



Vegas + DVD

Tips, Tricks, and Scripts

Learning and using Vegas 4 and DVD Architect

A Quick-Start Guide to Vegas Editing

By Edward Troxel

www.VegasTrainingAndTools.com

“In Vegas Video Editing, Gary Kleiner, a videographer for more than 25 years, not only takes viewers through the basic video editing techniques of Vegas, but serves up many tips and shortcuts that even the experienced Vegas editor will consider invaluable.”

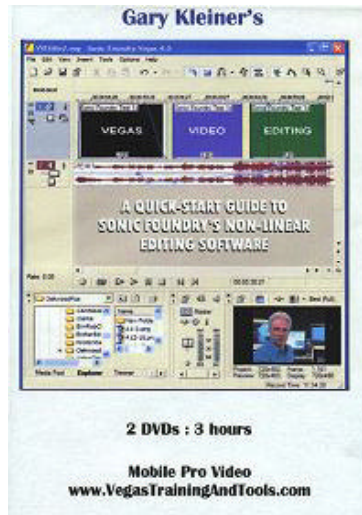
After viewing this 2 DVD set, I can attest that this quote from Gary’s website is 100% true. Filled with 3 hours of material, this DVD set instructs the new user on the basics of Vegas while providing tips to the experienced user. While the full chapter list is printed on the DVD box cover, one thing I missed was having a menu. However, with 100 chapter points total, that would have been a massive menu and the printed menu allows quickly jumping to any section.

The first DVD jumps right to the Vegas screen where basic concepts are discussed. No previous knowledge is required in order to understand the concepts presented. By the end of this DVD, you should understand many basic concepts of Vegas’ tracks and both audio and video events. Gary has arranged the topics so that later topics build on concepts presented in earlier topics.

Throughout this DVD set, a very extensive list of keyboard short-cuts are used and explained. While listed in the help file and manual, many of the shortcut keys presented are often overlooked. Gary also provides an amazing number of auxiliary tips. Many of these tips cover those little “gotcha’s” that are seen repeatedly asked in the forums. Other tips help even experienced users improve their workflow.

The second DVD moves to more complex topics including Color Correction and Multi-Cam editing. It also explains getting the video back to tape via Print To Tape and using Vegas Capture. This DVD ends with advanced capture techniques using Vegas Capture and getting additional audio from a MiniDisc or a CD.

This DVD set is excellent for beginning users and will provide many tips for experienced users. A large portion of topics covered relates to both Vegas Video 3 as well as Vegas 4. One add-on program, Excalibur, is also demonstrated illustrating how some tasks may be made even easier. I would gladly recommend this DVD set to anyone requesting a Vegas training tool.



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Tsunami - A Wave of Editing Tools

By Edward Troxel

Introducing: Tsunami - a new tool to enhance the capabilities of Vegas by adding a series of helping and artistic tools. The helping tools simplify common tasks while the artistic tools will help create stylish effects quickly and easily.

Helping Tools

1. **Select Events** is designed to simplify the process of selecting events on the timeline. With a wide variety of options such as All before cursor, All after cursor, Only selected tracks, and Split at cursor, Select Events will select only the events you want with a click of a button and without requiring the current zoom level of the timeline to be changed.

2. **Extract Good Clips** will take the good segments of a larger clip and separate them from the

main clip. Start by placing a large clip on the timeline and make regions around the good segments. This tool will extract those segments to a new track and, if desired, remove the gaps left by the bad clips.

3. **Delete Markers** allows a flexible method of deleting markers, command markers, CD track markers or regions. While Vegas will let you delete all or one, this tool allows selecting which markers and which types of markers are to be deleted.

4. **Reset Pan/Crop** will remove all Pan/Crop keyframes from all selected events. This will effectively remove any Pan/Crop changes from all selected clips.

5. **Remove All Effects** will delete all effects from all selected events. This is a quick way to reset a series of clips back to having no effects applied.

Artistic Tools

6. **Video Wall** will create a "wall" of video images of the size requested. For example, if you have 9 clips on 9 tracks, select those 9 clips, tell Video Wall to build a 3 x 3 wall, and instant "Brady Bunch."

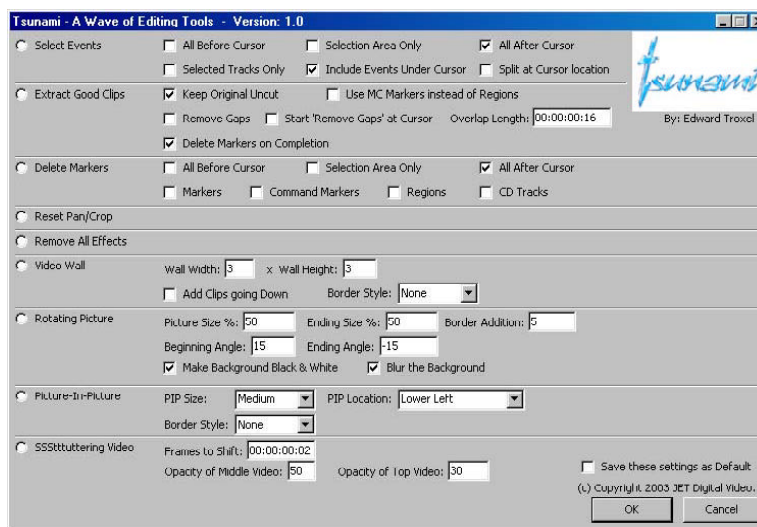
7. **Rotating Picture** takes a clip, makes a background using the same clip, and then resizes and rotates the clip over time. Several options allow the background to be Black and White and/or Blurred as well as beginning and ending angles and sizes. When played, the clip will begin at the

beginning angle and size and slowly rotate and resize until reaching the ending angle and size.

8. **Picture-In-Picture** will take a clip, resize it as specified, and place it in the chosen position creating an instant PIP. No more messing with Track Motion or Pan/Crop - let this tool do the work for you.

9. **Stuttering Video** will take a clip and produce a Time-Delay/Time Phasing effect. This effect gives best results when shot from a tripod providing a static background while the main characters move in the foreground.

For more details, see www.jetdvd.com/tsunami

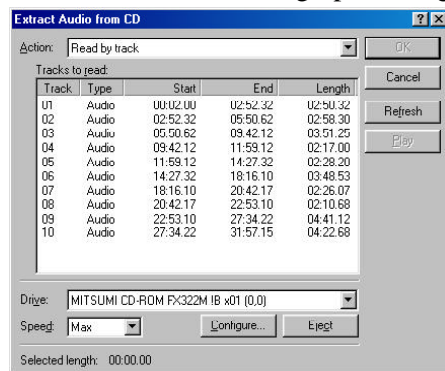


Creating an Audio CD

By Edward Troxel

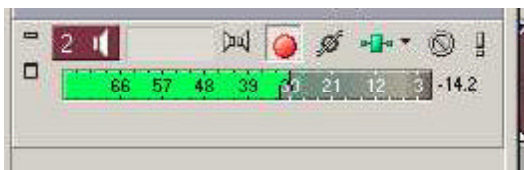
While Vegas is an excellent video editing program, it is also the best audio editing NLE today. A lot of this stems from the fact that it started as an audio program in version 1 with video being added in version 2. Because of these roots, Vegas can easily perform audio tasks such as creating an audio CD.

The first step is getting the audio into the computer. This is done in a variety of ways depending on the source of the audio. If the audio is on a CD, choose **File - Extract Audio From CD**. This will bring up a dialog showing all tracks indicating the starting time, ending time, and length of each track on the CD. Select one or more tracks, click on OK, and these tracks will be copied to your hard drive.



If the audio is on video tape, just capture the tape normally. If you don't need the associated audio, either add the clip to the timeline and render the audio to a separate WAV file or use a program, such as Scenalyzer Live, which can capture only the audio portion while ignoring the video portion.

If the audio is on a cassette tape, it can be captured using the sound card. Connect the cassette deck outputs to the sound card line-in and Vegas can capture directly from the sound card. To record audio, the track must be "armed for recording." Do this by clicking on



the record button which will turn red. When you play the tape, the meter on that track will indicate the signal strength. You can use the Windows Volume Control to

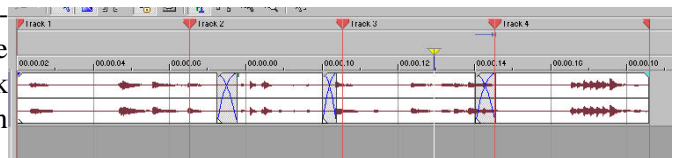
control these levels. Once the levels are adjusted to your satisfaction, click on the main record button to start capturing the audio. The track will be filled as the audio is captured. When it is done, click on the Stop button and the peak file will be created.



Now that the audio is in the computer, it is time to edit. This is done the same way as editing video. Use Split and delete to remove unwanted sections, ripple editing can close holes, and overlapping will create dissolves. One important difference between audio and video is the need to work at sub-frame levels. To do this with the audio, turn off **Quantize to frames**. Note that this should **ONLY** be turned **off** when working with audio and should be **on** when working with video.

With the editing completed, tracks must be defined. By defining tracks, you can use the next/previous buttons on the CD player to jump forward and backward between sections. Start by moving to the very beginning of the timeline by clicking on the "Go To Start" button or pressing **CTRL-Home**. Press "N" and you will see a red CD-Track marker appear. If you look at the end of the project, you will find the ending track marker which corresponds to the starting track marker just added.

Moving forward along the timeline, continue pressing "N" wherever a new track is desired or "Shift-N" to create a new sub-track index mark. Repeat this process until all tracks have been defined. After the tracks



are defined, it is time to burn the audio CD.

To burn, choose **Tools - Burn CD** and pick either **Track At Once Audio CD** or **Disc At Once Audio CD**. Track at once will add a 2 second gap between each track. Disc at once will create a CD with no gaps. This is useful when you want multiple tracks in one song. Now, go out and create your own CDs!

Beginner's Corner - Navigating the Timeline

By Edward Troxel

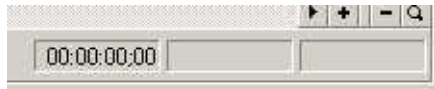
Moving to various locations on the timeline is an easy process in Vegas. There are a variety of ways to go to specific locations on the timeline. In this article, some of these methods will be discussed.

Moving to the beginning or end of the current project is very easy. To the right of the Play, Pause, and Stop buttons on the main timeline are two arrow buttons. Pressing the left arrow pointing to a line will take you to the beginning of the project while pressing the right arrow pointing to a line will take you to the end of the project. If you like keyboard shortcuts, **CTRL-Home** goes to the beginning while **CTRL-End** will go to the end.

Locations between the beginning and end are equally easy to navigate. The simplest method is to simply click above the timeline or in a blank area and drag in the desired direction. While this does create a selection area, it also lets you watch the video as you scroll. If the keyboard is preferred, try the **J**, **K**, and **L** keys. Pressing "**L**" will play the timeline forward. Pressing it again will make it play faster. If "**L**" is used several times, you can get up to 20x speed scrubbing. To stop, press "**K**". Similarly, "**J**" work for scrubbing backwards and multiple presses increases the speed.

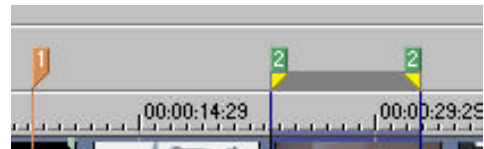
To finetune the placement of the cursor, simply use the Left and Right arrows. This will move the cursor one *pixel* left (which is not, necessarily, one frame). If it is moving more than one frame, this can be remedied in one of two ways. First, if you hold down the ALT key while pressing the arrow key, it will only move one frame. Also, if you zoom in on the timeline, it can also move one frame.

Sometimes the exact timecode where the cursor is to be placed may be known. If this is the case, look at the three boxes to the right below the timeline. Double-click on the left most box, enter the time desired, and the cursor will be moved to that location. If a selection area has been defined, the entire selection area will be moved to the new location.

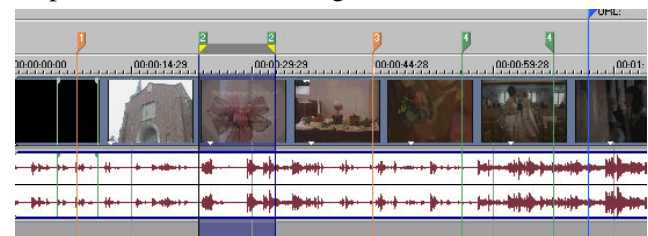


While editing, there may be specific locations that need noting on the timeline. To note a location, press "**M**" to place a marker on the timeline. In a similar manner, a selection area can also be defined by pressing "**R**" to create a region on the timeline.

The first 10 markers and regions are special and have a small number in their handle. By pressing that number above the letters on the keyboard, the cursor will jump immediately to that marker or region. If the key for a region was pressed, the entire region will be selected. In this picture, 2 was pressed which selected the area between the green region markers.



To navigate between markers, hold the **CTRL** key while pressing the arrow keys. This will move to the previous or next marker to matter what type of marker is on the timeline. This will also facilitate moving to markers beyond the 10th marker. For regions, it will stop on both sides of the region area instead of select-



ing the region.

While editing, there are typically several different events on the timeline. It is also possible to easily navigate between these events. By pressing **CTRL-ALT** and using the arrows, the cursor will move to the previous or next edit point on the selected track. This will allow moving quickly to the beginning or end of any event on the timeline.

By using these methods of movement, any location on the timeline can be quickly and easily found. Search the help file for keyboard shortcuts for more time-saving tips.

Resetting Pan/Crop via a Script

By Edward Troxel

There may be times when, after much adjusting, the best option is to reset all Pan/Crop settings and start over. If this must be done on multiple events with multiple keyframes, it can be a time-consuming task. In this article, we will automate the process of resetting all selected events back to an unchanged state.

The idea for resetting the Pan/Crop is to delete all current Pan/Crop keyframes for each selected event. After finding a selected event, the keyframes have to be located and removed.

First, change the “Event” to a “VideoEvent” and find the “VideoMotion” keyframes.

```
var videoEvent = VideoEvent(eventEnum.item());  
var keyframes = videoEvent.VideoMotion.Keyframes;
```

After finding the keyframe list, go through that list, starting at the end, and remove them all until the first keyframe has been removed.

```
var cKeyframes = keyframes.Count;  
var jj;
```

```
for (jj = cKeyframes - 1; jj >= 0 ; jj-- ) {  
    keyframes.Remove(keyframes[jj]);  
}
```

While this seemed simple enough and appeared to work correctly on some systems, other systems would error after running this script. Since Vegas “assumes” the first, default, keyframe will present, once that keyframe was deleted the error would happen.

To fix for this error was to add a new, default, keyframe once all of the other keyframes had been deleted. The following code was used to accomplish this task.

```
var AddKey = new VideoMotionKeyframe(new Timecode(0));  
keyframes.Add(AddKey);
```

Once the new keyframe was added at the zero timecode for that event, the error was eliminated and the Pan/Crop light was no longer highlighted as being changed. To view the complete script, see figure “A” on page 6.

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Complete Reset Pan/Crop Script - Figure A.

```
/**
 * ResetPanCrop will remove all Pan/Crop keyframes
 * effectively resetting the Pan/Crop settings
 *
 * Written By: Edward Troxel
 * www.jetdv.com/tts
 * Modified: 08-07-2003
 * Copyright 2003 - JET Digital Video
 **/

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

try {

    var trackEnum = new Enumerator(Vegas.Project.Tracks);
    while (!trackEnum.atEnd()) {
        var track : Track = Track(trackEnum.item());

        //Find the first selected event on this track
        var eventEnum = new Enumerator(track.Events);
        while (!eventEnum.atEnd()) {
            var evnt : TrackEvent = TrackEvent(eventEnum.item());

            if (evnt.Selected) {

                var videoEvent = VideoEvent(eventEnum.item());
                var keyframes = videoEvent.VideoMotion.Keyframes;
                var cKeyframes = keyframes.Count;
                var jj;

                for (jj = cKeyframes - 1; jj >= 0 ; jj-- ) {
                    keyframes.Remove(keyframes[jj]);
                }

                var AddKey = new VideoMotionKeyframe(new Timecode(0));
                keyframes.Add(AddKey);

            }
            eventEnum.moveNext();
        }
        trackEnum.moveNext();
    }
    Vegas.UpdateUI();
} catch (e) {

    MessageBox.Show(e);
}
```