you view information and add notes to items. The following figure shows the Library in List mode.

Show List

Library in List mode

(click Icon/List button)

As you can see the files in the figure have notes. Entry and utilization of notes will be covered in section 3.3.

3.2 Importing Effects and Transitions

Although you won't be using transitions and effects until later in the project, let's import some of these now. You can easily import files at any time into the project in a number of ways:

- Click an empty Library cell and select from the menu.
- From the File menu, choose Add Media, Add Transitions, or Add Effects.
- Drag items directly from Windows NT Explorer into the Library.

To add Effects to Speed Razor:

1 Choose **File>Add Effects**, or click an empty Library cell and from the menu select ADD EFFECTS. The Add Effects dialog box opens.
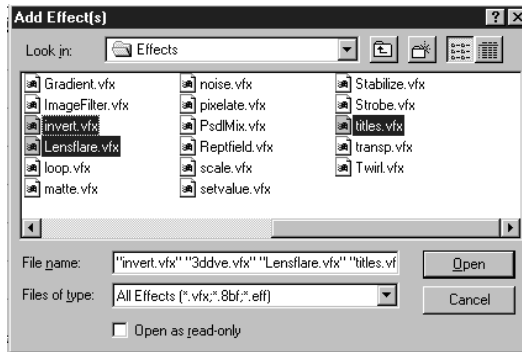
Select multiple items and click Open or drag to Library

2 From the effects listed, choose imagefilter.vfx, titles.vfx, and any other files you want to try from the list. For multiple files, drag the cursor over the list.

3 Click **Open**, or drag the item(s) to the Library. The icons appear in the Library along with all the rest of the media.

4 Next add the transitions. Choose **File>Add Transitions** or click an empty Library cell and follow the steps 1-3. Add the Crossfade and Wipe transitions. Import as many different transitions and effects as you want.

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Tip: When you have a lot of media and effects at the same time it can get confusing. To separate the Effects and Transitions from the footage go to Show> Types PLUG IN at the tool bar of the library. This way you can see only the effects and Transitions.

3.3 Add notes to Clips

After you have imported all the files it is often helpful to separate and find files through key words. But before you sort by key words you need to enter some descriptive words. To do that you can easily access the NOTES field in the library and enter some notes for each clip.

You can refer to the shot list on page 20 (3.1 Import Files to Library) and add notes describing the content of the shots.

Entering notes to the files:

1. Drag out the right side of the library until the notes field is visible.
2. Click in the field of clip 28 and type "Entertainment neon".
3. Click in the field of clip 34 and type "tdk neon".
4. Type some descriptive key words in the fields for the other clips. For help you can refer to the list on p.20 (3.1 import files to library)

Note: When bach capturing you can add descriptive notes while entering the clips timecodes.

3.2 Create Keyword Categories

Items in the Library start out in three categories, (ALL, TYPES MEDIA, and TYPES PLUG IN) which you can add to and change.

ALL	▼
ALL	
TYPES MEDIA;	
TYPES PLUGIN;	
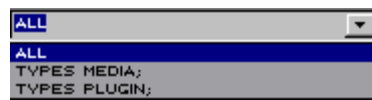
Click the Show List button in the Library to view categories

- Click the Show List to view the Library categories
- Click on a category to show items in it.
- To scroll through each list, press SHIFT and DOWN ARROW.

Now you can create new categoties based on file types and other ….?????? Such as keywords.

To filter the Library with keywords:

1   In the Library Show list box, click the word ALL to select it, and type "neon" Then click anywhere on the Library. Items with this word in their notes appear in the new group. Click the Show List arrow button to see the new category added to the list. This new category is called NOTESneon

2   To add an item to the "NOTES neon" category, click **Icon/List** to set the Library in List mode and select Types Media from the Show List.

3   For the item "clip35" select its Notes field and add the word "neon" if you haven't added this word to the notes already.

4   In the Library Show List, select the group " NOTES neon."

Tip: To make other item categories based on date, file type, and other criteria, choose **Library>Modify Show List** from the Composition toolbar.

3.4 Change Icons

By default, icons in the Library are drawn from the first frame of a video clip. You may want to change the icon for a library item so it best represents the file's content. You can do this in the Item Info (Trim) window.

Original icon shows frame from the end of clip04

clip05   clip05

Click ICON in Item Info (Trim) to change frame

To change a Library item's icon:

1   In the upper left of the Library, click the **Icon/List** button to set the Library in Icon mode. Then select Clip 08.

2   Open Item Info (Trim and drag the slider through the clip to find a frame that better represents the content of the clip.

3   Click the ICON button in Item Info (Trim). The new icon appears.

Slider

3.4 Storyboard Items in the Library

See "Rough Edit: Story-board in the Library," in Chapter 5 of the *User's Guide*

Keeping in mind that the video project opens with a short sequence of straight-cuts timed to a music beat, we can start organizing video shots in the Library. Let's arrange the first five video clips in the project. Storyboarding is a useful way of quickly organizing shots for a rough edit in the Library. Later in this session we'll trim these clips and place the group in that order on the Composition window timeline.

To storyboard items in the Library:

1   While the library is in Icon Mode, click the **Sort By** button and make sure Drag & Drop is selected from the menu.

2   Click, hold, and drag clip08 to the first square in the Library.

3   In the Library, move clip35 next to clip08, clip34 next to clip35, and clip33 next to clip34.

Library items, "Drag & Drop" in Sort By menu and arrange items

3.51 Using the Preview Windows

Now that we have Preview preferences established, let's take a quick look at how the Preview windows display video items.

• Select clip05 in the Library. Notice the Trim In and Trim Out Preview windows show the item's first and last frame, and the Playback window displays the frame at the slider's position in Item Info (Trim).

Right-click Title bar to open Preview window menu. Right-click image to enlarge it.

Trim In point

Trim Out point

Playback displays the slider's frame position as you scrub.

3.52 Play Items and Groups

Let's start selecting and playing back individual items, and then groups in the Library.

Double-click clip08 in the Library to play it back on your monitor. Click the item again to stop playback, or click the Stop button on the Composition window button bar. (The 'Play' button turns to 'Stop' during playback.)

Double-click audio02 to play it back. Notice the VU/Peak meter indicate volume levels.

Next, let's make a group of video items in the Library, and play it back as a straightcut sequence. To select a sequential group press the SHIFT key.

• Select clip08, then press SHIFT as you select clip33. The group is selected with clip33 the most highlighted. Item Info (Trim) now reads

"Item Info - Multi Selection (in Library)." Then click Play in Item Info (Trim).

To select non-sequential clips for playback press the CTRL key and sellect the next clip .

• Select Clip04, then holding down CTRL select Clip08 and Clip34. Then click Play in Item Info (Trim).

Note that the last selected item in the group appears with solid highlighting, this means you can trim it separately while keeping the group intact.

3.6 Trim Items in the Library

See "Rough Edit: Story-board in the Library," in Chapter 5 of the *User's Guide*

Now that we have a general order of clips for the opening sequence, we can begin trimming individual items before placing these on the Composition window timeline. For this we'll use the Trim tab of the Item Info window.

In Item Info (Trim) you have a variety of tools for trimming, selecting, and playing back items. To trim, you can adjust item timecode, lock aspects of an item as you trim, play back or scrub items as you mark trim points, and split an item at a selected frame. When you trim an item in the Library it affects its original length as placed on the timeline.

The following screenshot highlights some of the key features in Item Info (Trim) with an item in the Libary selected. (We'll go into more detail about trimming options as we edit on the timeline.)

Adjust Source timecode to trim items

Lock In point, Out point, or Length of a clip for trimming

Click Mark In and Mark Out buttons to trim

Scrub and play back video for trimming

Clip 08 has some unnecessary footage at the begging and the end. To get rid off it even before placing it on the time line, we will trim it in the library.

To trim an item in the Library:

Select clip08 in the Library, and in Item Info (Trim), click the PLAY button to view the clip.

1   Move the scrub bar in Item Info (Trim) to where the tittle changes into a shot of the buses.

2   Click MARK IN.

3   At the end of clip 08 the title of clip 09 is still attached. Go to a point right before it and click the MARK OUT button in Item Info (Trim) or press the O key. The new Out point is displayed in Trim Out and the blue area of the slider is adjusted.

4   In Item Info (Trim), click the PREVIEW button and watch the clip play the marked range. Note that if you select the PLAY button or spacebar. The clip plays from the current position.

33

New trim Out point
for clip05

You can now review clips 3, 4, 6, 7, 8, 28, 33, 34, 35 and 36, and trim unneeded areas - such as titles or overlapped material from other clips. We can be more selective about which parts we want to use later on in the tutorial.

3.7 Split and Rename an Item in the Library

We've already trimmed clip05, but on second thought, we may need the second half of the clip. In this case we can split the item, and then rename the second created item. After splitting an item, both items can be restored to the original clip's length.

To split and rename item in the Library:

1   Select clip05 in the Library, and open Item Info (Trim), unless you already have it open.

2   Re-establish clip05 to it's full length by dragging the slider in Item Info (Trim) all the way to the right, and then click MARK OUT.

3 Scrub the slider to find the point at which the scene changes from walkers on a sidewalk to a street market.

4 Click the SPLIT button or press the INSERT key. The new IN point is displayed in Trim IN window and the blue area of the Item Info (Trim) slider is adjusted.

5 In Item Info (Trim), click the PREVIEW button and watch the clip play the marked range. Note that if you select the PLAY button or press SPACEBAR. The clip plays from the current position.

6 The second item, also named "clip05" is created in the Library. Select it. You'll see it's new Source In and Out timecode in Item Info (Trim).

7 To rename it, highlight its name in the Library, and type in "clip05" or a descriptive title, such as 'sidewalk walkers'.

8 Name the other clip "clip05A" or " traders".

9 Choose **File>Save Version** and apply the auto-named workfile version .name.

3.8 Place Items on the Timeline

After setting up a rough sequence and playing back items in the Library, now we're ready to place groups and individual items on the Composition window timeline.

3.81 Place the Group

First let's place the group of items selected earlier in the Library. When you've selected a group in the Library, simply click any item in the group and drag it to the timeline. The group appears as a sequence of straight cuts on the timeline.

To place a group:

1 Select the group clip08, clip35, clip34, clip33 in the Library by clilcking on the clips and holding down the CTRL key.

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2 Click any item in the group, hold, and drag the group to the beginning of the first track on the Composition window timeline.

3 As you drag, a gray block moves with the mouse. Move the mouse so the block begins at the start of Video V1 (00:00.00.00). Then release the mouse. The four clips appear in order on the timeline.

First four clips from Library placed as a group on V1

Clip28 placed individually by right-clicking
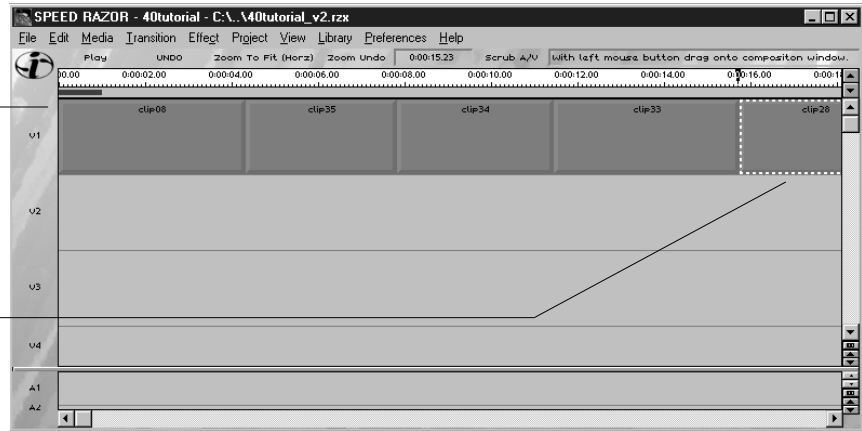
3.82 Place Individual Items

Next let's add clip28 after clip33 (the last clip) on track 1 of the Composition window timeline. You have two options for placing individual items from the Library: drag and drop, or right-click. We'll use the right-click method to quickly place the item.

To place a clip by right-clicking:

1 Select clip33 on the timeline.

2 Right-click clip28 in the Library. It's trimmed version (as it was trimmed in the Library) appears after clip33 on the timeline.

When you are finished, choose File>Save Version to save your work, and you're ready to move on to next session, "Edit Video and Audio on the Timeline."

Session 4: Edit Video and Audio on the Timeline

For a Composition window overview, see "Getting Started," Chapter 1 of the *User's Guide*

In this session you'll cut the opening sequence—a series of short video shots set to a background music beat—on the timeline. To do this, you'll set up markers and trim clips using a variety of methods. Along the way, you'll master zoom shortcuts, and become familiar with some of the wide range of editing preferences and shortcuts Speed Razor provides. Topics covered in this session include:

- Zooming the project timeline.
- Inserting clips on the timeline.
- Moving and editing clips in standard and "Ripple" modes, and undoing edits.
- Playing back selections on the timeline.
- Setting markers to audio waveforms.
- Overwriting video, using video layers.
- Setting Snap To for clips.
- Trimming methods, including Source and Result timecode adjustment, and trim shortcuts.

Although you might typically first lay down a background music track and then cut video clips to it, for purposes of this tutorial we'll start by placing video on the timeline, and then adding audio.

4.1 Zoom the Timeline

Before beginning to trim clips, it is useful to master zooming and moving around the Speed Razor timeline. This will help you navigate the timeline as the project grows. You can view clips on the timeline at intervals ranging from single frame to the entire project, and change views horizontally and vertically:

- Right-click an empty area of the timeline, press the SHIFT key, and move the mouse:
  - ⇒ left to zoom in horizontally
  - ⇒ right to zoom out horizontally
  - ⇒ down to zoom in vertically (tracks enlarge)
  - ⇒ up to zoom out vertically (tracks grow small).

Project horizontal and vertical zoom out: Press shift and drag mouse up and to the right

Try some other zooming methods:
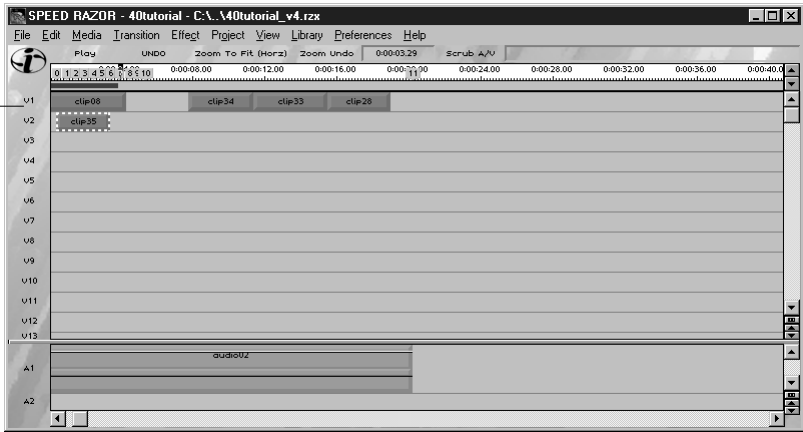
For more zoom shortcuts, see "Zoom the Timeline," in Chapter 5 of the *User's Guide.*

- Zoom a selected area by drawing a bounding outline on the timeline. Press CTRL, right-click, and drag to draw a box. Then release the mouse to view the zoomed area.

- Revert or undo the zoom press shift+z, or choose Zoom Undo on the tool bar.
- Zoom at various time levels from single frame to 10 seconds: Press CTRL and a number between 1 and 8 on the keyboard

View the entire project: Press CTRL+HOME.

4.2 Splice Insert a Clip

See "Place Clips on the Timeline," in Chapter 5 of the *User's Guide*

In the last section you placed a group on the Composition window timeline and added clip28 by right-clicking it in the Library, but now we'd like to splice insert clip04 to follow clip33 and precede clip28.

To splice insert a clip, simply right-click an item in the Library to insert it after the selected clip on the timeline. How the clip is inserted depends on whether the timeline is in "Ripple" or "Non-Ripple" mode.

- In standard, "Non-Ripple" mode, the clip to the right of the insert moves down a track to accommodate the clip.

- In "Ripple" mode (activated temporarily by pressing the R key as you edit) the clip and all clips to the right of the inserted clip move to the right.

In this case we want clip28 to "slide" to the right as clip04 is inserted so we'll use Ripple mode. But first, let's see what happens in standard (non-Ripple) mode.

1 Select clip33 on the timeline

2 Right-click clip04 in the Library. It is placed on the timeline after clip33, and clip28 moves down a track.

Select clip33

Clip04 right-click inserted after clip33

Clip28 "slips" down to V2
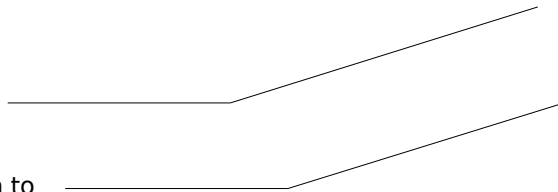
3 Undo this edit using any of the following options: Choose **Edit>Undo** and select the top two edits from the Undo List, click the Undo button on Composition Window twice, or press CTRL+Z on the keyboard twice. (To adjust the maximum levels of undo, choose **Preferences>Levels of Undo** and select 10 from the submenu.)

Now we're ready to insert clip04 in Ripple mode.

1 Select clip33 on the timeline in front of the insert point.

2 Press and hold the R key as you edit to temporarily activate "Ripple" mode.

3 Right-click clip04 in the Library. It inserts after clip33 and before the following clip.

4 Release the R key.

Tip: Press ALT+R or choose Edit>Ripple Mode to set Ripple mode.

Select clip33 and press r key

Right-click clip04 to insert it after clip33

Clip28 "slides" to right

4.3 Play Back Video on the Timeline

See also, "View Your Work," Chapter 9 of the *User's Guide*

Next, let's play the sequence back. This is a good opportunity to look at the various ways you can play back video and audio on the timeline—using mouse and keyboard shortcuts, buttons, and menu commands (Edit>Timeline Selection). Let's try some of these now.

- Press CTRL+SPACEBAR to play back the entire timeline sequence. Press SPACEBAR to stop play. Press SPACEBAR again to resume play from that point on the timeline.

Try some other methods of selecting and viewing video.

- Select an area with the Preview Bar: On the Composition window, click the Preview bar just above the timeline, and drag to highlight an area, then press ALT+SPACEBAR to play the area.

Timecode bar
Preview bar

Select area for playback

V1 of timeline
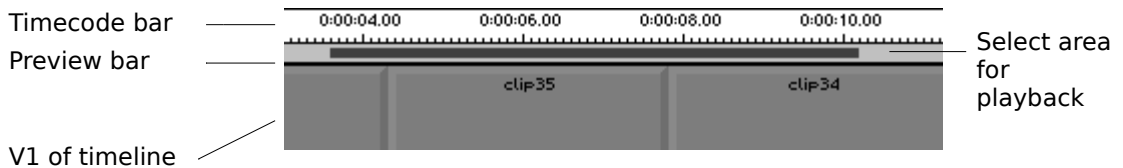
- Play the video sequence from the pointer's position: Click the Play button at the top of the Composition window.
- Select a track: Click the V1 number button on the left side of the Composition window timeline to play all clips on video track one.
- Double-click any item on the timeline to play it back.

4.4 Set Markers to Audio Beats

Zoom buttons

Vertical scroll

Maximize track

Track resize buttons

Splitscreen bar
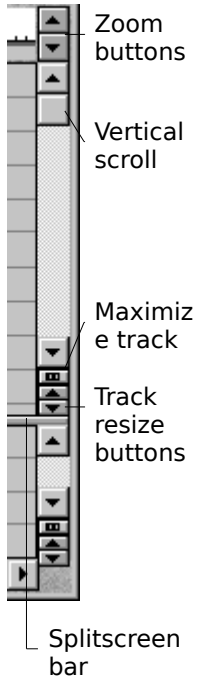
To cut the video shots to a beat, we'll need to lay down our background music track, so let's do that now, and then place markers on the timeline. Markers can be added in various ways: according to a set time interval, during playback, or individually according the pointer's position.

As you set up the timeline to add markers, you'll also become familiar with some of the navigational tools on the Composition window. These are indicated in the figure on the left.

To add an audio track and set markers:

1   Set up the Composition window to view audio and video by adjusting the Splitscreen bar and/or track resize buttons as needed (see figure on left).

2   Drag or right-click the audio file "audio02" onto the first audio track (A1) of the timeline so that it starts at the beginning of the project (0:00:00.00).

3   Zoom to a selected area of the timeline: Press and hold CTRL as you drag the mouse on the Preview Bar so that it extends just past the first clip (clip08).

4   Choose **Preferences>Loop Playback**.

5   Press ALT+SPACEBAR to play this selection. Listen to it a couple of times. You will hear a strong beat approximately every half second.

6   As the audio plays at the sound of the beat, press TAB to place markers for the first nine beats.

Add markers by pressing TAB at pointer position as audio02 plays

Marker 0

Double-click audio02 background music clip
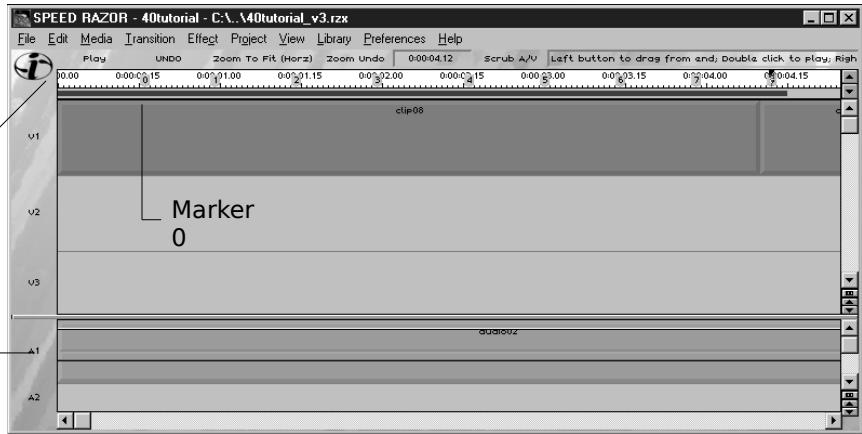
You'll see that the first marker (on the left) is numbered "0." These are then numbered sequentially to the right. Even if your sense of timing is acute, you may want to check the placement of markers for accuracy. For this purpose, Speed Razor provides audio waveforms as a visual cue.

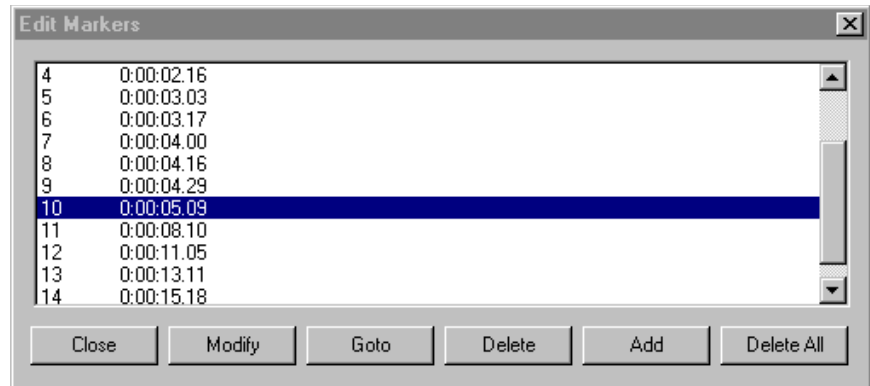*To mark audio beats with waveforms:*

1 Select the audio clip and choose **Media>Show Audio Waveform**. Then maximize the audio track by choosing **View>Maximize Audio Height** or clicking the audio Maximize button on the right side of the Composition window.

Waveforms appear for left and right stereo channels
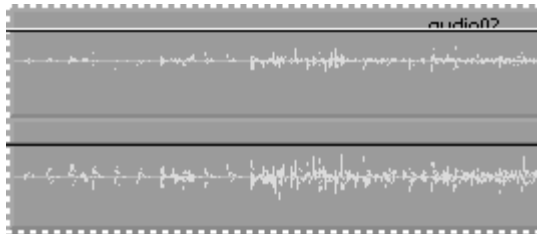
2 Click on Marker 0 and drag it along the Timecode bar. A vertical line moves over the waveform and the timecode is indicated on the Composition window shuttle bar. (If you need to zoom in for more accuracy, press CTRL+2. Zoom in and out by pressing CTRL and any number key from 1-8.)

3 Press ALT+M to select Marker 1. Drag it into position on the timeline.

4 Continue selecting each subsequent marker or if you rather work with numbers choose **Edit>Markers**, then click the Modify button and enter new timecode positions for markers . Note that you can also add notes to your markers.

Edit Markers		✕

4	0:00:02.16
5	0:00:03.03
6	0:00:03.17
7	0:00:04.00
8	0:00:04.16
9	0:00:04.29
10	**0:00:05.09**
11	0:00:08.10
12	0:00:11.05
13	0:00:13.11
14	0:00:15.18

Close	Modify	Goto	Delete	Add	Delete All

Tip: To delete a marker, simply select it and press DELETE or drag it up away from the timeline.

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4.5 Layer Video Clips on the Timeline

Now that you've got markers set to beats in the music, you can quickly establish the opening sequence of video shots. For some continuity in the opening sequence, we'll have the first clip play continuously, with short cuts interspersed over it.

To "overwrite" a video clip, we'll place video clips on Speed Razor's timeline, which allow for unlimited layers of video. When you place a clip on track 2 (V2) it plays over, or "overwrites," video on V1.

The following screenshot shows clip35 overwriting clip08. It also shows a gap left in the timeline after moving clip35, because Speed Razor is set to the default (non-Ripple) editing mode.

Marker 0

Drag clip35 from V1 to V2, beginning at Marker 0

Gap left in timeline

Clip34 remains in place on timeline
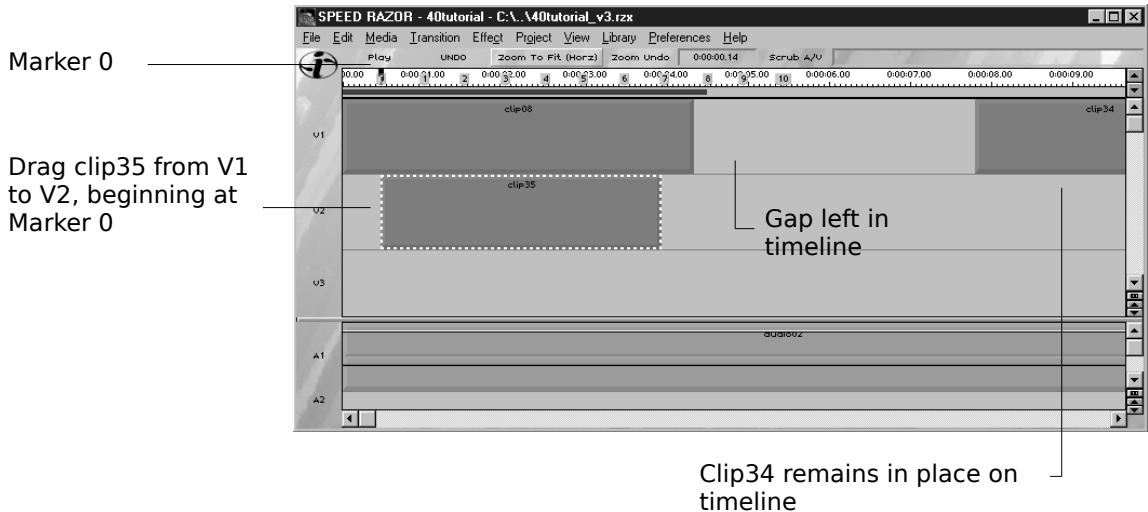
To overwrite a video clip:

1 First, make sure that you have at least two video tracks visible in the Composition window timeline. If the waveform of the audio clip is active, turn it off by choosing **Media>Hide Audio Waveform.** If you need to zoom out, press CTRL+5.

2 Click the left side of clip35 and drag it to Video track 2 (V2) and left underneath clip08. (When you select the clip make sure the cursor is an arrow, not double-diamond shape.) Notice that the clip does not move frame by frame, but snaps to markers.

3 Move clip35 so that it snaps to the first marker, Marker 0. Then zoom in by pressing CTRL+3, and move to the beginning of the timeline by either right-clicking an empty timeline track and dragging the mouse to the right, or move the window scroll to the left.

4 Select an area on the Preview bar from the beginning of the project to just after clip35, and play this back by pressing ALT+SPACEBAR. The buses clip (clip08) plays first, then cuts to the neon sign (clip35) at the first beat. This then cuts back to the buses once clip35 finishes.

Note that video clips have a video opacity level that can be adjusted. Choose **View>Show Video Opacity Graphs** to see this graph line.

<mark>4.6</mark> Set Snap To and Move Clips

As we saw in the last section, to move a clip on the timeline, you can simply click and drag it to a new position. As you move a clip, it "snaps to" markers or other clips nearby. You can easily adjust how items snap to each other as they draw within a set range on the timeline.

• Choose Preferences>Snap To Preferences and see that "Snap to Video Items" and "Snap To Markers" are selected, the "Dragging Snap To Strength" is 50, and S key 0.


Set snap to for video, audio and markers

Press S key to turn "snap to" on or off as you move or trim a clip

Tip: To temporarily turn off Snap To while moving a clip, press the S key as you drag the clip.

• To see how Snap To works, select clip35, hold down the S key, and drag the clip. It will move frame by frame.

When moving clips on the timeline it is important to note that *where* on a clip you select determines how the clip snaps to other clips or markers. To move a clip by its In point, select its left side. To move a clip by its Out point, select its right side. Let's try it.
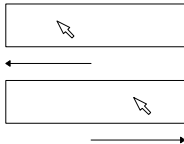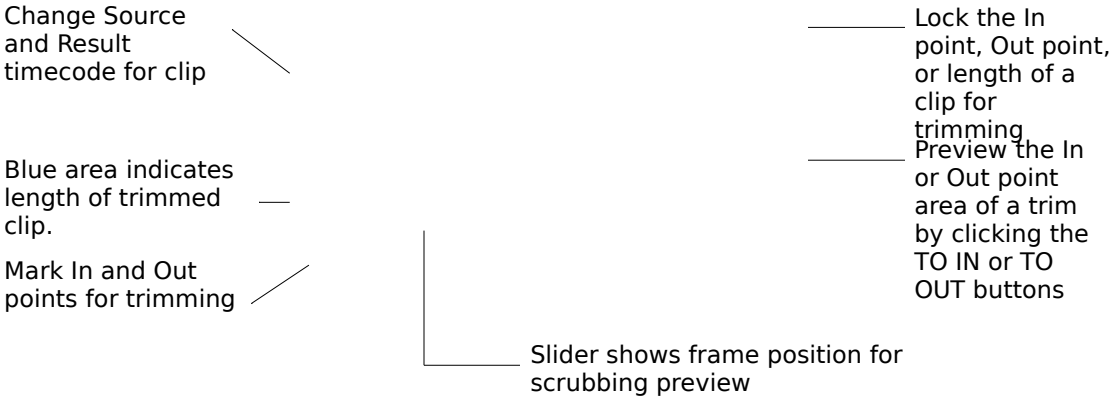

• Select clip35 by its left side and drag it to the right. The pointer on the timeline moves to the In point of clip35, and the In point will snap to Marker 1. Then undo this move by pressing CTRL+Z.

- Select clip35 by its right hand side and drag it to the right. The pointer moves to the Out point of clip35 and the Out point will snap to the next marker. Then undo this move by pressing CTRL+Z.

4.7 Trim Video Clips on the Timeline

In this section, we'll trim each video shot in the introduction sequence to match the markers set up on the timeline. We'll look at various methods for trimming, and also some basic ways of reading timecode on clips. In Speed Razor, you can trim clips by using keyboard and mouse shortcuts, by using options in the Trim tab of the Item Info window, and by dragging the edges of a clip on the timeline. The following screenshot highlights some of the trimming tools in Item Info (Trim).

Change Source and Result timecode for clip

Blue area indicates length of trimmed clip.

Mark In and Out points for trimming

Lock the In point, Out point, or length of a clip for trimming

Preview the In or Out point area of a trim by clicking the TO IN or TO OUT buttons

Slider shows frame position for scrubbing preview

First we'll set up clips to the length we want on the timeline, and then refine the In and Out points for each clip.

4.71 Trim by Dragging Clip Endpoints

Perhaps the simplest way to trim clips on the timeline is by simply dragging the In or Out edge of the clip. As you trim, notice that the Item Info (Trim) window slider has adjusted to indicate the new trimmed length of the clip, and the new Source In and Out timecode.

To trim by dragging an end point:

1　Set the In point of clip35 to Marker 0 if it is not already set.

2　Click the right edge of clip35 (the pointer changes to a double-diamond shape), hold the mouse button down, and drag to the left. The clip shortens, and the change is indicated in Item Info (Trim).

3　Press the s key and click and drag the end point. Note how it now snaps to the markers in turn.

4　Adjust the end point so it snaps to Marker 1.

Clip08

Clip35 trimmed
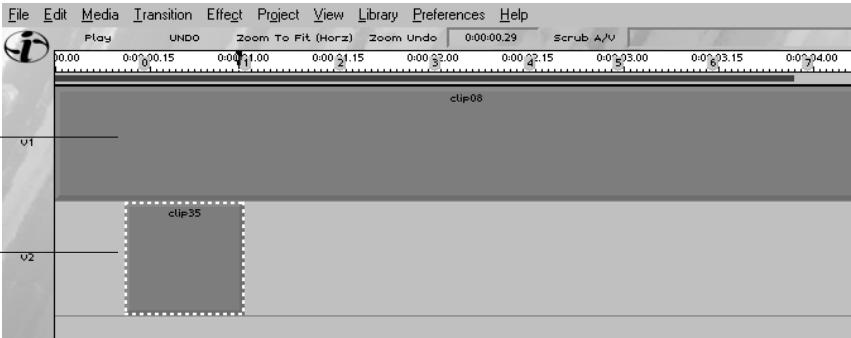
4.72 Trim with a Mouse and Keyboard Shortcut

Dragging the edges of a clip is useful, but there are quicker and more accurate methods of trimming, including the following combination mouse and keyboard shortcut. Let's try this out on clip35, but first we'll need to restore the clip's original length on the timeline. Any clip that is trimmed can be easily restored to its original length.

- Select clip35 on V2 of the timeline and drag its right edge. Notice the blue area of the slider in Item Info (Trim) adjust to the restored length.
- To trim clip35 with a shortcut: Press CTRL+SHIFT and click on clip35 at the Marker1 position on the clip, then drag to the right. The new Out point is established where you clicked. (CTRL+SHIFT and drag to the left trims to the In point.)

4.73 Preview a Trim Area

Now that you have your first overwrite edit positioned and trimmed, let's preview it on the external video monitor.

To preview a trim area:

1   Clear **Preferences>Loop Playback**.
2   Select an area on the Preview bar surrounding the clip and preview it by pressing ALT+SPACEBAR.
3   Select clip35 and press the COMMA key, or click the TO IN button in Item Info (Trim). The In point of the clip is previewed.
4   With clip35 still selected, press the PERIOD key, or click the TO OUT button in Item Info (Trim). The Out point is previewed.

Tip: Set the length to preview around the trim In or Out points by choosing Preferences>Trim Preferences.

4.74 Trim By Marking In and Out Points

Now let's overwrite another part of clip08 by positioning a second clip on V2, between markers 2 and 3. This time you'll use the Mark In and Mark Out options in Item Info (Trim) to trim the clip.

Move clip34 to V2, starting at Marker 2, then trim its Out point to Marker 3.
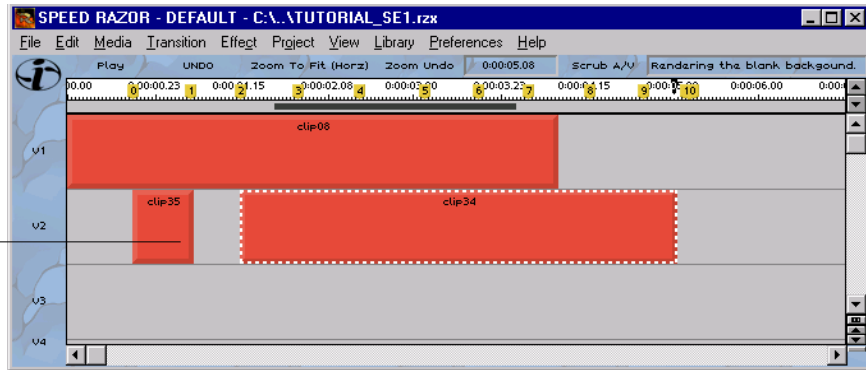
To trim by marking In and Out points:

1   Select clip34, drag it to V2, and move it to the left so its In point starts at Marker 2.

2   With clip34 still selected, in Item Info (Trim) click the slider and drag it until the pointer on the timeline approaches Marker 3. Then click the MARK OUT button in Item Info (Trim) or press the o key. The clip is trimmed.

Move Clips on the Timeline

As with clip35, when you moved clip34, this left a gap on V1 of the timeline. In Speed Razor you can move clips individually (this is the standard mode for editing), or collectively by using Ripple mode.

To move clips in Ripple mode:

1   Zoom out so you see most or all video clips on the timeline, using any of the zoom shortcuts.

2   Press R and while still holding this key, select the left side of clip33 and drag to the left. Clip33 and clips following it on the timeline move to the left.

3   Release the R key to turn off Ripple mode.

Tip: Select "Ripple Trimming" in Item Info (Trim), to move other clips on the timeline with a trimmed clip. Clear "Ripple Mode" to keep other clips in position, adjusting only the trimmed clip.

4.75 Trim by Adjusting Source and Result Timecode

As you trimmed any of the previous clips, you may have noticed Source and Result timecode changes in Item Info (Trim). Source timecode is the clip's individual timecode measurement. Result timecode indicates the clip's position on the timeline. The following screenshot shows Source and Result timecode in Item Info (Trim) for clip08 on the timeline. Your timecodes will vary depending on how much and where you have trimmed items.

Source is clip's timecode from source tape

Select Source or Result timecode with keyboard shortcuts or mouse

Result is clip's timecode on project timeline

Adjust time by frame using keyboard or by clicking arrow buttons

- First select clip08 on the timeline and then select Item Info (Trim).

- Select clip35 on the timeline. Its Source (individual clip timecode) and Result (timeline location timecode) In and Out points appear in Item Info (Trim). You can change them directly there to trim the clip.

- Now select any clip in the Library. No Result time is listed, because the item is not on the project timeline.

Mouse and Keyboard Shortcuts

We'll now place a third clip on V2 between markers 4 and 5. This time you'll quick cut a clip and then fine trim it using the shortcut keys. These key combinations are useful when making frame-by-frame adjustments on the timeline.

1 Select clip33, drag it to V2, and move it to the left so its In point starts at Marker 4.

2   Press the CTRL+SHIFT keys together, and click on the clip at Marker 5, then drag to the right. The clip is cut.

3   With clip33 still selected, press ALT+RIGHT ARROW. The Out point extends one frame. ALT+LEFT ARROW shortens the Out point by a frame.

4   Now press SHIFT+LEFT ARROW. The In point extends back one frame.

Enter Timecode

Speed Razor provides a variety of other shortcut keys for trimming by timecode. In addition to adjusting Source or Result timecode frame by frame in Item Info (Trim), you can type in a new frame number. Let's try this with clip33.

Clip 33 has a qiuck shot of another clip in its beginning . So lets try and eliminate the first 5 frames form the clip.

To trim by entering timecode:

1   Select clip33 and lock its length in Item Info (Trim).

2   Press SHIFT+COMMA or double-click it. This highlights the Source In timecode in Item Info (Trim).

<center>different times</center>

3   Enter the number 5 and the plus sign key (5+) to add five frames to the source in point.

<center>different times</center>

4   Preview the edit. Note that clip does not have end of the different clip in its beginning. Note that the length remains the same.

Tip: Enter the plus sign key and then the number to change the timecode aspect to that number of frames. For example, enter +5 to Source Length to change its length to 5 frames. To select Source Out timecode, press SHIFT+PERIOD. To select Result In timecode, press ALT+COMMA.

4.76 Slide Trim: Lock a Clip's Length as You Trim

On the previous clip, clip33, we locked its length. When trimming, you can maintain the length of cuts while changing Result or Source In or Out points. In Item Info (Trim), choose what aspect of a selected clip—its Source In, Source Out, or Length—you want to lock, and then trim the clip.

To trim a clip with locked length:

1 Drag clip28 to V2 on the timeline so its In point snaps to Marker 6.

2 Trim its Out point to snap to Marker 7 and preview the edit.

3 With the clip still selected, in Item Info (Trim) select the Lock button next to View Len and clear Ripple Trimming.

Ripple trimming:
Move other clips
with trim

Result timecode
is timeline
position

Lock aspect of a
clip for
trimming

1 Using the scrub bar select a new frame for an In point. Try a point at which the neon lights turn on.

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2 Click the MARK IN button. Note that the clip length remains the same, but the position of the marked blue region in Item Info (Trim) reflects the new In point.

New Source In and Out

Result time remains the same
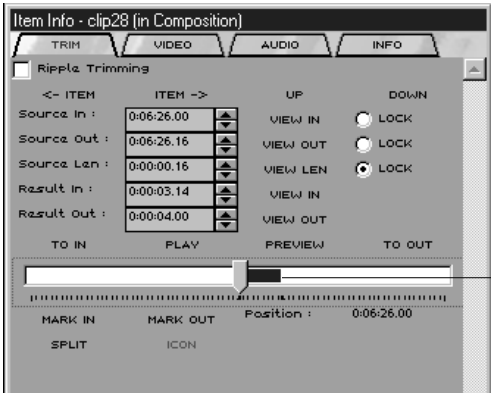

Blue area shifts indicating new Source In and Out

3 Preview the edit by clicking TO IN and then PLAY.

To mark the clip's Out point do the same, this time using the MARK OUT button. Let's now place one more insert and see what our edit looks like:

1 Move clip36 from the Library to V2 of the timeline so that its In point snaps to Marker 8.

2 Trim the end point to Marker 10 using any one of the methods explained in the previous section.

3 You may want to lock its length to select a different section of the clip. If so, select the clip and in Item Info (Trim) select its View Len Lock button and look for a better in point.

4 Preview this section.

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Intro sequence with clips on V2 overwriting clip08 on V1
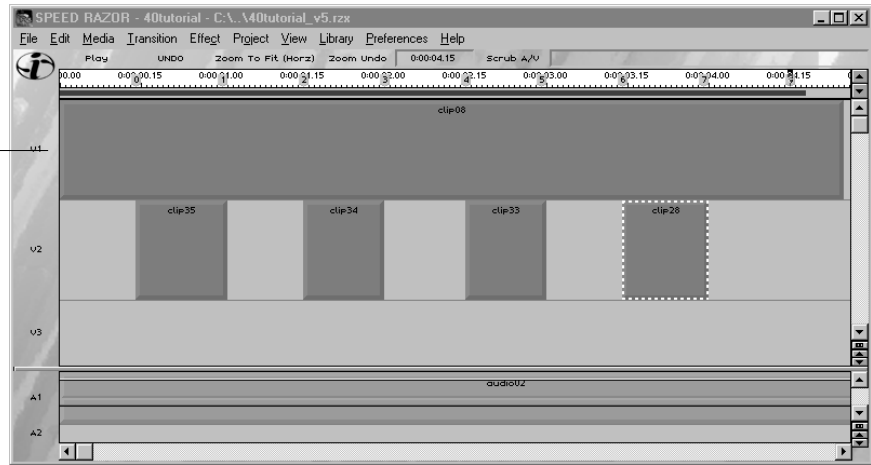
4.77 Trim to Fit a Gap

See "Place Clips on the Timeline," in Chapter 5 of the *User's Guide*

By now you have an edit that matches the beat of the music. It's okay, but we can improve it by replacing the last two shots of the buses with more exciting shots.

There are several ways of achieving this. We could trim clip08 on V1 back to Marker 4, then place a new clip after it. But since we're experimenting, lets look at a more flexible approach.

Clip04 placed to fit the gap between clip33 and clip28
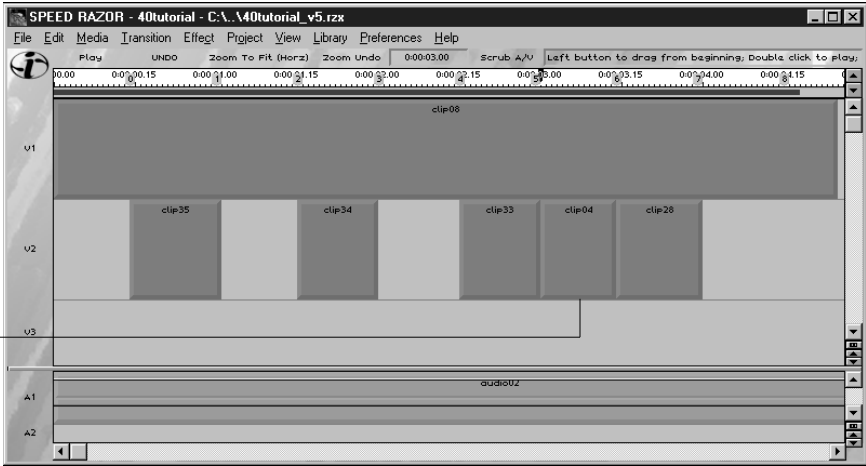
To place video in a gap:

1 Select the clip04 item in the Library, and play or scrub through it to find an appropriate In point.

2 Mark its In point by clicking the MARK IN button in Item Info (Trim). Then click the Lock button next to View In to lock its In point.

3 Drag clip04 to V2 of the timeline in the gap between clip33 and clip28. Notice how the clip fits to fill the gap, with its Source In point unchanged.

4 Preview the edit. If you want to change the In or Out points, select the clip and in Item Info (Trim) select its View Len Lock button

5 Select clip07 in the Library and in Item Info (Trim), select the Lock button next to View Out to lock the Out point.

6 Drag the clip from the Library onto the timeline, placing it in the gap between clip28 and clip36 on V2.

7 Preview the edit. This time, because the Out point of clip07 was locked its In point moves to fill the gap.

4.8 Complete the Intro Sequence

Once you have completed trimming, you're ready to lay in the remaining video shots for the introduction sequence. Using the figure below as a visual guideline, complete the intro.
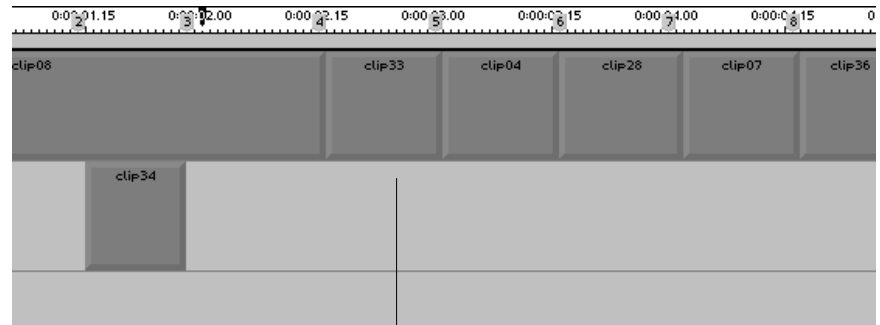
Clip33 followed by clips 4, 28, 7 and 36.

This has already been done. Except that the clips are on V2

To complete the intro:

1 Trim clip08 so that it ends at Marker 4.

2 Move clips 33,04, 28,to v1:
   - Select them by dragging a bounding box around them.
   - Go to **Edit>Cut** or Ctrl+X .
   - Then **Edit>Paste** or Ctrl+B
   - move the striped rectangle to V1 and click on the track. It expands positioning the clips at their proper places.

3 Select clip07 and place to follow V1, beginning at Marker 7 and ending at Marker 8.

4 Select and position clip36 after clip07, beginning at Marker 8 and ending at Marker 9.

5 Trim the clips and playback the sequence until you are satisfied with the cut.

Once you have the initial short sequence, go ahead and fine tune some of the edits by adjusting clips Source or Result In and Out points. You've now completed the intro to the video. In the next section we'll start mixing the audio tracks.

- Choose **File>Save** Version if you haven't done so recently to save your work.

Session 5: Mix Audio

In this session you'll add a narrative audio track to the project and mix this with the background music track—both in realtime and by adjusting volume level nodes on the clip. Then you'll begin setting markers to breaks in the narration, and add fades to audio using shortcuts. Along the way you'll become familiar with the various audio mixing and monitoring tools in Speed Razor. This session covers:

- Monitoring audio volume with the VU meter.
- Muting audio clips and turning off video clips on the timeline.
- Adding notes to markers.
- Splitting a clip on the timeline.
- Using Item Info (Audio) controls to mix audio in realtime.
- Adjusting volume on audio channel graphs.
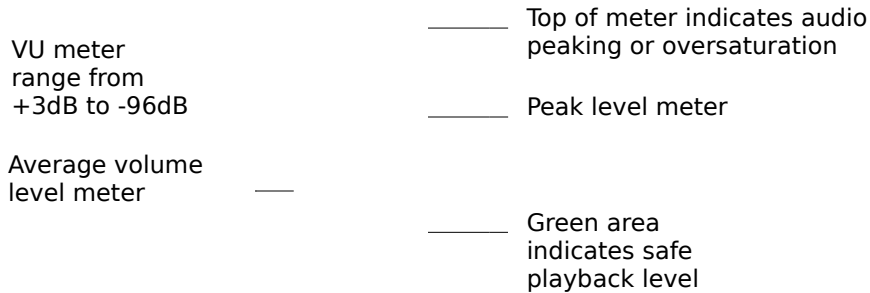- Using shortcuts to perform audio fades and crossfade.

5.1 Monitor Audio Levels with VU Meter

Before we start mixing audio lets take a moment to look at the Speed Razor VU meter. Most importantly, the VU meter helps you prevent audio oversaturation—audio that exceeds the levels of safe playback.

- Double-click the background music clip audio02 on the timeline and watch the VU meter.

As the audio plays you'll notice two bars on the meter rising and falling to indicate peak and average volume levels. It functions in the same way as the VU meter in the Batch Capture window and Capture dialog box.

VU meter
range from
+3dB to -96dB

Average volume
level meter ——

_____ Top of meter indicates audio
peaking or oversaturation

_____ Peak level meter

_____ Green area
indicates safe
playback level

Note: As you go through this tutorial, especially when overlaying audio tracks, use the VU meter to monitor volume levels. If volume oversaturates during playback, Speed Razor provides a message allowing you to lower audio levels before resuming playback.

5.2 Mute Audio and Turn Off Video

. It is often useful to mute audio or turn off video clips on the timeline as you edit. When working with a big number of tracks it can get confusing, so sometimes you want to eliminate all other distractions and "see" only one track When a clip (or audio channel) is not activate it appears dulled. Let's see how this works.

- Select clip35 on V2. Then select Item Info (Video) and clear the Video On box. Preview the edit—the clip does not play. To activate the clip again, select Video On.

Clip35 turned off
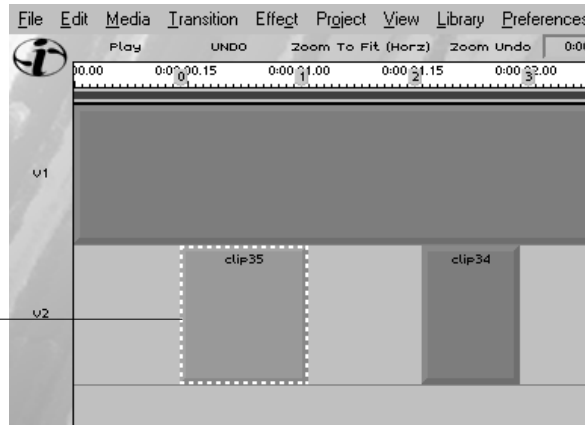
To mute an audio channel, clip, group, or track, make your selection, and in Item Info (Audio) select the Mute box.
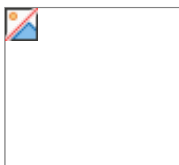

Select Mute to
turn off audio

Left and right channels for
stereo tracks can be locked
or muted separately

- Select audio02 on A1 and then select the Audio tab of the Item Info window. Mute the left and right channels for audio02—the clip appears dulled on the timeline. Leave audio02 muted for the next section.

5.3 Add a Narration Track

Now let's preview the voice over track (audio01). You'll also add a matching video track to the audio. (Remember to keep the background music muted for this step.)

To add the voiceover track and sync it with video:

1   Double-click audio01 in the Library and listen to the first few seconds of the clip. It starts, "The hustle and bustle of the West End of London…"

2   Drag audio01 to the second audio track (A2) on the timeline so that its In point snaps into position at the Out point of clip36.

3   Double-click clip06 in the Library to preview and rough trim its In or Out points. Then right-click it to place this after the last video clip in the project (clip36 on V1).

4   Select audio01 on A2, and activate its waveform by pressing CTRL+W or choosing **Media>Show Audio Waveform**.

5   Trim the Source In point of audio01 to approximately one second before the narrator's voice begins.

6   Hold down the S key and Adjust the In point of audio01 on the timeline so that the first waveform matches Marker 9. Then select an area to preview around the start of the voice over and press ALT+SPACEBAR. Because audio02 is still muted, you'll hear the narration begin without the music at the start of clip06.

Place clip06 after clip36

Mute audio02 temporarily

Audio01 placed on A2, beginning at Marker 9

5.4 Add Notes to Markers

It will be useful to add a few more markers now, this time to significant points in the narration. To keep track of what video clips will match the narration, we'll add notes to the markers.

To add markers and notes:

1   With waveforms active for audio01, zoom in (CTRL+2) and add Marker 10 at the first significant wave, corresponding to "the hustle and bustle…"

2   Add Marker 11 at the wave corresponding to, "famous for its shopping…"

3   Add Marker 12 at "… street traders," Marker 13 at "… first class entertainment", and Marker 14 for "… and theater"

4   Then press CTRL+M or choose **Edit>Markers**. Inside the dialog box, highlight Marker 10, click the **Modify** button, and add, "hustle and bustle." Then click **OK** to close the Modify Marker dialog box.

5   In the Edit Markers dialog box, double-click Marker 11 to open the Modify Marker dialog box and add, "famous for shopping,"

Marker notes

Select a marker and click Goto to go to it on timeline

6   Continue adding notes for Markers 12,13 and 14, and when you are finished close the Edit Markers dialog box.

5.5 Split a Clip on the Timeline

See "Cut Clips," in Chapter 5 of the *User's Guide*.

Before mixing the audio clips, let's trim the Out point of the music clip (audio02) at Marker 11. To try something new, we'll split the clip and delete the leftover "new" clip.

To "split" trim a clip on the timeline:

1   Select audio02. Click the pointer and position it at Marker 11 on the Timecode bar. Then press the INSERT key or click the SPLIT button in Item Info (Trim). This splits audio02 at the pointer's position.

2   Now select the second audio02 (its In point is at Marker 11) and press DELETE to get rid of it.

Of course it's not really gone. If you have suspicions, select audio02 and drag its right edge to the right. Just be sure to move its Out point back at Marker 11 when you're through.

5.6 Crossfade Two Audio Tracks

See "Fade and Crossfade Audio," in Chapter 7 of the *User's Guide*.

Now you're ready to combine the audio tracks. You have two choices: Lower the music during the voice over, or fade the music out as the voice over begins. Leaving the music at full strength migh interfere with the narration, and it also might cause your audio levels to go too high. So instead, let's try a one second audio crossfade first. With a new feature in Speed Razor 4.0 you can apply an audio crossfade in one step.
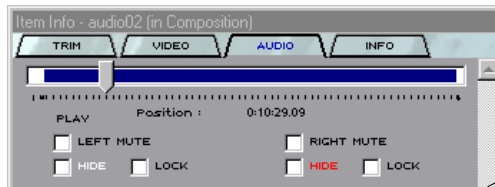
Marker 9

Select two audio clips
and press alt+c for
crossfade.

Marker 11
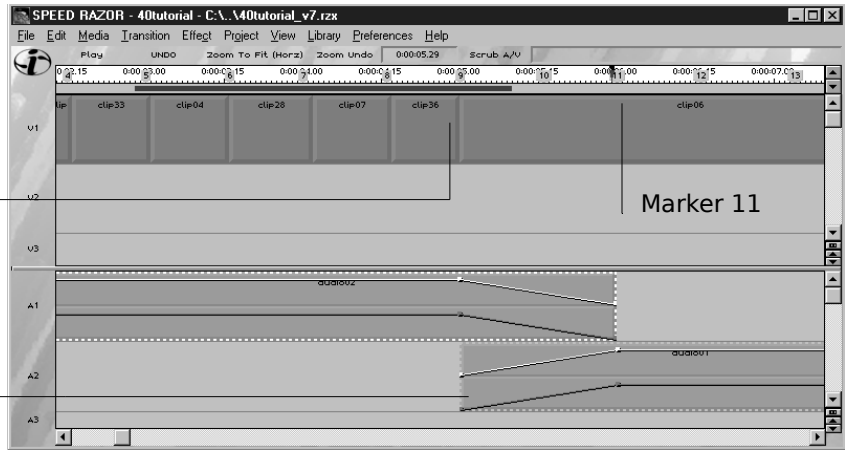
To crossfade audio:

1 Turn on the audio channel graphs (if they're not already showing) by choosing **View>Show Audio Graphs**. White and red horizontal lines appear on the audio clips, indicating left and right stereo channels.

2 Select audio02 on the timeline, and in the Audio tab of the Item Info window, clear its Left and Right volume Lock boxes.

Clear Lock to fade or
make other volume
adjustments over
time

3 See that the In point of audio01 is set at Marker 9 and the Out point of audio02 is set at Marker 11. Press and hold the SHIFT key as you select the audio01 and audio02 clips on the timeline.

4 With both clips selected, press ALT+C or choose **Media>Audio Crossfade**.

5 Preview the project (video and audio together) by pressing CTRL+SPACEBAR.

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5.7 Mix Audio in Realtime

The Cross fade is too drastic and the naration is lost until Marker 11 that is why we are going to manually mix the audio in real time.

See "Mix Audio in Realtime," in Chapter 7 of the *User's Guide*.

On second thought, the video might look a bit dry without background music, so let's try setting the narration over the music, but this time by lowering the volume of the music clip as it plays back on the timeline.

- We'll first need to undo the audio crossfade and restore audio02 to its original length.

  - Unlock the Ripple Trimming mode .

  - Press CTRL+Z to undo the crossfade, or choose Edit>Undo and select from the submenu. Then select audio02 on the timeline, and in Item Info (Trim), drag the slider all the way to the right, then click the MARK OUT button.
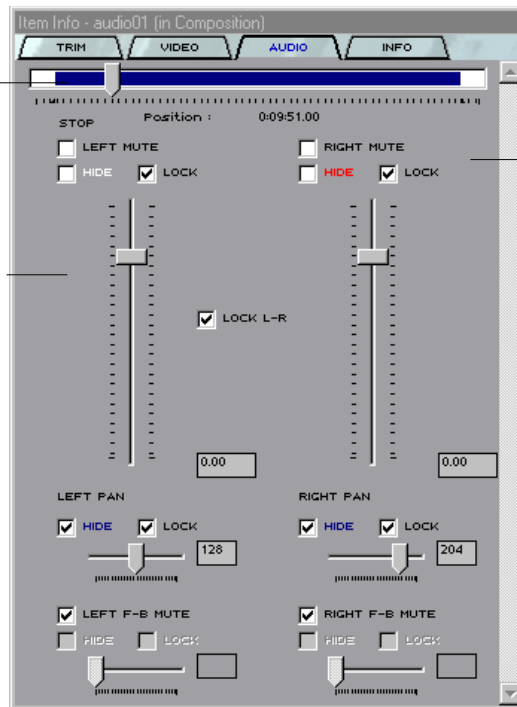
Using Item Info Audio

We'll use the audio mixing controls in the Audio tab of the Item Info window to do the realtime mix. Callouts on the following screenshot provide a brief description of Item Info (Audio) tools.

- Double-click audio02 on the timeline to play it back. (Notice that the volume faders don't move.)

Slider indicates playback position, use also for scrubbing

Raise or lower volume for entire clip with volume locked

Drag volume faders as audio plays to mix in realtime

Original level of audio, before mixing is 0dB. Total range is 12dB to -96dB.

Speaker pan adjustments: left, right, front and back

To mix audio in realtime:

1 Select audio01 on the timeline. Choose **View>Show Audio Graphs** and activate its waveform by pressing CTRL+W. Adjust the Composition window splitscreen bar and enlarge the audio track (**View>Maximize Audio**) to view it better.

2 Choose **Preferences>Loop Playback**.

3 Select the audio02 music clip on A1. In Item Info (Audio) make sure the Left and Right volume Lock boxes are turned off. Leave the Lock L-R box selected to adjust both channels together.

4 On the Preview bar, select an area for playback beginning before Marker 9 and ending after the nine second mark, and then press ALT+SPACEBAR. Play repeats until you stop it.

5 As the music approaches Marker 10, in Item Info (Audio) drag the left volume fader to lower the volume slightly over the next three or four seconds.

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Select area for preview

Nodes are created on audio clip as you mix volume during playback
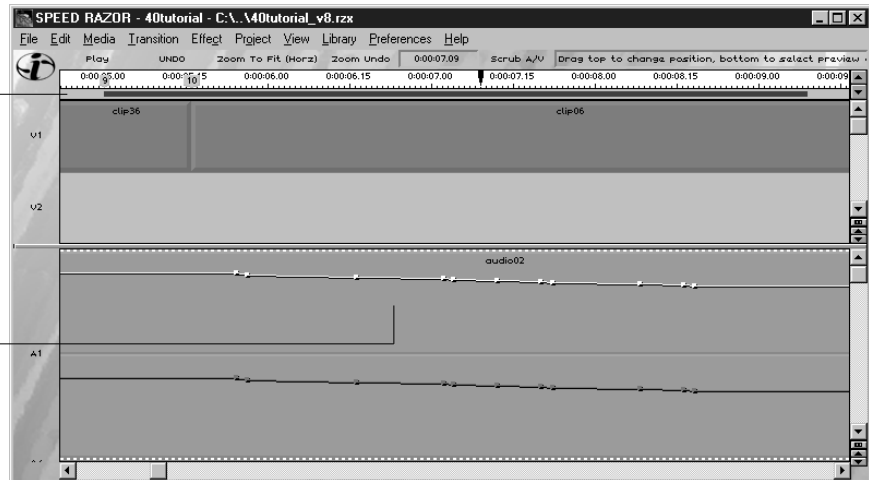
Once you mix the audio, you'll notice that nodes have been created on the audio clip as a result of the volume mix. These nodes indicate volume levels graphically, and they can be adjusted individually.

- Double-click audio02 to play it back. Notice the volume faders in Item Info (Audio) move with the volume adjustment, and the decibel boxes provide the audio level.

- Move the playback slider in Item Info (Audio) to the end of the clip. The audio levels on audio02 gradually rise after the fade you created, because there is always a node at the end of the clip.

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5.8 Mix Audio by Adjusting Nodes

You may have gotten the right mix the first time during playback. Of course if you didn't, you can just remix the clip in realtime. Or, you can individually adjust the nodes already created. By adjusting audio nodes you can set bezier curves for smooth audio fades, and you can lower volume levels if audio has oversaturated during playback. In this case, we'll add a new node, lower the volume, then delete any unnecessary nodes, and add a bezier curve adjustment.

To adjust audio nodes:

1   Zoom in and maximize audio track 1 (A1) to see the audio nodes clearly.

2   Add a new node after the last node on the clip by pressing the CTRL key and right-clicking on either the left (upper) or right (lower) channel graph.

3   Right-click the node and drag it down slightly and to the right.

4   Now let's delete any unnecessary nodes by pressing SHIFT and right-clicking the nodes in between the first and last ones.

5   Create a bezier curve adjustment by selecting a node and pressing ALT as you drag from the node.

6   When you have a fade you are satisfied with, play back the project by pressing CTRL+SPACEBAR.

Tip: Audio channel graphs and video opacity graph nodes are adjusted using the same set of shortcuts.

5.9 Create an Audio Fade

See "Fade and Crossfade Audio," in Chapter 7 of the *User's Guide*.

Before closing out this session, let's add a half-second audio fade in at the start of the project as well as a video fade in. New shortcuts in Speed Razor 4.0 let you do this with a quick mouse and keyboard action, and you can use the same shortcuts for video fades.

To fade in audio:

1   Select the audio02 clip and zoom in (CTRL+2)

2   Press CTRL+SHIFT and right-click on the clip at the fifteen frame mark, and then drag left. A fade up from the left edge is automatically applied.

3   Preview the edit.

4   You can adjust the node by right click and draging.

5   Do the same for Clip08 in the beginning.

6   To fine tune the fade you can grab the nodes by right clicking and dragging.

Press ctrl+shift, right-click on the clip, and drag left to fade in

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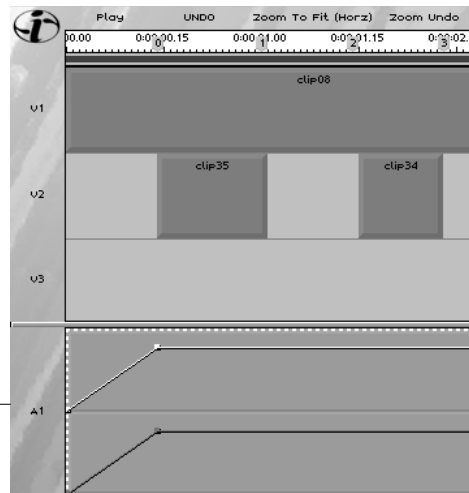
That's it for this session.

- If you have not done so recently, choose File>Save Version to save a new workfile of your work.

Session 7: Complete the Project

In this session you'll complete editing the project by adding the remaining video shots cut to the narration. This session covers:

- Trimming and placing video clips to match markers.
- Slip trimming to offset video from markers.

7.1 Bring in new clips and Match Video to Audio

Import Clip10, Clip29, clip 37 from your video drive into your project:

1 Click on an empty cell in the library.
2 Sellect Add Media
3 Navigate to the clips .
4 Sellect the clips and click Open.

Now we're ready to start matching video clips to the narration track, starting with clip10—the shot of shoppers outside a store window. To do this we'll use a combination of the techniques previously covered.

You can first set up video items in the Library and place the group on track 1 of the timeline, or place and trim each clip individually.

To place video clips to markers:

1 In the Library, preview clip10. Mark its In point at the change of scene, where the shoppers stand in front of the window.

2 Place clip10 on V2 and snap its In point to Marker 11. Then preview this edit.

3 If you are satisfied with the edit, trim the Out point of clip06 to Marker 11. Then move clip10 up to V1 and trim its Out point to Marker 12.

4 Match the second half of the split clip05 (clip05A or "traders") to "its street traders." Select clip05A (or "traders") in the Library and preview the item. Set its mark In point where the man is in front of a street stand. Then place it on the timeline beginning at Marker12 and trim its out point at Marker 13.

5 Place clip29 between markers 13 and 14 (corresponding to "first class entertainment").

6   Place clip37 between markers 14 and 15 (corresponding to "...and theatre).

7 Save the edit by choosing **File>Save Version**.

7.3 Slip Trim Two Adjoining Clips

Once you have the video sequence set to markers, play it back. You may want to adjust the In point of certain video clips so that they start before the narration. For example let's say you want to move the in point of clip10 so it starts a little bit before Marker 11 and in the same time trim the end of clip6.

To do this, we'll make use of the new "slip trim" feature in Speed Razor Simply select two adjoining clips on the timeline and drag their shared Out and In point to trim these.

Trim Out point of
clip11 and Trim In
point of clip12 are
displayed in
Preview windows.

To slip trim clips on the timeline:

1   Select clip6 and in Item Info (Trim) select its Lock In box.

2   Select clip10 and in Item Info (Trim) select its Lock Out box.

3   Click an empty area on V2 below clip10, hold the right mouse button down,
and drag a box selecting clip10 and clip6. They appear highlighted and the
Preview windows show the Outpoint of clip 6 and the In point of clip10.

4   Zoom in (CTRL+2).

5   Select the shared Out and In point of the two clips and drag to the left.

You may want to adjust other video clips in the sequence to find the timing you like, and when you are finished, go on to the next section to place the closing video sequence.

Session 8: Add Video Transitions and Effects

Now that we've got a complete straight cut project, we can refine this by adding basic video effects and transitions at key points in the video— such as fades in and out at the start and end, transitions timed to certain changes in the narration, and titles where needed. This session covers:

- Fading in and fading out Video opacity graphs.
- Adding transitions and effects to video on the timeline, and setting up Drag and Drop Preferences.
- Adjusting transition and effect parameters.
- Making presets for effects.
- Adjusting video and text fades using shortcuts to modify video opacity graphs.
- Applying an effect (Image Filter) to video.
- Adding titles with the Speed Razor Titles effect or Inscriber/CG.

When you imported files back in Session 3, you may have already imported the video effects and transitions for use in this session. These are the Speed Razor Wipe and Crossfade transitions, and the Image Filter Set and Titles effect. If you haven't added these files to the Library, take a minute to do so now.

- Click an empty Library cell.
- Sellect add Transition from the menu.
- Find the Wipe and Crossfade transitions in the transitions folder.

8.1 Fade Video

Let's create a short video fade in at the start of the project and a fade out at the end. To create fades in Speed Razor you can apply any of the Fade effects, or—as with audio fades—apply a fade shortcut to adjust the clip's video opacity graph.
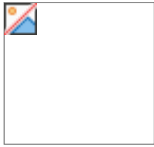
To fade in video:

1   Choose **View> Show Opacity Graphs**. A white graph bar appears on video clips on the timeline.

2   Select clip08 on the timeline and in Item Info (Video) unlock its Video Opacity.

3   Press CTRL+SHIFT, then right-click about one half second from the start, and drag the mouse to the left to create the fade in.

4   Zoom by pressing CTRL+2. You'll notice a node at the top of the fade. Right-click and drag to position it accurately.

5   Preview frames by scrubbing the timeline or the Item Info (Video) slider.

Next, move to the last video clip on the timeline, clip37, and apply a one second fade to it.

8.2 Drag Place a Transition

See "Place Transitions," in Chapter 8 of the *User's Guide*.

Our project starts with an intro sequence of video shots cut to a beat, and is then synchronized to the narration track. To accentuate the change of tone of the narration track, we'll add a one second wipe transition at the start of the narration track, and then soften the next cut with a brief crossfade. As with video and audio clips, you can use the "drag and drop" or "right-click" methods to place transitions between clips on the timeline.

Because we already have video in place on the timeline and don't want to affect the placement of clips, we'll want to drag the transition into place. In Session 4, we set up the timeline so that clip36 is followed by clip06. Now we'll add clip03 and create a Wipe transition between clip03 and clip06.

Select transition to view video Source Input and Output clips and to make parameter changes
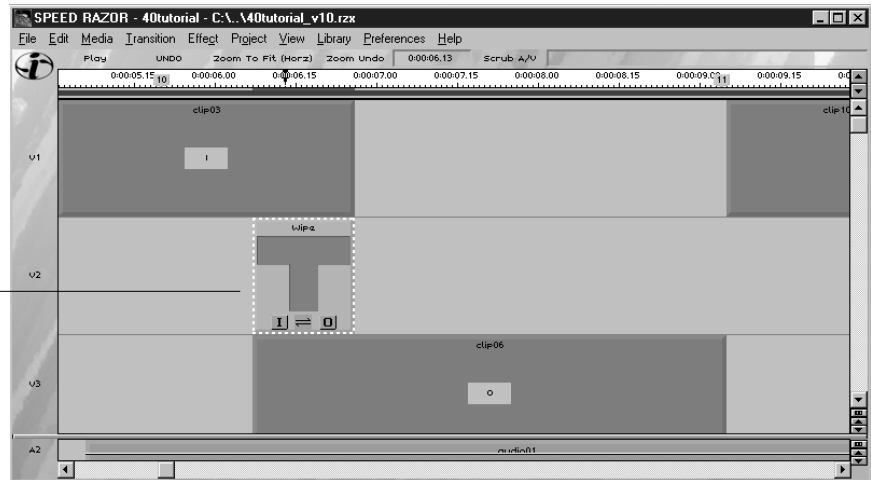
To set up and add a transition:

1 Drag clip06 to the third video track on the timeline (V3). Then place clip03 on V1 in the gap left by clip06.

2 Select clip03 and in Item Info (Trim) select its Lock In point box. Make sure its Ripple Trimming mode box (In Item Info palette) is not checked.

3 Then trim the Out point.

4 Select clip06 and in Item Info (Trim) Lock its Out point. Unlock its Ripple Triming mode. Trim the In point of clip06. So there is an overlap.

(Note: technically there can be an overlap created by adjusting only one clip)

5 In the Library window, select TYPES PLUG-IN from the Show List.

6 Select the Wipe transition and drag it to V2 between clip03 and clip06. It adjusts to the overlap.

7 The Wipe transition clip appears on the timeline, its in- source being the clip on V1 (clip03)and the video output clip on V3 (clip06), and the Wipe parameters open in Item Info (Video).

Note: If using an external monitor -Transitions cannot be viewed in real time. First they need to be rendered. The same goes for effects.

When you select an effect or transition on the timeline, you'll see its video sources in the Source In and Source Out preview windows, and its result in the Result or Playback preview windows. Usually the Result and Playback will match when you are making a transition or simple effect. Make sure the effect/transition is selected and the Shuttle slider is within it. When you are compositing multiple layers, the Result preview window shows the result of only those layers in the composite.

Source 1 or input source clip03. Source 2 or output source is clip06 Graph node shows position of wipe.

Result and Playback show wipe image at that frame in the transition.

8.* Customize a Transition

See "Adjust Transition and Effect Parameters," in Chapter 8 of the *User's Guide*.

Now let's soften the edge of the wipe slightly by adjusting the transition parameters in the Item Info (Video) window. Speed Razor has a variety of transitions, For most of which you can customize the degree, positioning, timing and other parameters of the effect.

Drag slider to scrub preview the transition
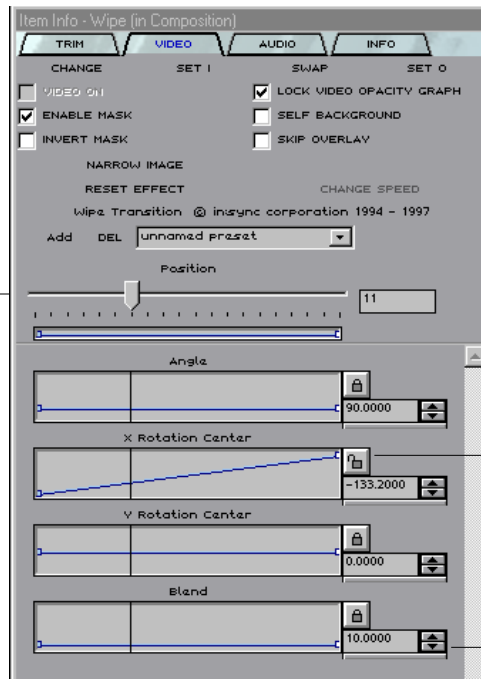
Opened Lock button: Effect parameter can be changed over time.

Click Up arrow button to increase Blend

To adjust transition parameters:

1   Select the Wipe transition on V2 of the timeline. Its parameters open in Item Info (Video)

2   In Item Info (Video) increase the Blend value to 20 .

3   Move the Shuttle slider to half way through the wipe.

4   In the Preset box, type "Soft wipe left to right," then click the **Add** button. If you select the drop-down list button, this preset is now added to the list.

Another place to adjust the transitioon is the playback window.

1   Select the transition

2   3 nodes apear on the playback screen as well as in the sourse1,2 and result windows. .

3   By dragging on the side nodes you can adjust the blend parameter of the transition and by dragging the center you access the rotation center parameter.

8.# Quick-Drop Place a Transition

Now we'll place a crossfade between clip06 and clip10 using the Quick Drop method. For this, we'll want to first set up Drag and Drop Preferences.

• Choose Preferences>Drag/Drop Preferences.

Press ALT key to move items on timeline as you drag

Set default transition, effect and single frame length

Set how right-click transitions are placed on timeline.

• .

In the **Drag and Drop Preferences** dialog box you can set how transitions are placed when right-clicked. In the Quick Drop Transitions section, you'll see options for where the transitions will be placed (added to the end or beginning of the selected video clip) and how video clip sources will be affected (Film or Video Style). In Video Style, the Output source of the transition moves up in time (to the left) to accept the transition. In Film Style, video clips remain in their position on the timeline and the transition draws from trimmed areas of the source video clips. To use Film Style, video sources need to have been trimmed first. The following screenshot shows the timeline after the transition has been placed in Film Style.

Clip06 selected , Input source of the transition.

Right-click Crossfade

Clip10, Output source of transition. Outpoint stays in place. In point adjusts to accept transition
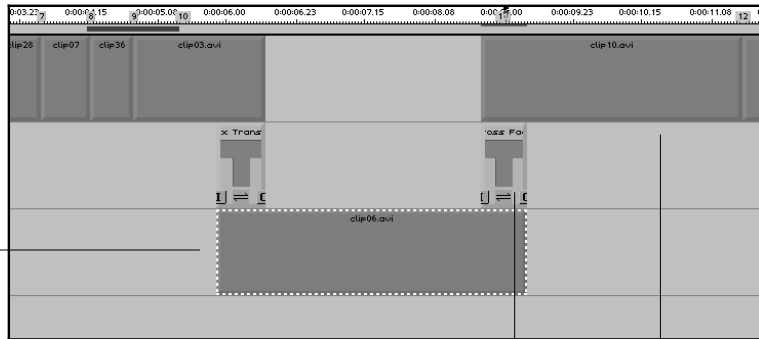
To "quick drop" a transition:

1 Choose **Preferences->Drag and Drop Preferences** and in the dialog box, set the Default Transition Length to 15 frames NTSC. Then change Quick Drop Transitions to Add to End and Film Style and click **OK**

2 Select clip10 and in Item Info (Trim) select its Lock Out point.

3 On the timeline, select clip06, then right-click the Cross Fade transition in the Library. The In point of clip10 adjusts and the transition appears on the timeline between clip06 and clip10, in the created overlap. The Cross Fade parameter appears in Item Info (Video).

4 Select clip10 and in Item Info (Trim) you will see the new Result and Source In point timecode and the same Out point timecode. All clips remain in the same position on the timeline but frames are added to the end of clip06 and beginning of clip10.

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Now that you know how to place and adjust transitions try and recreate the ==effectscut.avi== look.

AS you can see from the final version of the ==effectscut.avi== there have been some other transitions placed between the remaining clips. Feel free to experiment with some other transitions and try and put a Double wipe, an Iris and a Clock transitions.

==Double Wipe- set the angle to 90 degrees. Between clip 10 and 05==

==Iris-Between clip 05 and 29.==

==Clock- Between clip 29 and 37.==

Double wipe

Iris   Clock

8.7 Apply an Effect to a Video clip

==A couple of words on effects…==

==They can be used to alter the look of a clip.==

==You have control over each individual property.==
==If the property is locked you affect the clip for the whole duration of the clip.==
==If you unlock a property you can create keyframes,==

==Keyframes allow you to change properties over time.==
==You source an Effect by clicking on the S button on the Effect in the timeline and then clicking the clip.==
==An effect affects the clips directly above or below it.==

To apply a video effect:

1   Select clip08 on the timeline.

2   In the Library window, select TYPES PLUG-IN from the Show List. If you don't have the Image Filter effect, click on the Library and select Add Effects to add it.

3   Right-click the Image Filter effect in the Library. It appears on the timeline below and sized to clip08. Its parameters appear in Item Info (Video).
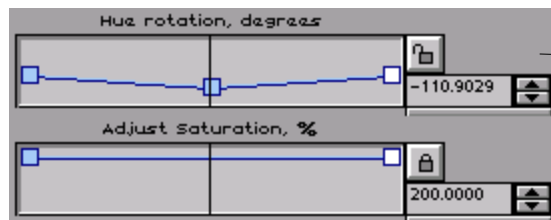
Click to unlock, move slider to middle of clip

4   In Item (Video), without unlocking increase the values for Brightness and Contrast. You can do that by clicking on the arrows or by grabing on a key frame and draging it up. As long as the property is locked you are affecting the whole clip.

But that clip appears 3 times in the beginning sequence so lets change its appearance at least the middle section of it.

5   Go to the gap between clip35 and clip34 on the timeline.

6   Make sure the Effect is selected and unlock Hue rotation degrees parameter in the Item Info (Video) window. Then adjust it. With the arrows.

7 Notice a Key frame is created. A key frame represents a point of change in the parameter's value.

8 Move it down until the busses turn green. Thus connecting the look of the shot with the Green in the following Shot of the TDK sign.

By the use of key frames you have ultimate control over each parameter in any given point in time.
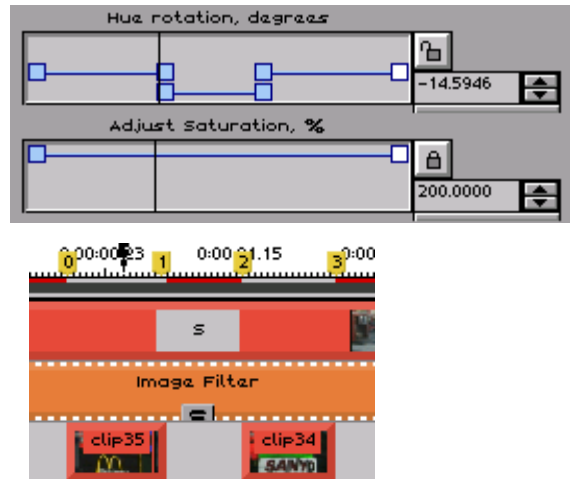
See if you can get the graph to look like that. By setting up key frames so that change around marker1 and marker2.

Note: put those in call out boxes:

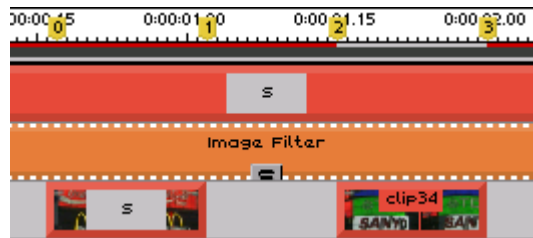Put the pointer on marker 1 and set the keyframe berore it.

Put the pointer on marker 2 and set the keyframe after it.

Changing the source

To apply the effect on clip 35:

1. Click on the S button in the Image filter in the timeline. This is the source button. A small S appears next to your arrow.

2. Click on clip 35. An S box appears on top of the clip.

3. Do the same for clip 34.

Let us apply the same effect to clips 33 04 28 07 and 36.

8.8 Add Titles

Titles

For this tutorial, we'll use the Speed Razor Titles effect. Let's add some basic titles to the project, beginning just after the start of the voiceover and the video crossfade.

To add titles:

1 If you haven't done so yet, add the Speed Razor Titles effect to the Library.

2 Drag the Titles effect on V4 of the timeline beneath clip06. This corresponds to the voice over "… the West End of London.Its parameters open in Item Info (Video).

3 In the text box that areas in the Item Info (Video) window, enter "West End" and set its alignment to left.

4 You can change the font by clicking on the A button next to the text box.

5 Preview the text Click on the Timecode bar above the effect on the timeline and scrub or scrub in the Item Info (Video).

6 In the Text Size parameter in Item Info (Video), reduce the font size to 15 by typing in the value. You can also adjust the size by manipulating the nodes in the Playback window(or any of the other windows).

7 Click and drag the nodes in the Playback window to position the text in the video frame. The central node controls the position and offset of the Drop shadow. In order to see the drop shadow click the Use Drop Shadow Box in the Item Info (Video) window, right underneath the text box. You also have the option of adjusting the Opacity and Blur .

8   Adjust the color by clicking any of the color ▮▮ buttons in Item Info (Video) and select a text colorfrom the new screen. After you have the right color and position for text, name the preset "Westend", and save it with the **Add** button.

8.9 Fade Text In and Out

Right now, the titles just cut in abruptly onto the video at the start of the crossfade. We'll soften this by adding the Titles effect as an Output source of the Crossfade transition.

• To add Titles as a second Output source to the Wipe transition, select the Wipe transition clip on the timeline, click its O, and then click on the Titles effect clip. Then click on the I in the Crossfade transition and source it to the titles effect too.

If you want the text to come in after the clip is in full opacity then we can fade the text in and out by using the video opacity graphs. Resize the effect by dragging its in and out points on the timeline making it shorter then the video clip.

To fade in text:

1   Choose **View> Show Opacity Graphs**. A white graph bar appears on video clips on the timeline.
2   Select the Titles effect clip on V4 of the timeline. Press CTRL+SHIFT, right-click near the begining of the effect, and drag the mouse to the left to create the fade in.
3   Press CTRL+SHIFT,right clic near the end of the effect and drag to the left to create a fade out.
4   Preview frames by scrubbing the timeline or the Item Info (Video) slider.

Now that you know how to do this you can ad text to the rest of the clips on the timeline.

Add the following words to the appropriate clips
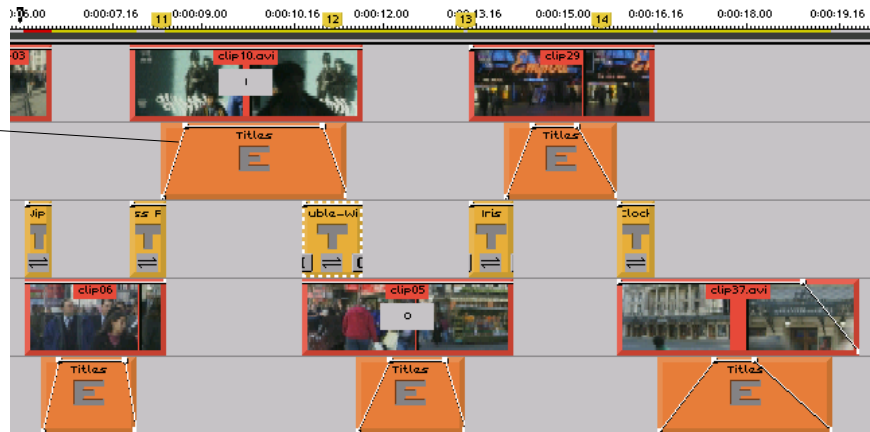
Fashion to clip10

Vendors to clip5

Nite life to clip29

and Culture to clip 37

Remember when working on the titles just like with the effects you want the title effect that you are working on to be selected.

Fade created using shortcut

Outputting to a file

Since the project is done lets output it to an .avi file.

Settings for export are maintained separately from editing settings so you have to set them up.

To export a to an AVI file:

Click on the preview bar underneath the time line and drag to select. Select the whole project in the timeline. (better wording)

1. Go to **File >Export to a File (Selected Area).**

2. In the Export to a file dialog box select the video box. Click on the down arrow and select a video device type. Select an AVI Multimedia Device.

3. Click the **Setup** button next to the video device box**.** This allows you to set up quality and size of the exporting file.

4. In the AVI File Setup window set the frame size to 320 by 240, leave the frame size to NTSC, Choose Microsoft Video 1 as a compressor and lower the Compression Quality.

5. Click **OK**

6. Enter the name directly in the next box or hit the **Browse** button.

7. Check the Audio box (located directly below the video box). And click the **Interleave Audio With Video Using Video Device** checkbox. This will attach the audio with the video in the same file.

8. Click **OK** to export.

Exporting an .ASF file.

1. Select the area you wish to export.

2. Go to **File>Export to File (Selected Area).**

3. In the Export to a file dialog box select the video box. Click on the down arrow and select a video device type. Select a Software .asf device.

4. Make sure that the audio check box is checked as well as Interleave Audio With Video Using Video Device. This is the only setting that will allow you to access the ASF setup menue.

5. Click on Setup.

6. From the ASF Template List sellect the most apropriate format for your purpose.

7. Enter the name of the file directly in the Video File Name box or hit the Browse button.

8. Click **OK** to export.

II: Video Effects and Transitions Tutorials

The following tutorials present ways of using Speed Razor video transitions and effects, and combining these to create stunning video composite images, text, color changes and textures. This is just a very small sampling of the exciting images you can make in Speed Razor.

These tutorials assumed that you are familiar with stacking video layers and video opacity, and basic actions such as: adding files to the Library, placing video and effects on the timeline, sourcing transitions and effects, adjusting parameters for effects and transitions, and preferences for previewing video and effects. For more information on these, please refer to Chapter 8, "Add Video Effects," in the *User's Guide*. For background information on each Speed Razor effect, see Appendix A, "Effects Index."

Transitions Tutorials

The short tutorials in this section help you get started using Speed Razor transitions to add exciting transitions between video shots in your projects. Speed Razor comes with over twenty adjustable transitions and a wide range of digital video effects that can be used as transitions. Because each transition and effect has a standard dialog setup, you can easily adjust these and create your own customized settings. This section covers:

- Setting up any transition on the timeline.
- Using effects as transitions.
- Setting up the timeline for right-click transitions.

You can easily use Speed Razor effects as transitions in a variety of ways, such as stretching the effect over two video clips on a timeline track, and also by adjusting video opacity as you use them alone or combined with the Crossfade or other transition. The following examples provide basic textural color and other image distortion transitions.

Setup for Tutorials

For most of these transitions tutorials you will need two video clips and the named transitions and/or effects. Additional files will be noted.

If you have the captured footage from the "Getting Started" tutorial, use these clips. Or substitute your own. If you don't have any video clips available, choose from the single frame .tga files available on the Speed Razor program CD. Once you have a .tga file imported to the Speed Razor Library, you can easily convert it to your video file format.

To convert a single frame image file to your video format:

1   Choose **Preferences>Miscellaneous Preferences** and see that "Add File to Library on Export" is selected. Then click **OK** to close.

2   Copy the single frame file(s) to an appropriate drive and folder, such as C:/Razor40/Examples. Then import them from there, to the Library.

3   Place the file on the timeline. Its length will likely be 30 frames. (The default length for single frame files is set in the Drag and Drop Preferences dialog box.)

4   Zoom in by pressing CTRL+1. Then click and drag the mouse on the Preview bar to select a frame (all frames are the same).

5   Choose **File>Export (Selected Area)** and select the video file format for your system. Click its **Setup** button and see that its dimensions are set to your video output standard (such as 720x486 for NTSC or 740 x 576 for PAL).

6   In the Export to a File Dialog box, name the file and turn off audio. Then click **OK**. The file appears in the Library as a single frame video file.

7   You can then delete the single frame file from the Library.

Barn Doors

To create a transition in which the output video source is revealed by what seems like sliding doors, use either the Double Wipe transition or the Crop Image effect.


Output video source is revealed over input or background video

Figure 2: Barn doors using the Double Wipe transition

To create a barn doors transition:

1   Place the input video source on V1 of the Composition window timeline.

2   Right-click a video item in the Library to place it as the output video source.

3   Select the input video clip and right-click the Double Wipe transition in the Library. Adjust its length as needed.
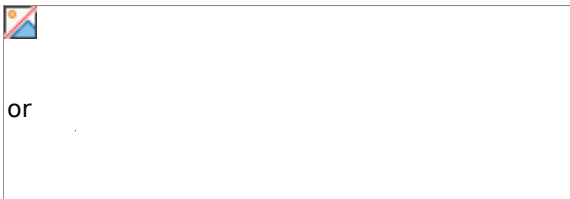
Select a transition effect to view its sources

or

4   In the Video tab of the Item Info window, adjust the wipe angle parameter to 90 degrees (locked).

Note: To create a vertical opening set the wipe angle parameter to 180 degrees.

Square Iris

In a typical iris transition the output video source emerges from a circular opening. You can create this easily by using the Speed Razor Iris Transition.

To create a square iris, in which the output image emerges in a rectangular form, use the Crop Image effect with two video sources to create the transition. For similar transitions see Square and PicSquare which are stored in the Transitions Plus Set (transplus.tra).

Iris Transition: Drag node to adjust iris center.

Crop Effect: Drag nodes to adjust crop.

Figure 3: Preview window showing Crop Image effect applied to video source overlaid on background video

To create a square iris transition:

1 Place the input video source (the background) on V1 of the Composition window timeline.

2 Place the output video source (the emerging image) on V2 directly below it.

3 Place the Crop Image on V3 below the video clips. Its dialog setup opens in Item Info (Video), and it is sourced to the video clip on V2.

4 Click the Crop Area Size X and Y Lock buttons to open them, and set the parameters from start 0 to end 100. The length of the effect is the length of the transition.

Push and Slide Video

Using the Push transitions in transplus.tra or the Scale effect you can "push" and "slide" video source images on or off the screen. As the video source moves off the screen it may reveal a background color, or an output video source already positioned.

- Use the Push transitions in transplus.tra to push video left, right, up or down.
- To create a "push/reveal" transition in which the input video source is pushed off, revealing the output clip behind it, stack both video clips on the timeline, and apply the Scale Image effect to the input video source.

You can also resize and move video at any angle by applying the 3D DVE effect and adjusting the X, Y, and Z axis parameters.

To move a video clip off screen to the left:

1 Place a video clip on V1 of the Composition window timeline.

2 Place the Scale effect on the track directly below it. It is sourced to the video clip above it.

3 Adjust its parameters or graphically adjust the image box.

4 Choose **View>Preview** and from the submenu select Result. Scrub through the effect to preview.