



This help file contains help topics on selected dialog boxes in your MediaStudio programs. You can read them directly from those dialog boxes.

The measurement of the speed at which information passes between storage mediums, (ex. CD ROM or Hard Disk), and the display device, (ex. Monitor or MCI device). Depending on the devices used, some transfer rates may offer better performance than others. For example, most double-speed CD-ROMs have 300 KB/sec transfer rates.

The process of transferring information from one program to another.

A single image in a video or animation sequence.

Frame rate defines how many frames of a video sequence are played in one second.

Please access this help file directly from the program

CGM Open options

- ▣ **Force Vector Fonts** controls the way fonts are converted (this option often has no visible effect)
 - ▣ **Ignore Background** controls the way any background in the original is converted
 - ▣ **Dot Lines** defines how styled lines are converted
 - ▣ **Default Color Table** assigns the Harvard Graphics default 256-Color table to the opened image
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DXF Open options

- Image** controls if the graphic's original colors should be retained or converted to black on white
 - Background** controls the color of the background (paper) when converted
 - Text Font** controls the way fonts are converted (this option often have no visible effect)
 - Palette** specifies how many colors the original graphic contains
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PIC Open options





- ▣ **Pen** determines how elements in a PIC chart or graph are converted
 - ▣ **Image** specifies the size of the image after conversion
 - ▣ **Default** resets values to their defaults
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Photo CD

- ▣ **Resolution** allows you to select the size and resolution of the image to be read
 - ▣ **Data Type** determines the data type of the image to be read
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
Open options

The Options button displays the open options dialog box for images and graphics file of particular file formats. This dialog box allows you to define the way the images are opened. This button is only available for some file formats and the dialog box that appears depends on the selected file format.

-  **Computer Graphics Metafile (CGM)**
 -  **ASCII AutoCAD (DXF)**
 -  **Kodak PhotoCD (PCD)**
 -  **Lotus Picture Format (PIC)**
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Save options

The Options button displays the save options dialog box for a chosen file format. This dialog box allows you to define the way files are saved in the chosen format. This button is only available for some file formats and the dialog box which appears depends on the selected file format.

-  **Windows Bitmap (BMP)**
 -  **Encapsulated PostScript (EPS)**
 -  **IFF File Format (IFF)**
 -  **JPEG file interchange format (JPEG)**
 -  **Photoshop File Format (PSD)**
 -  **Sun Raster (RAS)**
 -  **Targa (TGA)**
 -  **Tagged Image File (TIF)**
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BMP Save options

- ▣ **Bitmap Type** determines if the BMP file is saved in Windows or OS/2 format
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IFF Save options

- ▣ **Compression** gives you the choice of saving with or without RLE compression
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TIFF Save options

- ▣ **Format** should be chosen based on whether the image is going to be transferred to an Apple Macintosh or to be used on IBM-compatible PC's
 - ▣ **Compression** displays the compression options available for saving images of the current data type in this format
 - ▣ **Strip Size** determines the size of the contiguous strips your images are divided into for saving
 - ▣ **Tile Size** determines the size of the squares your images are divided into for saving
 - ▣ **Use Horizontal Differentiation** allows you to further increase the amount of compression
 - ▣ **Include Preview Information** allows you to choose to include a small version of the image for display purpose
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RAS Save options

- ▣ **Compression** gives you the choice of saving without compression or with RLE compression
 - ▣ **Byte Order** determines if Most Significant Byte (MSB) or Least Significant Byte (LSB) is placed first
 - ▣ **Color Order** determines the order colors are encoded: blue, red, then green (BGR), or red, green, and then blue (RGB)
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TGA Save options

- ▣ **Compression** gives you the choice of saving with or without RLE compression
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JPEG Save Options

- ▣ **Compression Level** determines how much an image is compressed
 - ▣ **Subsampling** allows you to improve the compression ratio for RGB True Color images
 - ▣ **Save Preview** saves a thumbnail preview of the image for display purpose (for example, automatically activates the Preview button in Open dialog box)
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EPS Save Options

- ▣ **Format** determines how the EPS file is saved
 - ▣ **Include Preview Information** allows you to choose to include a small version of the image for display purpose
-

PSD Save Options

- ▣ **Compression** gives you the choice of saving with or without RLE compression
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This option causes styled lines to be converted to thin dotted lines. If this option is not selected, styled lines are converted to thick solid lines.

Set this option correctly or else some of the colors (from 8 to 15 in the color table) will be read incorrectly.

You can choose to break your image into 256 x 32, 128 x 32, 128 x 64 or 64 x 64 squares. The bigger the size of the squares, the stronger the compression.

This option has little effect on uncompressed files, so we suggest you use the default of 8 for these. For compressed files, the larger the strip size, the greater the amount of compression possible. Some applications will not read TIFF files which are saved with large strip sizes. For these applications use 4K strip sizes.

The effect of this routine depends on the nature of your image. For some images (containing random changes in color and many stray pixels) it will have little or no effect, for others (with large areas of continuous color) it will improve the compression considerably.

This option has no direct relationship with the actual compression ratio achieved, but generally, the higher the level, the greater the amount of compression.

This option is unavailable for Grayscale images.

ASCII is the basic format that can be read by all EPS-compatible software. Binary may not be compatible with other software, but files saved in Binary format will occupy about half as much disk space as those saved in ASCII format.

An Edit Decision List is a listing of all clips, effects, and transitions in a video project. This document identifies each clip's location, the mark in and mark out times, and how it relates to other clips in the project. Its primary use is as a reference when using conventional video editing equipment for the final project.

A matte is an image or video that isolates regions for other images or clips to appear through.

A Proxy file is a low resolution copy of an image or video file that requires fewer system resources to work with. Thus creating and editing video projects is faster.

The time code identifies the position of a frame in a video sequence with respect to a starting point, (usually, the beginning of the clip). Its usual form is Hours:Minutes:Seconds:Frame. In a video project, there may be several different time codes. One time code refers to the overall project, while the others refer to each clip in the project.

An object is something created by a program for use in another file of the same or different program.

The selection marquee is the animated border that surrounds selected items in Ulead programs.

An inaccurate display of an image due to the limitations of the output device. Typically, aliasing appears in the form of jagged edges along curves and angled shapes.

An 8-bit data channel used by some graphics programs or images to identify portions of images for applying filters and special effects

The maximum size for displaying image data in a video or animation sequence. If an image intended for the sequence is larger than the frame size, it must be cropped or resampled to fit.

To remove unwanted edges around an image.

In video editing, the mark in and mark out times refer to the starting and ending time codes that identify the portions of clips to be included in the project.

