

# 7 Video Editing

In this tutorial, you will import and sequence two video clips in MovieWorks, add Dissolve transitions, render and export as a QuickTime movie. If you have a video digitizing card or AV Macintosh, you will learn how to capture your own video clips from a Camcorder or VCR and print to video.

Before you begin this tutorial, it is recommended that you complete the previous tutorials. It is assumed that you know how to create a new project, sequence your objects, add transitions, play your scene and save.

- ✓ All media objects needed to complete this tutorial are located in the folder called "7 – Video".
- ✓ Start a new project and create a new scene.
- ✓ Choose Background from the Scene Navigation menu.
- ✓ Import the picture called Background.
- ✓ Choose Scene-1 from the Scene Navigation menu.
- ✓ Import Giraffe.mov.
- ✓ Import Elephant.mov.

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## Editing Video

- ✓ Open the Sequencer window and select Giraffe.mov.
- ✓ Choose Open Editor from the Object menu.  
The Video application is launched and Giraffe.mov appears in the Edit Video window.

- Video Application



- ✓ **Press the Play button.**  
The right arrow on the bottom left of the window.
- ✓ **Press the Stop button.**  
The Play button toggles between Play and Stop.
- ✓ **Drag the Slider back to the beginning.**
- ✓ **Hold the Shift key and drag the Slider to select a small segment of video.**
- ✓ **Release the mouse.**
  - Edit Video window

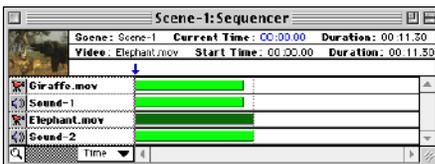


You have just selected a segment of video that may be easily deleted or copied and pasted to a new movie. **Do not delete the segment for this tutorial.** To delete a selected segment of video, simply press the Delete key or choose “Clear” from the Edit menu.

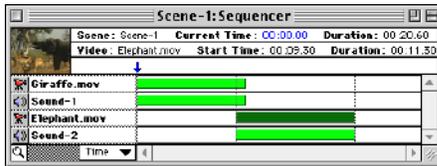
- ✓ **Choose “Save To MovieWorks – Quit Video” from the File menu.**  
Your video clip is automatically returned to MovieWorks.

## Sequencing Video

- ✓ **Open the Sequencer window if not already open.**
  - Sequencer window



- ✓ **Change Elephant.mov's Start Time to 9.3 seconds.**
- Sequencer window after sequencing




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## Adding Dissolve Transitions

The Dissolve transition requires that rendering be turned on.

- ✓ **Choose "Render – On" from the Scene menu.**
- ✓ **Choose "Render – Region – 320 x240" from the Scene menu.**
- ✓ **Click on the Giraffe.mov timebar.**
- ✓ **Add an Ending "Dissolve" transition.**
- ✓ **Click OK.**
- ✓ **Click on the Elephant.mov timebar.**
- ✓ **Add a Beginning "Dissolve" transition.**

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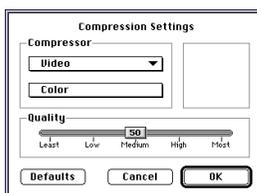
## Rendering Video

The last step before you output your movie is to render. In addition to reducing the file size of your movie, rendering allows your video clip to play on computers without your specific video-digitizing card.

Before rendering, you must choose a specific compressor. If your

- ✓ **Choose "Render – Compression" from the Scene menu.**  
The Compression Settings dialog box appears.

- Settings dialog box



- ✓ **Select Cinepak as the compressor type.**  
Video is the fastest, but Cinepak offers the most compression. Sorenson offers the best quality, but QuickTime 3.0 is required and the original movies were already compressed in the Cinepak compression format.
- ✓ **Select Millions of Colors.**
- ✓ **Move the Quality slider to High.**
- ✓ **Click OK.**
- ✓ **Choose “Render – Current” from the Scene menu.**  
Rendering will take a few minutes to complete, depending on the speed of your computer.
- ✓ **Play your scene.**
- ✓ **Press the Escape key to return to the Project window.**
- ✓ **Save your project.**
- ✓ **Choose Export from the Scene menu and export your scene as a QuickTime movie.**

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## Recording Video (Optional)

**A video-digitizing card or AV Macintosh is required for this section.**

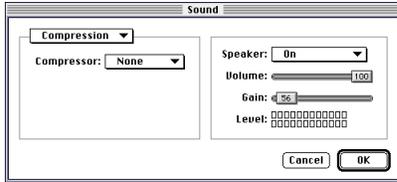
- ✓ **Connect a VCR or Camcorder to your Macintosh.**  
Please consult the instructions that came with your video digitizer for proper setup procedures.
- ✓ **Insert a tape in your VCR or Camcorder.**
- ✓ **Start playing your VCR or Camcorder.**
- ✓ **Click the Video tool in the Main Tools window.**
  - Video tool



MovieWorks Video is launched and the Record window appears. Video will be playing in the window.

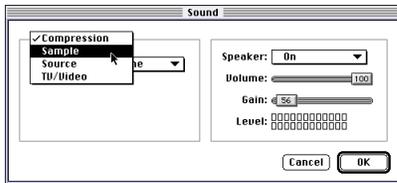
- ✓ **Choose Sound Settings from the Record window.**  
The Sound Settings dialog box appears.

- Sound Settings dialog box



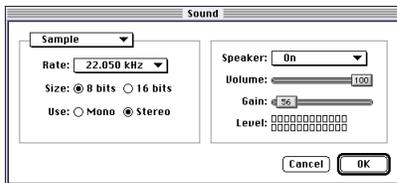
- ✓ **Choose Sample from the pop-down menu.**

- Sample menu item



The Sample dialog box appears.

- Sound Sample dialog box



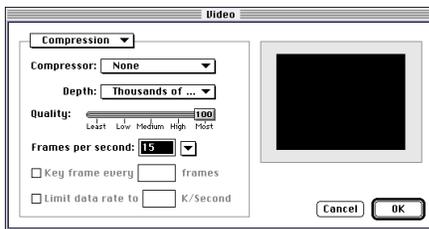
- ✓ **Set the Rate to 22.050 kHz or 44 .100 kHz, Size to 8-bits and Use to Stereo.**

- ✓ **Click OK.**

- ✓ **Choose Video Settings from the Record menu.**

The Video Settings dialog box appears.

- Video Settings dialog box.



- ✓ **Set the Compressor to the None or choose the specific compressor required by your video-digitizing card.**  
Consult the instructions that came with your video digitizer card.
- ✓ **Set Depth to Thousands, Quality to 100 and Frames/Second to 10.**
- ✓ **Click OK.**
- ✓ **Choose Record from the Record menu or type Command-R.**
- ✓ **Click the mouse to stop recording after about 10 seconds.**
- ✓ **Choose Save to "MovieWorks – Quit Video" from the File menu.**
- ✓ **Sequence the clip after the Giraffe.mov and Elephant.mov clips.**
- ✓ **Add a Dissolve transition to the ending of Elephant.mov and the beginning of the new clip.**  
It will look best if the clips overlap by at least 1 second.
- ✓ **Render your scene.**
- ✓ **Play your scene.**
- ✓ **Press the Escape key to return to the Project window.**
- ✓ **Save your project.**

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## **Printing to Video (Optional)**

**A video-digitizing card or AV Macintosh is required for this section.**

- ✓ **Turn on the "video out" option on the Control Panel that came with your card.**
- ✓ **Put in a blank tape and press record on your VCR or Camcorder.**
- ✓ **Play your project.**  
Whatever is displayed on your monitor will be printed to video exactly as it appears. With certain video digitizing cards and AV Macintosh computers, some of your project's border will be cropped about 1/2 an inch. If this is undesirable, you will need to make your project smaller than the current resolution of your monitor (i.e. 512 x 384).
- ✓ **Press Stop on your VCR or Camcorder when the movie is finished.**

# 8 Virtual Reality (VR)

In this tutorial, you will learn how to work with Virtual Reality (VR) movies. There are two basic types of VR movies: panorama and object. A panorama is a movie that has 360-degree views. It allows you to look up, down, turnaround and to zoom in and out. An object movie allows you to look at a specific item from all sides, like a sculpture in a museum.

Presently, VR movies are always on top of all other objects in your scene. Therefore, it is recommended that you import and position the other objects in your scene first. If an object is behind a VR movie, you will see its resize handles and it may still be selected and moved.

- ✓ All media objects needed to complete this tutorial are located in the folder called “8 – VR”.
- ✓ Start a new project and create three new scenes.
- ✓ Import and position the Next button on the bottom right of each scene.
- ✓ Link the Next button on Scene-1 to Scene-2. Repeat for Scene-2 and Scene-3.
- ✓ Choose Background from the Scene Navigation menu.
- ✓ Import the picture called Background.
- ✓ Choose Scene-1 from the Scene Navigation menu.

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## Importing an Object VR Movie

- ✓ Choose “Import - VR” from the Object menu and import Boeing.mov.  
Boeing.mov appears in the center of your scene, as shown below.
  - Scene-1 with Boeing.mov



- ✓ Play the scene.

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## Using the VR Movie Controller

- ✓ Press the mouse button to grab the Object movie, and move it to see it from many angles.
- ✓ Click on the buttons that look like magnifying glasses (one with a "+", one with a "-").  
You must have the pointer over the image to zoom in or out. Alternatively, the Shift key zooms in and the Control key zooms out.
- ✓ Zoom in or out on the Object movie.
- ✓ Click on the "Drag Zoomed Object" button.  
The Drag Zoomed Object button is to the right of the Zoom buttons.
- ✓ Drag the Object movie to reposition it in the window.
- ✓ Click on the Drag Zoomed Object button to return to normal viewing.
- ✓ Press the Zoom out button "-" to return the Object movie to its original size.
- ✓ Press the Escape key to return to the Project window.

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## Turning Off the VR Movie Controller

- ✓ Select the VR Object movie.
- ✓ Choose Attributes from the Object window.  
The VR Attributes dialog box appears.
  - VR Attributes dialog box



- ✓ Uncheck "Show Movie Controller" and click OK.

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## Importing a Panorama VR Movie

- ✓ Choose Scene-2 from the Scene Navigation menu.
- ✓ Choose "Import - VR" from the Object menu and import Pool.mov  
Pool.mov appears in the center of your scene.

- ✓ **Choose Attributes from the Object menu and uncheck “Show Movie Controller”.**
- ✓ **Play the scene.**
- ✓ **Press the mouse button and drag across the image in the direction you want to look.**  
The only functional Movie Controller buttons are zoom in and zoom out.
- ✓ **Press the Escape key to return to the Project window.**
- ✓ **Save your project.**

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## **Importing a Multi-Node Panorama VR Movie**

Multi-node Panorama VR movies are the same as Panorama VR movies, except that they have “hot-spots” which you can click on. Both Panorama and Object VR movies may have hot spots that when clicked cause some other action to occur. Most frequently, a hot spot links to another node (another Panorama or Object movie), but it may also be used to trigger other actions, such as opening a Web page or playing a sound.

- ✓ **Choose Scene-3 from the Scene Navigation menu.**
- ✓ **Choose “Import - VR” from the Object menu and import Ritz.mov**  
Ritz.mov appears in the center of your scene.
- ✓ **Choose Attributes from the Object menu and uncheck “Show Movie Controller”.**
- ✓ **Play the scene.**
- ✓ **Press the mouse button and drag across the image in the direction you want to look.**  
There are two ways to tell where hot spots are located:
  - 1) Move your pointer around the movie image. When moved over a hot spot, the pointer changes from a bullseye to an upward-pointing “squished” arrow or a pointing hand.
  - 2) If the Movie Controller is enabled, press the “Show Hot Spots” button. The Show Hot Spots button has a question mark above a squished arrow. Hot spots are highlighted with translucent blue rectangles.

If you jump to another node when you click a hot spot, the far-left button in the controller will become active. This is the Hot Spot Return button. You use it to return to the precise view you were at when you clicked the hot spot that took you to the current node.
- ✓ **Press the Escape key to return to the Project window.**
- ✓ **Click the Next button to go to Scene-1 and Scene-2.**
- ✓ **Save your project and Quit.**