



# Vegas + DVD

## Tips, Tricks, and Scripts

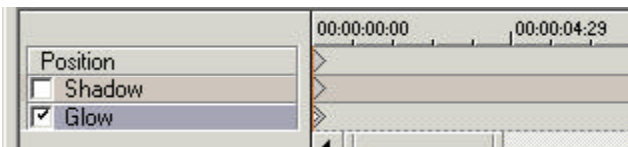
### Learning and using Vegas 4 and DVD Architect

## Creating a PIP using Track Motion - Part 2

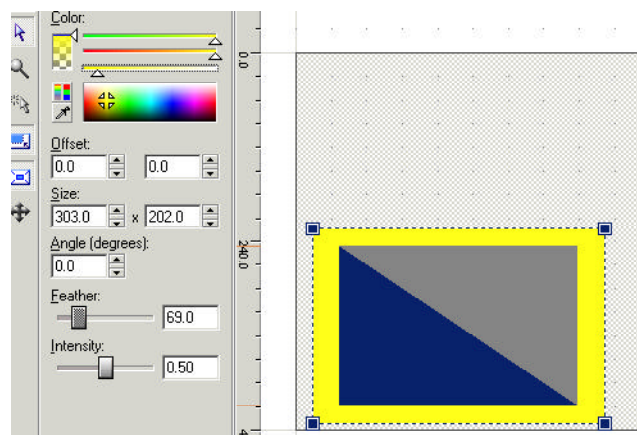
By Edward Troxel

In the last issue, we learned how Track Motion can be used to create a Picture in Picture effect. Now it is time to explore ways that we can manipulate the PIP.

When the Track Motion setting window is opened, there are two small settings in the lower



left corner: *Shadow* and *Glow*. These two settings can be used to make the PIP stand out from the



rest of the video image.

First, check the box beside *Glow* to get the settings screen. There are various options that can be modified such as the glow color, intensity, position in relation to the PIP, size of the glow area, and whether the glow is “feathered”.

By using the *Glow* settings shown, a yellowish glow will appear around the PIP window.



This can help the PIP to stand out from the rest of the video screen. Notice how “feathering” fades the edges of the glow resulting in

a smooth transition into the background.

The other option available on the Track Motion screen is *Shadow*. *Shadow* has the exact same setting controls as *Glow*. In fact, by changing the settings, you can change a *Glow* into a *Shadow* or a *Shadow* into a *Glow*.

By default, *Shadow* is designed to be offset slightly down and to the right giving the impression of casting a shadow. Once again, many set-

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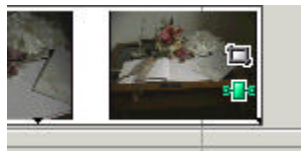
# Learning and using Vegas 4 and DVD Architect



tings can be configured including the color, size, position, and whether the shadow edge is to be feathered.

While using

*Glow* and *Shadow* can help make the PIP stand out from the rest of the screen, the use of other effects can also enhance the PIP effect. To use an event effect, click on the Event FX button (shown green in the illustration), or right-click the event and choose Video Event FX. For this example select the *Sonic Foundry Border* effect.



The border effect can be used to modify the edges of the PIP image. There are three differ-



ent border styles: **Solid**, **Beveled**, and **Blurred**. Setting the effect to **Blurred**, we can create the “feathered” edges similar to the glow effect. However, the PIP itself will be blurred instead of a background added to the PIP. The blurred border can be used to add a nice romantic feel to the PIP. The amount



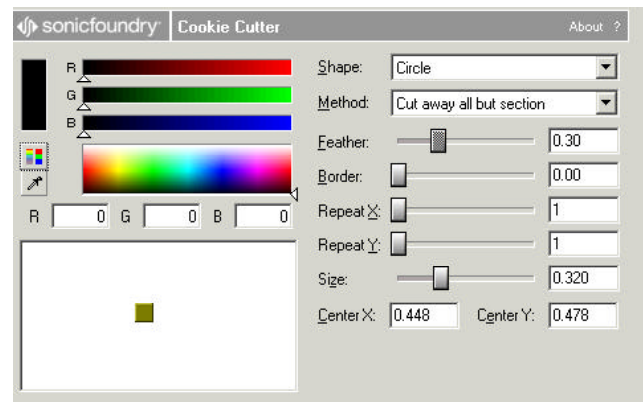
of the picture that is blurred can be adjusted by adjusting the Size slider.

The **Solid** setting will create a solid border

around the PIP in the specified color. The **Beveled** setting also gives an interesting effect by giving it a raised, or button-like, appearance.



If we want to get a little more exotic, the *Cookie Cutter* effect will allow PIPs of different shapes. For example, if a circular PIP is needed, the Cookie Cutter effect can do the job. Set the



shape to Circle, reduce the size of the circle slightly, and adjust the feather control to blur the edges slightly. The result is a nice PIP that blends into the background.

If you want to be really exotic, change the *Method* from “**Cut away all but section**” to “**Cut away section.**” This will actually create a standard PIP with a hole in the middle. Play with the *Cookie Cutter* settings and you will see that many interesting results are possible.



Now that the PIP has been created and modified to our liking, we will learn to move and resize it over time in our next issue.

## Vegas Preferences - Capture Utility

By Edward Troxel

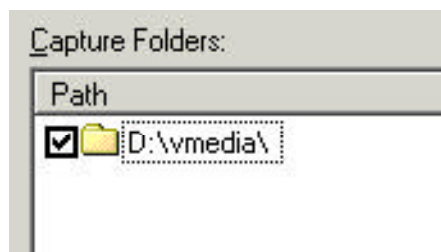
Now that the Vegas settings have been modified to meet your requirements, it is time to set up the capture utility. To start the capture utility, go to **File - Capture Video** in Vegas.

To configure the capture utility, choose the **Options - Preferences** menu option. This will present you with the following screen containing six tabs. The first tab is the *General* tab.



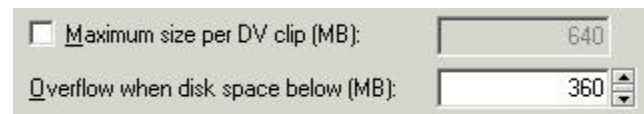
The first setting to note on this tab is **Enable DV device control**. This option will determine whether or not the capture utility attempts to control the deck, camera, or convertor connected to the computer. Any time you do not want Vegas to control the external device, turn this option off. I leave this option on so that Vegas will control the deck allowing batch capture to function. If you are using a convertor, you will probably need this option turned off.

The other setting I change on the *General* tab is to turn on **Make spacebar and F12 Play/Pause instead of Play/Stop**. By turning this on, stopping playback with the space bar will leave the timeline cursor at the current location instead of moving back to where playback began. I have had good results leaving the remaining settings at their default.



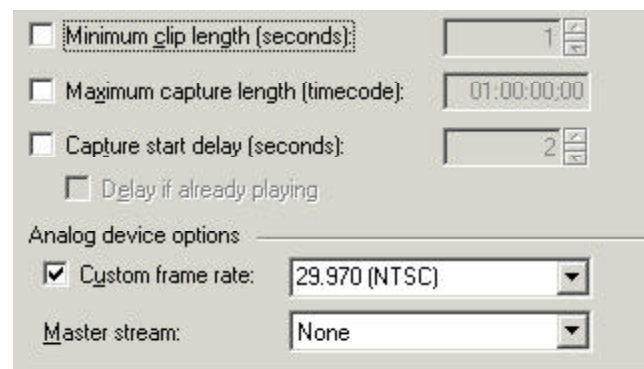
The next tab to configure is the *Disk Management* tab. Here is

where you will specify one or more locations for capturing the video. If multiple capture folders are specified, when the first location is filled, the second location will then automatically be used. The



**Overflow when disk space below (MB)** setting is used to determine when to switch to the next drive. Since filling a drive completely full can lead to trouble, this setting allows the Capture Utility to avoid this problem.

The **Maximum size per DV clip (MB)** is used to specify the maximum size for each captured clip. For example, if you needed to burn some clips to a CD, you could specify a maximum size of 640 MB and still just capture the entire tape - of course it would take a **lot** of CDs.

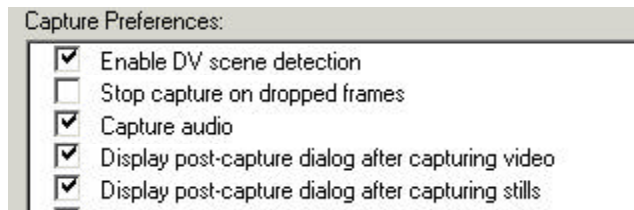


Moving to the *Capture* tab, there is one setting that is on by default that should be off the majority of the time. Turning off the **Minimum Clip Length (seconds)** setting has solved the capture problems of many people. This setting is supposed to prevent extremely small files from being saved to the hard drive. However, turning off this option has allowed many people the ability to capture as

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expected.

Since the capture program will capture from analog sources, the analog frame rate options are



available. When capturing DV, these rates are never used.

**Enable DV scene detection** can be used to automatically split your capture into scenes. Scene detection is based on the date/time the scene was recorded. Therefore, if you are capturing analog through a convertor, or the clock was not set on the DV camera, scene detection will not work. Set this option to best represent how you work. Personally, I leave this option off.

While there are several more options, the remaining defaults seem to work well for most situations. Explore the options to see what is best suited for your workflow.

## Automatically Generate Lower-Third Titles

By Edward Troxel

A common task when editing video is to add a title identifying the current speaker or illustrating some point. Usually, for a given program, you will use the same technique over and over, week after week. Through the use of scripting, the title creation process can be reduced to the push of a button.

In order to automate the process, a little bit of preparation is needed. First, you need to create the lower-third graphic in a paint program such as PhotoShop or in Vegas by taking a snapshot of the current screen. In this case a green square with fading



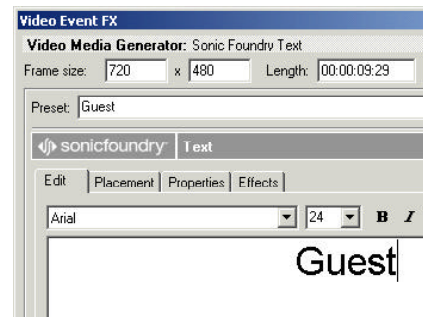
Shortcut Keys:
Need to add a fade between clips? Try the following to insert standard fades from the keyboard:
<b>Numpad “/”</b> : Crossfade between the clips to the left and right of the timeline cursor on the selected track.
<b>Numpad “*”</b> : Sonic Foundry Dissolve between the clips instead of crossfade.
<b>Numpad “-”</b> : Sonic Foundry Linear Wipe between the clips instead of crossfade.

Contact Information
Send your tips, tricks, article ideas, script ideas, questions, articles, or registration requests to: <b>vegastips@jetdv.com</b>
To register on the web to receive this newsletter. browse to: <b>www.jetdv.com/tts</b>
Thank you, Edward Troxel
Editing assistance provided by Gary Kleiner

edges is used. This graphic is saved in PNG format with a transparent background allowing the video to automatically show.

The next preparation step is to add a text box, place and size the text correctly, and save those settings as a preset. In

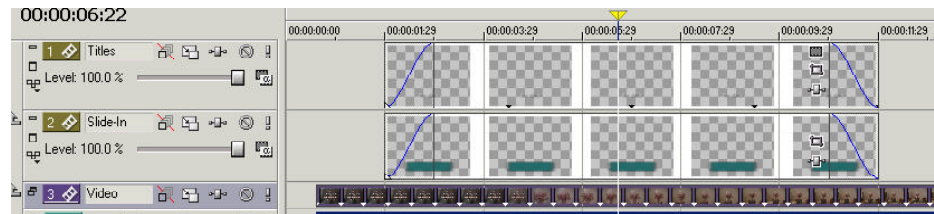
this case, a “*guest*” preset has been created with a dummy title at the proper size and location. While the text may have to be fine tuned after placement,



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it will serve as a good starting template.

Now that the preparatory steps have been completed, it is time to figure out how to get the



picture and generated media onto the timeline. Since we are placing this graphic over video, we will need two tracks above the video track. I will assume that tracks one and two are reserved for the titles and track 3 contains the video.

Using the scripts from the previous issues, it is a simple matter to find the selected and previous track. This script will build on that by finding the selected track, inserting the lower third image, then finding the previous track, and inserting text generated media. As a final step, a one second fade in and fade out will be added to both the lower third and text media.

Because this script is written to place the objects on the selected and previous tracks, you must start by clicking on track two at the position the title is to begin. This will place the timeline cursor at the start point of the title and confirm the proper track is selected.

If you have track one selected instead, both the lower third and title will be added to track one. If you have track three selected, the lower third will be placed on top of the video and the title will be placed on track two. Fortunately, the undo but-

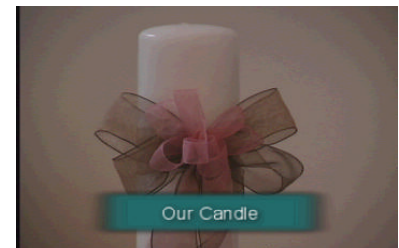
ton will work for either of these circumstances.

To place the lower-third graphic, you must first find the selected track with the

**FindTrack("Current")** command. At this point it is time to get the lower third graphic and add it to the timeline at the cursor position. See figure B for

the code used to add the lower third graphic to the timeline.

Once the lower third graphic is in place, locate the previous track with the **FindTrack("Previous")** command. Unfortunately, adding the generated media is a little more complicated than lower third graphic. To ease the process, the function in figure A is used. We then add the code for adding the generated text specifying the "Guest" preset. See figure B for the complete code necessary to add the generated media. To download the complete script, go to [www.jetdv.com/scripts/GuestNames.js.txt](http://www.jetdv.com/scripts/GuestNames.js.txt).



Once the script has finished, it is time to edit the text and make any other small adjustments. With the use of scripting, this tedious process and been reduced to the running of a script and a modification of text media. Add the script to a toolbar button to save even more time.

## Create Generated Media Selecting a Preset Function - Figure A

```
function CreateGeneratedMedia(generatorName, presetName) {
    var generator = Vegas.Generators.GetChildByName(generatorName);
    var media = new Media(generator, presetName);
    if (!media.IsValid()) {
        throw "failed to create media; " + generatorName + " (" + presetName + ")";
    }
    return media;
}
```

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## Add Lower Third Picture on Selected Track and Generated Media on Previous Track - Figure B

```
/**
 * This script will add the lower third to the selected track and text box
 * to the previous tracks for adding a person's name
 * Written By: Edward Troxel
 * Modified: 03-05-2003
 **/

import System;
import System.IO;
import System.Windows.Forms;
import SonicFoundry.Vegas;

try {

    var filename = "c:\\vmedia\\vv-keep\\BlankName.png";

    var track = FindTrack("Current");
    if (null == track)
        throw "no selected track";

    //Determine whether the file exists and the current cursor timecoded
    var cursorTimecode = Vegas.Cursor;
    var media = new Media(filename);
    if (!media.IsValid())
        throw "media file does not exist; " + filename;

    //Add the picture at the current position
    var stream, newEvent;
    track.Events.Add(newEvent);
    var take = new Take(stream);
    newEvent.Takes.Add(take);

    //Add the one second fade in and fade out
    newEvent.FadeIn.Length = new Timecode(1000);
    newEvent.FadeOut.Length = new Timecode(1000);

    //Now move UP one track & add the Text box with SlideText picked
    track = FindTrack("Previous");
    media = CreateGeneratedMedia("Sonic Foundry Text", "Guest");
    stream = media.Streams[0];
    newEvent = new VideoEvent(cursorTimecode, stream.length);
    track.Events.Add(newEvent);
    take = new Take(stream);
    newEvent.Takes.Add(take);

    //Now set the one second fade in and fade out
    newEvent.FadeIn.Length = new Timecode(1000);
    newEvent.FadeOut.Length = new Timecode(1000);

} catch (e) {
    MessageBox.Show(e);
}
```