Vegas + DVD
Tips, Tricks, and Scripts

Learning and using Vegas 4 and DVD Architect

Adding Ummph to Audio using Pans - Part 2

By Jeff Basch

In the last article we discussed a few tips on how to use audio panning to give your audio just a bit more edge. In this article we will expand on the concept based on an experience taken from a multi-cam shoot.

As you can see from Figure 1, there are two videos side by side generated from the audio and video tracks shown in Figure 2. There are multiple ways to accomplish this. I happened to use the Video Wall tool from within Tsunami, but you could also review the March and April

Figure 1

2003 issues of Vegas Tips, Tricks, and Scripts (Vol1 No's 2 and 3) for more information describing how to create a PIP effect.
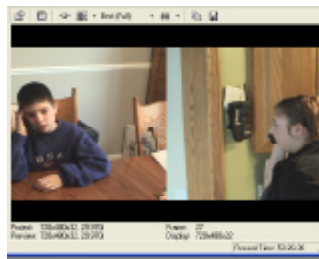
In this case, it is more like a picture beside picture (PBP for short). This PBP effect was used in older movies for added effect when two people were talking on the phone and has become more popular and expanded upon recently in television shows like "24."

One way to give a PBP added impact is by having the sound of the person on the left side of the screen coming out of the left speaker with the corresponding sound of the person on the right side of the screen coming out of the right speaker. One way to accomplish this is to take the audio associated with each shot and place the audio pan 100% to

the left for one track and 100% right for the other. This is exactly what was done in Figure 2. Notice how the audio for track 3 is panned 100% to the left and the audio for track 4 was panned 100% to the right.

However what happens when you are on a multi cam shoot where this shot is desired and the audio goes bad from one of the cameras? Never forget Murphy's law, that if something can go wrong it will. This is exactly what happened to me on a shoot a few years back and is what provided the idea behind this and the previous audio article. As we saw in the previous issue, you might be able to use the audio from the one good remaining source and use the track audio envelops with key markers placed at the key locations on the audio where you want the audio to be 100% left or right. An example of this is shown in figure 3 for the Video in tracks 1 and
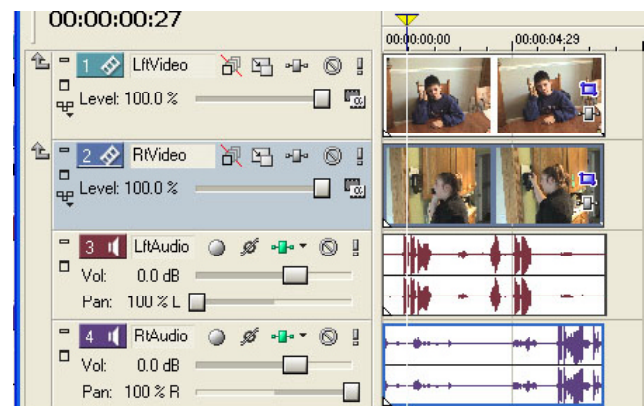

Figure 2

Figure 3

a box shape. These represent the speaker locations in a typical surround sound home theatre when looking at the room from above. Three in the front with the one in the middle called the center channel, and two in the back.

The other change you will notice is a new key frame section added just below the old audio track. The blue diamonds correspond to all the points that were we previously added to the old audio track. Selecting any individual key frame will show you where the sound is going to be located in the surround sound by a red square. In figure 5, the sound will be coming out of the front right speaker.

With surround sound, you can set your sound to come out of any or all of the speakers in various combinations. You also have access to an added channel called the LFE channel, which will be the sound going to the sub-woofer. There are many, many options with sound at this point that are beyond the scope of this article. However, this should whet your appetite just a little bit to go explore some of these options on your own.

Before I close this article, I need to put a word of thanks in for my children Nicole and Nathan for helping me get the clips for this article instead of going back to my archives and pulling something out. I know they did not really want to do it, but they were troopers anyway.

I hope you enjoyed this article and that it may have sparked some interest in sound and the role it plays in your videos. Have fun in your own "Adventures in Sound" and, as always, I am open to any feedback you may have.

2. Another shortcut not mentioned in the last article that can come in handy is to right-click one of the pan points and select one of the preset pan options as shown in figure 4.

For those of you with home theatres and **Vegas 4 + DVD**, you have many additional options for panning sound with the ability to do Dolby AC-3 surround sound. Going into the audio tab under file properties and changing the audio type from stereo to 5.1 Surround changes the audio track from that shown in figure 3 to that shown in figure 5. Notice how you now have 5 little mini speakers spread throughout
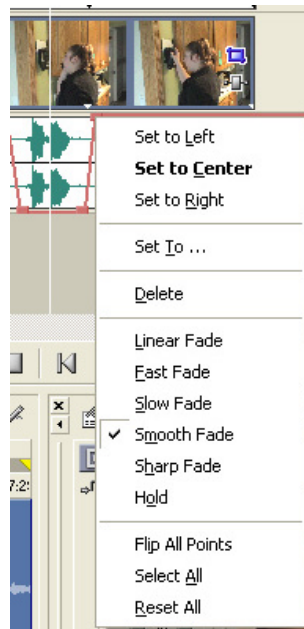

Figure 4

Figure 5


Creating 3D Text with a Bump Map

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Both Graffiti and Red allow you to apply reflection maps, bump maps and texture maps to 3D objects. In this exercise, you will animate text using the onscreen OpenGL interactors. Three sets of onscreen interactors allow you to position, scale and rotate tracks. After you animate the text, you will apply a bump map. You can complete this exercise in Boris Red 3GL or Boris Graffiti 3.0.

1. Launch the Red Engine or the Graffiti KeyFramer.
2. Create a new composition or setting:
    * If you are using Boris Red, choose File > New Project.
    * If you are using Boris Graffiti, choose File > New Settings.
3. Set the duration of the effect to two seconds by typing **200** into the **Duration** field in the Timeline window and pressing Enter.
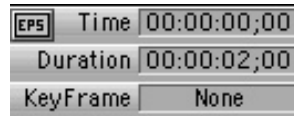
    You can only use the Duration field when you work in the KeyFramer or Red Engine. When you use Boris in a host application, you set the duration in the host application so typing in this field has no affect. To complete this tutorial using the plug-in, apply Boris Red or Graffiti to a two-second clip in your timeline then follow the tutorial beginning at Step Five.
4. Press the **Media** icon on the bottom track and choose Movie File . Import the movie file "Water.mov."

    If you didn't download the Water.mov file, simply press the **Media icon** on the bottom track and choose Color to create the text over a colored background.

5. Double-click the top track (Graffiti) or press the **Media icon** on the top track and choose Text for the source media (Red). The Text window appears.
6. Click in the Text window and type "Boris."

The illustrations use the word "Boris" with 132 point Denmark font but you can create whatever you want.

7. Select the text that you typed. Make sure that you have not added a shadow or a border to the text.
8. Click **Update** and close the Text window. The track is automatically renamed "Boris."

    You don't need to format the text, since you will convert it to a 3D Extrusion. But first you will animate your logo. Setting up the animation using Text media applied to a 3D Plane shape accelerates your previews.
9. Press the **Quality button** in the Composite window and choose **Draft** . This will allow you to work more quickly.
10. You should see red, green and blue OpenGL interactors in your Composite window. If you don't, press the **G** key or choose Preview > OpenGL Interactors > Show Interactors.

    In the onscreen interactor controls, red represents the X-axis, green represents the Y-axis and blue represents the Z-axis. When you click an interactor's axis, movement, scaling and rotation are constrained to that axis. Clicking the image but not an interactor allows freeform positioning, scaling and rotation.
11. Press the **E** key or choose Preview > OpenGL Interactors > Rotate Interactor. The interactors should display spheres at their ends to indicate that you are in Rotate mode.
12. With the first keyframe in the text track selected, drag the red interactor in the Composite window until the **Tumble X** value is approximately **-45 degrees** .

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The Tumble X, Spin Y and Rotate Z values update in the Controls window as you drag.

13. Press the W key or choose Preview > OpenGL Interactors > Translation Interactor. The interactors should display arrows at their ends to indicate that you are in Translation mode.

14. With the first keyframe in the text track still selected, drag the green interactor up in the Composite window until the text is not longer visible onscreen. The Position values update in the Controls window as you drag.
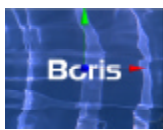
15. Click the Play button to preview the effect.

Time 00:00:00:20   Time 00:00:01:10   Time 00:00:02:00

Extruding the Text

Now that the motion is finished, you will extrude the text.

1. Press the Boris track's **Shape icon** and choose *3D Extrusion* from the menu.

By default, a plastic material is assigned to all four sides of the text.

2. Select the first keyframe in the Boris track but move the CTI into the effect so that you can see the text.
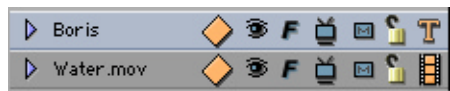
3. Click the **Animate button** in the bottom of the Controls window. This button toggles between Constant and the default interpolation. Constant interpolation makes parameters static and does not create keyframes. The top button shows the Animate button in the Default interpolation; the lower button shows the Animate button in Constant interpolation. You want Constant interpolation.

4. Click the Extrusion tab in the Controls window. Set **Extrusion** to **6** with *Constant* interpolation.

5. Click the Materials tab in the Controls window. Set the **Face Count menu** to **1** and choose *Gold* from the **Type menu**.

Setting the Face Count to 1 applies the same material to all faces of the text. When you choose Gold, the Gold material parameters appear in the tab.

6. In the Materials tab, set **Reflectivity** to *80* with *Constant* interpolation and set **Shininess** to *40* with *Constant* interpolation.

7. Play the sequence by clicking the **Play button** in the Composite window or by pressing the **Space bar**.
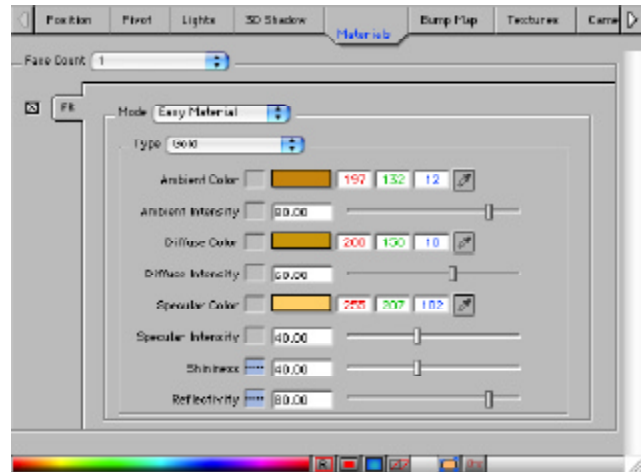
Creating a Bump Map

Now you will add a bump map to your text. You can create the bump map from a procedural texture or you can use a media file. You will use a procedural texture.

1. Press the **Quality button** in the Composite window and choose *High* . This will allow you to view the bump map.

2. Select the first keyframe in the Boris track but move the CTI into the effect so that you can see the text. Click the Bump Map tab in the Controls window.

3. Select the checkbox for the *Front Face*.

4. Make sure that the **Source menu** is set to *Procedural*. This is the default setting.

5. Choose *Reptilian* from the **Type menu**. Reptilian creates a texture resembling a scaly or spotted animal skin.

6. In this instance, the animal skin makes the text difficult to read. So deselect the **Color On checkbox**. When this checkbox is deselected, the color values of the underlying material also set the color values of the applied bump map; the bump map only sets the luminance values.

7. Move the CTI to the beginning of the timeline and choose Preview > Preview to RAM. Now the text uses the Reptilian bump map with the gold material.

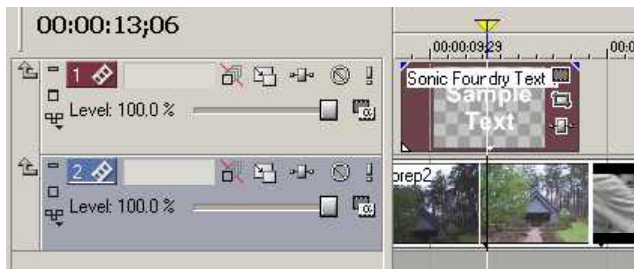Time 00:00:00:20   Time 00:00:01:10   Time 00:00:02:00

Beginner's Corner - Text Compositing

By Edward Troxel

The last two issues have discussed various text options and moving text. Continuing to build on this topic, we'll continue with more complicated compositing options.

We've all seen the introductions to shows such as Baywatch or Spin City where the text of the show name is filled with video - often overlaid over another different video feed. This effect is very easy to achieve in Vegas.

To achieve this effect, start with a new project con-

taining two video tracks. On track one, add a standard text generated media and on track two place the video to be used inside the letters. After this has been done, you should see the image overlaid over the video as shown in this sample screen.


The next step is to modify the Parent/Child relationship between these two tracks. On the far left side

 of track two is an arrow pointing upwards. This arrow controls the Parent/Child relationship. Click on the arrow to the left of track two and it will change to a line joining with the arrow on track one as shown in these before and after images.

After setting the Parent/Child relationship, the video will immediately change from showing around and be-hind the text to being shown inside the text. This screen shot shows the background video showing inside the text

Now that the hard part has been achieved, it is time to add the background video layer. Add a third track to the Vegas
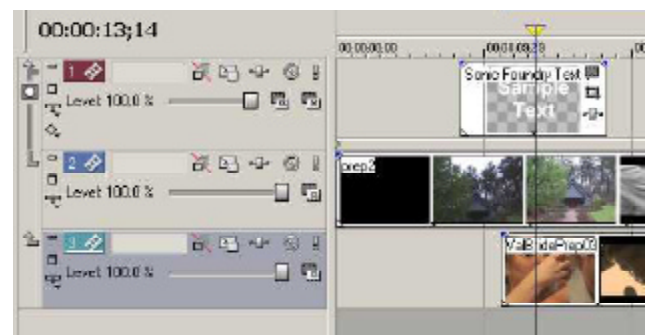
timeline and place the background video on that track. The video place on the third track will now appear in the area around the letters filled with video. The final result can be seen in this sample screenshot.

Once these steps have been completed, the result will be letters filled with moving video over a moving video background. Experiment using different techniques such as moving text (described in the last issue) filled with moving text over moving video.

Using a little imagination, the text options in Vegas provide a wide variety of options and can fill most titling needs. Expand on these principles and Vegas' titling abilities can help spruce up your videos.

Expanding Excalibur - Selectively Delete Markers

By: Edward Troxel

The latest version of the Multi-Cam Wizard in Excalibur allows comments to be added that are ignored when running the Multi-Cam Wizard. This allows you to add notes without affect the normal operation of the program. An enterprising user of Excalibur came up with an idea for another use: Presetting marker points for use in DVD Architect.

There was a problem with this theory: the options were to delete ALL markers or manually delete all non-comment markers. This would be a very time-consuming process. Beyond that, all of the comment markers begin with ">" which really need to be removed before transferring them to DVD Architect.

What was needed was an option to selectively delete all non-comment markers and automatically remove the comment indicator - ">" - from the beginning of each of the comments.

The first step is to go through the list of markers, starting with the last one, and look at each one going backwards. You need to start at the end and go backwards because deleting markers confuses things when going forward. So, we begin with a for loop, beginning at the end, and proceeding to the beginning.

```
for (i=Vegas.Project.Markers.Count - 1; i >= 0; i--)
```

Next you have to look at the label of each marker and determine whether it is a comment. If the marker is a comment, change the marker name eliminating the ">" from the beginning of the label name. However, if the label is not a marker, you then delete that marker.

After running the script below, all markers that are not comments will be removed and all comments will be converted into non-comments. This will allow for the pre-naming of marker points for DVD Architect.

Excalibur Add-on - Remove Non-Comment Markers

```
/**
 * This add-on will remove all non-comment markers so comments may be
 * added when using the Multi-Cam Wizard and only the comments will remain
 * upon completion. The ">" will also be removed from the comment names.
 * This will facilitate adding DVD chapter points during the editing process.
 **/
import SonicFoundry.Vegas;

try {
  var regMarkers = Vegas.Project.Markers;
  var i;

  for (i=Vegas.Project.Markers.Count - 1; i >= 0; i--) {
    var currMark = regMarkers[i].Label.substr(0,1);

    if (currMark == ">") {
     regMarkers[i].Label = regMarkers[i].Label.substr(1,999)
    } else {
     Vegas.Project.Markers.Remove(regMarkers[i]);
    }
  }

} catch (e) {
}
```