



eZediaMotion™ 1.0.1 for iMovie™

eZediaMotion™ gives iMovie users the ability to animate media—text, graphics, and movies—over a DV clip. Users can create sophisticated custom titling, rotate images, scale video, and much more.

This tutorial is divided into 2 portions:

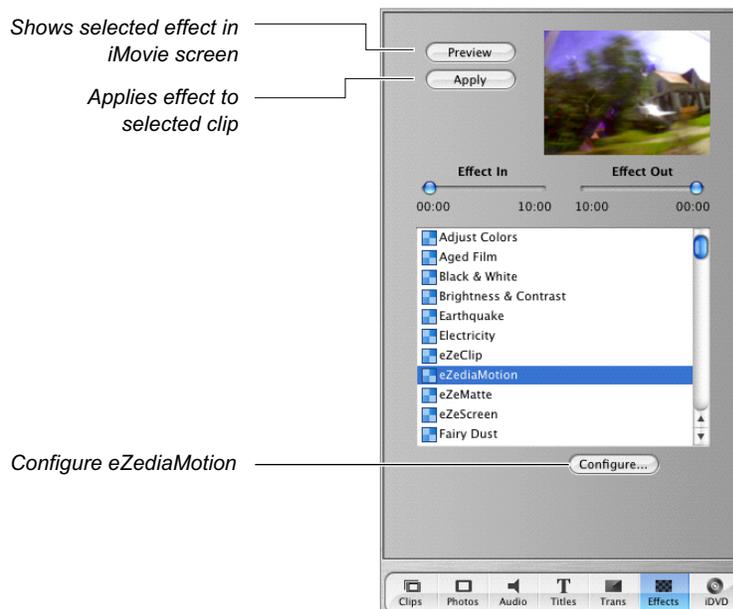
- 1) Adding an eZediaMotion effect
- 2) Editing eZediaMotion options

Adding an eZediaMotion effect

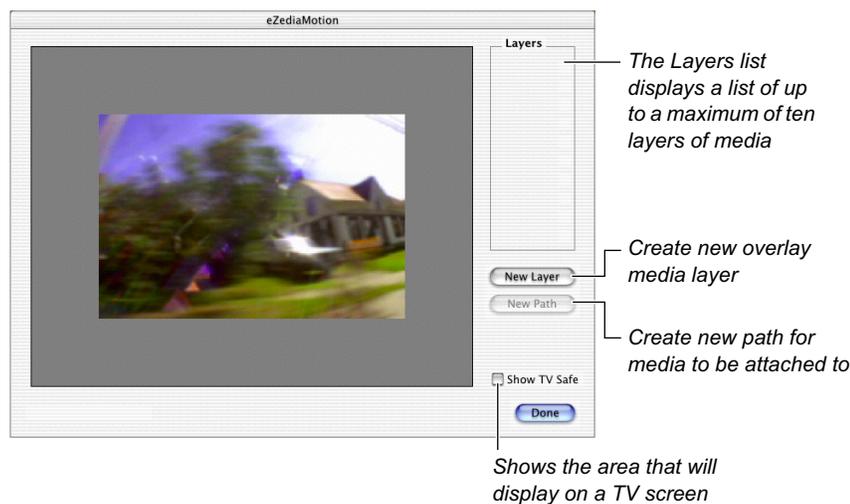
Up to 10 different layers of graphics, movies, or text can be positioned over an iMovie clip, to create the eZediaMotion effect. Each piece of media sits in its own layer and can be attached to a path, providing animation. The first layer created is closest to the iMovie clip. Subsequent layers are “stacked” over previous layers. Create the layers in the order that you require them, as the layers cannot be re-ordered.

The procedure to add an eZediaMotion effect to your iMovie clip is:

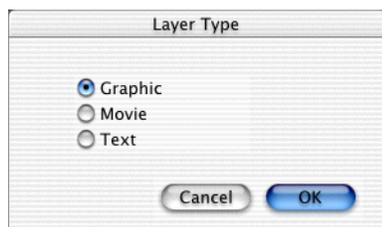
- 1** Create or open your iMovie project.
For more information on working with iMovie, refer to the iMovie electronic help system.
- 2** In the clip viewer, select the clip that you want to add an eZediaMotion effect onto.
- 3** Click the *Effects* button.
The Effects pane is displayed.



- 4 Select *eZediaMotion* from the list of available effects.
When eZediaMotion is selected, a Configure button appears near the bottom of the Effects pane.
- 5 Click the **Configure** button.
The eZediaMotion dialog opens.



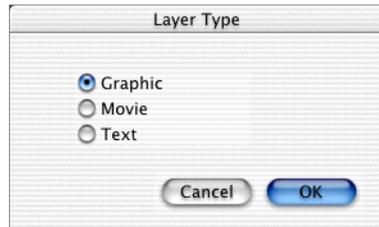
- 6 (Optional) Add a Movie layer.
 - a Click the **New Layer** button.
The Layer Type dialog opens.



- b Select **Movie** from the list of available layer types.
 - c Click **OK**.
An Open:Movie dialog opens and the user can browse their computer for the desired graphic media.
 - d Navigate to the desired folder and select the desired movie file.
 - e Click **Open** to open the movie and to close the *Open:Movie* dialog.

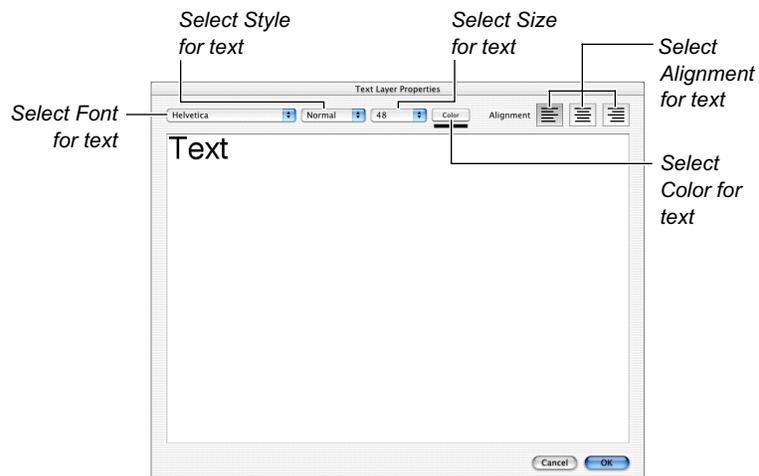
7 (Optional) Add a Text layer.

- a** Click the *New Layer* button.
The Layer Type dialog opens.



- b** Select *Text* from the list of available layer types.
- c** Click *OK*.

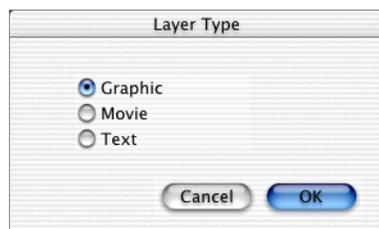
The Text Layer Properties dialog opens. Formatting is applied on all of the text within the layer; individual words or phrases cannot be formatted differently from the rest of the text.



- d** Add the text for the new layer.
- e** Format the text as desired.
- f** Click *OK* to create the text layer and to close the *Text Layer* dialog.

8 (Optional) Add a Graphic layer.

- a** Click the *New Layer* button.
The Layer Type dialog opens.



b Select **Graphic** from the list of available layer types.

c Click **OK**.

*An **Open:Graphic** dialog opens and the user can browse their computer for the desired graphic media.*

d Navigate to the desired folder and select the desired graphic file.

e Click **Open** to open the graphic and to close the *Open:Graphic* dialog.

9 (Optional) Add a Path to animate a media layer.

a Select any layer in the *Layers* list.

*The **Layers** list contains the different overlay media layers that have been added to the iMovie clip. Selecting an item in the **Layer** list will select the media in the preview area.*

Note: *The media can also be selected in the preview area. You don't have to use the **Layers** list.*

b Click the **New Path** button.

c Draw the desired path.

*After the path has been drawn, the selected media (**Text**, **Graphic**, or **Movie**) will automatically attach to the first point of the path. Because the media is automatically attached to the start of the path, it is sometimes easier to start the drawing of the path at the media, and to draw the path in the desired direction away from the media. This prevents the media from relocating to a different position in the preview area.*

Editing eZediaMotion options

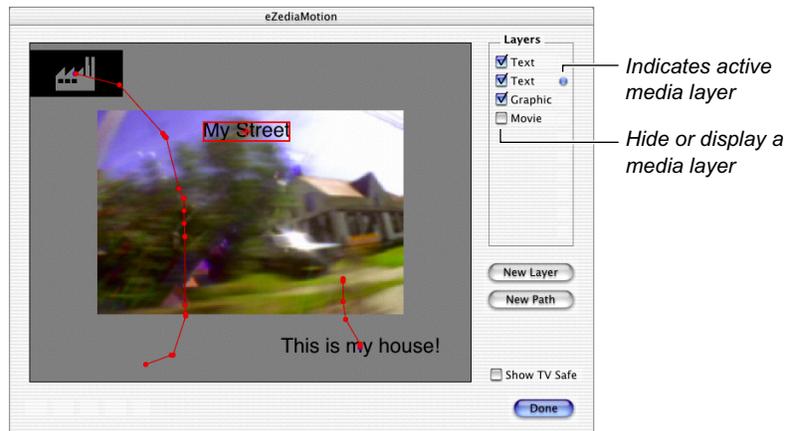
The procedure to edit eZediaMotion effects is:

1 (Optional) Hide or Display selected layers.

a Select or de-select the desired **Layer** check box.

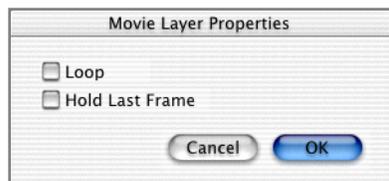
*Selecting a **Layers** check box will display the layer and its associated path in the preview area. De-selecting a **Layers** check box will hide the layer and its associated path from display in the preview area.*

In the picture below, there are 4 layers, as indicated in the Layers list. The second text layer is the active layer, and is indicated by the blue dot that appears to the right of the word Text. There is a movie layer; but it is not displaying in the preview area.



2 (Optional) Customize the Movie Layer properties.

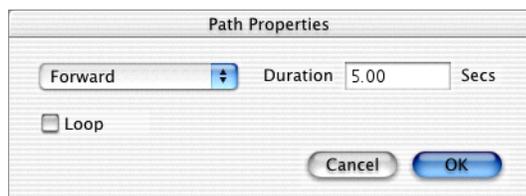
- a** If not currently selected, select the desired Movie layer in the Layers list.
The Movie layer is selected in the Layers list, and the movie is highlighted in the preview area.
- b** Double-click the movie in the preview area.
The Movie Layer Properties dialog opens.



The Movie Layer Properties dialog provides options for looping the movie, and for holding the display of the movie on the last frame.

- c** Set the desired options.
- d** Click the **OK** button to accept the options and to close the *Movie Layers Properties* dialog.

- 3 (Optional) Customize the Path properties.
 - a If not currently selected, select the desired path in the preview area.
 - b Double-click the path in the preview area.
The Path Properties dialog opens.



The Path Properties dialog provides options for the drawing direction of the path, looping the path, and for the path drawing duration.

- c Set the desired options.
 - d Click the **OK** button to accept the options and to close the *Path Properties* dialog.
- 4 (Optional) Customize the path points.

- a If not currently selected, select the desired path.
When a path is selected, the New Path button changes into an Edit Path button.
 - b Click the **Edit Path** button.
A collection of buttons appear in the lower-left corner of the eZediaMotion dialog.



Move Point - select, move or delete points



Add Point - add new points to the path



Equalize Points - distributes the points equally on the path



Collapse Vertically - collapse points along a vertical axis



Collapse Horizontally - collapse points along a horizontal axis



Key Point Editor - convert regular points into Key Points or edit Key Points

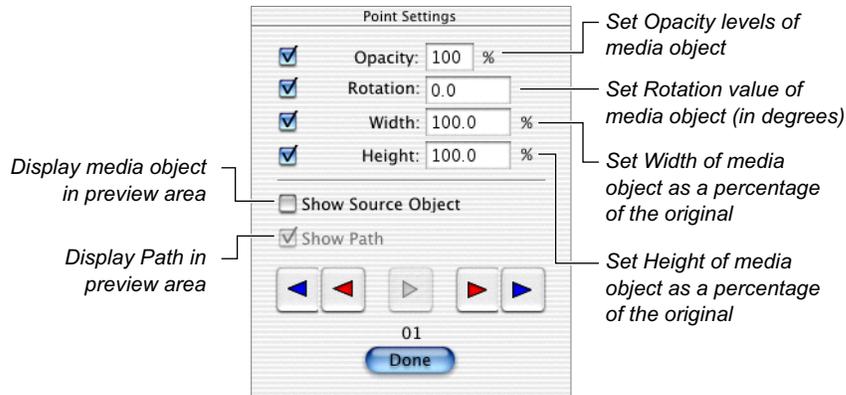


Stop - accept the changes and return focus to the eZediaMotion dialog

- c Edit the Path as desired.

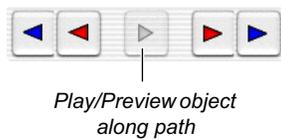
d (Optional) Click the *Key Point Editor* button to convert a regular point into a Key point.

The Point Settings dialog opens.



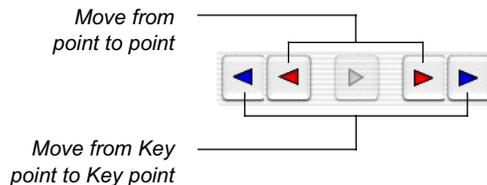
Key points are used to adjust how the media behaves as it moves along the Path. Opacity levels can be adjusted from 100% (opaque) to 0% (transparent).

Enabling Show Source Object will display the media object in the preview area, while the points are being edited. Show Path is on by default, and can only be changed if Show Source Object has been selected. If Show Source Object has been enabled, the Play/Preview button will display the object's behaviour, as it moves along the path.



The first point is automatically a Key point and is indicated by a blue color.

The red arrows will move the focus from point to point. The blue arrows will move the focus from Key point to Key point. If the media object is being displayed, using the arrows to move from point to point, or from Key point to Key point will also move the media through the points.



Selecting any regular point and making changes to it within this palette will convert a regular point into a Key point. All the settings for regular points are adjusted automatically by eZediaMotion, across all the points between the Key points. If you de-select all the options for a Key point, the values are reverted back to their defaults, and the Key point is converted back into a regular point.

- e** Click **Done** to accept the changes and to close the *Point Settings* dialog.
 - f** Click the **Stop** button  to accept the changes and to return focus to the *eZediaMotion* dialog.
- 5** Click the **Done** button to apply the configured options and to close the *eZediaMotion* dialog.
 - 6 (Optional)** Re-select *eZediaMotion* from the list of available effects.
This updates the preview area located in the upper-right corner of the Effects pane, and provides a small animated preview.
 - 7 (Optional)** Click the **Preview** button to view the effect, one frame at a time, in the *Viewer* window.
 - 8** Click the **Apply** button to apply the *eZediaMotion* effect across the selected clip.
When you click the Apply button, a progress bar appears across the clip face in the clip viewer.

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