VEGAS

MOVIE STUDIO 15 PLATINUM

English language manual

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Introduction

Edit 4K and stereoscopic 3D files natively on the timeline, apply color correction and video effects and upload the finished masterpiece directly to Facebook™ or YouTube™. With Movie Studio Platinum, the possibilities are endless.

What's new in version 15.0

- Quick Start window provides a handy dashboard from which users can access the most important windows and follow a logical flow to completing their projects
- NVidia and QSV hardware-accelerated rendering for MP4 and other important file types
- VEGAS Movie Studio now utilizes Intel's powerful Quick Sync Video (QSV) technology to provide hardware-accelerated rendering to the MAGIX AVC/AAC format when using the latest Intel QSV-equipped processors
- VEGAS Movie Studio now utilizes the NVENC technology in modern Nvidia graphics card to provide hardware-accelerated rendering to the MAGIX AVC/AAC format
- Picture-in-picture OFX plug-in with on-screen interactive controls enables the user to make adjustments directly on the Video Preview window or enter exact values with the parameter controls
- Picture-in-picture track makes it easy for users to create instant picture-in-picture sequences
- GPU accelerated Crop OFX plug-in with on-screen interactive controls enables the user to quickly and intuitively crop their video
- Support for HEVC files enables users to add and edit HEVC files on the timeline and deliver HEVC files during the final render
- Two application background shade choices: dark and light
- Hamburger menu system enables user to specify the visible button set for the Video Preview window, the Trimmer window, track headers, and timeline clip events.
- Modern tab-based window docking controls for more intuitive docking/undocking behaviors
- Timeline event headers help organize event buttons and tools with hamburger menus to specify the visible button set for events
- Updated and reorganized track headers make it easier to access various track buttons and tools
- Event healing enables the user to join two adjacent timeline clip events that hold the same active media into a single event, making the timeline cleaner and more efficient.
- Instant freeze frame creation enables the user to place the cursor within any selected timeline clip event and quickly create a five-second freeze frame event with the selected frame which can then be adjusted to the desired freeze length
- Expanded, more logical Add Media workflow in Project Media window

Technical Support

If you experience problems or have questions while using Movie Studio Platinum, our technical support department is always ready to help you. Additional support and information can be found at http://www.vegascreativesoftware.com.

For a detailed list of Technical Support options, please visit our web site.

About Movie Studio Platinum

From the Help menu, choose About Movie Studio Platinum to display information about the application, such as the software license owner, copyright and system information, program version and serial number, and the Movie Studio Platinum logo.

Before contacting Technical Support, click the Computer tab to display information about your computer.

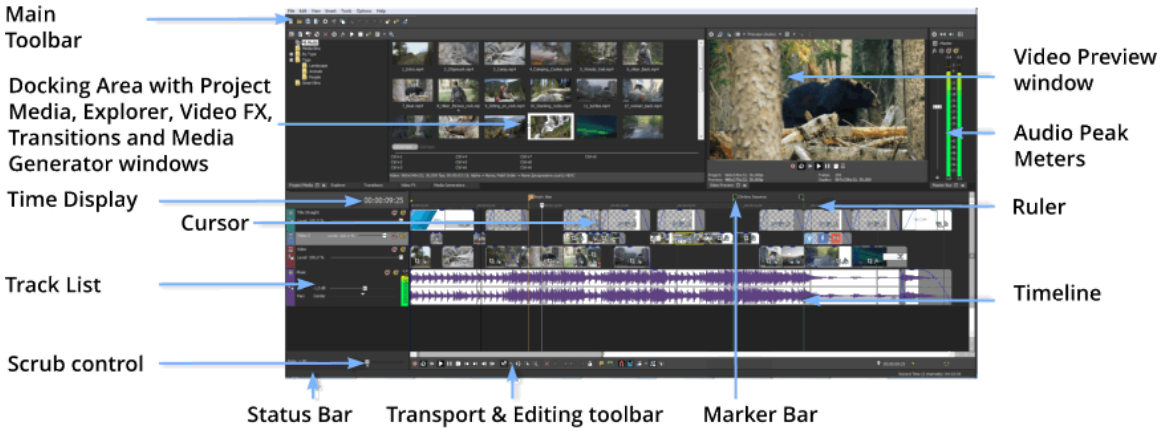
Show Me How

Use the Show Me How Button from the Main Toolbar or , choose Show Me How from the Help menu to start an interactive guide that will show you each part of the Movie Studio Platinum interface and teach you how to create projects.

Choose a topic from the Show Me How overview to start a tutorial—you'll be up and running in no time!

The Movie Studio Platinum Window

The Movie Studio Platinum window is where you edit your project, and the screen is divided into several areas.



There are times when you don't need quick access to the all various buttons in the UI. Some buttons you will use all the time while others only occasionally. Several areas of the UI have been designed so that you can customize which buttons are displayed by default. Examples of this are the tool bars found in the Video Preview window, the Trimmer window, and the audio and video Track Headers.

Access to the buttons that are not currently displayed can be achieved via the Hamburger button . The Hamburger button also gives you access to the Edit Visible Button Set command which enables you to control which buttons are displayed by default.

Hint: Throughout the manual and help system, feature descriptions are based on visible buttons. To access a button not currently displayed:

- Click the Hamburger button
- Click the command in the pop-up menu to perform the action of that button.

To choose which buttons are displayed by default:

- Click on the Hamburger button and choose Edit Visible Button Set
- Click the check box for any button you want to be displayed by default.

Main toolbar

From the View menu, choose Toolbar to toggle the display of the main toolbar.

The toolbar contains buttons that enable you to select frequently used commands quickly.

Button	Name	Description
	New Project	Opens the New Project dialog. For more information, see "Creating a new project" on page 26.
	Open	Opens an existing project or media file. For more information, see "Opening a project or media file" on page 27.

Button	Name	Description
	Save	Saves the current project. For more information, see "Saving a project" on page 28.
	Properties	Opens the Project Properties dialog box allowing you to make changes to the current project.
	Undo	Reverses the last action performed.
	Redo	Reverses the action of the Undo command.
	Make Movie	Starts the Make Movie Wizard. For more information, see "Make Movie Wizard" on page 92.
	Show Me How	Starts an interactive guide that will show you each part of the Movie Studio Platinum interface and teach you how to create projects. For more information, see "Show Me How" on page 7.
	What's This Help	Displays context-sensitive help.

Editing Tool

Choose Edit > Editing Tool and select a tool from the submenu to change the active tool.

Normal

To use the Normal tool , choose Editing Tool from the Edit menu, and choose Normal from the submenu.

This tool gives you the most flexibility while editing; selection, project navigation, most envelope editing, etc. The only functions you cannot perform while in normal editing mode are box selection, box magnification, and multiple envelope point selection.

Selecting events

Click an event to select it. Hold Ctrl while clicking to select multiple events, or hold Shift to select all events between the first and last event you click.

Moving events

Select events and drag them along the timeline.

Changing an event's length

Drag either edge of an event to change its length. The event edge will snap to grid lines if snapping is on. Hold the Shift key while dragging to temporarily suspend snapping.

Click the down arrow ▾ next to the Normal tool and choose a tool from the menu to select the mode that will be used for editing events.

Tool	Description
Normal Edit Tool	Use to select, move, and trim the ends of events. Click an event to select it. Hold Ctrl while clicking to select multiple events, or hold Shift to select all events between the first and last event you click. Select events and drag them along the timeline to move them. Drag either edge of an event to change its length. The event edge will snap to grid lines if snapping is on. Hold the Shift key while dragging to temporarily suspend snapping. For more information, see "Creating selections and positioning the cursor" on page 43,"Moving events" on page 45,
Shuffle Tool	Use to rearrange events on the timeline. For more information, see "Shuffling events." Right-click and drag an event to a new location on the timeline and choose Shuffle Events from the shortcut menu to shuffle events when the Shuffle Tool is not active.

Tool	Description
Slip Tool	Use to slip an event's media without moving the event on the timeline. Hold Alt while dragging an event to slip events when the Slip Tool is not active.
Slide Tool	Use to move an event on the timeline without moving the underlying media. Hold Ctrl+Alt while dragging an event to slide events when the Slide Tool is not active.
Time Stretch/Compress Tool	Use to make events longer or shorter while changing the velocity of the media to create fast- or slow-motion effects. Hold Ctrl while dragging the edge of an event to time stretch/compress events when the Time Stretch/Compress Tool is not active.
Split Trim Tool	Use to split an event at the point you click and trim the event in the direction you drag (eraser mode). Hold Ctrl+Alt+ Shift and drag to split trim events when the Split Trim Tool is not active.

Envelope

To use the Envelope tool , choose Edit > Editing Tool > Envelope.

The Envelope tool is designed to manipulate envelopes in events. With the Envelope tool selected, you can add, delete, select, and move envelope points, but events cannot be moved or edited.

Selection

To use the Selection tool , choose Edit > Editing Tool > Selection.

The Selection tool is designed to select multiple events across tracks by drawing selection boxes around the events you want to include. The Selection tool can draw three types of selection boxes:

Type	Description
Free Selection	The default behavior of the tool: ■ Click to select individual events (hold Shift or Ctrl to select multiple events). ■ Drag to draw a rectangular region that begins where you start drawing and ends where you release the mouse button. All of the events that are inside the region will be selected. This method is good for selecting a group of events that are close together.

Type	Description
Vertical	Can be used to easily select all events that occur within a time range. The vertical selection box automatically selects all of the tracks between your first mouse click and where you draw the selection box; even tracks that are not visible at the current magnification are selected.
Horizontal	Can be used to easily select all events on a single or multiple adjacent tracks. The horizontal selection box automatically selects all events on a track that is touched by the selection box; even events that are not visible at the current magnification are selected.

To change the type of selection box you are using, right-click the mouse while holding down the left mouse button. Clicking the right mouse button will toggle through the three types of selection boxes.

Zoom

To use the Zoom tool , choose Edit > Editing Tool > Zoom. You can use the zoom tool to change the magnification of the Movie Studio Platinum project.

Click the Zoom button in the corner of the timeline to temporarily change the cursor into the Zoom tool. Select an area of the timeline that you want to magnify, and the cursor will revert to the previously active tool.

Before zooming, you can maximize the timeline by using the following shortcuts:

- Press F11 to maximize the timeline vertically (Window Docking area will be hidden).
- Press Ctrl+F11 to maximize the timeline vertically and horizontally (Window Docking area and Track List will be hidden).
- Press Shift+F11 to maximize the timeline horizontally (Track List will be hidden).

Drag the mouse over the area you want to magnify. A dotted rectangle is drawn around the area, and the area is magnified when the mouse button is released.

While holding the left mouse button, click the right mouse button to toggle through the three magnification modes:

Item	Description
Free Zoom	The default behavior of the Zoom tool. Use this mode to zoom into a section of your Movie Studio Platinum project horizontally and vertically at the same time.
Time Zoom	Use this mode to zoom horizontally without changing the vertical magnification.
Track Height Zoom	Use this mode to zoom vertically without changing the horizontal magnification.

Clicking anywhere in the project with the Zoom tool will zoom out so that the entire project fits in the timeline, and as many tracks as possible will be displayed.

Next Tool

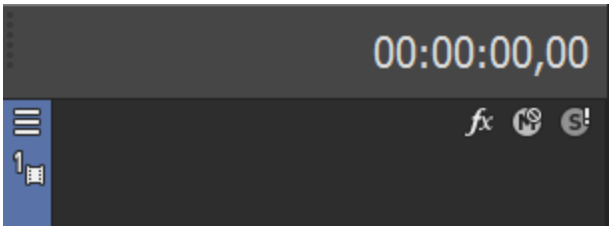
Choose Next Tool (or press D) to switch to the next tool in the list. For example, if you're using the Normal tool, Next Tool selects the Envelope tool.

Previous Tool

Choose Previous Tool (or press Shift+D) to switch to the next tool in the list. For example, if you're using the Envelope tool, Previous Tool selects the Normal tool.

Time Display

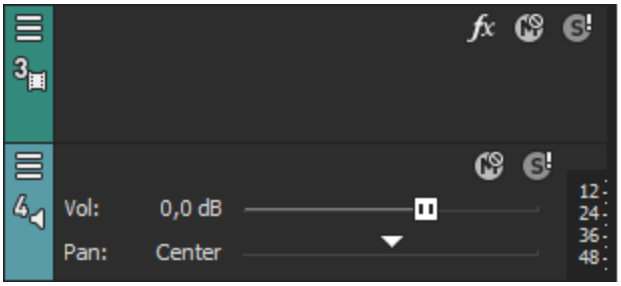
The Time Display window shows the current cursor position.



Right-click the window and choose a command from the submenu to change the display format.

Track List

The track list displays all of the audio and video tracks in your project and contains the master controls for each track. A scrub control and playback rate slider is also available below the track list.



Track Headers

The Track Headers have been designed to be less cluttered and take up less screen realestate. You can use the Hamburger button , located just above the track number in the track header, to quickly assess buttons that are not displayed or to select which buttons are displayed by default each time you open the program.

To access a button not currently shown in the track header, click the Hamburger button to open the menu. Select the command according to the button from the drop down list.

To add a button to the track header, click the Hamburger button to open the button selection menu. Choose Edit Visible Button Set from the drop down list. Click the check box of the button(s) you want to be shown in the track header and click OK.

If you want all of the buttons to show on the Track Header, click the Hamburger button to open the button selection menu, choose Edit Visible Button Set from the drop down list, click the Show All button, and click OK.

Tip:

You can quickly reset the buttons displayed on the Track Header to the factory default by choosing View | Window Layouts | Default Layout (Alt+D, D).

Note:

This resets the application back to all of the factory default settings, not just the Track Header defaults.

There are times when you need to free up as much screen/track real-estate as possible. The video and audio Track Headers have been designed to accommodate that. You can go from full to minimal to very minimal and back again quickly and easily.

1. Click the Hamburger button and choose Edit Visible Button Set
2. Click the Hide All button and click OK
3. Do the same for both audio and video tracks. You now see only the faders and pan controls
4. Place the cursor on the vertical border between the track headers and the tracks. The mouse will change its shape to a line with a double-headed arrow . Click and drag to the left until all you see are the track numbers and Hamburger button. To return to the default Track Header size drag the border back to the right, or double click the border.

Note:

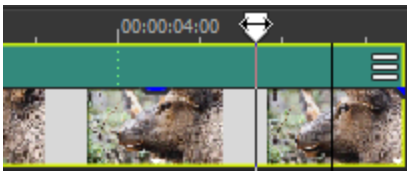
You don't need to hide all the buttons for this to work. As you drag the Track Header border to the left it will automatically hide the buttons. You can always get to hidden buttons via the Hamburger menu. Double-clicking the border will take you to and from full Track Header width and just the track color bars.

Scrubbing

You can use scrubbing to scroll playback of your project at varying speeds.

Scrubbing with the playhead

Press Ctrl and drag the playhead above the timeline to shuttle forward or backward from the cursor position to find an edit point.



Tips:

- Hold Alt, click the ruler, and drag to move the cursor to the position you clicked and scrub in the direction you drag.
- Hold Ctrl+Alt while dragging to scrub video only.
- Zoom in or out to adjust the scrub sensitivity.

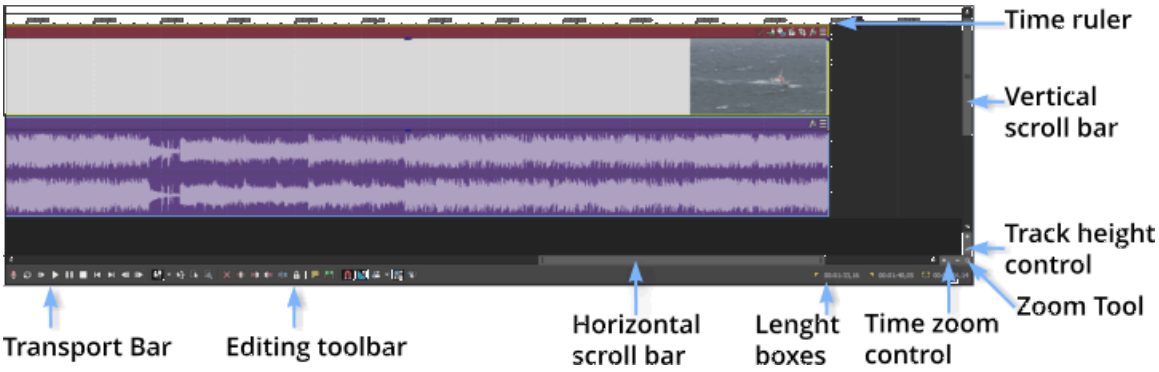
Using the scrub control in the track list

Drag the scrub control to shuttle forward or backward from the cursor position to find an edit point.

You can drag the Normal Rate indicator below the scrub control (or double-click the label to type a playback rate) to adjust playback speed when you click the Play or Play from Start button.

Timeline

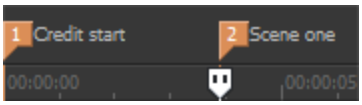
The timeline is the main part of the Movie Studio Platinum window where you will be doing most of your work. The majority of the window consists of actual track space. This area contains the drawn events on each track.



You can choose Edit > Navigate and choose a command from the submenu to navigate the timeline quickly.

Marker Bar

The marker bar displays markers that you add to your project. Markers are a handy way to ease navigation in the timeline. They can be used to indicate sections of projects, or you can use markers as snap points for editing.



The Transport and Editing Toolbar

The Transport and Editing toolbar provides controls for playback, recording, and cursor-positioning buttons and timeline editing.

During project playback, audio tracks will be mixed to the Master bus. Video tracks will be mixed to the Video Preview window.

You can choose Edit > Navigate and choose a command from the submenu to navigate the timeline quickly.

Button	Name	Description
	Record	Starts recording on all armed tracks. If no tracks are armed, a new track will be created automatically.
	Loop Playback	Plays only the events in the loop region in a continuous mode.

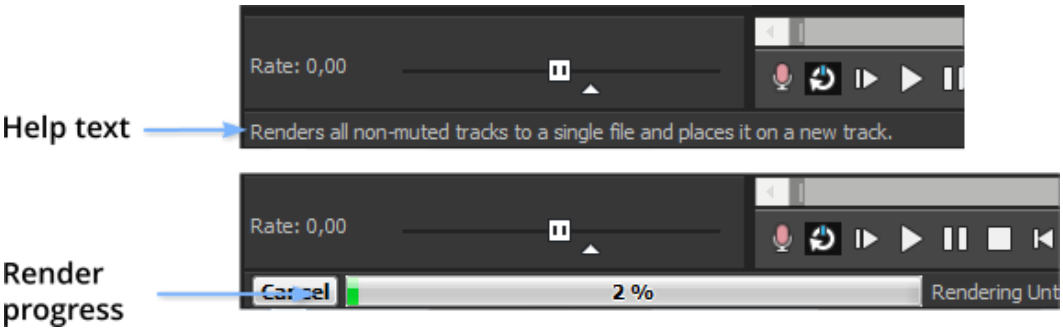
Button	Name	Description
	Play from Start	Starts playback from the beginning of the project regardless of the current cursor position. When you stop playback, the cursor returns to its original position.
	Play	Starts playback from the cursor position.
	Pause	Pauses playback and leaves the cursor at its current position.
	Stop	Stops playback or recording and returns the cursor to its starting position.
	Go to Start	Moves the cursor to the beginning of the project.
	Go to End	Moves the cursor to the end of the project.
	Previous Frame	Moves the cursor to the previous frame. Click and hold the Previous Frame and Next Frame buttons to move the cursor multiple frames.
	Next Frame	Moves the cursor to the next frame.
	Normal Edit Tool	Select this button to perform event editing. Click the down arrow ▾ and choose a tool from the menu to select the mode that will be used for editing events. ■ Normal Edit Tool: Use to trim the ends of events. ■ Shuffle Tool: Use to rearrange events on the timeline. ■ Slip Tool: Use to slip an event's media without moving the event on the timeline. ■ Slide Tool: Use to move an event on the timeline without moving the underlying media. ■ Time Stretch/Compress Tool: Use to make events longer or shorter while changing the velocity of the media to create fast- or slow-motion effects. ■ Split Trim Tool: Use to split an event at the point you click and trim the event in the direction you drag (eraser mode).
	Envelope Edit Tool	Select this button when you want to edit multiple envelopes without moving the events.
	Selection Edit Tool	Select this button when you want to select multiple events.
	Zoom Edit Tool	Magnifies the current project.
	Delete	Deletes the selected events or tracks.

Button	Name	Description
	Trim	Trims a time selection.
	Trim Start	Trims the start of the selected event to the cursor.
	Trim End	Trims the end of the selected event to the cursor.
	Split	Click to split an event.
	Lock	Locks an event so that it cannot be moved or edited.
	Insert Marker	Adds a marker at the cursor position.
	Insert Region	Adds region tags at each end of the selection.
	Enable Snapping	Turns on snapping and enables the Snap to Grid and Snap to Markers commands.
	Automatic Crossfades	Select this button to automatically create a crossfade when two or more events overlap.
	Auto Ripple	Select this button and choose a mode from the drop-down list to automatically ripple the contents of the timeline following an edit after adjusting an event's length, cutting, copying, pasting, or deleting events.
	Lock Envelopes to Events	Select this button if you want envelope points to follow an event when it is moved along the timeline.
	Ignore Event Grouping	Select this button to override event groups without removing the groups.

Viewing the status bar

From the View menu, choose Status Bar to toggle the display of the status bar at the bottom of the Movie Studio Platinum window.

The status bar displays help text when your mouse is over menu items and will also show progress meters for any actions that take time to complete.

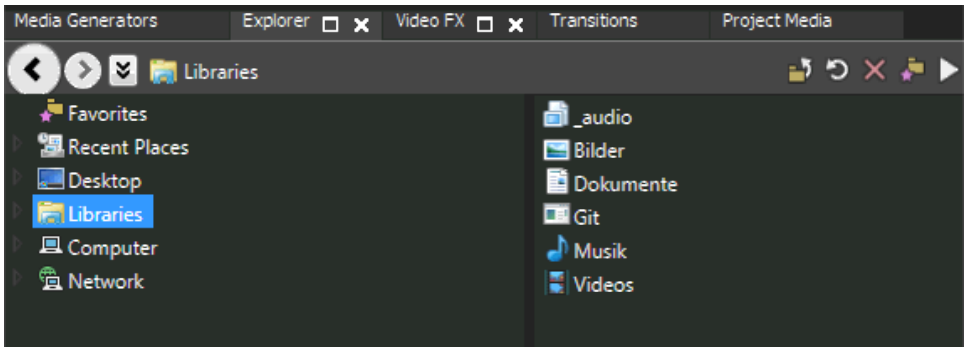


Window Docking Area and Floating Window Docks

You can use the window docking area to keep frequently used windows available, but out of the way, while you are working with a project.

Tips:

- If you want to display the window docking area at the top of the Movie Studio Platinum window, select the Display timeline at bottom of main window check box on the Display tab of the Preferences dialog. Clear the check box to display the docking area at the bottom of the Movie Studio Platinum window.
- If you want to display tabs at the top of docking windows, select the Position tabs at top of docked windows check box on the Display tab of the Preferences dialog.



You can also create multiple floating docks to organize your Movie Studio Platinum windows. These docks can float over the Movie Studio Platinum window or — if you have a dual-monitor video card — on a secondary monitor.

- To dock a window, ctrl + drag it by the title bar to the docking area or a floating dock.
- To undock a window, click the and drag the window tab out of the docking area or floating dock.
- To prevent a window from docking when you drag it, do not hold the Ctrl key.

  When the Allow floating windows to dock check box on the Display tab of the Preferences dialog is cleared, windows will not dock unless you hold the Ctrl key. When the check box is selected, you can prevent a window from docking by holding the Ctrl key.

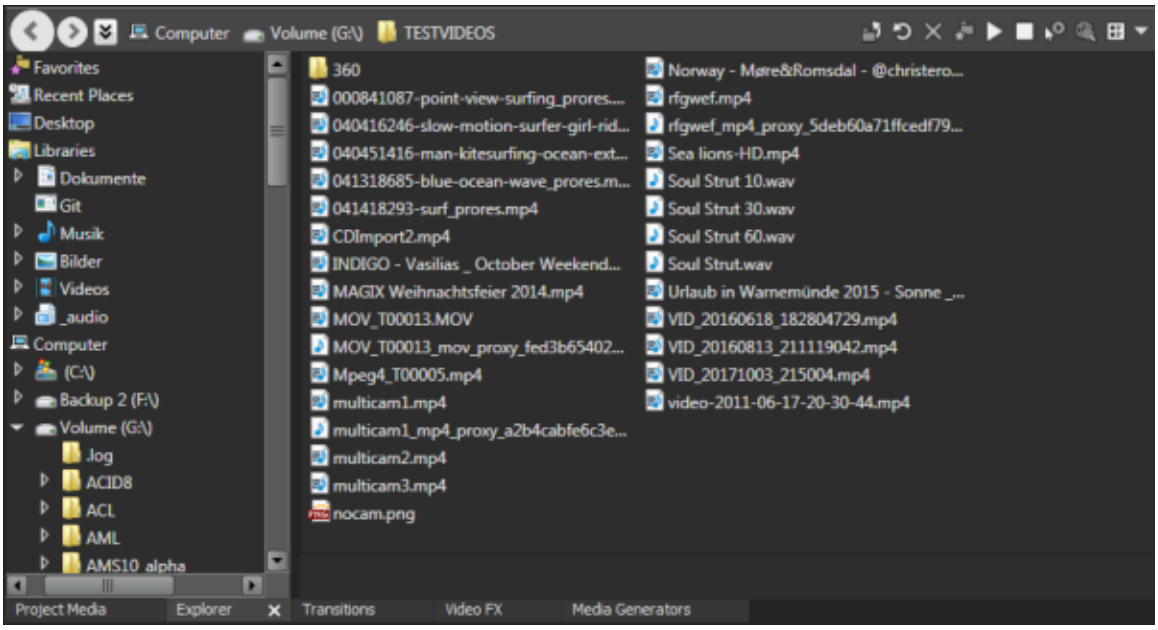
- To expand a docked window so it fills the docking area, click the Maximize button. Click the restore button to restore the window to its previous size.
- To remove a window from the docking area or a floating dock, click the Close button.

You can dock several windows in the same area of the screen, and the windows will be layered. Click a window's tab to bring it to the top.

The Explorer Window

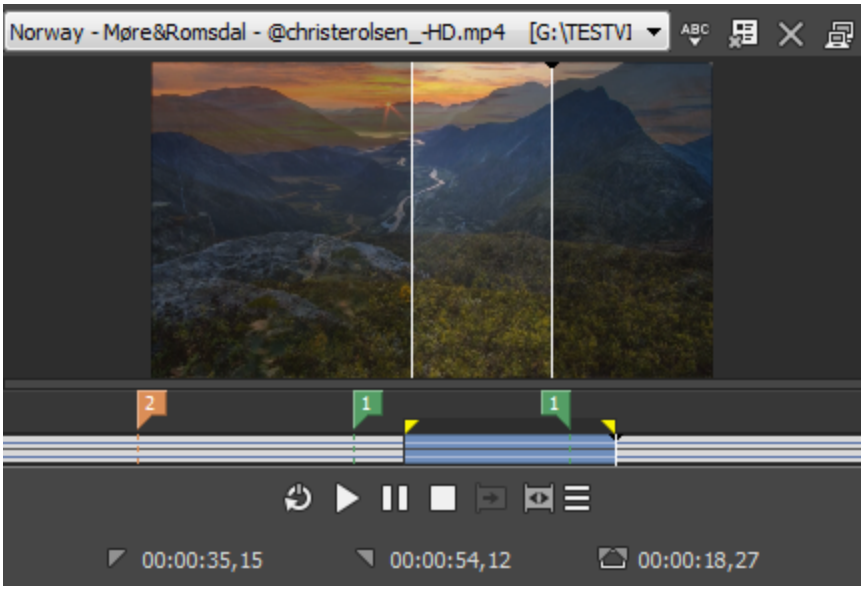
Choose View > Window > Explorer to toggle the display of the Explorer window.

Like the Project Media window, you can use the Explorer window to view, preview, and add media files to your project.



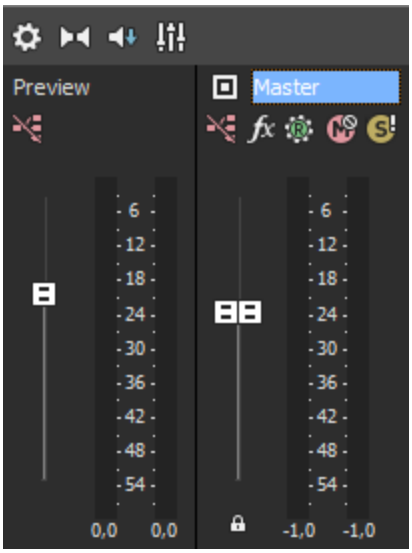
The Trimmer Window

The Trimmer window is a good place to edit any media file. When a media file is placed in the Trimmer window, you can place portions of the file on separate tracks by dragging and dropping.



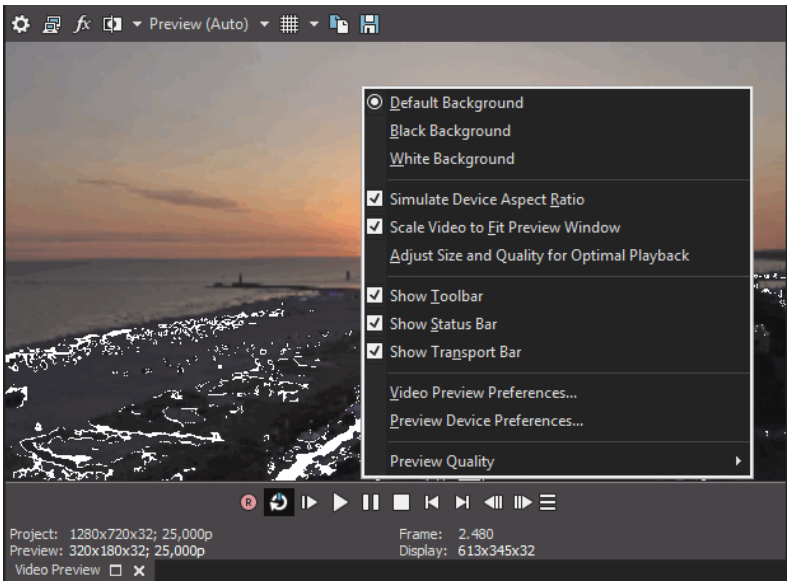
The Master Bus Window

The Master Bus window provides you with a streamlined view of your project's master output.



The Video Preview Window

Choose View > Window > Video Preview to toggle the display of the Video Preview window.
The Video Preview window displays a project's video output at the current cursor position during editing and playback. The playback includes any effects that you have applied to it. This window is also useful when editing frame by frame for synchronizing audio. Right-click anywhere in the window to display a shortcut menu with Video Preview window options.

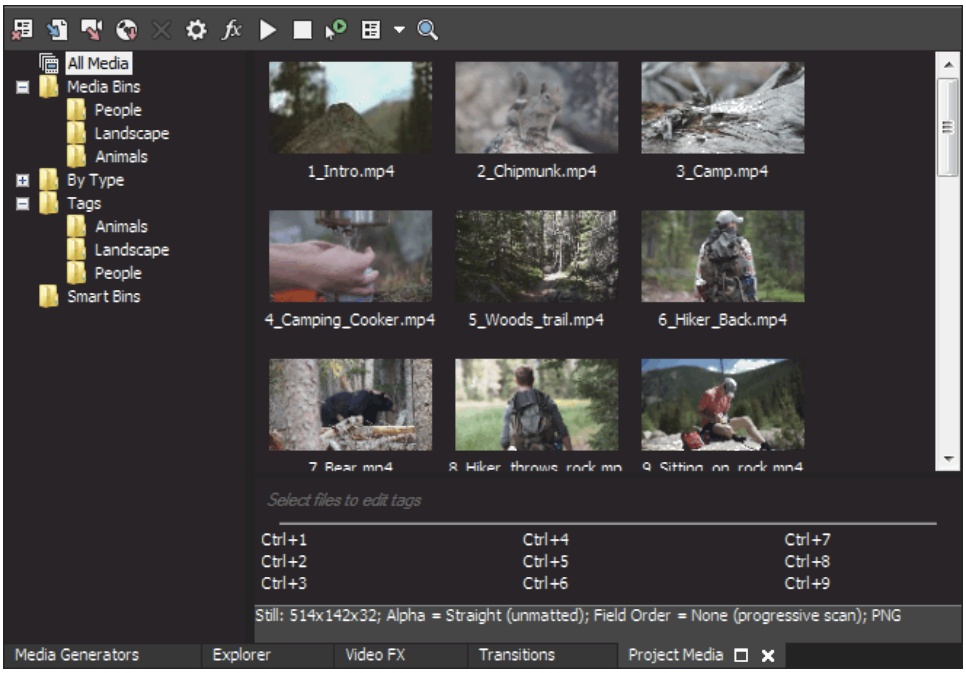


The Project Media Window

Choose View > Window > Project Media to toggle the display of the Project Media window.

You can use the Project Media window to collect and arrange all the media you will use in your project. You can add media, preview it, view and change file properties, and add effects to a file.

For more information, see "Using the Project Media window" on page 29.



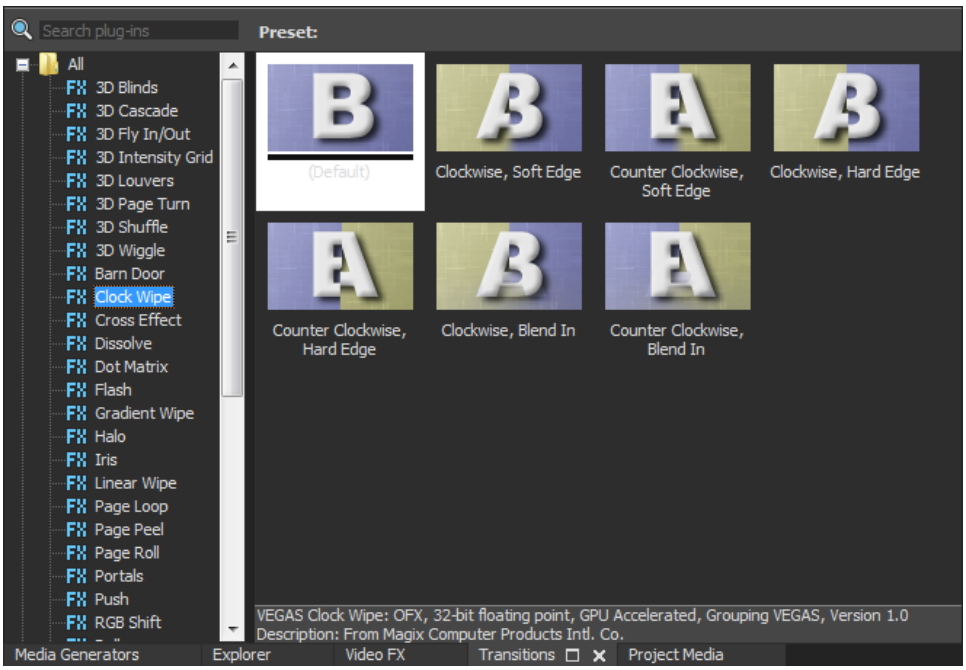
The Transitions Window

Choose View > Window > Transitions to display or hide the Transitions window. Use this window to choose and preview transition effects that you can use to control how a video event begins or ends, or to change the way one event flows into another.

The left pane lists each of the available transitions organized in folders. Click the Expand ⊞ and Collapse ⊟ buttons to open and close the folders, and select a plug-in name. The thumbnail images in the right pane represent each of the existing presets for the selected transition. Hover your cursor over a preset to see an animated example.

You can type in the Search plug-ins box to find plug-ins. For example, if you wanted to find a specific color-correction plug-in, you could type "color" in the box to display only plug-ins that include the term "color" in the plug-in name, description, or group name.

For more information, see "Adding transitions" on page 82.



The Video FX Window

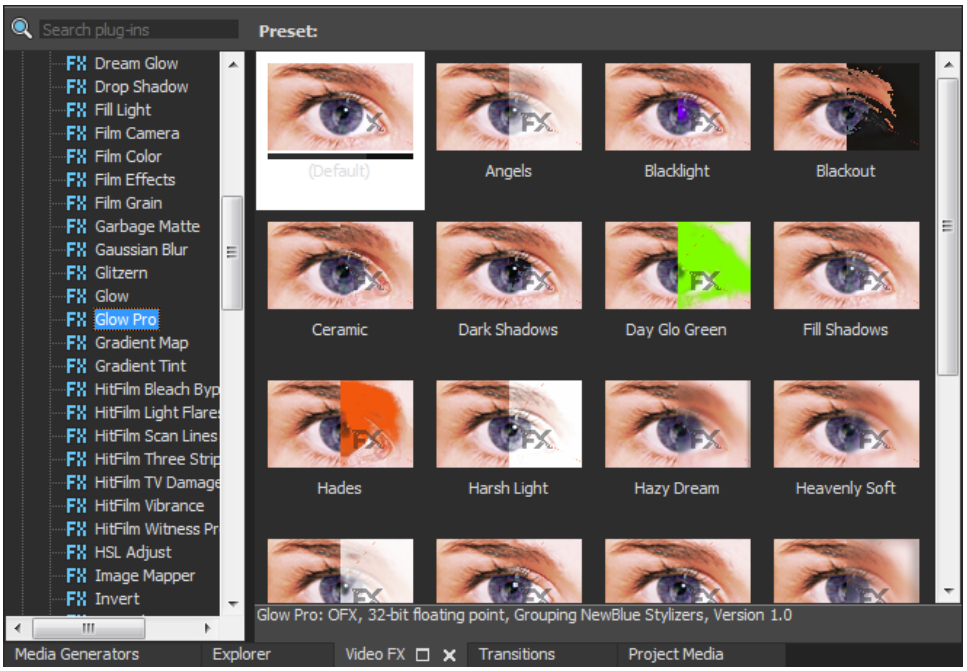
Choose View > Window > Video FX to toggle the display of the Video FX window.

The left pane lists each of the available video effects organized in folders. Click the Expand ⊞ and Collapse ⊟ buttons to open and close the folders, and select a plug-in name. The thumbnail images in the right pane represent each of the existing presets for the selected effect. Hover your cursor over a preset to see an animated example.

You can type in the Search plug-ins box to find plug-ins. For example, if you wanted to find a specific color-correction plug-in, you could type "color" in the box to display only plug-ins that include the term "color" in the plug-in name, description, or group name.

You can drag a preset thumbnail to a track, event, or to the Video Preview window to apply the effect.

For more information, see "Adding video effects" on page 78.



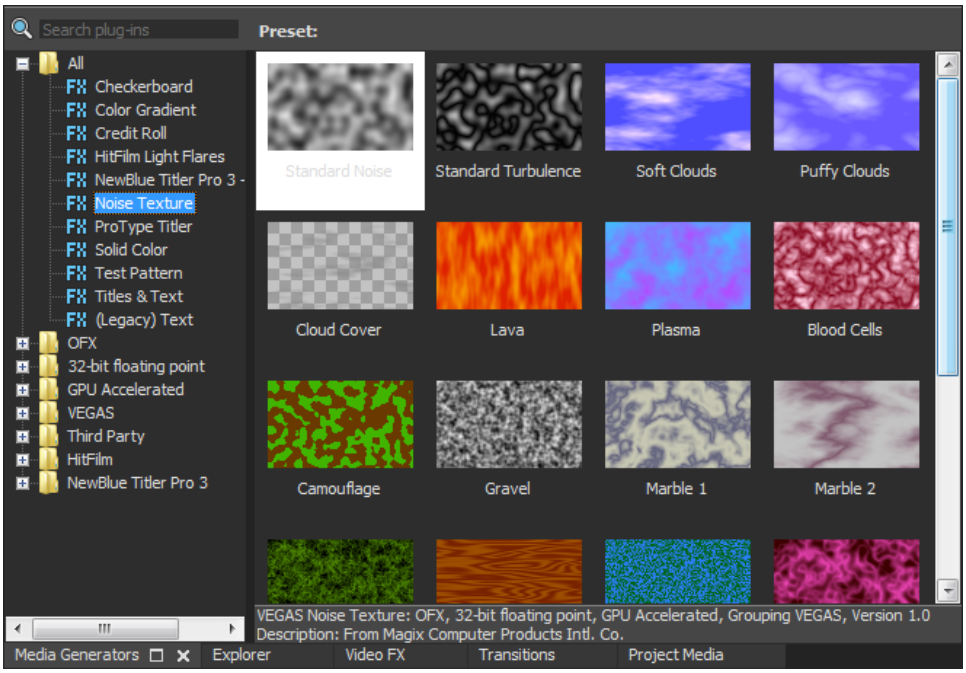
The Media Generators Window

Choose View > Window > Media Generators to toggle the display of the Media Generators window. You can use this window to add text, titles, backgrounds, and other generated media.

The left pane lists each of the available media generators organized in folders. Click the Expand ⊞ and Collapse ⊟ buttons to open and close the folders, and select a plug-in name. The thumbnail images in the right pane represent each of the existing presets for the selected generator. Hover your cursor over a preset to see an animated example.

You can type in the Search plug-ins box to find plug-ins. For example, if you wanted to find a specific color-correction plug-in, you could type "color" in the box to display only plug-ins that include the term "color" in the plug-in name, description, or group name.

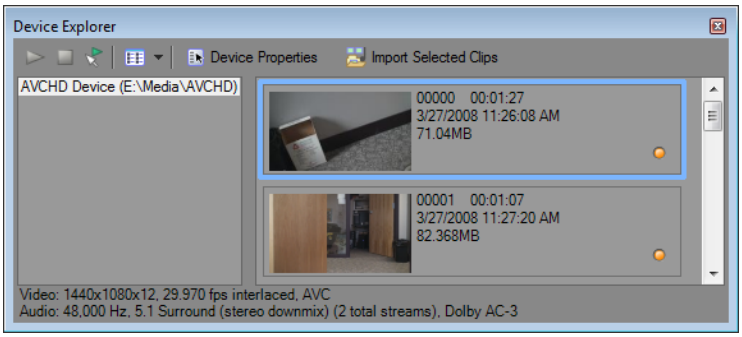
You can drag a preset thumbnail to a track to add media.



The Device Explorer Window

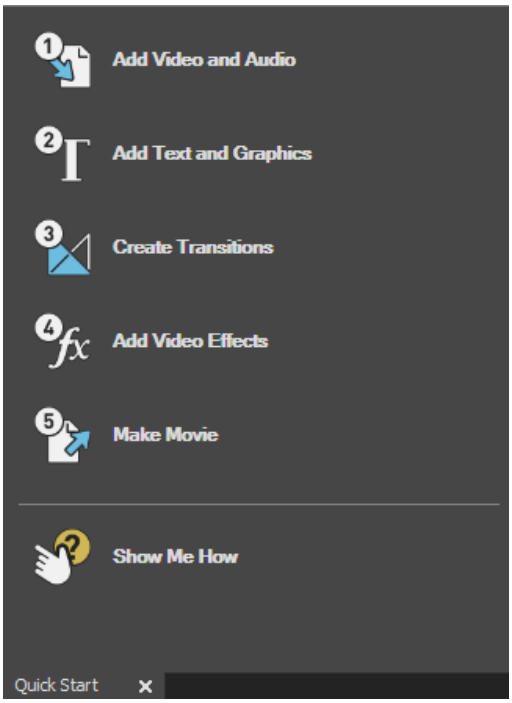
The Device Explorer allows you to browse and import clips from AVCHD devices and CompactFlash-based memory recording units such as the HVR-MRC1.

For more information, see "Using the Device Explorer" on page 34.



The Quick Start Window

When you start Movie Studio Platinum for the first time, a Quick Start window is opened next to the docking area, providing you with links that help you to find the most important functions of the program.



The tool tips on the links give you a very brief explanation how to operate the according function!

If you've closed the Quick Start window and want to show it again, chose Quick Start it from the View > Window menu or press Ctrl+Alt+F8.

Working with projects

A project (.vf) file saves the relevant information about your source media: file locations, edits, insertion points, transitions, and effects.

A project file is not a multimedia file. It contains pointers to the original source files, so you can edit your project nondestructively — you can be creative without worrying about corrupting your source files.

Creating a new project

The first step in creating your masterpiece is to create a Movie Studio Platinum project file.

You can quickly create a project by pressing Ctrl+Shift+N. The project will use the default settings, but you can use the Project Properties dialog to edit the settings later.

1. From the Project menu, choose New. The New Project dialog is displayed.
2. From the Region drop-down list, choose a video output standard.
3. Select a radio button to choose whether you want to use stereo or 5.1-channel audio in your project.

   For more information, see "5.1 surround projects" on page 85.
4. In the Video box, click the type of video that you're using to create your project or the format you want to use to deliver your completed project.

   The Project box will display a list of options for the selected video type.

   If you want your project to match the properties of an existing media file, choose Match media settings and click the Browse button next to the Choose media box to select the file you want to use.
5. Set your project name and the location where you want to save it:
   a. In the Name box, type a name to identify your project. If you don't specify a project name when creating a project, the file name you use to save your project will be used.
   b. The Folder box displays the path to the folder where your project file (.vf) will be saved. Click the Browse button if you want to choose a different folder.
   c. Select the Manage project files check box if you want your project media to be saved in the project folder.

      When this check box is selected, the following files will be stored in subfolders below the project folder:

      - Audio recordings.
      - Files that you capture or import from a video camera or audio CD.
      - Snapshots that you copy from the Video Preview window.
      - Files that you create using Render to New Track.

      Existing media files on you computer will not be moved.
6. Click OK to create the project.

Opening a project or media file

From the Project menu, choose Open to open a media file or Movie Studio Platinum project.

You can open multiple Movie Studio Platinum projects by launching another instance of the application (if your computer has enough resources).

- Opening a project closes the current project and displays the opened project in the Movie Studio Platinum window.
- Opening a media file will place the event that contains the media onto a new track in the current project.

Opening a Movie Studio Platinum project

1. From the Project menu, choose Open. The Open dialog box is displayed.
2. Choose the folder where the project you want to open is stored:
   - Choose a drive and folder from the Look in drop-down list.
   - Choose a folder from the Recent drop-down list to quickly select a folder from which you have previously opened files.
3. Select a file in the browse window or type a name in the File name box. Detailed information about the selected file appears at the bottom of the dialog box.

   Tips:

   - To limit the files displayed in the dialog, choose a file type from the Files of Type drop-down list or enter *. and an extension in the File name box. For example, enter **.wav* to display all wave files in the current folder, or enter **guitar*.wav* to display all wave files that have the word guitar in the file name.
   - To open a project quickly, double-click a .veg file in the Explorer window.
4. Click Open. If you have not saved the current project, you will be prompted to save your changes.

Opening a media file

1. From the Project menu, choose Open. The Open dialog box is displayed.
2. Choose the folder where the file you want to open is stored:
   - Choose a drive and folder from the Look in drop-down list.
   - Choose a folder from the Recent drop-down list to quickly select a folder from which you have previously opened files.
3. Select a file in the browse window or type a name in the File name box. Detailed information about the selected file appears at the bottom of the dialog box.

   To limit the files displayed in the dialog, choose a file type from the Files of Type drop-down list or enter *. and an extension in the File name box. For example, enter **.wav* to display all wave files in the current folder, or enter **guitar*.wav* to display all wave files that have the word guitar in the file name.

   If you want to use RAW camera files in your project, the Microsoft Camera Codec Pack will allow you to view RAW camera files and add them to the timeline. For more information, see http://www.microsoft.com/download/en/details.aspx?id=26829.
4. Click Open.

5. The file is added to the Project Media window and an event is created. The event is created at the cursor position in the selected track, or a new track will be created if no tracks of the appropriate type exist. For example, if your current project contains three audio tracks when you open an AVI file, a video track will be created for the AVI.

Saving a project

From the Project menu, choose Save to save changes to the current Movie Studio Platinum project (.vf). When a Movie Studio Platinum project is saved, all of the layout of tracks, envelope adjustments, effects parameters, etc. are saved in this project file.

The first time you save a project, the Save As dialog is displayed.

If you want to keep the previous version of your project before you made changes, use the Save As command to save the new version of the project with a new name.

Adding, managing, and arranging media

After you've created a project, you're going to need to add media to it.

The objects you work with in Movie Studio Platinum projects are referred to as media files and events:

- Media files are the source audio and video files that are stored on your hard disk. Movie Studio Platinum projects do not operate on or modify these files. Files can be accessed from the Explorer window.
- An event is an occurrence of a media file on the Movie Studio Platinum timeline. An event can represent an entire media file or a portion of it. A single media file can be used repeatedly to create any number of different events, since each event can be trimmed independently. An event's position on the timeline determines when it will be played back in your project.

Using the Project Media window

Choose View > Window > Project Media to toggle the display of the Project Media window.

You can use the Project Media window to collect and arrange all the media you will use in your project. You can add media, preview it, view and change file properties, and add effects to a file.

Adding media files to the Project Media window

Files are added to the Project Media window when you open media files, import media, or add media files to the timeline using the Explorer.

You can also drag the files to the Project Media window from the Movie Studio Platinum Explorer or Windows Explorer.

To add media files from external sources, use the buttons in the Project Media toolbar:

Item	Description
	Add Media: click to add a media file to your project without adding it to the timeline.
	Get Media from the Web: click to open the Get Media from the Web dialog, where you can download files to use in your project.

Cleaning the Project Media list

From the Tools menu, choose Clean Project Media to remove any files that have not been used on the timeline.

Removing a media file from the project

Click the Remove Selected Media from Project button to remove all selected media files from the Project Media window and project.

If a file is in use by an event on the timeline, you will be prompted to delete the event.

Viewing or editing file properties

Click the Properties button

to display the Properties dialog for the selected media file.

In most cases, you will not need to edit file properties. However, adjusting the Field Order setting for video files can help correct jitter when you output your project to a television monitor.

Changing the appearance of the Project Media window

Click the Views button and choose a setting from the menu to change the display of the Project Media window:

Item	Description
List	Displays a simple list of the file name of each file in the Project Media window.
Details	Displays a list of each file in the Project Media window and a spreadsheet that displays information about the media file: You can control the information that is displayed by right-clicking the Project Media window and choosing View from the shortcut menu. A list of the available fields is displayed in the shortcut menu. Specific fields can be hidden by dragging them off of the Project Media window. The data fields are listed along the top of the Project Media window and can be reordered by dragging them. Click on the tabs along the top to sort the data in ascending or descending order. The Comments field can be used to add notes about a file in the Project Media window. Double-click the field to enter text. This information is saved with the project and is not saved with the media file itself. Depending on your current time ruler format, you may see inconsistencies in the timecode values for clips that you captured. Video Capture uses SMPTE drop time (29.97 fps). If you switch the time format to SMPTE drop time in the Movie Studio Platinum window, the same timecode information will be displayed in the Video Capture and Movie Studio Platinum windows.
Thumbnail	Displays the first frame of a video file.

Add a high-frame-rate clip to the timeline and adjust its playback rate

Right-click a clip in the Project Media window and choose Add At Project Frame Rate to create an event is created at the cursor position and set the event's Playback rate value to allow the event to play back using the project frame rate.

For more information, see "Working with high-frame-rate (HFR) clips."

Matching project video settings to a media file

Right-click a file in the Project Media window and choose Match Project Video Settings to update your project video settings to match the selected file.

Previewing media files

You can preview media files from the Explorer window or Project Media window before placing them in your project.

1. Select a media file in the Movie Studio Platinum Explorer.
2. Click the Start Preview button to preview the file.
3. Click the Stop Preview button , select a different file, or place the file in the project to stop previewing the file.

    Tips:

   - To automatically preview selections when you click a media file in the Explorer or Project Media window, select the Auto Preview button . To turn off Auto Preview, click the Auto Preview button again.
   - Video is previewed in the Trimmer window. If you want to preview in the Video Preview window, right-click the Trimmer window and deselect the Show Video Monitor command.

Adding media files to your project

After you've previewed files to determine which media files you want to use in your project, there are several ways you can add them to your project.

Using the Windows Explorer to add media and create events

If you're using the Windows Explorer to browse your computer for media, you can add a media file quickly by dragging it to the Movie Studio Platinum window.

The media file is added to the Project Media window, and an event is created where you drop the file. If you drop the file on an area of the timeline that does not contain a track, a new track will be created.

Using the Movie Studio Platinum Explorer to add media and create events

If you're using the Movie Studio Platinum Explorer to preview files, you can add media by performing either of the following actions:

- Double-click a media file or Movie Studio Platinum project to add it to your project. The file is added to the Project Media window, and an event is created at the cursor position.

  When new media is added to the end of the project, Movie Studio Platinum automatically scrolls the timeline and zooms so you can see the new events.
- Drag a media or project file from the Movie Studio Platinum Explorer to the timeline. The file is added to the Project Media window, and an event is created where you drop the file.

Movie Studio Platinum is not intended, and should not be used for, illegal or infringing purposes, such as the illegal copying or sharing of copyrighted materials. Using Movie Studio Platinum for such purposes is, among other things, against United States and international copyright laws and contrary to the terms and conditions of the End User License Agreement. Such activity may be punishable by law and may also subject you to the breach remedies set forth in the End User License Agreement.

The Slideshow Creator

From the Insert menu, choose Slideshow to add a photo slideshow to the selected video track.

1. Click in the timeline to select a track and position the cursor.

   The slideshow will be added to the selected track beginning at the cursor position. You can adjust the start time if needed.

2. From the Insert menu, choose Slideshow. The Slideshow Creator is displayed.

   The Pictures tab allows you to add and arrange pictures for your slideshow, and the Settings tab allows you to control the slideshow's start time, duration, and transitions between slides.

3. Add slides to your slideshow.

   a. Click the Add Pictures button . A dialog is displayed for you to browse to a folder and select pictures. Hold Ctrl or Shift while clicking to select multiple pictures.

   b. Click the Open button to add the selected pictures to your slideshow.

   c. Repeat steps 3a and 3b as needed to add pictures from other folders.

   If you need to remove a photo, select it and click the Delete button .

4. Use the Pictures tab to arrange your slides as needed:

   a. If you need to rotate pictures, you can select a photo and click the Rotate Counterclockwise or Rotate Clockwise button. You can also rotate multiple selected photos at once (hold Ctrl or Shift while clicking to select multiple pictures).

b. If you want to change the order of your photos, you can use the Move Selected -1 , Move Selected +1 , or Sort By buttons.

- Click Move Selected -1 to shift the selected photo earlier in the slideshow.
- Click Move Selected +1 to shift the selected photo later in the slideshow.

   You can also drag photos in the Slideshow Creator window to rearrange them.

- Click a toolbar button to sort the photos. You can sort alphabetically by file name, by date, or shuffle the photos in a random order.

Button	Description
	Sort photos alphabetically by file name.
	Sort photos in reverse alphabetical order by file name.
	Sort photos from newest to oldest.
	Sort photos from oldest to newest.
	Shuffle photos in a random order.

5. Use the Settings tab to adjust the slideshow's start time, duration, and transitions between slides:

a. The Slideshow Placement controls determine where your slideshow will begin on the selected track.

- Select the Start at cursor radio button if you want the slideshow to begin at the cursor position you set in step 1.
- Select the Start at radio button and type a time in the edit box if you want to adjust the start time.

b. The Duration controls determine the length of time each slide is displayed or the overall length of the slideshow.

- Select the Time per picture radio button and type a time (in seconds) in the edit box to set the length of time each slide will be displayed.
- Select the Total length radio button and type a time in the edit box to set the overall length of the slideshow. The duration will be divided equally among slides.

c. The Effects controls determine how the slideshow changes between slides.

Choose a setting from the Effect drop-down list to choose a transition, and type a value in the Overlap box to indicate how long slides will overlap. Type 0 in the Overlap box to change between slides with no transitions. This sort of abrupt change is called a *cut*.

6. Click the Create button.

 You can preview your slideshow in the timeline. If you want to change the slideshow's settings, click to position the cursor at the beginning of the slideshow and use Undo to remove the events from the timeline. You can then return to step 5 to change the slideshow's settings.

Importing video from a DVD camcorder

From the Project menu, choose Import DVD Camcorder Disc to import video from a finalized Sony DVD Handycam® camcorder disc.

Notes:

- Before importing video, you'll need to finalize the disc. For information about finalizing a disc, please refer to your camcorder's documentation.
- 5.1-channel audio will be downmixed to stereo when importing into a stereo project. When importing into a 5.1 surround project, audio will be added to separate tracks for the center, front, rear, and LFE channels.

1. Place the DVD you want to import in your computer's DVD drive or connect your camcorder to your computer via USB.

   The Sony Handycam USB driver that is included with DVD-based camcorders can prevent Movie Studio Platinum from recognizing a USB-connected camera. If you use the Add/Remove Programs Control Panel to uninstall the "Sony DVD Handycam USB driver" component, Movie Studio Platinum will be able connect to the camera and import video.

2. From the Project menu, choose Import DVD Camcorder Disc. The Import DVD Camcorder Disc dialog is displayed.
3. From the Source drop-down list, choose the disc that contains the video you want to import.
4. The Destination box displays the folder where the video will be imported. The folder name is based on the disc's volume label.

   Click the Browse button if you want to choose a different folder.

5. Click the OK button to start importing video.

   After importing is complete, the video from the disc is added to the Project Media window. Each chapter is imported as a separate file.

   You can then add the imported video to your project just like any other media file. For more information, see "Adding media files to your project" on page 43.

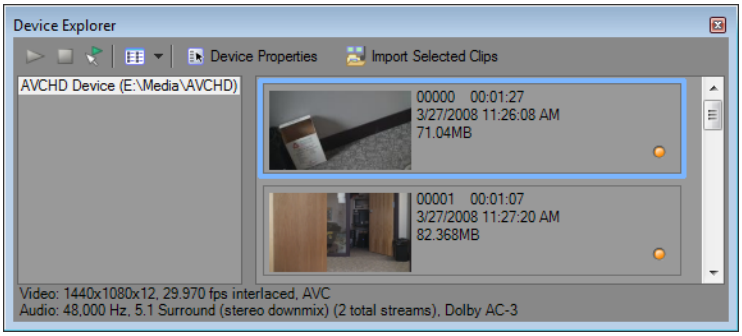
   When you add video to the timeline that contains 5.1 surround audio, you'll be prompted to switch your project to 5.1 surround mode, and events are automatically created on the Front, Center, LFE, and Rear tracks.

Using the Device Explorer

The Device Explorer allows you to browse and import clips from AVCHD devices and CompactFlash-based memory recording units such as the HVR-MRC1.

1. Choose View > Window > Device Explorer. The Device Explorer window is displayed.
2. Connect your camera to a USB port on your computer. The camera is displayed on the left side of the Device Explorer window.

3. Select your camera on the left side of the Device Explorer window. The camera's clips are displayed on the right side of the window, and clips that have not yet been imported are indicated with a yellow icon .



Tips:

- If you want to use clips from a folder on your computer, right-click the left pane of the Device Explorer window and choose Browse from the shortcut menu.
- In order for some devices to appear in the Device Explorer window, you may need to change the device's USB Connect setting from Automatic or MTP to Mass Storage.

Previewing clips

Select your camera on the left side of the Device Explorer window. The camera's clips are displayed on the right side of the window, and clips that have not yet been imported are indicated with a yellow icon .

If the Auto Preview button is selected, you can click a clip in the Device Explorer to audition it. You can stop the preview by clicking the Stop Preview button , or you can turn off the preview feature by deselecting the Auto Preview button.

Video is previewed in the Trimmer window. If you want to preview in the Video Preview window, right-click the Trimmer window and deselect the Show Video Monitor command.

When the Auto Preview button is not selected, click the Start Preview button to start preview.

Choosing the folder where you want to import clips

1. Select your camera on the left side of the Device Explorer window and click the Device Properties button .

   The Device Properties dialog is displayed, and the Capture Folder box displays the path to the folder where imported clips will be saved.

2. Click the Browse button to display the Capture Folders dialog. This dialog lists the available folders for saving your imported video:
   - Select a folder's check box to save your imported video in that folder.
   - Click the Add Folder button and browse to a folder to add a new folder.
   - Select a folder in the list and click the Remove Folder button to remove it from the list.

Importing clips

1. Select your camera on the left side of the Device Explorer window. The camera's clips are displayed on the right side of the window, and clips that have not yet been imported are indicated with a yellow icon .
2. Click the Import All New Clips button to import clips to the Project Media window:
   - If clips are selected in the Device Explorer window, only the selected clips are imported (you can hold Ctrl while clicking to select multiple clips).
   - If no clips are selected in the Device Explorer window, all new clips are imported.

     Right-click a clip in the Device Explorer window and choose Open in Trimmer or Import and Add to Project to choose how you want to import clips.
3. You can then use the Project Media window to organize your clips and add the imported video to your project just like any other media file.

5.1-channel audio will be downmixed to stereo when importing into a stereo project. When importing into a 5.1 surround project, audio will be added to separate tracks for the center, front, rear, and LFE channels.

You can also drag a clip from the Device Explorer directly to the Project Media window, Trimmer, or timeline. Movie Studio Platinum begins importing the clip when you release the mouse, and an event is created on the timeline when importing is finished.

Sorting your media with bins

When you're creating your masterpiece, your project is likely to get a little unwieldy—you can't express creative genius with a handful of media files, after all.

The detailed view of the Project Media window helps you sort your media files using their attributes, but for more control, you can create bins. Bins are folders within projects that you can use to organize your media files.

Media bins are virtual folders that are saved with your project. They do not affect the way media is saved on your computer.

Bins are automatically created for each type of media in your project: audio, video, and still images.

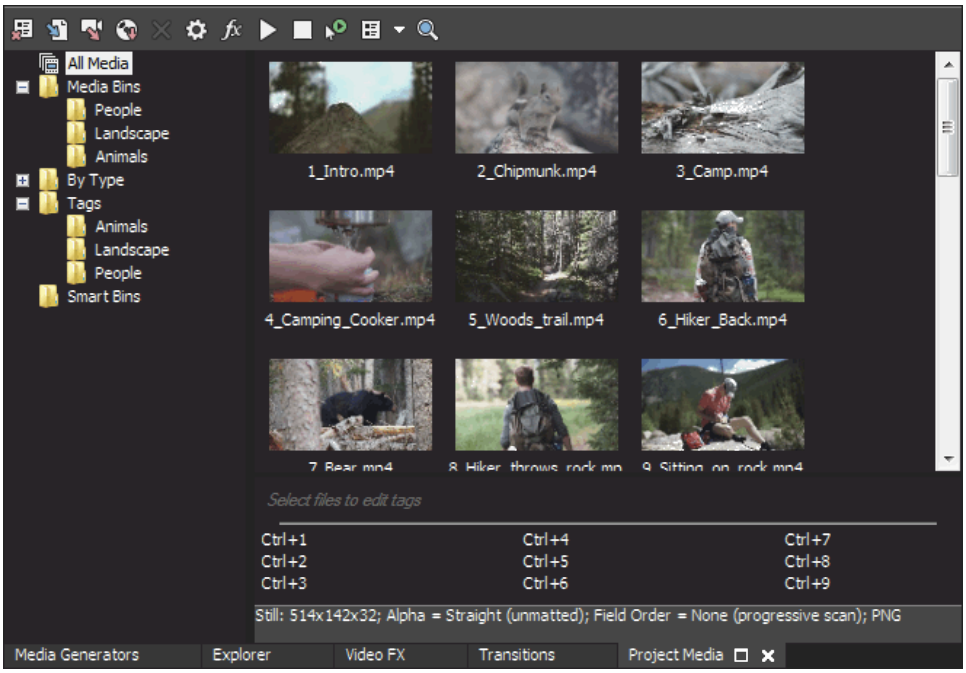
Creating a bin

Right-click the parent bin where you want to create a new bin and choose Create New Bin from the shortcut menu.

The new bin is created inside the bin you clicked.

Adding media to a bin

1. Browse your existing bins to find the media file you want to move. The All Media folder contains all media files in your project.



2. Drag a file from the right pane to a bin.

Inserting audio tracks

From the Insert menu, choose Audio Track to add a new, blank track at the end of the track list.

If you want to add a track in a specific location, right-click a track header and choose Insert Audio Track from the shortcut menu. The new track will be inserted above the selected track.

Movie Studio Platinum projects support up to 20 audio tracks. Audio, Music, and Sound Effects tracks are created for you automatically. You can insert additional audio tracks as needed.

When you drag a media file from the Explorer window or Project Media window to an area of the timeline that does not contain a track, a new track will be created and a new event containing the media file is added to the new track.

You can change the default track volume, pan type, height, and track effects by right-clicking a track and choosing Set Default Track Properties from the shortcut menu. For more information, see "Setting default track properties."

Inserting video tracks

From the Insert menu, choose Video Track to add a new, blank track at the top of the track list.

If you want to add a track in a specific location, right-click a track header and choose Insert Video Track from the shortcut menu. The new track will be inserted above the selected track.

Movie Studio Platinum projects support up to 20 video tracks. Text and Video tracks are created for you automatically. You can insert additional video tracks as needed.

When you drag a media file from the Explorer window or Project Media window to an area of the timeline that does not contain a track, a new track will be created and a new event containing the media file is added to the new track.

You can change the default compositing mode, height, and track effects by right-clicking a track and choosing Set Default Track Properties from the shortcut menu. For more information, see "Setting default track properties."

Recording audio

Movie Studio Platinum can record audio into multiple mono or stereo tracks while simultaneously playing back existing audio and video tracks. You are limited only by the performance of your computer system and audio hardware. Audio is recorded to a media file on your computer and into an event on the timeline.

You can record into an empty track, a time selection, an event, or a combination of time and event selection. You can also record multiple takes for an event so you can maintain multiple versions of an event that you can play back and edit.

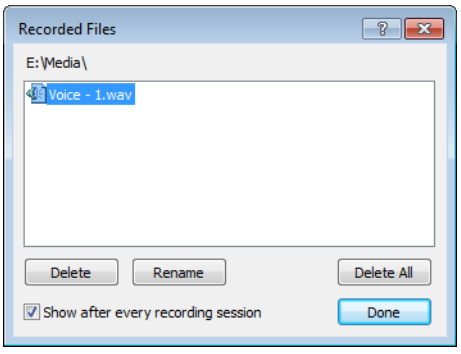
Tips:

- Select a media bin before recording if you want to automatically add your recorded audio to a media bin. For more information, see "Sorting your media with bins" on page 36.
- Press Alt+Down Arrow during playback to move the edit cursor to the playback cursor.

1. Connect an audio source to your sound card's input.
2. Position the cursor where you want to start recording.
3. Select the Arm for Record buttons on the tracks where you want to record. Arming a track enables it for recording.

   When a track is armed, the track meter displays the track's level.

4. Click the Record button on the Transport bar to start recording.
5. To stop recording, click the Record button again or click the Stop button on the Transport bar. The Recorded Files dialog is displayed.
6. Use the Recorded Files dialog to confirm the file name and location of your recorded audio. Click Delete or Delete All if you do not want to save the recorded files, or click Rename to change the file's name.



7. Click Done to close the Recorded Files dialog. Your recorded file is displayed as a new event in the timeline, and the recorded file is added to the Project Media window.

Capturing video

All that footage on your video camera isn't going to do you any good until you can get it onto your computer. With Movie Studio Platinum, it's easy to capture video from your camera and add it to your project.

Capturing video can be demanding on your computer's resources. To avoid potential problems, we offer the following suggestions:

- Defragment your hard drive. Click the Start button on the Windows taskbar and choose All Programs > Accessories > System Tools > Disk Defragmenter.
- Don't use other software applications or screen savers while capturing video.

Notes:

- If you are using a DVD-based video camera, you can use the Import DVD Camcorder Disc dialog to import your video into your Movie Studio Platinum project. For more information, see "Importing video from a DVD camcorder" on page 34.

1. From the Project menu, choose Capture Video.
2. A dialog is displayed to allow you to choose how you want to capture video:
   a. Select the DV radio button if you want to capture DV or Video for Windows clips using the video capture application specified on the Video tab of the Preferences dialog.
   b. Select the HDV radio button if you want to capture HDV clips using the internal Movie Studio Platinum video capture application.

      If you always capture from the same device, select the Always use the selected format check box, and you won't be prompted to choose a capture format again. You can change the format later using the Video tab of the Preferences dialog.
3. Click the OK button to start the selected video capture application.
4. Capture your video:
   - To learn how to capture DV clips with Vegas Video Capture, see the online help.
   - To learn how to capture HDV clips, see "Capturing HDV clips" on page 39.
5. When you're finished capturing, your video is added to the Project Media list.

Capturing HDV clips

If you have an HDV camera, you can use Movie Studio Platinum to capture your clips as MPEG-2 transport streams.

If you will be delivering your project in standard definition (SD) via DVD or DV tape, you can use the camera's built-in DV downconversion (if available) to convert your HDV video to the DV format. Use the camera's Options menu to set the camera to output DV, and you can capture and edit video in the same way that you normally use DV in Movie Studio Platinum projects.

1. From the Project menu, choose Capture Video to start the Vegas Video Capture application.
2. Configure your HDV device in Video Capture:

a. Click the Capture Preferences button in the Capture window to open the Capture Preferences dialog.

b. Click the Device tab.

c. From the Device type drop-down list, choose IEEE 1394/MPEG2-TS Device.

d. From the Device drop-down list, choose your HDV camera.

3. Capture your clip:

a. Use the transport controls below the Video Preview window to cue your tape.

b. Click the Start Capture button to start capturing.

c. Press the Play button on your camcorder.

d. Click the Stop button (or press Esc) to end the capture procedure.

Your clip is saved to the folder specified on the Disk Management tab of the Capture Preferences dialog. This path is displayed in the Capture folder box in the Video Capture window.

Select the Enable HDV scene detection check box on the General tab of the Capture Preferences dialog if you want to create multiple files if scene changes are detected. When the check box is cleared, HDV clips will be captured to a single file.

4. You're ready to start editing on the timeline.

Extracting audio from CDs

From the Project menu, choose Extract Audio from CD to extract tracks from a CD and open them as events in your Movie Studio Platinum project.

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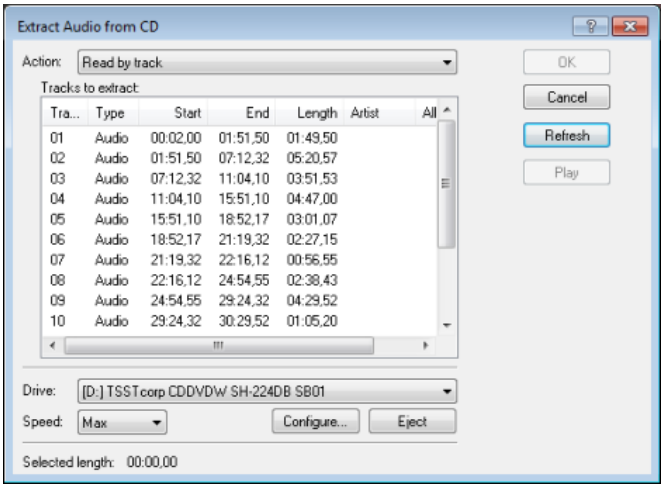
1. From the Project menu, choose Extract Audio from CD. The Extract Audio from CD dialog is displayed.



2. Choose a setting from the Action drop-down list to indicate how you want to extract audio:

Item	Description
Read by track	Choose to extract individual CD tracks. Select the tracks you want to extract in the Tracks to extract list. Each CD track is extracted to a new track in your project.
Read entire disc	Choose to extract the current CD to a single file. The disc is extracted to a new track in your project.
Read by range	Choose to extract a time range. You can specify a starting time and ending time (or a starting time and length). The time range is extracted to a new track in your project.

3. If you choose Read by track or Read by range from the Action drop-down list, select the tracks or time range you want to extract.

   Click Play to preview your selection. In order to preview, your CD drive's audio output must be connected to your sound card, or you can connect headphones to the front of the CD drive.

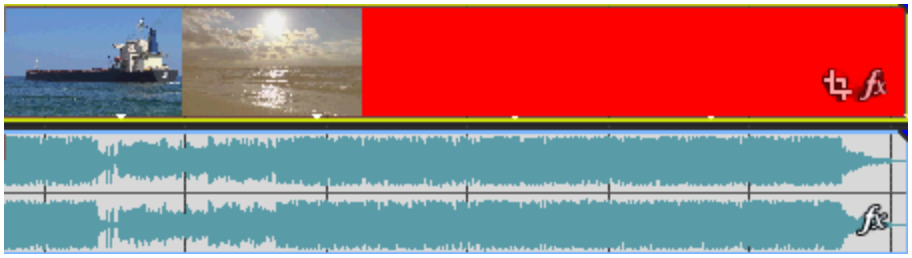
4. From the Drive drop-down list, choose the drive that contains the CD from which you want to extract audio.
5. From the Speed drop-down list, choose the rate at which you want to extract audio. If you experience gapping or glitching, decrease the speed or click Configure and adjust the Audio extract optimization slider.
6. Click OK to start extracting audio.
7. Type a file name and choose a location for the file.

   The extracted files are added to the Project Media window when extraction is complete.

Editing events on the timeline

More often than not, you probably won't want to use an entire media file as an event on a track. The Movie Studio Platinum timeline makes it easy for you to manipulate and arrange events.

If Movie Studio Platinum cannot read frames in a video event, they will be displayed in red in the timeline (those frames will be black in the Video Preview window and the rendered output):



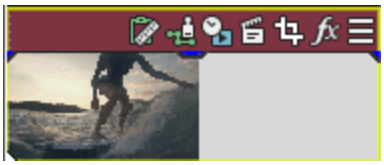
Anatomy of an Event

Events are containers on the timeline that contain media. Each event can contain more than one media file. Each media file in an event is refered to as a **Take**. An Event also provides access to features that enable cropping, fade-in and fade-out, opacity, gain, and other tools for controling and manipulating events. Events are divided into two broad catagories; video events and audio events. Some of the tools are specific to the type of event; audio or video.

Each event has a header that, by default, displays the event name, the Crop icon, the FX icon, and the Hamburger button which opens a cascading menu of other tools specific to the type of event.

Audio and video event

Just below the Event header is the portion of an event that displays thumb nails of the video frames in a video event or a waveform display in an audio event. In the left and right corners are fade-in and fade-out handles. The handle in the top-middle of a video event controls the over-all Opacity of that event. The handle in the top-middle of an audio event controls the over-all volume of that event.


Video Event with all header buttons shown

The event color matches the color of its Track Header. When you select an event the background turns white to indicate that it is the curretly selected event.

Adding media files to your project

After you've previewed files to determine which media files you want to use in your project, there are several ways you can add them to your project.

Using the Windows Explorer to add media and create events

If you're using the Windows Explorer to browse your computer for media, you can add a media file quickly by dragging it to the Movie Studio Platinum window.

The media file is added to the Project Media window, and an event is created where you drop the file. If you drop the file on an area of the timeline that does not contain a track, a new track will be created.

Using the Movie Studio Platinum Explorer to add media and create events

If you're using the Movie Studio Platinum Explorer to preview files, you can add media by performing either of the following actions:

- Double-click a media file or Movie Studio Platinum project to add it to your project. The file is added to the Project Media window, and an event is created at the cursor position.

  When new media is added to the end of the project, Movie Studio Platinum automatically scrolls the timeline and zooms so you can see the new events.

- Drag a media or project file from the Movie Studio Platinum Explorer to the timeline. The file is added to the Project Media window, and an event is created where you drop the file.

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Creating selections and positioning the cursor

Selecting data and positioning the cursor are the first steps in a variety of editing tasks. You can move selected events, copy them to the clipboard, delete, edit, and more.

There are different methods of selecting events depending on the type of selections you want to make and the active editing tool.

You can also choose Edit > Select and choose a command from the submenu for access to additional selection methods.

Selecting a single event

With the Normal or Selection tool active, click the event. The event is highlighted to indicate that it has been selected.

Selecting multiple adjacent events

Use this procedure to select multiple events that are located next to each other.

1. Hold the Shift key and click the first and last event that you want to select. The events, including those between the selected events, are highlighted.

   To select all of the events in the project, choose Select from the Edit menu, and then choose Select All from the submenu.

2. When you have finished selecting events, release the Shift key.

Selecting multiple nonadjacent events

Use this procedure to select multiple events that are not located next to each other.

1. Hold the Ctrl key and click the events you want to select. The events are highlighted.

   To deselect an event, simply click it again.

2. When you have finished selecting the events, release the Ctrl key.

Selecting all events

From the Edit menu, choose Select, and then choose Select All from the submenu (or press Ctrl+A) to select all tracks and events in your project.

Selecting all events to the end of a track

Right-click an event and choose Select Events to End from the shortcut menu. The event and all subsequent events on the same track are selected.

You can also use this command with events selected on multiple tracks.

Selecting a range of events

1. Select the Selection tool .

   You can add or subtract events from the selection area by holding down the Ctrl key and clicking on the event.

2. Place the mouse pointer at any corner of the area that you want to select.
3. Click and hold the mouse button.
4. Drag the cursor to the opposite corner of the area you want to select.

   Click the right mouse button while holding the left mouse button switch from rectangular selection, time selection, and track selection.

5. Release the mouse button (and the Ctrl key if you are pressing it). The events are highlighted.

Selecting a time range

Click and drag along the marker bar, CD layout bar, time ruler, or a blank area of the timeline to select a time range. All events — and portions of events — within the region are highlighted.

Tips:

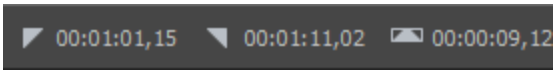
- Double-click an event and drag left or right to extend the selection to the next fade or event edge on that track.
- Dragging within an event will change the event's position on the timeline. To create time selection without moving the event, hold Ctrl+Shift while dragging.
- If the Allow edit cursor to be dragged check box is selected on the General tab of the Preferences dialog, dragging the edit cursor will change its position on the timeline. To create a time selection without moving the cursor, hold Ctrl+Shift while dragging.

Unless an event is locked, a selected time range affects all events—or portions of events—that occur within the range.

To quickly select the full duration of the project, double-click the marker bar.

Editing the selection length

The current selection start, end, and length are displayed in the edit boxes below the timeline:



Double-click the boxes to edit them. You can enter timeline values, such as 00:00:25.381, or you can enter relative values by entering +/- and a number. For example, if the time ruler is displayed in frames, you could type +10 to add ten frames to the selection start, end, or length.

You can drag the ends of the time selection bar to adjust the selection length, or drag the middle of the bar to move the selection without changing its duration.

Positioning the cursor

To set the cursor position, click in the timeline or time ruler. The cursor moves to the position you click, and the cursor position is displayed below the timeline.

Moving events

An event's position on the timeline determines where it will be played in your project. You can use snapping to help you align events to the grid, frame boundaries, or markers.

Dragging an event to a new position

Dragging is the simplest way to move events in your project. You can drag an event so it occurs earlier or later in your project, or you can drag it to another track.

1. Click an event and hold the mouse button.
2. Drag the event to the position where you want it to be played.

   Notes:

   - If you drag an event so that it overlaps another event, a crossfade is inserted to transition smoothly between the two events.
   - If the Auto Ripple button is selected, downstream events will move as you drag the event.

3. Release the mouse button.

Moving multiple events along the timeline

1. If you want to move an event and all subsequent events on a track, right-click the event and choose Select Events to End or turn on Auto Ripple.
2. Drag the events to the position where you want them to be played.

Automatic crossfades

From the Options menu, choose Automatic Crossfades if you want to automatically create crossfades when you overlap two events.

Creating a crossfade

You can easily create crossfades between audio or video events by simply dragging an event.

1. From the Options menu, choose Automatic Crossfades to turn on automatic crossfades.
2. Drag an event so that it overlaps another event on the same track.

   A crossfade is automatically added to transition smoothly between the two events.

Changing the fade type

You can change a crossfade to use one of many combinations of fast, slow, linear, smooth, and sharp fade curves.

1. Right-click the overlapping area to display a shortcut menu.
2. Choose Fade Type from the shortcut menu and choose a fade curve from the submenu.

Cutting, copying, and pasting events

Just like a word processor for audio and video, Movie Studio Platinum will allow you to cut events, copy events, and paste them into new places.

Cutting events

Select the events you want to remove and choose Edit > Cut (or press Ctrl+X). The selected events are removed from the track and placed on the clipboard.

If you want to shuffle existing events to fill the space left by cut events when using a time selection, use post-edit ripple mode.

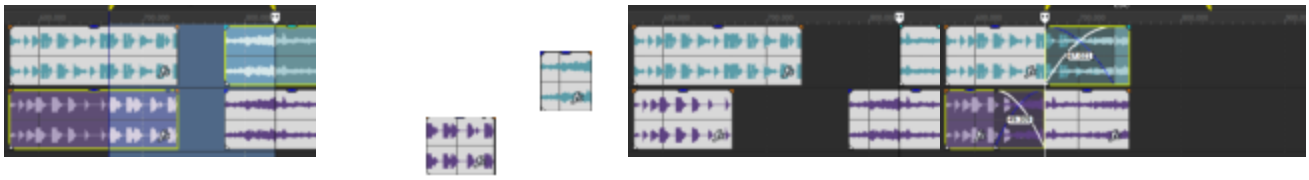
Cutting a time selection

If you cut a time selection, events across all tracks are removed from the timeline and placed on the clipboard. Events that extend beyond the time selection are split at each end of the time selection:

Time selection	Clipboard	Events after cut	Events after cut (ripple mode)

Cutting selected events within a time selection

If you cut selected events within a time selection, the selected events are removed from the timeline and placed on the clipboard. Selected events that extend beyond the time selection are split at each end of the time selection:



Time/event selection	Clipboard	Events after cut	Events after cut (ripple mode)

Copying events

Select the events you want and click the Copy button or choose Edit > Copy (or press Ctrl+C). This selected events are copied to the clipboard. You may now paste the events anywhere in the project.

Copying a time selection

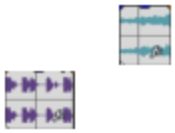
If you copy a time selection, the portions of events that are within the selection (across all tracks) are placed on the clipboard:

Time selection	Clipboard

Copying selected events within a time selection

If you copy selected events within a time selection, the portions of selected events that are within the time selection are placed on the clipboard:

Time/event selection



Clipboard

Pasting events

Position the cursor and click the Paste button or choose Edit > Paste (or press Ctrl+V). Events from the clipboard are inserted at the cursor position.

Pasted events will sit on top of other events in the track if they overlap. To make space for pasted events, you can use Paste Insert or use post-edit ripple mode.

Pasting the contents of the clipboard multiple times

From the Edit menu, choose Paste Repeat (or press Ctrl+B) to insert events from the clipboard multiple times at the current cursor position. You may also specify the time increments for which you want the events to be spaced.

1. Copy events to the clipboard.
2. Position your cursor where you want to begin pasting the events.
3. From the Edit menu, choose Paste Repeat. The Paste Repeat dialog box appears.
4. In the Number of times to paste box, enter the number of times you want to paste the event.
5. Select your options and specify the settings if applicable:
    - End to End – Pastes the events one after another with no space between.
    - Even Spacing – Pastes the events with the time increments specified in the Paste every controls between the starting points of the pasted events.

      If the Paste every setting is shorter than the clipboard contents, the pasted events will overlap.

Pasting insert events

To insert the contents of the clipboard at the current cursor position and force existing events to move in time to accommodate the pasted events, choose Paste Insert from the Edit menu (or press Ctrl+Shift+V).

If the cursor is in the middle of an event, the event will be split at the cursor position when the new events are pasted.

Deleting events

Click the Delete button on the editing toolbar to remove selected events or tracks without copying them to the clipboard.

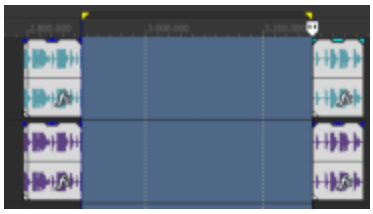
Deleting all events in a time selection

If you want to automatically move events to fill the space left by deleted events when using a time selection, use post-edit ripple mode.

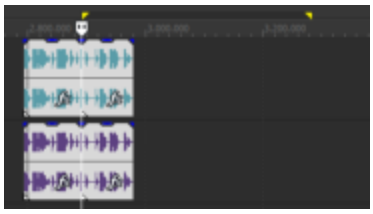
1. Create a time selection.
2. Press Ctrl+Shift+A to deselect all selected events.

3. Click the Delete button on the editing toolbar. Events across all tracks are removed from the timeline. Events that extend beyond the time selection are split at each end of the time selection:

Time selection



Events after delete



Events after delete (ripple mode)

Deleting selected events

1. Select the events you want to delete.
2. Click the Delete button on the editing toolbar.

   If you delete selected events within a time selection, the selected events are removed from the timeline. Selected events that extend beyond the time selection are split at each end of the time selection:

Time/event selection

Events after delete

Events after delete (ripple mode)

Trimming events

Click the Trim button on the editing toolbar to remove all data from the events except the selected data.

This command has no effect if there is no selected data.

1. Drag the cursor to make a timeline selection (or hold down the Shift key and use the arrow keys to make the selection).
2. Click the Trim button on the editing toolbar. All data outside of the selection is deleted. Events that are not selected will not be trimmed.

   Tips:

   - Click the Trim Start button (or press Alt+[) to trim the start of the event to the cursor position.
   - Click the Trim End button (or press Alt+]) to trim the end of the event to the cursor position.

Splitting events

Click the Split button on the editing toolbar to split one or more selected events at the current cursor position.

Splitting an event allows you to adjust a small part of an event or break a single event into multiple sections that you can edit independently. For example, you may want to apply an effect to a section of an event and then return the event to its original setting.

1. Position the cursor where you want to split the events, or select a range of time.
2. Select the events you want to split.
3. Click the Split button on the editing toolbar:
    - If no events are selected, the events located at the current cursor position will be split throughout all of the tracks.
    - If you create a time selection, events are split at each end of the time selection throughout all of the tracks.
    - If you select events within a time selection, the selected events are split at each end of the time selection.
    - Hold Ctrl+Alt+Shift while clicking an event to split it. Hold Ctrl+Alt+Shift and drag an event to split it at the point you click and trim the event in the direction you drag.

Healing Events

If you accidentally split an event in two, it is possible to heal this split.

1. Select the two items: Click the first event, then hold the Ctrl key and click the second event.
2. Right click one of the events end select Heal
3. The events are combined into one again.

You can even heal a split when the events were moved and/or trimmed in the meantime according to the following rules:

- The events have to be on the same track.
- The resulting event starts with the start frame of the first event and ends with the end frame of the second one, no matter where the first one ends and the second one starts (i.e. how big the gap between the two is).
- If the Heal command option is grayed out (that means, healing is not possible): Make sure the two events refer to the same media file and the order of the events matches the position in the media the events refer to.

Panning and cropping video events

Use Crop if you want to cut out portions of an image. There are two different methods for cropping an event. Use the Crop OFX plug-in, found in the Video FX window, or use the internal Pan/Crop tool accessed by clicking the Crop icon in the event header.

The main benefits of using the Crop OFX plug-in are the ease of use provided by the Video Preview interact and it can used where ever you can apply OFX effects, - media, event, track, project.

Crop using the Crop OFX Plug-in

You can apply the Crop OFX plug-in at all the same places you can apply any OFX Plug-in; Media level, Project, Track or Event. To take advantage of the Preview Window interacts it is best applied at the Track or Event level. In this example, we'll add it to a specific event.

1. With at least one event on the timeline, open the Video FX window
2. Expand the OFX folder

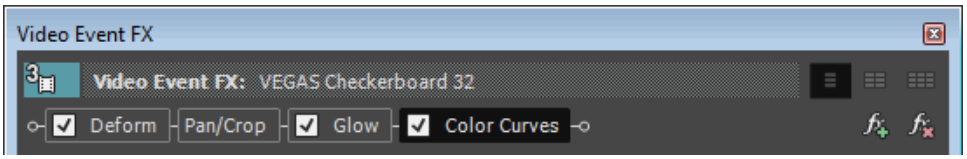
3. Choose Crop
4. Drag and drop the default preset on the event. You now see the Video Event FX window as well as the interacts in the Video Preview window.
    a. The interact controls include four crop handles; Left, Top, Right, Bottom. Once you drag one of these handles, the handle opposite it becomes the anchor point. e.g., if you drag the right handle the left handle becomes the anchor point. The anchor point has a black dot in the middle of the handle icon.
5. To crop off a portion of the image, click and drag a crop handle toward the center. e.g., to crop off the left side of the image, drag the left crop handle toward the center.
6. To crop using the Video FX window:
    a. Click the Anchor Point dropdown arrow and choose an anchor point.
    b. Use the X Crop or Y Crop slider or enter a specific value in the X or Y text box to set the crop.
7. To change the location of the cropped area using the Video Preview interact, click and drag the selection area to a new position.
8. To change the Location using the Video FX window, type a new value into the Location text box. Or, click the arrow next to Location in the Video FX window to expand the Location field and click and drag the location control.
9. To adjust the Angle using the Video Preview window, click and drag the circle inside the selection area.
10. To adjust the Angle using the Video FX window, enter a value in the angle text box, or drag the Angle slider.
11. To adjust Opacity, enter a number in the Opacity text box in the Video FX window or drag the Opacity slider.

If you want to create an animated crop, use the keyframe controller at the bottom of the Video Event FX window to establish distinct settings throughout the duration of the event. To access the keyframe controller click the animate button associated with the paramater you want to animate. For more information, see "Keyframe animation". Because the parameters are so dependent on each other it is important to have animation turned on for ALL the parameters before you start to animate a crop.

Crop using the Pan/Crop tool

Use the Pan/Crop tool to crop, zoom, rotate, or pan the selected video event. You can also use panning and cropping to add motion to video events created with still images.

To prevent unwanted blurring, you can choose whether effects are applied to the event before or after any event panning and cropping by arranging the Pan/Crop button in the plug-in chain at the top of the Video Event FX window.

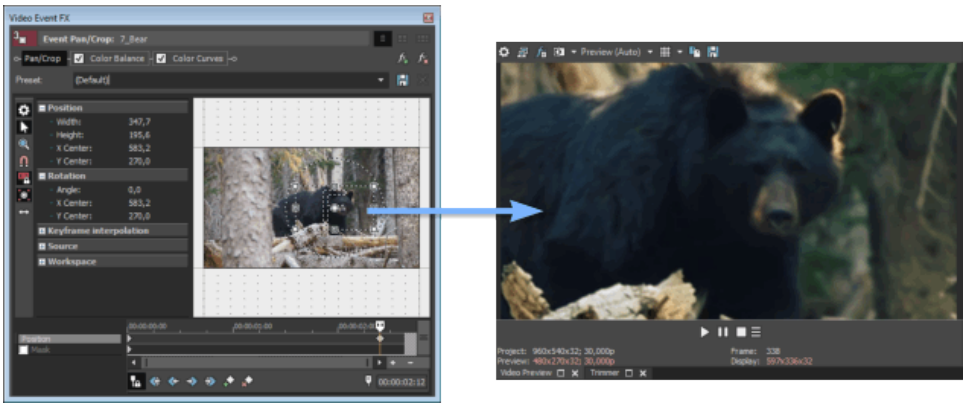


Here, the Deform plug-in is applied before the pan/crop and the Glow and Color Curves plug-ins are applied after the pan/crop.

Cropping or zooming a video event

Cropping is the process of removing the outside edges from an image or video without resizing it.

When you use a single setting for the duration of an event, you are cropping the contents of the event. When you add keyframes to change the extent of cropping through the duration of the event, you can create an animated zoom effect.



1. From the Tools menu, choose Video, and choose Video Event Pan/Crop (or click the Pan/Crop button on the video event).

   The Pan/Crop plug-in is displayed in the Video Event FX window.

2. Adjust the selection area to change the viewable portion of the event.

   - To resize the selection box, drag the handles located around the perimeter of the box. To type specific dimensions for the selection box, expand the Position heading on the left side of the window and type new values in the Width and Height boxes.

     Select the Lock Aspect Ratio button if you want the selection box to retain its aspect ratio during resizing. When the button is not selected, the height and width can be resized independently.

     Select the Size About Center button if you want the selection box to retain its center point when you resize the box by dragging its edges. When the button is not selected, the opposite side of the selection box will remain anchored when you drag the edges to resize it.

   - To reposition the selection box, click in the middle of the selection area and drag to a new position. To type a specific location, expand the Position heading on the left side of the window and type new values in the X Center and Y Center boxes.

     When Move Freely is selected, you can move the selection box along the X or Y axis. When Move in X Only is selected, you can only move the selection box horizontally. When Move in Y Only is selected, you can only move the selection box vertically.

   - To zoom in on the selection so the selection fills the output frame, expand the Source heading on the left side of the window and choose Yes from the Stretch to fill frame drop-down list. When No is selected, the media retains its original size, and the area outside the selection box is cropped.

   Right-click the workspace to display a shortcut menu that displays commands to restore, center, or flip the selection box. You can also force the box to match the source media's aspect ratio or your project's output aspect ratio. Matching the output aspect ratio can prevent black bars from appearing when you use source media (such as photographs) that does not match your project's aspect ratio.

3. The cropping or zooming occurs instantly and the results are updated in the Video Preview window.

4. If you want to create an animated crop or zoom, use the keyframe controller at the bottom of the Video Event FX window to establish distinct zoom settings throughout the duration of the event.

   During playback, intermediate frames are interpolated to create smooth motion. Expand the Keyframe interpolation heading on the left side of the window and drag the Smoothness slider to adjust the interpolation. For more information, see "Keyframe Animation."

Rotating a video event

1. From the Tools menu, choose Video, and choose Video Event Pan/Crop (or click the Pan/Crop button on the video event).

   The Pan/Crop plug-in is displayed in the Video Event FX window.

2. Adjust the selection area to crop the event. (If you rotate the entire frame, the background behind the video event will show through.)

3. Drag the corner of the selection box to rotate the event. Your cursor is displayed as a .

   To type a specific rotation angle, expand the Rotation heading on the left side of the window and type a new value in the Angle box.

4. If you want to rotate your video around a center point other than the center of the selection box, drag the point at the center of the selection point.

   To type a specific center point, expand the Rotation heading and type new values in the X Center and Y Center boxes.

   As you rotate your event, the video will rotate about this center.

   The rotation occurs instantly and the results are updated in the Video Preview window.

5. If you want to use multiple rotation settings, use the keyframe controller at the bottom of the Video Event FX window to establish distinct settings throughout the duration of the event.

   During playback, intermediate frames are interpolated to create smooth motion. Expand the Keyframe interpolation heading on the left side of the window and drag the Smoothness slider to adjust the interpolation. For more information, see "Keyframe Animation."

   Use the Default Pan/Crop smoothness control on the Editing tab of the Preferences dialog to set the default Smoothness value for new keyframes.

Panning a video event

You can use event panning to focus on the action of a video event, or you can simulate motion using a still image.

Another use for panning is Pan-and-Scan, which is a technique commonly used when film is converted for television. Movie screens and film are usually wider (~2.35:1) than television (~1.33:1). When you transfer the film to video, you can use panning to crop your video frame and move the crop area to follow the action or subject.

1. From the Tools menu, choose Video, and choose Video Event Pan/Crop (or click the Pan/Crop button on the video event).

   The Pan/Crop plug-in is displayed in the Video Event FX window.

2. Adjust the selection area to crop the event. (If you pan the entire frame, the background behind the video event will show through.)

3. To resize the selection box, drag the handles located around the perimeter of the box. To type specific dimensions for the selection box, expand the Position heading on the left side of the window and type new values in the Width and Height boxes.

   Select the Lock Aspect Ratio button if you want the selection box to retain its aspect ratio during resizing. When the button is not selected, the height and width can be resized independently.

   Select the Size About Center button if you want the selection box to retain its center point when you resize the box by dragging its edges. When the button is not selected, the opposite side of the selection box will remain anchored when you drag the edges to resize it.

4. To reposition the selection box, click in the middle of the selection area and drag to a new position. To type a specific location, expand the Position heading on the left side of the window and type new values in the X Center and Y Center boxes.

   When Move Freely is selected, you can move the selection box along the X or Y axis. When Move in X Only is selected, you can only move the selection box horizontally. When Move in Y Only is selected, you can only move the selection box vertically.

5. To zoom in on the selection so the selection fills the output frame, expand the Source heading on the left side of the window and choose Yes from the Stretch to fill frame drop-down list. When No is selected, the media retains its original size, and the area outside the selection box is cropped.

   Right-click the workspace to display a shortcut menu that displays commands to restore, center, or flip the selection box. You can also force the box to match the source media's aspect ratio or your project's output aspect ratio. Matching the output aspect ratio can prevent black bars from appearing when you use source media (such as photographs) that does not match your project's aspect ratio.

6. Expand the Source heading on the left side of the window and choose Yes from the Stretch to fill frame drop-down list.
7. Drag the selection box to set the viewable portion the event. Your cursor is displayed as a ✣.
8. Use the keyframe controller at the bottom of the Video Event FX window to establish distinct settings throughout the duration of the event. The path of the panning is drawn in the Video Event FX window.

   During playback, intermediate frames are interpolated to create smooth motion. Expand the Keyframe interpolation heading on the left side of the window and drag the Smoothness slider to adjust the interpolation. For more information, see "Keyframe Animation."

   Use the Default Pan/Crop smoothness control on the Editing tab of the Preferences dialog to set the default Smoothness value for new keyframes.

Editing keyframe interpolation

If you have two or more keyframes, you can expand the Keyframe interpolation heading and edit the Smoothness setting to adjust the smoothness of the motion.

Smoothness adjusts spatial interpolation: how motion occurs within the frame. A Smoothness setting of 0 produces linear motion from one keyframe to the next. Increasing the setting produces a curved path.

If you want to adjust temporal interpolation how motion occurs over time change a keyframe type by right-clicking a keyframe and choosing a new interpolation curve type (linear, fast, slow, smooth, sharp, or hold).

During playback, intermediate frames are interpolated to create smooth motion. For more information, see "Keyframe Animation."

Use the Default Pan/Crop smoothness control on the Editing tab of the Preferences dialog to set the default Smoothness value for new keyframes.

Editing source media aspect ratio and stretching

Use the controls in the Source heading on the left side of the Pan/Crop plug-in to indicate how your video will be stretched or cropped.

Item	Description
Maintain aspect ratio	Choose Yes from the drop-down list (or select the button) to prevent distortion of the source media file. When you choose No, the source media's ratio of height to width is not preserved when video is stretched in the output frame.
Stretch to fill frame	Choose Yes from the drop-down list if you want the media in the selection box to fill the output frame. When you choose No, the media retains its original size, and the area outside the selection box is cropped.

Editing workspace display settings

Use the controls in the Workspace heading on the left side of the Pan/Crop plug-in to change the display.

Item	Description
Zoom	To change the magnification of the video in the workspace, select the Zoom box and type a new setting, or select the box and click the button to display a slider that you can use to adjust the magnification level.
X offset	To pan the display left or right, select the X offset box and type a new setting, or select the box and click the button to display a slider that you can use to adjust the offset. Negative values move the video to the left, positive values move to the right, and 0 represents the horizontal center of the workspace.
Y offset	To pan the display up or down, select the Y offset box and type a new setting, or select the box and click the button to display a slider that you can use to adjust the offset. Negative values move the video up, positive values move the video down, and 0 represents the vertical center of the workspace.
Grid spacing	Select the Grid spacing box and type a new setting or select the box and click the button to display a slider that you can use to adjust the number of divisions displayed in the workspace.

You can also change the X offset and Y offset values by hovering over the workspace until the pointer is displayed as a and dragging the workspace to pan in any direction.

Editing the selection box

Use the controls in the Edit heading on the left side of the Pan/Crop plug-in to edit the selection box in the window.

Item	Description
Snap to grid	Choose Yes from the drop-down list if you want to snap the edges of the selection box to the workspace grid when you drag to resize or move the box. When you choose No, you can move and resize the selection box freely.
Lock aspect	Choose Yes from the drop-down list if you want the selection box to retain its aspect ratio during resizing. When you choose No, the height and width can be resized independently.
Scale about center	Choose Yes from the drop-down list if you want the selection box to retain its center point when you resize the box by dragging its edges. When you choose No, the opposite side of the selection box will remain anchored when you drag the edges to resize it.
Allow movement	Horizontal: You can move the selection box only horizontally in the workspace. Vertical: You can move the selection box only vertically in the workspace. Unconstrained: You can move the selection box horizontally or vertically in the workspace.

You can also right-click in the Pan/Crop plug-in to display a shortcut menu that will allow you to quickly adjust the selection box:

Item	Description
Restore	Returns the crop area to full frame.
Center	Moves the crop area to the center of the frame.
Flip Horizontal	Flips the event left to right and backwards.
Flip Vertical	Flips the event top to bottom and backwards.
Match Output Aspect	Sets the x,y ratio to match your project properties.
Match Source Aspect	Sets the x,y value to match the properties of your source media.

Saving or recalling a keyframe preset

Keyframe presets save the settings of the selected keyframe row at the cursor position.

Presets for the Position and Mask keyframe rows are saved separately: presets you create in the Position row will not be available in the Mask row.

Saving a preset

1. Adjust your Position or Mask settings as desired to create a keyframe.
2. Type a name in the Preset box.
3. Click the Save Preset button .

Recalling a preset

1. Click in the Position or Mask keyframe row to select a row and position the cursor where you want to apply the preset.
2. Choose a setting from the Preset drop-down list.

   If no keyframe exists at the cursor position, one is created using the settings from the preset. If a keyframe exists at the cursor position, the keyframe's settings are replaced with the settings from the preset.

Deleting a preset

Click the Delete Preset button to delete the current preset.

Undoing and redoing edit operations

Undo and redo give you the freedom to experiment with your project. Edit to your heart's content. If you change your mind, you can always undo your changes. If you change your mind again, you can redo the undone edits (whew!).

For example, if you accidentally deleted a track, simply choose Undo to restore the track.

You can perform an unlimited number of undos, so you can restore the project to any state since the last Save command.

Undoing the last action performed

From the Edit menu, choose Undo or click the Undo button .

Undoing a series of actions

1. Click the arrow next to Undo button . A list of the most recent actions that you can undo is displayed.
2. Select the action you want to undo. If the action does not appear in the list, use the scroll bar to scroll through the list. The selected action and all actions above it are reversed.

Reversing the last Undo performed

From the Edit menu, choose Redo, or click the Redo button .

If you later decide that you did not want to reverse an undo, click the Undo button .

Reversing a series of Undo actions

When you reverse an Undo, you also reverse all Undo actions above it in the list.

1. Click the arrow next to Redo button . A list of the most recent actions that you can redo is displayed.
2. Select the action you want to redo. If the action does not appear in the list, use the scroll bar to scroll through the list. The selected action and all actions above it are redone.

Undoing all edits

From the Edit menu, choose Undo All to reverse all edits in the undo history.

You can view the edit history by clicking the arrow next to Undo button .

Zooming and magnification

Use the controls in the lower-right corner of the timeline to change the magnification level of your project.

Tips:

- Double-clicking the Zoom Tool button in the corner of the timeline adjusts the horizontal and vertical magnification so that as much of the project is displayed as possible.
- Roll the mouse wheel forward or back to zoom out or in quickly.

Zoom in to track height

- Click the Zoom In Track Height button to increase the track height zoom level to show more event detail.
- Click the Zoom Out Track Height button to decrease the track height zoom level to show more tracks.
- Click and drag the area between the buttons to increase or decrease track height zoom level.

Press Ctrl+Shift+Up/Down Arrow to increase or decrease the height of all tracks.

Zoom in to an event

- Click the Zoom In Time button to increase the horizontal zoom level to show more event detail.
- Click the Zoom Out Time button to decrease the horizontal zoom level to show more of the timeline.

- Click and drag the area between the buttons to zoom in or out on the timeline.

You can also use the Up/Down Arrow keys to zoom:

- Press the Up/Down Arrow keys to zoom in horizontally in small increments.
- Press Ctrl+Up/Down Arrow to zoom in large increments. If a time selection exists, Ctrl+Up/Down Arrow will zoom to the selection.

Zoom in to a selection

Click the Zoom Tool button in the corner of the timeline to temporarily change the cursor into the Zoom tool. Select an area of the timeline that you want to magnify, and the cursor will revert to the previously active tool.

Press Ctrl+Up/Down Arrow to zoom to the selection.

Stereoscopic 3D editing

You can use Movie Studio Platinum to edit stereoscopic 3D (S3D) projects without any add-ons or additional tools.

Editing a stereoscopic 3D project is just like editing a standard Movie Studio Platinum project and requires minimal adjustment to your workflow:

1. Start a new project and set your project properties to choose a stereoscopic 3D mode.
2. Set up your Video Preview window and external monitor (optional).
3. Add media to the timeline.
4. Synchronize and pair events on the timeline (when working with separate left and right video streams) or set stereoscopic 3D media properties if necessary.
5. Align the left- and right-eye views and adjust video depth.
6. Render your project.

Setting up your stereoscopic 3D project

The Video tab in the Project Properties dialog allows you to configure options for working in 3D.

By default, the project's Stereoscopic 3D mode and Swap Left/Right settings will also be used when previewing and rendering your project, but you can override the project settings if necessary.

1. From the Project menu, choose Properties. The Project Properties dialog is displayed.
2. Choose a setting from the Stereoscopic 3D mode drop-down list.

Setting	Description
Off	Choose this setting when creating a 2D project.
Side by side (half)	Choose this setting when your project will contain left- and right-eye views in a single frame. Left- and right-eye views are displayed as half of the available horizontal resolution. In this example, the left-eye image is tinted blue, and the right-eye image is tinted red:

Setting	Description
Side by side (full)	Choose this setting when your project will contain left- and right-eye views in a single frame. Left- and right-eye views are displayed using the full horizontal resolution. In this example, the left-eye image is tinted blue, and the right-eye image is tinted red:
Anaglyphic (red/cyan)	Left- and right-eye views use color filters to allow anaglyphic glasses to separate the left- and right-eye views.
Line alternate	Choose this setting when your project will be displayed on a line-alternate 3D monitor. Left- and right-eye views are interlaced using half of the available vertical resolution. In this example, the left-eye image is tinted blue, and the right-eye image is tinted red:

Setting	Description
Left only Right only	Choose the Left only or Right only setting for editing on a 2D monitor or if you're creating separate output files for the left- and right-eye outputs. In this example, the left-eye image is tinted blue, and the right-eye image is tinted red:

3. Select the Swap Left/Right check box if you need to switch the left- and right-eye pictures. This setting is useful if you're using a line-alternate display that displays the right eye on top, if you're using magenta/green anaglyphic glasses, or to create cross-eye free-view 3D.

Setting up stereoscopic 3D previews

If your project uses the anaglyphic (red/cyan) stereoscopic 3D mode, you can use anaglyphic 3D glasses to view your 3D project in the Video Preview window.

If you want to preview your project on a 3D television or monitor, you can use the Preview Device tab in the Preferences dialog to configure a 3D display for previewing your project.

- If you're using an NVIDIA graphics card that supports 3D Vision technology and a 3D Vision monitor, choose the Windows Graphics Card setting from the Device drop-down list in the Preview Device tab and choose Left and Right from the Stereoscopic 3D mode drop-down list.
- If you're using an NVIDIA graphics card that supports 3D Vision technology and a 3D-capable HDTV, choose the Windows Graphics Card setting from the Device drop-down list in the Preview Device tab and use the Stereoscopic 3D mode drop-down list to choose the method your monitor uses to display stereoscopic 3D content — typically Side by side (half) or Line Alternate. Be sure to set the 3D mode in your television's setup menu and the Movie Studio Platinum Preview Device tab.
- If you're using a 3D television connected to your computer via a IEEE 1394 (FireWire) connection, choose the OHCI Compliant IEEE 1394/DV setting from the Device drop-down list in the Preview Device tab and use the Stereoscopic 3D mode drop-down list to choose the method your television uses to display stereoscopic 3D content.

During playback, select the Video Preview on External Monitor button in the Video Preview window to enable your 3D display. You can turn off external preview by pressing Alt+Shift+4 or by clicking the secondary display and pressing Esc.

Synchronizing stereoscopic 3D events

When shooting stereoscopic 3D using a pair of cameras, it is important to record a synchronizing event. Some users clap or snap their fingers in front of the cameras; others use a flash from a still camera, a pet-training clicker, or a professional slate.

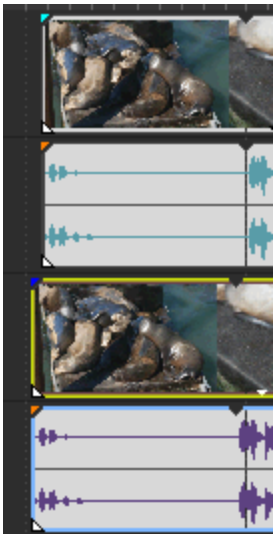
If you're working with multistream 3D files or files that contain both images in each frame, you don't need to align events. When you add multistream media to a stereoscopic 3D project, the first stream will be used and paired with the next stream.

If you need to change the mode for a media file or swap the left/right images, you can use the Media tab of the Media Properties dialog.

Supported multistream formats:

- Dual-stream AVI or QuickTime files
- 3D AVC files created by 3D Bloggie HD cameras
- MPO (multiple picture object) 3D still images
- CineForm Neo3D 5.1 or later (a CineForm product or the free GoPro Studio is required to read Cineform Neo3D files)
- Two separate files with names ending in _L and _R. When the left file is added to the project, Movie Studio Platinum automatically adds the right file as well and creates a stereoscopic 3D subclip.
- Two separate files with pairing metadata from the Sony PMW-TD300 camera
- Two separate files from the Sony PMW-F3 camera using 3D Link
- Two separate files paired as described in this topic

1. Add your media to the timeline using Add Across Tracks mode so the video for the left and right eyes is on separate tracks. In the following example, the left-eye track is above the right-eye track.
2. Use one of the following methods to align the audio and video so the video output is synchronized.
   - If you used a slate or a loud clap for your synchronization point, you can align the events to within a frame of each other using the audio waveforms:
     a. Roughly align the audio waveforms by dragging events in the timeline.
     b. Use the Zoom controls at the bottom-right corner of the timeline to zoom in on the waveform. For more information, see "Zooming and magnification" on page 60.
     c. Verify Quantize to Frames is enabled because you want video frames to be aligned even if the audio is slightly out of alignment.
     d. Drag a track's border to make the tracks taller and view large waveforms.
     e. Use Shift+Up Arrow to magnify the waveforms if necessary.
     f. Click the event you want to move and press 1 or 3 on the numeric keypad to nudge the event by frames to the left or right.

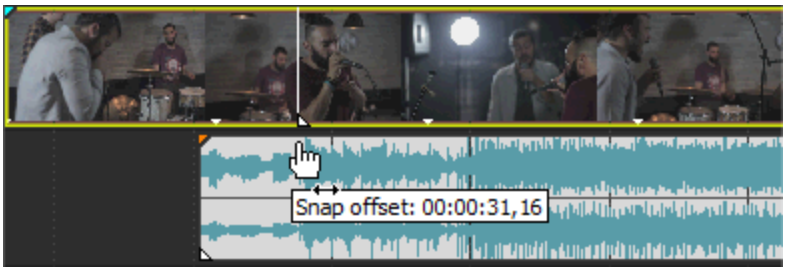


   - Synchronizing a video event:

     These steps require snapping to be enabled, so if you have not already done so, turn snapping on by clicking the Enable Snapping button .

a. Solo the video track.

b. Position the cursor at the synchronization point and drag the event's snap offset so it snaps to the cursor.



c. Repeat steps a and b for each clip.

d. Drag the cursor to a snap point, and then snap the other clips to the cursor.

If the cameras were not genlocked together (shooting at the same cadence) you may find one to be up to half a frame ahead of the other. Unless your scene has lots of fast motion, this is acceptable; just be sure to get them as close as possible on the timeline.

3. Verify alignment:

a. Drag the Level slider on the top track to set its opacity to 50%.

b. Find a portion of the video with good movement and verify the motion is the same in both clips and that one clip does not lead the other.

If the cameras were not genlocked together (shooting at the same cadence), you may find that one clip is up to half a frame ahead of the other. Unless your scene has fast motion, this is acceptable.

4. Select both video events, right-click one of the events, and choose Pair as Stereoscopic 3D Subclip.

One video event is deleted from the timeline, the active take for the event is set to the new multistream subclip, and a new multistream clip is added to the Project Media window. If you view the clip properties for the new subclip, you'll see that the Stereoscopic 3D Mode is set to Pair with next stream.

5. Delete the audio and video tracks you created in step 1.

After synchronizing the events, you will have a paired stereoscopic subclip in the Project Media window. You can drag these clips to the timeline as stereoscopic 3D media.

Tips:

- You can also select tracks to pair stereoscopic subclips. Select both tracks, right-click one of the tracks, and choose Pair as Stereoscopic 3D Subclips. Overlapping events on the tracks are paired as stereoscopic subclips. If there is an empty track remaining, it is deleted.
- If your camera rig used mirrors or inverted cameras and produced flipped or rotated images that were not corrected in camera, you can correct the clip with the Stereoscopic 3D Adjust plug-in. For more information, see "Aligning left- and right-eye views and adjusting depth" on page 67.

Aligning left- and right-eye views and adjusting depth

It is very important that stereoscopic 3D video have differences between the views only in horizontal displacement. Any vertical or rotational misalignment will detract from the viewing experience and may even cause viewer discomfort. Also, it is important to limit the amount and direction of horizontal offset to create comfortable depth.

For example, when shooting with parallel-axis cameras, all of the action is usually in front of the screen, and you need to use horizontal image translation to push most of it behind the screen.

Use the 3D glasses in combination with viewing the output without the glasses to create good alignment and depth settings. You usually want all of the action behind the screen plane, only crossing the screen plane for dramatic or special effect. However, make sure never to create divergence, where the left-eye picture would appear more than 2.5 inches to the left of the right-eye picture on the largest screen where your movie will be shown.

For example, if the largest screen to be used is 16:9 with a 106-inch diagonal, the width is 87% of the diagonal, or about 92 inches. With 1920x1080 content, 2.5 inches is only 52 pixels, so make sure your distant objects are never more than 52 pixels apart.

You can use the Stereoscopic 3D Adjust plug-in to adjust horizontal offset, vertical offset, keystoning, and rotation. This plug-in can be applied at the media level, event level, track level, or video output. For more information, see "Adding video effects" on page 78.

You can use the plug-in's controls as follows:

Item	Description
Horizontal Offset	Drag the slider to adjust the horizontal alignment of the left- and right-eye views to set the perceived position of the video relative to screen depth.
Vertical Offset	If left- and right-eye views are not aligned vertically, drag the slider to correct the offset.
Zoom	If left- and right-eye views are not zoomed identically, drag the slider to correct the offset.
Keystone	Drag the slider to correct for image keystoning. Image keystoning occurs when the left- and right-eye cameras are not parallel.
Rotation	Drag the slider to correct for camera tilt in the left- and right-eye views.
Auto Correct	Click to analyze left- and right-eye views and automatically calculate values for Vertical Offset, Zoom, Keystone, and Rotation.
Flip Horizontal	Choose a setting from the drop-down list to flip the image for inverted cameras.
Flip Vertical	Choose a setting from the drop-down list to flip the image for mirror rigs or inverted cameras.
Automatic Crop	Select this check box if you want to automatically crop the left- and right-eye views during adjustment to prevent black borders created by the plug-in's adjustments.
Crop	When the Automatic Crop check box is cleared, you can drag this slider to adjust image cropping.

Item	Description
Floating windows	Drag the Left or Right sliders as needed to correct for screen-edge violations. If your stereoscopic 3D project contains objects that cross the screen edge and appear in front of the screen, users will see conflicting depth cues: the 3D effect tells the user's eyes that an object should appear in front of the screen, but the edge of the screen contradicts the screen depth. For example, in the following example, dragging the Left slider masks the left edge of the frame to prevent the kayak from crossing the edge of the screen.

3D depth adjustment is a complex process and is out of the scope of this document. For more information, please review a reference such as *3D Movie Making: Stereoscopic Digital Cinema from Script to Screen* by Bernard Mendiburu.

Rendering a stereoscopic 3D project

When you render your project, the Stereoscopic 3D mode setting from the Video tab in the Project Properties dialog is used by default.

If you want to use a different rendering format (to deliver separate left- and right-eye masters, for example, or to create multiple versions of your project), you can change the rendering mode.

Supported 3D rendering formats:

- Video in a frame-compatible format. Set your project's Stereoscopic 3D mode to Side by side (half) or Line alternate and render using a standard file format template.
- CineForm Neo3D (requires CineForm NeoHD, Neo4k, or Neo3D 5.1 or later). You can create a custom QuickTime or AVI render template that uses CineForm as your video format. Rendering with this template will create a Neo3D file that can be used by any application that supports the CineForm stereoscopic 3D format.
- Two separate files. You can create two custom templates and use the Project tab in the Custom Settings dialog to set the Stereoscopic 3D mode for one template to Left Only and the other to Right Only. You can then render the files separately.
- Rendering using the Sony AVC/MVC plug-in with one of the following templates creates two files when you render your stereoscopic 3D video:
  - MVC 1280x720-60p, 25 Mbps video stream
  - MVC 1280x720-50p, 25 Mbps video stream
  - MVC 1920x1080-24p, 25 Mbps video stream

  The base stream is a full-resolution 2D AVC video, and the dependent stream is an MVC video that contains video data for the other eye.
- Rendering using a custom Sony AVC/MVC template with the following settings will create a single AVC/H.264 file with SEI frame packing arrangement metadata to indicate stereoscopic 3D playback:
  - Video format: AVC
  - Stereoscopic 3D mode: Side by side (half)

1. From the Project menu, choose Make Movie, or click the Make Movie button on the toolbar.
2. Click the Save it to my hard drive button . The Save to Hard Drive dialog is displayed.
3. Click the Advanced options button to open the Render As dialog.
4. Use the Folder boxto choose where you want to save your file:
   a. The Folder box displays the path to the folder where your file will be saved. Click the down arrow ▾ to choose a recently used folder, or click the Browse button to specify a new folder.
   b. Type a name in the Name box, or click the Browse button and select a file in the browse window to replace an existing file.
5. In the Render As dialog, choose the type of file in the Formats box.
6. Click the Customize Template button to create a new template.
7. In the Custom Settings dialog, click the Project tab.

8. From the Stereoscopic 3D mode drop-down list, choose the setting that you want to use for rendering your project.

   Choose Use project settings if you want to use the setting from the Video tab in the Project Properties dialog, or choose another mode if you want to override the project setting when rendering.

   When you use the Blu-ray Disc option on the Make Movie Wizard in a stereoscopic 3D project, Movie Studio Platinum will create a Blu-ray 3D™ Disc. For more information, see "Burning a Blu-ray Disc from the timeline" on page 96.

   If your project is destined for professional Blu-ray 3D™ Disc replication, Movie Studio Platinum can prepare content in full HD per-eye format by rendering two separate files (see Left only and Right only below), which can be read by an MVC encoder such as the Dualstream 3D encoder and authored using a tool such as Blu-print.

Setting	Description
Use project settings	Uses the setting from the Video tab in the Project Properties dialog.
Side by side (half)	Choose this setting when your rendered video will contain left- and right-eye views in a single frame. Left- and right-eye views are displayed as half of the available horizontal resolution. YouTube 3D YouTube 3D uses frame-compatible video, so you can create a custom render template using a format that is compatible with YouTube, such as Windows Media Video or MainConcept MPEG-2. For the custom template, set the stereoscopic 3D mode to Side by side (half) and select the Swap Left/Right check box since YouTube 3D defaults to this layout. When you upload your video to YouTube, add yt3d:enable=LR as a tag to enable 3D viewing. Also add yt3d:aspect=16:9 (or yt3d:aspect=4:3) to set the viewing frame aspect ratio.
Side by side (full)	Choose this setting when your rendered video will contain left- and right-eye views in a single frame. Left- and right-eye views are displayed using the full horizontal resolution.
Anaglyphic (red/cyan)	Left- and right-eye views use color filters to allow anaglyphic glasses to separate the left- and right-eye views.
Line alternate	Choose this setting when your rendered video will be displayed on a line-alternate 3D monitor. Left- and right-eye views are interlaced using half of the available vertical resolution.
Left only Right only	Choose the Left only or Right only setting if you're creating separate renders for the left- and right-eye outputs. These settings are useful when your output format requires separately rendered files for the left and right eyes.

9. Select the Swap Left/Right check box if you need to switch the left- and right-eye pictures. This setting is useful if you're using a line-alternate display that displays the right eye on top, if you're using magenta/green anaglyphic glasses, or to create cross-eye free-view 3D.

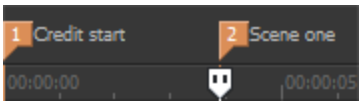
10. Save your template for future use:
    a. Type a name in the Template box to identify your rendering template.
    b. Click the Save Template button .
    c. Click OK to return to the Render As dialog.
11. Click Render to render your project using your new template.

Using markers and regions

Markers and regions serve as reference points along the Movie Studio Platinum timeline and help arrange events on the timeline.

Inserting markers

hoose Insert > Marker to add a marker at the cursor position. Markers can be used to indicate points of interest in projects or to make notes in the project.



Inserting a marker

1. Position the cursor where you want to add a marker.
2. hoose Insert > Marker. A marker will be added at the cursor position and an edit box is displayed.
3. Type a name for the marker in the edit box and press Enter.

You can also insert markers during playback by pressing the M key.

Naming or renaming a marker

Right-click the marker tag and choose Rename from the shortcut menu. Type the name of the marker in the edit box and press Enter when you're finished.

—or—

Double-click to the right of the marker and type a name in the edit box.

Moving a marker

Drag the marker tag to a new location.

Hold Shift while dragging to temporarily override the current snapping setting.

Deleting a marker

Right-click the marker tag and choose Delete from the shortcut menu.

Deleting all markers and regions from your project

Right-click a blank area of the Marker Bar, choose Markers/Regions, and choose Delete All from the submenu. All markers and regions in the project are removed.

Deleting all markers within the selected area

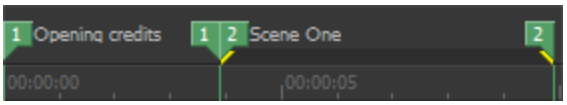
Right-click above the loop region, choose Markers/Regions, and choose Delete All in Selection from the submenu. All markers and regions in the selected area are removed.

Moving the cursor to a marker

Click the marker tag .

Inserting regions

hoose Insert > Region) to add region tags at each end of the current selection. Regions can be used to indicate sections of projects such as credits or scenes, or they can be used to make notes in the project.



Inserting a region

1. Drag the cursor in the timeline or marker bar to make a time selection.
2. hoose Insert > Region. Numbered region tags are placed at the start and end of the selected area, and an edit box is displayed.
3. Type a name for the region in the edit box and press Enter.

Moving the cursor to a region tag

Click a region tag .

To move the cursor to the start or end of a region, right-click either region tag and choose Go to Start or Go to End from the shortcut menu.

Deleting a region

Right-click either region tag and choose Delete from the shortcut menu.

Deleting all markers and regions in project

Right-click a blank area of the marker bar, choose Markers/Regions from the shortcut menu, and choose Delete All from the submenu. All regions and markers in the project are removed.

Deleting all markers and regions within a selected area

1. Drag along the marker bar to highlight the area you want all markers and regions to be removed from.

2. Right-click a blank area of the marker bar, choose Markers/Regions from the shortcut menu, and choose Delete All in Selection from the submenu. All regions and markers inside the selected area are removed.

Naming or renaming a region

Right-click the starting region tag and choose Rename from the shortcut menu.

—or—

Double-click to the right of the region tag and enter a name in the edit box.

Selecting a region

Right-click the starting or ending region tag and choose Select Region from the shortcut menu. The region is highlighted.

—or—

Double-click the start or end region tag. The region is highlighted.

Moving a region

Drag either region tag to move the tab and change the region's size.

Hold the Alt key while dragging either region tag to move a region and preserve its length.

Applying effects

You can use effects to manipulate the audio and video components of your project.

The included audio plug-ins can improve the quality of the audio in your project or create unique sounds. Movie Studio Platinum supports additional DirectX and VST effects from a variety of vendors. Audio effects can be applied to all events on a track or to individual events.

The included video plug-ins are comprised of effects, transitions, and text/background generators. Effects can be used to improve video quality or manipulate an image, transitions can change the way video events flow into one another, and generators can create text and colored backgrounds.

Use the VST Effects tab in the Preferences dialog to indicate where the application should search for VST plug-ins and to select which plug-ins you want to use.

Adding audio track effects

Track-level DirectX or VST plug-ins are applied to every event on the selected track.

Be aware that using non-in-place plug-ins (such as Time Stretch, Pitch-Shift without preserving duration, and some Vibrato settings) will cause audio to play out of synchronization with the waveform display in the timeline and with other tracks. If an effects chain includes non-in-place plug-ins, the effects chain icon will be displayed in yellow ( ) to indicate that automatic plug-in delay compensation is being used.

Creating a track effects chain

1. Click the Track FX button in the track header, or select the track and choose Tools > Audio > Track FX.

   If there are no effects added to the event, the Plug-In Chooser window appears.

   If there are effects added to the event, the Audio Track FX window appears. Click the Plug-In Chain button to open the Plug-In Chooser.

2. Select each plug-in you want to add and click the Add button.

   The plug-ins appear at the top of the window in the order in which you added them.

   To reorder the plug-ins within the chain, simply drag a plug-in button to a new location, or click the Move Plug-In Left or Move Plug-In Right buttons.

3. Click the OK button.

   The Audio Track FX window appears.

4. Use the settings in the Audio Track FX window to enable/bypass effects, edit effect parameters, and add/remove effects from a chain.

Editing a track effects chain

1. Click the Track FX button in the track header.

   The Audio Track FX window appears.

2. Select an effect button at the top of the window.

   Clear the check box to bypass an effect without removing it from the chain.

3. Use the controls in the bottom half of the window to adjust the effect's settings.

Learning more about a specific plug-in

For more information about using specific plug-ins, click the Plug-In Help button ? in the Audio Track FX window to display the plug-in's help file.

Adding audio event effects

Event-level DirectX or VST plug-ins are applied only to the event where they are applied.

Be aware that using non-in-place plug-ins (such as Time Stretch, Pitch-Shift without preserving duration, and some Vibrato settings) will cause audio to play out of synchronization with the waveform display in the timeline and with other tracks. If an effects chain includes non-in-place plug-ins, the effects chain icon will be displayed in yellow ( ) to indicate that automatic plug-in delay compensation is being used.

Creating an event effects chain

1. Click the Event FX button on the event in the timeline, or choose Tools > Audio > Audio Event FX.

   If there are no effects added to the event, the Plug-In Chooser window appears.

   If there are effects added to the event, the Audio Event FX window appears. Click the Plug-In Chain button to open the Plug-In Chooser.

2. Select each plug-in you want to add and click the Add button.

   The plug-ins appear at the top of the window in the order in which you added them.

   To reorder the plug-ins within the chain, simply drag a plug-in button to a new location, or click the Move Plug-In Left or Move Plug-In Right buttons.

3. Click the OK button.

   The Audio Event FX window appears.

4. Use the settings in the Audio Event FX window to enable/bypass effects, edit effect parameters, and add/remove effects from a chain.

Editing an event effects chain

1. Click the Event FX button on the event in the timeline.

   The Audio Event FX window appears.

2. Select an effect button at the top of the window.

   Clear the check box to bypass an effect without removing it from the chain.

3. Use the controls in the bottom half of the window to adjust the effect's settings.

Learning more about a specific plug-in

For more information about using specific plug-ins, click the Plug-In Help button ? in the Audio Event FX window to display the plug-in's help file.

Adding video effects

There are several methods available for adding effects to video. Video plug-ins can be added to tracks, video events, source media files (via the Project Media window), or to the entire video project.

Tips:

- To apply a preset without displaying the Video FX dialog, hold the Shift key while dragging a preset from the Video FX window to a track header, event, or the Video Preview window. For more information, see "The Video FX Window" on page 22.
- To move faders and sliders in fine increments, hold Ctrl while dragging the control.
- Double-click the title bar of the Video FX window to resize it for the current plug-in.

Adding video event effects

Video event effects are applied to individual events.

1. Click the Event FX button on the event in the timeline .

   If there are no effects added to the event, the Plug-In Chooser window appears.

   If there are effects added to the event, the Video Event FX window appears in the window docking area. Click the Plug-In Chain button to open the Plug-In Chooser.

2. Select each plug-in you want to add and click the Add button.

3. Click OK to close the Plug-In Chooser.

   The Video Event FX window appears.

4. Use the settings in the Video Event FX window to enable/bypass effects, edit effect parameters, and add/remove effects from a chain.

   Tips:

   - To reorder the plug-ins within the chain, drag a plug-in button to a new location.

   - You can also drag an effect from the Video FX window to the event on the timeline. For more information, see "The Video FX Window" on page 22.
   - You can also double-click a preset in the Video FX window to apply the effect preset to the selected event.

Adding video track effects

Video track effects are applied to every event on the track.

1. Click the Track FX button in the track header.

   If there are no effects added to the track, the Plug-In Chooser window appears.

   If there are effects added to the track, the Video Track FX window appears. Click the Plug-In Chain button to open the Plug-In Chooser.

2. Select each plug-in you want to add and click the Add button.
3. Click OK to close the Plug-In Chooser.

   The Video Track FX window appears.

4. Use the settings in the Video Track FX window to enable/bypass effects, edit effect parameters, and add/remove effects from a chain.

   Tips:

   - To reorder the plug-ins within the chain, drag a plug-in button to a new location.

   - You can also drag an effect from the Video FX window to the track header in the track list. For more information, see "The Video FX Window" on page 22.
   - You can also double-click a preset in the Video FX window to apply the effect preset to the selected track (when no events are selected).

Adding video media effects

Video media effects are applied to every occurrence of the media file in your project. The source media file is not affected.

1. Right-click a file in the Project Media window and choose Media FX.

   If there are no effects applied to the file, the Plug-In Chooser window appears.

If there are effects applied to the file, the Media FX window appears. Click the Plug-In Chain button to open the Plug-In Chooser.

2. Select each plug-in you want to add and click the Add button.
3. Click OK to close the Plug-In Chooser.

   The Media FX window appears.
4. Use the settings in the Media FX window to enable/bypass effects, edit effect parameters, and add/remove effects from a chain.

   To reorder the plug-ins within the chain, drag a plug-in button to a new location.

   You can click the Save As button in the Plug-In Chooser to create a filter package. A filter package allows you to quickly recall frequently used chains of effects. FX packages retain their chain order and individual plug-in settings.

Adding video output effects

Video output effects are applied to every video event in your project.

1. Click the Video Output FX button in the Video Preview window.

   If there are no effects applied to the project, the Plug-In Chooser window appears.

   If there are effects applied to the project, the Video Output FX window appears. Click the Plug-In Chain button to open the Plug-In Chooser.
2. Select each plug-in you want to add and click the Add button.
3. Click OK to close the Plug-In Chooser.

   The Video Output FX window appears.
4. Use the settings in the Video Output FX window to enable/bypass effects, edit effect parameters, and add/remove effects from a chain.

   Tips:

   - To reorder the plug-ins within the chain, drag a plug-in button to a new location.

   - You can also drag an effect from the Video FX window to the Video Preview window. For more information, see "The Video FX Window" on page 22.

Editing existing video effects

1. Perform one of the following actions to display the editing window for the type of effect you want to modify:
   - Event effects: Click the Event FX button on the event in the timeline.
   - Track effects: Click the Track FX button in the track header.
   - Media effects: Right-click a file in the Project Media window and choose Media FX.
   - Video output effects: Click the Video Output FX button in the Video Preview window.
2. Select an effect button at the top of the window.

   Clear the check box to bypass an effect without removing it from the chain.
3. Use the controls in the bottom half of the dialog to adjust the effect's settings.

Click the Remove Selected Plug-In button to remove the current plug-in from the chain.

Using LUT's to enhance video

LUT stands for Look Up Table, and is often referred to as a Color Look Up Table. LUTs are commonly used to add a specific color look to your video. Think of them as a universal color preset. LUTs are applied as an OFX plug-in and can be added, like other video effects, to tracks, video events, source media files (via the Project Media window), or to the entire video project using any of the methods described in this chapter. The one difference is that you will have to browse to the LUT, to select it, from the plugin window.

1. Open the Video effects window and expand the OFX folder
2. Drag the effect LUT Filter to the desired location (Media, Event, Track, Main output)
3. In the Video FX window, click the Browse button
4. Navigate to where you saved the LUT file, select the file, and click Open
5. Pick an Interpolation; Linear (good) or Tetrahedral (best)
6. Adjust the Strength slider to achieve the look you prefer

Notes:

- Linear (good) intepolation is fast and reasonably accurate where as Tetrahedral is more accurate, but slightly slower.
- The LUT filter produces an image that is a blend of the original image and the color-adjusted image. The Strength slider controls the mix, or the percentage of the color-adjusted image vs. the original image. A setting of 0 would be equal to no LUT being applied.

Learning more about a specific plug-in

The video plug-ins that are installed on your system will vary depending on the version of the software that you are

using. For more information about a specific plug-in, click the Plug-In Help button in the Video FX window to access online help.

Adding transitions

Choose View > Window > Transitions to display or hide the Transitions window. Use this window to choose and preview transition effects that you can use to control how a video event begins or ends, or to change the way one event flows into another.

The left pane lists each of the available transitions organized in folders. Click the Expand ⊞ and Collapse ⊟ buttons to open and close the folders, and select a plug-in name. The thumbnail images in the right pane represent each of the existing presets for the selected transition. Hover your cursor over a preset to see an animated example.

Tips:

- You can type in the Search plug-ins box to find plug-ins. For example, if you wanted to find a specific color-correction plug-in, you could type "color" in the box to display only plug-ins that include the term "color" in the plug-in name, description, or group name.
- To apply a preset without displaying the Video Event FX dialog, hold the Shift key while dragging a preset from the Transitions window to the timeline.
- To move faders and sliders in fine increments, hold Ctrl while dragging the control.
- Select Event Fade Lengths from the View menu to display fade lengths between selected and nonselected events in the timeline. You can use this display as a quick indicator of a transition's length.
- Double-click the title bar of the Video FX window to resize it for the current plug-in.

Adding transitions to events

1. Choose View > Window > Transitions to display the Transitions window.
2. Select a transition from the list on the left side of the window. The thumbnail images on the right side of the window represent each of the existing presets for the selected transition. Point to a preset to see an animated example.
3. After you've found the preset you want to use, drag it to the position where you want it to occur on the timeline.

   You can drop the transition at either end of an event, between two overlapping events, or between two adjacent events.

   The Video Event FX window is displayed to allow you to edit the transitions settings, and a Transition Properties button is displayed in the timeline to show you where the transition takes place. You can also click this icon to edit the transition's settings.

Adding a transition to all selected events

If you tend to use the same transitions often, you can save yourself some time by adding a transition to all selected events.

1. Select the events where you want to add the transition.
2. Choose View > Window > Transitions to display the Transitions window.

3. Select a transition from the list on the left side of the window. The thumbnail images on the right side of the window represent each of the existing presets for the selected transition. Point to a preset to see an animated example.
4. After you've found the preset you want to use, drag it to one of the selected events.

   The new transition replaces all existing transitions in the selected events.

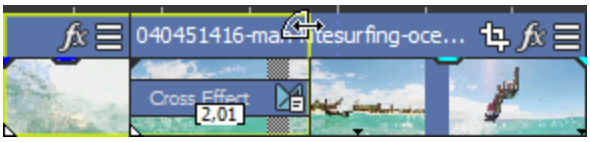
   The Video Event FX window is displayed to allow you to edit the transitions settings, and a Transition Properties button is displayed in the timeline to show you where the transition takes place. You can also click this icon to edit the transition's settings.

Changing the speed/duration of a transition

After you've added a transition to an event, you can easily adjust its duration, which will change the speed at which the transition occurs.

Adjusting a transition at the beginning or end of an event

1. Hover over the edge of the transition until the fade cursor is displayed.
2. Drag the edge of the transition to set its new length:



Adjusting a transition between two events

Drag either of the events to change the amount of overlap between them. The transition length is updated to match the overlapping area:

Editing a transition

Click the Transition Properties button on a transition to change the transition's settings.

Changing to a different transition

1. Click the Transition Properties button on an event to display the Video Event FX window.
2. Drag a different transition from the Transitions window to the Video Event FX window.

Removing a transition

1. Click the Transition Properties button on an event to display the Video Event FX window.

2. Click the Remove Selected Plug-In button to remove the current transition.

Learning more about a specific transition

The video plug-ins that are installed on your system will vary depending on the version of the software that you are using.

Creating text and titles

Most video projects include titles and credits. There are several ways to add text to your project: you can use the included plug-ins for static text and scrolling credits, or you can use an external image-editing program to create images with text on them.

Adding text with the Titles & Text plug-in

1. Choose View > Window > Media Generators to display the Media Generators window.
2. In the left pane, select the Titles & Text plug-in. The available presets are displayed in the right pane.
3. Drag a preset to a position on the timeline to create a generated media event.

   If you want text to appear as an overlay, add it to a track above the video you want to overlay and use a transparent background.

4. Use the Titles & Text plug-in controls to edit the appearance of your text.

Inserting text with the Text plug-in

1. Choose View > Window > Media Generators to display the Media Generators window.
2. In the left pane, select the Text plug-in. The available presets are displayed in the right pane.
3. Drag a preset to a position on the timeline to create a generated media event.

   If you want text to appear as an overlay, add it to a track above the video you want to overlay and use a transparent background.

4. Use the Text plug-in controls to edit the appearance of your text.

5.1 surround projects

If you have a home theater setup, you already know about 5.1 surround: audio that seems to follow a character as she moves across the screen...car chases that you can hear behind you before you see the cars on screen...deep, rumbling bass from your subwoofer that lets you — and your neighbors — feel the helicopter as it lands in the scene.

With Movie Studio Platinum and DVD Architect™, you can create your own 5.1 surround projects and burn them to DVD or Blu-ray Disc™: use a 5.1 surround project to edit 5.1 surround clips from a DVD camcorder or create your own 5.1 channel project by adding stereo audio and then adding audio to the additional surround tracks.

Create a 5.1-channel mix to wrap a listener in your remixes or prepare audio for DVD-Video or 5.1-channel music projects.

5.1 surround is a standard audio format consisting of five full-range channels and a low-frequency effects (LFE) channel.

The five full-range channels are reproduced by left, right, and center speakers positioned in front of the listener and left and right surround speakers positioned behind the listener. The LFE channel can be routed to the main speakers or to a subwoofer that can be positioned almost anywhere.

The center channel is typically used to lock dialogue or sounds to a video screen. The LFE channel is generally routed to a subwoofer to enhance low audio frequencies for effects such as explosions or crashes. Audio in this channel is limited to a range of approximately 25 Hz to 120 Hz.

Burning a DVD with DVD Architect Studio software

Setting up your 5.1 surround project

Use the New Project Wizard or Project Properties dialog to set up your project for 5.1 surround.

To preview a 5.1 surround project, you'll need the following hardware:

- A 5.1-compatible sound card.

  —or—

- A sound card with three stereo outputs.

  —or—

- Three stereo sound cards.
- Six powered speakers or six passive speakers with a six-channel amplifier.

If you have a stereo sound card, you can perform 5.1 surround panning in your project, but the audio will be downmixed to stereo when you preview. To create a 5.1 surround audio stream for your DVD, render your audio using the Dolby Digital AC-3 Studio plug-in with the 5.1 Surround DVD or 5.1 Surround DVD, AGC on template.

Using the New Project Wizard to start a new 5.1 surround project

1. From the Project menu, choose New.
2. Use the New Project dialog to set up your project settings.
3. Select the 5.1 Surround radio button.

4. Click OK to close the dialog and create your new project.

   In 5.1 surround mode, the following tracks are added to the track list:

Track	Function
Front	Used for the front-left and front-right channels. You can use a pan envelope to pan between the right and left channels.
Center	Used for the center channel. No panning is available.
LFE	Used for the low-frequency effects channel (subwoofer). No panning is available.
Rear	Used for the rear-left and rear-right channels. You can use a pan envelope to pan between the right and left channels.

   The standard Audio, Music, and Sound Effects tracks are displayed at the bottom of the track list. You can use the surround panner in the track header to pan these tracks throughout the soundfield.

   For more information about panning, see "5.1 surround panning and mixing" on page 87.

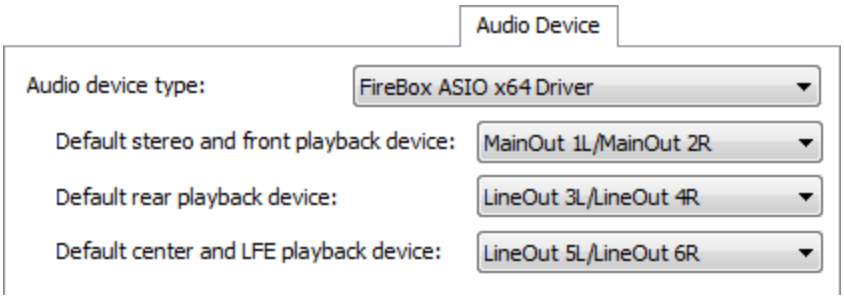
   In 5.1 surround mode, the Master Bus window displays faders you can use to adjust the overall levels of the front, rear, center, and LFE channels.

Routing the master bus outputs

When you're working in 5.1 surround mode, you'll need to indicate where to send the output from your 5.1-channel mix.

Use the Audio Device tab of the Preferences dialog to set default routing for 5.1 surround projects.

1. From the Options menu, choose Preferences. The Preferences dialog is displayed.
2. Select the Audio Device tab.



3. Choose a device from the Audio device type drop-down list. Choose a device type other than the Microsoft Sound Mapper if you want to choose specific devices for playing each of the three stereo pairs.

   Please refer to your sound card's documentation to determine the type of driver you need to use for surround output.

4. From the Default Stereo and Front playback device drop-down list, choose the device where your front speakers are connected.
5. From the Default Rear playback device drop-down list, choose the device where your rear speakers are connected.
6. From the Default Center and LFE playback device drop-down list, choose the device where your center speaker and subwoofer are connected.

Connecting your amplifier and speakers

Using a 5.1-compatible sound card

- Connect powered speakers to your sound card's outputs as indicated by your sound card's documentation.
- Connect your sound card's front, rear, and center/subwoofer outputs to the appropriate inputs on a 6-channel amplifier/home theater receiver. Connect front, rear, center, and LFE speakers to the amplifier.

Using a sound card with three stereo outputs

- Connect powered speakers to your sound card's outputs where you have routed each of the pairs of channels. The left channel of the Center/LFE pair is the center channel; the right channel is the LFE channel.
- Connect your sound card's outputs to the appropriate inputs on a 6-channel amplifier/home theater receiver. Connect front, rear, center, and LFE speakers to the amplifier.

The audio cables you'll need will depend on your specific hardware. For a typical application, you'll need three cables: each will have a 3.5 mm stereo plug on one end and dual RCA connectors on the other.

Using three stereo sound cards

- Connect powered speakers to your sound cards' outputs where you have routed each of the pairs of channels. The left channel of the Center/LFE pair is the center channel; the right channel is the LFE channel.
- Connect your sound cards' outputs to the appropriate inputs on a 6-channel amplifier/home theater receiver. Connect front, rear, center, and LFE speakers to the amplifier.

Multiple sound card setups may not work with ASIO drivers. You can only use a single ASIO driver at a time, and some ASIO drivers can conflict with other audio driver models (such as WDM and wave drivers).

The audio cables you'll need will depend on your specific hardware. For a typical application, you'll need three cables: each will have a 3.5 mm stereo plug on one end and dual RCA connectors on the other.

5.1 surround panning and mixing

After you've set up your project for 5.1 surround mixing, the track headers and Master Bus window switch to 5.1 surround mode, and you're ready to start panning.

If you have a joystick, you can use it to control surround panning. A force-feedback joystick such as the Microsoft® SideWinder® Force Feedback 2 joystick can add a tactile element to your editing sessions.

Notes:

- If you have a stereo sound card, you can perform 5.1 surround panning in your project, but the audio will be downmixed to stereo when you preview. To create a 5.1 surround audio stream for your DVD, render your audio using the Dolby Digital AC-3 Studio plug-in with the 5.1 Surround DVD or 5.1 Surround DVD, AGC on template.
- When you add video from a DVD camcorder that contains 5.1 surround audio, events are automatically created on the Front, Center, LFE, and Rear tracks.

Assigning tracks to surround channels

Each track can be assigned to the front, center, LFE, or rear channels, or you can pan a track freely within the

soundfield.

Right-click the surround panner in the track header and choose a command from the shortcut menu to choose a surround pan mode:

Mode	Function
Surround Pan	Used to pan a track anywhere among the front, center, LFE, or rear channels. Drag the orange pan point in the surround panner to indicate where the track's audio should be sent. You can use a pan envelope to automate left/right panning (front/rear panning cannot be automated).
Front	Used for the front-left and front-right channels. You can use a pan envelope to pan between the right and left channels.
Center	Used for the center channel. No panning is available.
LFE	Used for the low-frequency effects channel (subwoofer). No panning is available.
Right	Used for the rear-left and rear-right channels. You can use a pan envelope to pan between the right and left channels.

Panning a track

You can perform surround panning using any of the following methods:

- Assign a track to the front, center, LFE, or rear channels. When a track is assigned to a channel, its audio output is sent to the selected channel. For more information, see "Assigning tracks to surround channels" on page 87.
- If a track is set to Front, Rear, or Surround Pan mode, you can use a pan envelope to adjust left/right panning.

  Pan envelopes are not used when a track is set to Center or LFE mode.
- If a track is not set to Front, Center, LFE, or Rear mode, use the surround panner in the track header.

Panning a track in Surround Pan mode

Drag the orange pan point in the surround panner in the track header to position the sound within the soundfield.

Tips:

- Double-click the pan point to reset it to the center listening position.
- Keyboard and mouse shortcuts can help you position the pan point quickly and accurately.

Automating panning with envelopes

If a track is set to Front, Rear, or Surround Pan mode, you can use a pan envelope to adjust left/right panning.

1. Select the track you want to pan.
2. From the Insert menu, choose Audio Envelopes, and then choose Pan from the submenu.

3. Add points and adjust the envelope set edit panning throughout the track.

   The pan envelope is added to the left/right position of the pan point (front/rear panning cannot be automated).

   For example, if a track's pan point is set to 10% left and the pan envelope point is set to 10% right, the sound will be played through the center at the envelope point.

Changing the pan mode

Right-click the surround panner on a track, choose Pan Type from the shortcut menu, and then choose a pan type from the submenu.

Rendering your 5.1 surround project

To create a 5.1 surround audio stream for your DVD Architect project, render your audio using the Dolby Digital AC-3 Studio plug-in with the 5.1 Surround DVD or 5.1 Surround DVD, AGC on template.

If you use the Make Movie Wizard to burn your project to DVD using DVD Architect, you don't need to save your audio before starting the wizard.

1. From the Project menu, choose Make Movie, or click the Make Movie button on the toolbar.
2. Click the Save it to my hard drive button . The Save to Hard Drive dialog is displayed.
3. Click the Advanced options button to open the Render As dialog.
4. In the Output Format box, select Dolby Digital AC-3 Studio to view the available templates.
5. In the Templates box, choose 5.1 Surround DVD or 5.1 Surround DVD, AGC on.
6. Select the Render loop region only check box if you want to save only the portion of the project that is contained within the Loop Region. Loop Playback does not need to be selected for this option to work.

   The check box is available only if you've created a time selection in the timeline.
7. Click the Render button. A dialog is displayed to show rendering progress.

   When rendering is complete, click the Open button to play the file with its associated player, or click Open Folder to open the folder where you saved the file.

Rendering projects (Render As)

When you're finished editing your Movie Studio Platinum project—or when you want to see it in its final form—you can use the Save it to my hard drive destination in the Make Movie wizard save your project as a single file on your hard drive. For more information, see "Saving your movie to your hard drive" on page 99.

If you need access to more rendering options, click the Advanced options button to open the Render As dialog.

When you render your project, the project file is not affected (overwritten, deleted, or altered) during the rendering process. You may return to the original project to make edits or adjustments and render it again.

Rendering your project with advanced options

1. From the Project menu, choose Make Movie, or click the Make Movie button on the toolbar.
2. Click the Save it to my hard drive button. The Save to Hard Drive dialog is displayed.
3. Click the Advanced options button to open the Render As dialog.
4. Choose a file type in the Formats box to choose the type of file you want to create.

   When you select an output format, a list of available rendering templates is displayed on the right side of the dialog. Click a template to select it and use that format for rendering, or select a template and click the Customize Template button to modify the template's settings.
5. The Folder box displays the path to the folder where your file will be saved. Click the down arrow to choose a recently used folder, or click the Browse button to specify a new folder.
6. Type a name in the Name box, or click the Browse button and select a file in the browse window to replace an existing file.
7. Click the down arrow (▾) next to the Render Options indicator and select or clear the check boxes as needed:
   - Select the Render loop region only check box if you want to save only the portion of the project that is contained within the loop region. Loop Playback does not need to be selected for this option to work.

     The check box is available only if you've created a time selection in the timeline.
   - Select the Stretch video to fill output frame size (do not letterbox) check box when you are rendering to an output format with a slightly different aspect ratio than your project settings. This will prevent black bars from appearing on the top and bottom or the sides of the output.
   - If the selected file type supports it, you can select the Save project markers in media file check box to include markers, regions, and command markers in the rendered media file.
   - Select the Save project as path reference in rendered file check box if you want to save the path to your Movie Studio Platinum project in the rendered file. Saving the project path allows you to easily return to the source project if you use your rendered file in another project.

8. Click the Render button. A dialog is displayed to show rendering progress.

   Render progress is displayed in the Windows taskbar. If the render time is greater than a minute, a sound is played when rendering is complete.

   To change the sound, go Control Panel in Windows and click Sound. Click the Sounds tab and expand the Movie Studio Platinum15.0 entry. When you select the Render Complete event, you can preview the current sound, assign a new sound, or turn off the Render Complete sound.

9. When rendering is complete, click the Open button to play the file with its associated player, or click Open Folder to open the folder where you saved the file.

Make Movie Wizard

Of course, your new movie isn't going to win you fame and fortune until others can see it.

The Make Movie Wizard in Movie Studio Platinum will guide you through each step in saving your movie in various formats that you can share with friends and family...or maybe even that Hollywood producer you want to impress with your handiwork.

When you start the Make Movie Wizard in a project that contains only audio media, the Render As dialog is displayed automatically. For more information, see "Rendering projects (Render As)" on page 90.

Uploading your movie to YouTube

When you're done with your movie, you're probably going to want to share it with your friends and family as soon as possible.

You can use the Make Movie Wizard to upload your movie to YouTube so others can admire your work.

This feature requires that you have a YouTube account. If you don't already have an account, you can go to http://www.youtube.com/signup to sign up.

1. From the Project menu, choose Make Movie, or click the Make Movie button on the toolbar.
2. In the Make Movie Wizard, click the Upload it to YouTube button. The Upload to YouTube dialog is displayed.
3. Type a title to identify your video in the Title box.

   The information from the Title box of on the Summary tab of the Project Properties dialog is used by default.
4. Type a description of your movie in the Description box.

   The information from the Comments box on the Summary tab of the Project Properties dialog is used by default.
5. Type keywords you want to associate with your movie in the Tags box. Use words that relate to your movie and describe its content. These tags will be used when searching YouTube. Use commas to separate multiple keywords.

   If you are uploading a stereoscopic 3D project, Movie Studio Platinum automatically adds the tags needed to enable 3D viewing on YouTube.
6. Select the Public or Private radio button to set broadcast options for your movie. Public videos can be seen by any YouTube user; private videos can be seen only by members you specify.
7. Select the Normal or Higher radio button to set the video quality for your movie. The Higher setting creates better-looking video for broadband connections but will take longer to render.

   The estimated file size is displayed at the bottom of the dialog.
8. Select the Render and upload loop region only check box if you want to save only the portion of the project that is contained within the loop region. Loop Playback does not need to be selected for this option to work.

9. Click the Upload button to start uploading your movie to YouTube. If you do this the first time, the Log In to Google dialog is displayed. Log in to your Google account with your Google Email and Password. Now select the Youtube account that is connected to your Google account and authorize MAGIX AG to manage your Youtube account.

   Note that you authorize not only your Movie Studio Platinum program to access your Youtube account but any MAGIX Video Editing Software. That means, once authorized you can use the Youtube upload with any recent MAGIX video program without entering any password again. To revoke the access, go to your Google connected Apps settings, click on MAGIX AG and click Remove.

10. After the upload has finished your web browser will open on the site to let you edit further settings of the just uploaded video.

Uploading your movie to Facebook

When you're done with your movie, you can upload it to Facebook to share it with your friends, family, and followers.

This feature requires that you have a Facebook account. If you don't already have an account, you can go to http://www.facebook.com/ to sign up.

1. From the Project menu, choose Make Movie, or click the Make Movie button on the toolbar.
2. In the Make Movie Wizard, click the Upload it to Facebook button.
3. Type a title to identify your video in the Title box.

   The information from the Title box of on the Summary tab of the Project Properties dialog is used by default.
4. Type a description of your movie in the Description box. This description will be included when your video is posted.

   The information from the Comments box on the Summary tab of the Project Properties dialog is used by default.
5. Add tags in the Tags field to make it easier to find your videos on the site.
6. Select the Normal or Higher radio button to set the video quality for your movie. The Higher setting creates better-looking video for broadband connections but will take longer to render.

   The estimated file size is displayed at the bottom of the dialog.
7. Select the Render and upload loop region only check box if you want to save only the portion of the project that is contained within the loop region. Loop Playback does not need to be selected for this option to work.
8. Click the Upload button to start uploading your movie to Facebook. If you do this the first time, the Log In to Facebook dialog is displayed. Log in to your Facebook account with your Email and Password . Now click on Allow to authorize Movie Studio Platinum to access your Facebook account.

   Note that you authorize not only your Movie Studio Platinum program to access your Facebook account but any MAGIX Video Editing Software. That means, once authorized you can use the Facebook upload with any recent MAGIX video program without entering any password again.
9. After the upload has finished your web browser will open on the site to let you edit further settings of the just uploaded video.

Uploading your movie to Vimeo

When you're done with your movie, you can upload it to Vimeo to share it with your friends, family, and followers.

This feature requires that you have a Vimeo account. If you don't already have an account, you can go to https://vimeo.com to sign up.

1. From the Project menu, choose Make Movie, or click the Make Movie button on the toolbar.
2. In the Make Movie Wizard, click the Upload it to Vimeo button.
3. Type a title to identify your video in the Title box.

   The information from the Title box of on the Summary tab of the Project Properties dialog is used by default.
4. Type a description of your movie in the Description box. This description will be included when your video is posted.

   The information from the Comments box on the Summary tab of the Project Properties dialog is used by default.
5. Add tags in the Tags field to make it easier to find your videos on the site.
6. Select the Normal or Higher radio button to set the video quality for your movie. The Higher setting creates better-looking video for broadband connections but will take longer to render.

   The estimated file size is displayed at the bottom of the dialog.
7. Select the Render and upload loop region only check box if you want to save only the portion of the project that is contained within the loop region. Loop Playback does not need to be selected for this option to work.
8. Click the Upload button to start uploading your movie to Vimeo. If you do this the first time, the Log In to Vimeo dialog is displayed. Log in to your Vimeo account with your Vimeo Email and Password or use your Facebook credentials. Now click on Allow to authorize Movie Studio Platinum to access your Vimeo account.

   Note that you authorize not only your Movie Studio Platinum program to access your Vimeo account but any MAGIX Video Editing Software. That means, once authorized you can use the Vimeo upload with any recent MAGIX video program without entering any password again. To revoke the access, go to your Vimeo profile settings and remove the MAGIX Video Editing App under Connected Apps.
9. After the upload has finished your web browser will open on the site to let you edit further settings of the just uploaded video.

Burning a DVD from the timeline

You can use the Make Movie Wizard to render your project and burn it to a DVD.

The rendered project can be played in a DVD player or on any computer with a DVD drive.

1. From the Project menu, choose Make Movie, or click the Make Movie button on the toolbar.
2. Click the Burn it to a DVD or Blu-ray Disc button.
3. Select the DVD radio button, and then click Next. The Burn DVD dialog is displayed.

4. Choose a setting from the Video format drop-down list to specify the parameters that should be used for rendering your video stream.

   The Audio format box displays the parameters that should be used for rendering your audio stream.

5. Select recording options for your DVD burner:

   a. Choose a drive from the Burn drive drop-down list to specify the drive you want to use.

   b. From the Burn speed drop-down list, choose the speed at which you want to record. Max will record using the fastest speed possible with your drive; decrease the speed if you have difficulty recording.

   c. Select the Eject when done check box if you want to eject the disc automatically when burning has completed.

6. Click OK to start rendering your image file and burning your disc.

Burning a DVD with DVD Architect

Do you want to show your movie to friends who don't have a computer? No problem.

When you use the DVD option on the Make Movie Wizard, Movie Studio Platinum software will convert your project to a format that you can write to a DVD and start DVD Architect™ software.

This feature is available only if you have DVD Architect software.

1. From the Project menu, choose Make Movie, or click the Make Movie button on the toolbar.

2. Click the Burn it to a DVD or Blu-ray Disc button .

3. Select the DVD with Menus radio button, and then click Next. The Make Movie - Render Settings dialog is displayed.

4. The Video file path box displays the path to the file that will be created for the video portion of the project.

   If you want to change the location or file name, edit the contents of the box or click the Browse button.

5. The Audio file path box displays the path to the file that will be created for the audio portion of the project.

   If you want to change the location or file name, edit the contents of the box or click the Browse button.

   AC-3 audio may not play back on some PAL DVD players. To ensure compatibility with PAL DVD players, use 48-kHz, 16-bit WAV (PCM) files for audio.

6. Select the Render loop region only check box if you only want to render a portion of your project. If the check box is cleared, the entire project will be rendered.

   The check box is available only if you've created a time selection in the timeline.

7. Select the Stretch video to fill output frame size (do not letterbox) check box if you want to reformat your video so it fills the output frame size listed in the Description box. When the check box is cleared, the current aspect ratio is maintained and black borders are added to fill the extra frame area (letterboxing). This option is useful when the desired output format does not match the frame aspect ratio of your project.

8. Select the Save project as path reference in rendered media check box if you want to save the path to your project file in the rendered file. Saving the project path allows you to easily return to the source project if you use your rendered file in another project.

   The project information in the rendered file is a reference to a project file only. If you modify the project file after rendering, the project data will no longer match the rendered file. To edit a project using a path reference, the project file and all media must be available on your computer.

9. Select the Save project markers in rendered media check box if you want to embed timeline markers in the rendered media file. Markers can be used to navigate to chapter points on your DVD.
10. Select the Use widescreen DVD format check box if you want to render your file in 16:9 widescreen format.
11. Click the Next button. The audio and video files for your movie are created.

    The settings on the General tab of the Project Properties dialog are used to determine whether your project is rendered using the NTSC or PAL video format.

    This process can take anywhere from several minutes to several hours depending on the length of your project.
12. When rendering is complete, a dialog displays the paths to your rendered audio and video files. Click the Send to DVD Architect Studio button to start the application and create a new project containing your movie.
13. Use DVD Architect software to create and burn the DVD.

    For more information about using DVD Architect software, please refer to its documentation.

Burning a Blu-ray Disc from the timeline

You can use the Make Movie Wizard to render your project and burn it to a Blu-ray Disc. The rendered project can be played in a Blu-ray Disc player or on any computer with a Blu-ray Disc drive.

Stereoscopic 3D projects will be burned to a Blu-ray 3D™ Disc.

Movie Studio Platinum burns Blu-ray BDMV format to BD-R and BD-RE recordable media.

1. From the Project menu, choose Make Movie, or click the Make Movie button on the toolbar.
2. Click the Burn it to a DVD or Blu-ray Disc button.
3. Select the Blu-ray Disc radio button, and then click Next. The Burn Blu-ray Disc dialog is displayed.
4. Select a radio button to choose what you want to do:
   - Render image and burn: renders your current project as a Blu-ray Disc compliant file and burns it to disc.
   - Render image only: renders your current project as a Blu-ray Disc compliant file that you can burn at a later time.
   - Burn existing image file: burns an already-rendered file to Blu-ray Disc.
5. If you selected the Render image and burn or Render image only radio button, choose your rendering settings:
   a. Choose a setting from the Video format drop-down list to indicate whether you want to burn AVC/MVC or MPEG-2 video.

b. Choose a setting from the Video template drop-down list to specify the parameters that should be used for rendering your video stream.

   Video for Blu-ray Disc can use MPEG-2 or AVC encoding. Blu-ray 3D Disc projects use MVC encoding:

   - The Movie Studio Platinum Blu-ray MPEG-2 video templates have an average bit rate of 25 Mbps.
   - The Movie Studio Platinum Blu-ray AVC video templates have an average bit rate of 15 Mbps.
   - The Movie Studio Platinum Blu-ray MVC video templates for stereoscopic 3D projects have an average bit rate of 10 Mbps.

6. Choose a setting from the Audio template drop-down list to specify the parameters that should be used for rendering your audio stream.

   Wave64 (PCM) audio for Blu-ray Disc can use any of the following formats:

   - 48 kHz, 16 or 24-bit, stereo or 5.1 surround (available only for 5.1 surround projects)
   - 96 kHz, 16 or 24-bit, stereo or 5.1 surround (available only for 5.1 surround projects)

7. Select the Render loop region only check box if you want to use only a portion of your project. If the check box is cleared, the entire project will be rendered and saved to the disc.

   The check box is available only if you've created a time selection in the timeline.

8. Select the Insert chapter points at markers check box if you want to use markers from the timeline as chapter points in your rendered file.

9. Select the Stretch video to fill output frame check box if you want to reformat your video so it fills the output frame size listed in the Description box. When the check box is cleared, the current aspect ratio is maintained, and black borders are added to fill the extra frame area (letterbox). This option is useful when the desired output format does not match the frame aspect ratio of your project.

10. If you selected the Render image and burn or Render image only radio button, the File path box displays the folder and file that will be used to render your project.

    If you selected the Burn existing image file radio button, type the path to the file you want to burn in the File path box (or click the Browse button to locate the file).

11. Select recording options for your Blu-ray Disc drive:

    a. Choose a drive from the Burn drive drop-down list to specify the drive you want to use.

    b. From the Burn speed drop-down list, choose the speed at which you want to record. Max will record using the fastest speed possible with your drive; decrease the speed if you have difficulty recording.

    c. Select the Eject when done check box if you want to eject the disc automatically when burning has completed.

12. Click OK to start rendering your image file and burning your disc.

Burning a Blu-ray Disc with DVD Architect

Do you want to show your movie to friends who don't have a computer? No problem.

When you use the Blu-ray Disc option on the Make Movie Wizard, Movie Studio Platinum software will convert your project to a format that you can write to a Blu-ray Disc and start DVD Architect software.

This feature is available only if you have DVD Architect software.

1. From the Project menu, choose Make Movie, or click the Make Movie button on the toolbar.
2. Click the Burn it to a DVD or Blu-ray Disc button .
3. Select the Blu-ray Disc with Menus radio button, and then click Next. The Make Movie - Render Settings dialog is displayed.

   The Blu-ray Disc with Menus setting is not available when working with 5.1 surround projects. You can use the Blu-ray Disc setting to burn a 5.1 surround project from the timeline. If you want to use DVD Architect to author a Blu-ray Disc with menus, please use the Audio tab in the Movie Studio Platinum Project Properties dialog to set your project's Master bus mode to Stereo.

4. The Video file path box displays the path to the file that will be created for the video portion of the project.

   If you want to change the location or file name, edit the contents of the box or click the Browse button.

5. The Audio file path box displays the path to the file that will be created for the audio portion of the project.

   If you want to change the location or file name, edit the contents of the box or click the Browse button.

6. Select the Render loop region only check box if you only want to render a portion of your project. If the check box is cleared, the entire project will be rendered.

   The check box is available only if you've created a time selection in the timeline.

7. Select the Stretch video to fill output frame size (do not letterbox) check box if you want to reformat your video so it fills the output frame size listed in the Description box. When the check box is cleared, the current aspect ratio is maintained and black borders are added to fill the extra frame area (letterboxing). This option is useful when the desired output format does not match the frame aspect ratio of your project.
8. Select the Save project as path reference in rendered media check box if you want to save the path to your project file in the rendered file. Saving the project path allows you to easily return to the source project if you use your rendered file in another project.

   The project information in the rendered file is a reference to a project file only. If you modify the project file after rendering, the project data will no longer match the rendered file. To edit a project using a path reference, the project file and all media must be available on your computer.

9. Select the Save project markers in rendered media check box if you want to embed timeline markers in the rendered media file. Markers can be used to navigate to chapter points on your Blu-ray Disc project.
10. Click the Next button. The audio and video files for your movie are created.

    The settings on the General tab of the Project Properties dialog are used to determine whether your project is rendered using the NTSC or PAL video format.

    This process can take anywhere from several minutes to several hours depending on the length of your project.

11. When rendering is complete, a dialog displays the paths to your rendered audio and video files. Click the Send to DVD Architect Studio button to start the application and create a new project containing your movie.
12. Use DVD Architect software to create and burn the Blu-ray Disc.

    For more information about using DVD Architect software, please refer to its documentation.

Saving your movie to a DV camera

Do you want to show your movie to friends who don't have a computer? No problem.

When you use the Save it to my DV camera option on the Make Movie Wizard, Movie Studio Platinum software will convert your project to a format that you can use to record your movie back to your camcorder.

1. If you want to print only a portion of your project, create a time selection that includes the section of your project.
2. From the Project menu, choose Make Movie, or click the Make Movie button on the toolbar.
3. Click the Save it to my camera or portable device button .
4. Select the DV camera radio button, and then click Next.
5. Follow the on-screen directions to save your video to your DV camera or deck.

Saving your movie to an HDV camera

When you use the HDV camera option on the Make Movie Wizard, Movie Studio Platinum software will use your HDV project to render a MPEG-2 transport stream and print it to HDV tape

1. Load your HDV project.
2. If you want to print only a portion of your project, create a time selection that includes the section of your project.
3. From the Project menu, choose Make Movie, or click the Make Movie button on the toolbar.
4. Click the Save it to my camera or portable device button .
5. Select the HDV camera radio button, and then click Next.
6. Follow the on-screen directions to save your video to your camera or deck.

Saving your movie to your hard drive

With the Make Movie Wizard, you can convert your project to another format and save it as a single file on your hard drive. This process is called *rendering*.

The project file is not affected (overwritten, deleted, or altered) during the rendering process. You can return to the original project to make edits or adjustments and render it again.

1. From the Project menu, choose Make Movie, or click the Make Movie button on the toolbar.
2. Click the Save it to my hard drive button . The Save to Hard Drive dialog is displayed.
3. Type a name in the Give your movie a name box. This is the name that will be used to create your file.

4. Select a radio button to choose the file format you want to use for your rendered file.

   When you select a format, information about the frame size and estimated file size is displayed below the list of formats.

   If you want to access to more rendering options, click the Advanced options button to open the Render As dialog. For more information, see "Rendering projects (Render As)" on page 90.

Format	Description
WMV	Creates a Windows Media Video file. This format is suitable for playing your movie using Windows Media Player on a Windows computer.
MOV	Creates a QuickTime movie file. This format is suitable for playing your movie using the QuickTime Player on a Windows or Mac computer.
MPEG-2	Creates an MPEG-2 video file. This format is suitable for burning your movie to a DVD.
MP4	Creates an MP4 video file. This format is suitable for uploading to and sharing online.
AVCHD	Creates an AVCHD video file. This format is suitable for archiving HD videos.

5. Select the Render loop region only check box if you want to save only the portion of the project that is contained within the loop region. Loop Playback does not need to be selected for this option to work.

   The check box is available only if you've created a time selection in the timeline.

6. The Place to save your movie box displays the path to the folder where your movie will be created. Click the Browse button if you want to choose a new folder.

7. Click the Next button. Movie Studio Platinum starts rendering your movie, and a dialog is displayed to show rendering progress.

   Render progress is displayed in the Windows taskbar. If the render time is greater than a minute, a sound is played when rendering is complete.

   To change the sound, go Control Panel in Windows and click Sound. Click the Sounds tab and expand the Movie Studio Platinum 15.0 entry. When you select the Render Complete event, you can preview the current sound, assign a new sound, or turn off the Render Complete sound.

   When rendering is complete, Movie Studio Platinum displays the path to the rendered file. You can click the Play File button to view your movie with its associated player or click Explore Folder to view the file in Windows Explorer.

8. Click the Finish button to close the Make Movie wizard.

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